

FROM THE DEPTHS OF MADNESS: THE FOX AND THE DISPOSSESSED

PART ONE:

Concerning the Fox-at-Twilight and other Trickster-touched Creatures

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What You Need to Play

The Fox-at-Twilight appears in the short story, “The Greater Treasure,” in *Realms of the Elves*, and the novel, *Depths of Madness*, by Erik Scott de Bie, both of which are discussed by the author here:

http://ww2.wizards.com/Books/Wizards/?doc=fr_depthsofmadnessinterview. Another character from the novels, the evil warlock, Davoren, was given official statistics on the WotC website here:

<http://wizards.com/default.asp?x=dnd/frcc/20070314>

Twilight, a Trickster-touched creature, and Gargan the Disposessed make use of information in the *Player’s Handbook*, *Dungeon Master’s Guide*, *Monster Manual*, *Forgotten Realms Campaign Setting*, and *Complete Scoundrel*. In addition, their write ups include references to material in the *Book of Vile Darkness*, *Complete Adventurer*, *Complete Arcane*, *Complete Warrior*, *Fiendish Codex II: Tyrants of the Nine Hells*, *Fiend Folio*, *Magic Item Compendium*, *Magic of Faerûn*, *Player’s Guide to Faerûn*, *Races of Stone*, and *Spell Compendium*. Although possession of any or all of these supplements will enhance your use of these write ups, they are not strictly necessary.

TRICKSTER-TOUCHED CREATURE

Trickster-touched creatures are blessed specially by Erevan Ilesere, the elven god of mischief, change, and rogues. They are nimbler, cleverer, and, of course, trickier than any normal member of their race. Some are born with the Trickster’s touch, others gain Erevan’s kiss later in life, but however these wayward creatures gain the attention of the Fey Jester, they are inevitably beings of chaos and misadventure.

FOX-AT-TWILIGHT

Yldar turned to find a mischievous smile waiting. He stood blinking, impressed with the vision before him.

Shifting her weight from one foot to the other sensuously, the moon elf was easily the most beautiful maid he had ever seen—on par with the high nobles of Evermeet, even.

Her laughing eyes were pale, of indeterminate color that seemed to shift with the light. Standing against her pale skin, the raven hair falling to her waist in a loose cascade gleamed like the sky at midnight. She wore tight black breeches, a white tunic, and a gray vest with a half cape of dark scarlet silk that covered her left arm. Only one hand—the right, in a scarlet glove—was visible, perched on a slim hip.

Most significantly, though, she wore certainty and strength of will about her like a cloak. Her gaze unnerved him even as it sent thrills down his spine, and her body.... Well....

FOX-AT-TWILIGHT CR 17

^{BoVD} = *Book of Vile Darkness*, ^{CAd} = *Complete Adventurer*, ^{CAr} = *Complete Arcane*, ^{CS} = *Complete Scoundrel*, ^{CW} = *Complete Warrior*, ^{FC2} = *Fiendish Codex II: Tyrants of the Nine Hells*, ^{Mag} = *Magic of Faerûn*, ^{PG} = *Player’s Guide to Faerûn*, ^{RS} = *Races of Stone*, ^{SC} = *Spell Compendium*

Female Trickster-touched moon elf of Evermeet rogue 3/swashbuckler^{CW} 2/uncanny trickster^{CS} 3/shadowdancer 4/divine seeker^{PG} (Erevan Ilesere) 4

CN Medium humanoid (elf)

Init +7; **Senses** darkvision 60 ft., low-light vision; Listen +14, Spot +14

Languages Abyssal (Infernal alphabet), Celestial (Celestial alphabet), Chondathan (Thorass alphabet), Common (Thorass alphabet), Elven (Espruar [Elven] alphabet), Gol-Kaa^{RS} (Dethek [Dwarven] alphabet), Illuskan (Thorass alphabet), Sylvan (Espruar [Elven] alphabet); understand all spoken words

AC 22, touch 19, flat-footed 15 (+7 Dex, +3 armor, +2 deflection); Dodge, Elusive Target^{CW}, Mobility, Tumble skill, improved uncanny dodge, trap sense +1, uncanny dodge

hp 80 (16 HD; 10d6+4d8+2d10+16); defensive roll 1/day, divine perseverance (3d6+4) 1/day, *light fortification* (25% negate critical hit or sneak attack)

Immune sleep

Resist evasion, *nondetection*, sacred defense +2, tricky defense +1

Fort +10, +14 against poison (+18 against locklimb), **Ref** +26, +27 against traps, **Will** +9, +11 against enchantments

Speed 40 ft. (8 squares) in *boots*; base speed 30 ft.; shadow jump

Melee *Neveren's Betrayal* (+1 *hizagkeuur*^{Mag} rapier; see below) +20/+15/+10 (1d6+1+1 electricity +1 fire +6 insightful strike/18-20)

Ranged +1 *hand crossbow* +20 (1d4+1/19-20 plus locklimb poison)

Base Atk +12; **Grp** +12

Atk Options Combat Expertise, Combat Reflexes, Elusive Target^{CW}, feint as a move action, insightful strike (+6 dmg), poison (locklimb, DC 19, paralysis 2d6 rds/paralysis 2d6 minutes; see below), sneak attack (+2 atk, +3d6+2 dmg)

Special Actions favorite tricks (Acrobatic Backstab, Group Fakeout, Shrouded Dance), skill tricks

Combat Gear *Erevan's shroud* (see below), *Neveren's Betrayal* (see below), 4 doses of locklimb poison

Spell-Like Abilities (CL 16th; Concentration +1):

3/day—*detect law* or *detect magic*

(CL 8th; Concentration +1):

1/day—*locate creature*, *locate object*

(CL 4th; Concentration +1):

1/day—*shadow illusion* (as *silent image*; DC 14)

Abilities Str 11 (+0), Dex 24 (+7, 22 without *gauntlet*), Con 12 (+1), Int 22 (+6), Wis 10 (+0), Cha 18 (+4, 16 without *cape*)

SQ able to notice secret and concealed doors, bardic knowledge +10, class features, grace +1, hide in plain sight, sacred stealth, summon shadow, thwart magic traps, trapfinding

Feats Combat Expertise, Combat Reflexes, Dodge, Elusive Target^{CW}, Freerunner^B ^{CS}, Mobility, Stealthy, Weapon Finesse^B

Skills Balance +14, Bluff +19 (+21 to feint in combat), Climb +15, Decipher Script +21, Diplomacy +13, Disable Device +18 (+21 to disable or bypass magic traps), Disguise +4 (+6 to act in character), Gather Information +10, Hide +24, Intimidate +6, Jump +16, Knowledge (religion) +9, Listen +14, Move Silently +24, Open Lock +19, Perform (dance) +9, Search +20 (+23 to locate magic traps), Sense Motive +15, Sleight of Hand +14, Spot +14, Survival +0 (+2 when following tracks), Tumble +24

Skill Tricks* ^{CS} Acrobatic Backstab, Back on Your Feet, Corner Perch, Group Fakeout, Nimble Charge, Shrouded Dance, Speedy Ascent^B, Social Recovery, Timely Misdirection, Twisted Charge, Walk the Walls, Wall Jumper^B

*Skill tricks are described in detail on pages 82-90 of *Complete Scoundrel*.

Possessions combat gear plus *earring of comprehend languages* (see below), *padded dueling leathers* (+2 *light fortification padded armor*), *ring of protection* +2, *rake's cape* +2 (see below), *boots of striding and springing*, *Neveren's Betrayal* (see below), +1 *hand crossbow* with 20 bolts, *rake's gauntlet* (as *gloves of dexterity* +2), masterwork thieves tools, and about 2000 gp worth of other gear, such as *cure* potions, a hand mirror and other utility items, jewelry, and coin. Twilight has been known to use a variety of non-magical equipment to supplement her deceptive and “tricky” fighting style, including spring-loaded blades and various non-lethal poisons found in sources such as *Complete Scoundrel*.

Class Features From her uncanny trickster levels, Twilight gains swashbuckler and shadowdancer class features and treats her effective swashbuckler and shadowdancer class levels as if she were one level higher in both classes.

Darkvision (Su) Twilight can see as if she were affected a by permanent *darkvision* spell.

Defensive Roll (Ex) Once per day, when Twilight would be reduced to 0 hit points or less by damage in combat (from a weapon or other blow, not a spell or special ability), she can make a Reflex saving throw (DC = damage dealt) to take only half damage from the blow. She must be aware of the attack and able to react to it and not be denied her Dexterity bonus to AC in order to execute her defensive roll.

Divine Perseverance (Su) Once per day, if Twilight is brought to -1 hit points or lower, she automatically heals 3d6 + her Charisma bonus hit points.

Elusive Target^{CW} This feat enables Twilight the use of three tactical maneuvers.

Negate Power Attack: If Twilight designates a specific foe to be affected by her Dodge feat and that foe uses the Power Attack feat against her, that foe gains no bonuses on damage rolls, but still takes the penalty on the attack.

Diverting Defense: If Twilight is flanked and designates one of the flanking attackers to be affected by her Dodge feat, the first attack of the round from the designated attacker automatically misses her and may strike the other flanking foe instead; the attacking creature makes an attack roll normally, and its ally is considered flat-footed. If the designated attacker is making a full attack against Twilight, its subsequent attacks function normally.

Cause Overreach: If Twilight provokes an attack of opportunity from a foe by moving out of a threatened square and that foe misses her, she can make a free trip attempt against this foe, and the foe does not get a chance to trip her if her attempt fails.

Favorite Tricks (Ex) Twilight can use Acrobatic Backstab, Group Fakeout, and Shrouded Dance twice per encounter.

Grace (Ex) Twilight gains a +1 competence bonus on Reflex saves (included above).

Hide in Plain Sight (Su) Twilight can use the Hide skill even while being observed. As long as she is within 10 feet of some sort of shadow, she can hide herself from view. She cannot hide in her own shadow.

Insightful Strike (Ex) Twilight applies her Intelligence bonus (if any) as a bonus on damage rolls with any light weapons or weapons that can be used with Weapon Finesse (included above). Targets immune to sneak attacks or critical hits are immune to the insightful strike. Twilight cannot use this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

Sacred Defense (Ex) Twilight gains a +2 bonus on saving throws against divine spells, as well as the spell-like and supernatural abilities of outsiders.

Sacred Stealth (Su) As a standard action, Twilight can grant herself a +10 sacred bonus on Hide and Move Silently checks for 8 minutes. The duration need not be consecutive.

Shadow Jump (Su) Twilight can travel between shadows as if by means of a *dimension door* spell, except she must begin and end in an area with at least some shadow and can jump a total of 20 feet each day.

Summon Shadow (Su) Twilight can summon a chaotic neutral shadow that cannot create spawn or be turned, rebuked, or commanded by a third party. If Twilight's shadow companion is destroyed, or Twilight chooses to dismiss it, Twilight must attempt a DC 15 Fortitude save. If the saving throw fails, Twilight loses 200 experience points per shadowdancer level. A successful saving throw reduces the loss by half, to 100 XP per prestige class level. Twilight's XP total can never go below 0 as the result of a shadow's dismissal or destruction. A destroyed or dismissed shadow companion cannot be replaced for 30 days. Twilight's shadow, being so difficult to detect, makes for a natural scout or spy. Twilight rarely uses her shadow companion in combat, and then only to complement her own fighting style (to aid her in flanking, etc). It has been known to take refuge in Twilight's own shadow.

Shadow Companion; CR —

CN Medium undead (incorporeal)

Init +2; **Senses** darkvision 60 ft.; Listen +7, Spot +7

Languages communicate intelligibly with Twilight

AC 13, touch 13, flat-footed 11 (+2 Dex, +1 deflection); Dodge

Miss Chance 50% (incorporeal)

hp 19 (3 HD; 3d12)

Immune turning, undead immunities (mind-affecting, poison, sleep, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, physical ability damage, fatigue, exhaustion)

Fort +1, **Ref** +3, **Will** +4

Speed fly 40 ft. (8 squares)

Melee incorporeal touch +3 (1d6 Str)

Base Atk +1; **Grp** —

Atk Options strength damage

Abilities Str — (+0), Dex 14 (+2), Con — (+0), Int 6 (-2), Wis 12 (+1), Cha 13 (+1)

SQ incorporeal traits, undead traits

Feats Alertness, Dodge

Skills Hide +8 (+12 in shadowy illumination, +4 in brightly lit areas), Listen +7, Search +4, Spot +7

Strength Damage (Su) The touch of a shadow deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.

Thwart Magic Trap (Ex) Twilight gains a +3 bonus on all Disable Device and Search checks made to locate, disable, or bypass magic traps (included above).

Tricky Defense (Ex) In any round when Twilight performs a skill trick, she gains a +1 competence bonus on saving throws until the start of her next turn.

Hook “Four rules, handsome,” the elf said, holding up her fingers. “One: no questions about me.”

“But . . .”

“Two: no questions about the rules.”

“Ah. But—”

“Three: no stabbing me in the back, and I won’t do it to you.”

“Oh lass, but I rather think . . .”

“And four.” She smiled enticingly over the final, little finger. “No falling in love with me.”

Duelist and thief, con artist and seducer of the first order, the Fox-at-Twilight relies on wit and trickery as much as speed and skill—much like Erevan Ilesere, the trickster god she serves so reluctantly. She lies compulsively, as much to defeat foes as to keep “friends” at a distance: half the stories she tells are incredible falsehoods, and the others are dangerously accurate. “Twilight” isn’t even her real name, but just another mask.

Twilight had the following ability scores before racial and template adjustments, Hit Dice ability score increases, and equipment bonuses: Str 11, Dex 12, Con 14, Int 14, Wis 10, Cha 12.

Physical Description

Twilight (or ‘Light, as some call her) is petite but not tiny—5’3”, just shorter than the average elf or human woman. Her body is lithe and wiry, not overly muscular but carrying hardly any fat. She has been called beautiful by some, only handsome by others, but all agree that her charm and allure is palpable. She possesses light-colored eyes of that particular shade that changes depending on the light, often seeming to reflect her mood, and long blue-black hair she wears in a braid to her waist. She bears several scars (in particular the mark of a sword-thrust through her chest), which she covers with clothing, and a number of tattoos (three known: Erevan’s symbol in gold at the base of her spine, a gray-silver fox on her lower belly, a line of arcane runes that trace down the inside of her right leg) that she often does not cover.

Though she always dresses for the occasion, at leisure, Twilight dresses stylishly in the flashy colors of a professional duelist, wears a number of earrings, and favors tight breeches, billowing blouses, wide-brimmed hats, and her own scarlet cape and dueling gauntlet. Twilight frequents the best clothiers and tailors in the Realms so as to enhance her wardrobe (generally with stolen coin), though she has never been known to wear a lady’s dress (though there have been rumors).

Background and Relevant History

Twilight’s history is almost completely unknown—what fragments *are* known might well be lies she herself perpetuated. Though “a lady never tells,” from her youthful appearance, one can guess that she is around 80-90 years of age. It is also clear that she is uncomfortable with her elven heritage, preferring to “live fast like a human.” Originally from Evermeet, Twilight ran away from home as a child some time in the early fourteenth century and has lived completely by her wits ever since. She appears to have earned her “title” amongst humans, perhaps those of the North—in particular, certain stories circulate among some of the Uthgardt tribes about a fey “Silver Fox” with “moonlight” in her hair. Whether this is a reference to Twilight or not, no one is certain, and she just smiles and pretends never to have heard of it when asked.

Twilight trusts no one and relies on nothing. She weaves a web of truths, half-truths, half-lies, lies, and *shameless* lies, both to make herself seem bigger and more important than she truly is and as a defense to keep others at a distance. When someone can cut through her lies, however, her composure quickly erodes, to be replaced by a haunted but beautiful kind of wrath. She is her own woman; she thinks her own way and damned if anyone is going to hold her back. In a way, Twilight seems much like the humans she’s lived with most of her life, lacking the perspective and serenity of her heritage. Also like a human, she sleeps most nights, rather than taking Reverie (some elves think her insane, and Twilight doesn’t care). Life for her is a struggle to stay one step ahead of danger—and to look fabulous doing it.

On those occasions she sells her thieving services, Twilight makes little distinction about who she serves. For example, in Elversult, 1362, Year of the Helm, she stole an elven relic to give to a cult of demon worshippers, then stole it right back, along with two elves from Evermeet: Yldar (male CG sun elf fighter 2/rogue 3/wizard 5) and Cythara Nathalan (NE sun elf wizard 11/thrall of Graz’zt 4).

In Hammer of 1375 DR, Year of Risen Elfkin, Twilight discovered Negarath, the Depths of Madness, a fallen Netherese enclave, beneath the sands of Anauroch, from which she barely escaped with her life, her sanity, and a new companion, the exiled goliath Gargan the Dispossessed (male CG goliath^{RS} barbarian^{RS} 1/ranger 6/goliath liberator^{RS} 4/tempest^{CAd} 5; see below).

Notable Allies and Enemies

Twilight is not an easy woman to get close to—at least not for any length of time. She’s had foul luck with “friends” in the past and has been known to claim that a person can be only a lover, a foe, or both, never a friend. She uses people to get what she wants, though she is not so ruthless as to do it without compunction. (For all her need to hide from others, Twilight loves deeply and passionately—seems cursed to it, in fact.) Though her romantic entanglements are many, Twilight has few constant allies (though her constant enemies are many and hidden).

In the wake of her misadventures in the Depths, Twilight has found herself traveling with a goliath exile called Gargan the Dispossessed (see below), who seems convinced that she carries the key to his destiny. (A creature of few words, Gargan speaks almost entirely in Gol-Kaa, which Twilight understands both through her earring [see below] and having learned the language during their travels. Occasionally, she lends him her earring to use.) Also while in the Depths, Twilight had a brief but intense liaison with Liet Sagrin of Harrowdale (male NG Chondathan human elite warrior 5). Unfortunately, Liet fell prey to the machinations of Gestal, a thrall of Demogorgon, and never reached the surface Realms again. Similarly, Twilight's other companions in the Depths—Taslin Sunrise (female CG fighter 2/cleric 9 of Corellon Larethian) and Asson (male NG Chondathan human wizard 8)—also perished, and the halfling known as Slip (female LG lightfoot halfling rogue 4/favored soul of Yondalla 9) vanished, thought to be the victim of another demon servant called Daltyrex. Twilight's mortal nemesis Davoren Hellsheart (male LE Chondathan human warlock 10/hellfire warlock^{FC2} 3/disciple of Asmoedus^{BoVD} 2; see <http://wizards.com/default.asp?x=dnd/frcc/20070314>), somehow escaped and roves the realms still, looking to exact vengeance upon her for his ruined body and sanity.

Since their meeting in 1362, Twilight has had occasional romantic liaisons with the treasure hunter Yldar, an heir of the Evermeet house Nathalan (male CG sun elf fighter 2/rogue 3/wizard 5), but her general frustrations with her own race have kept their relationship from blossoming beyond the occasional dalliance. Around 1350, Twilight was a known ally of Neveren Darkdance, a Night Mask operative of Westgate (male N half-moon elf rogue 4/swashbuckler^{CW} 3/shadowdancer 5) and his companion, Shalis (female CG Mulhorandi human bard 7/celebrant of Sharess^{PG} 5), but her relationship with the pair ended on something of a minor note. Also, Twilight often refers to an “Uncle Nemesis,” though who or what she means by this is unknown. Some suspect this is a reference to her erstwhile patron, Erevan Ilesere, himself.

Strategies and Tactics

Twilight delights in her guile and constantly tries to assert herself over those with whom she interacts, and she is secretly drawn to those who can compete with her. She avoids direct (or at least fair) combat when possible, preferring to reach her goals through wit, bluff, and planning. When pressed, she is an observant and adroit combatant, who relies as much on cunning and misdirection, as quickness and bladework, to maneuver herself and others into the positions most advantageous to her.

Twilight is truly brilliant, and she is usually at least two or three steps ahead of her foes, as well as her allies. Rarely does she meet anyone by chance—usually she has scouted out a potential foe or ally beforehand and has planned for countless eventualities. She is adept at arousing jealousies and sowing doubt in teams, and she enjoys using her charm on one or more characters she meets (usually those with high charisma scores). In an adventure where she is involved, Twilight is always in control, whether other characters realize it or not. If her plans go awry, however, Twilight’s careful composure and affability (feigned or genuine) erode very quickly. She can be a tenacious and dangerous foe, and also has no compunctions about fleeing to avenge herself another day.

In combat, Twilight usually fights defensively using her Combat Expertise feat (not included above) and relies on her uncanny dodge abilities, Dodge and Elusive Target feats, and skill tricks (including Shrouded Dance and Timely Misdirection, as well as her tricky defense ability) to further enhance her defenses. She does not hesitate to use her evasion, defensive roll, divine perseverance, and the powers of her magic items, such as her armor’s fortification and her amulet’s slippery mind powers to further increase her defenses. She avoids fighting multiple foes if she can manage it, but if pressed, she tries to play opponents against each other using her Elusive Target feat and her skill tricks. When her divine perseverance ability activates (manifesting as a disembodied laugh only she can hear) to indicate that she is near to death, Twilight usually makes good her escape—since she has limited usage, she often saves her shadow jumping for just such an occasion.

Twilight takes advantage of her enhanced speed, Mobility feat, Tumble skill, skill tricks (including Back on Your Feet, Corner Perch, Nimble Charge, Speedy Ascent, Twisted Charge, Walk the Walls, and Wall Jumper), and if necessary, shadow jump ability to make her way through the chaos of melee without drawing attacks of opportunity, whereupon she relies on her high initiative score, battlefield maneuvering, stealth abilities (including her Bluff and Hide skills and hide in plain sight and sacred stealth abilities), Combat Reflexes, skill tricks (including Acrobatic Backstab and Group Fakeout), and feinting in combat to leave opponents flat-footed to her sneak attacks and force opponents to provoke attacks of opportunity from her.

Twilight makes clever and effective use of her hand crossbow, poison, *shadow illusion* ability, and other abilities and equipment in battle as needs dictate. She has been known to combine her *shadow illusion* ability on her shadow companion to create a mirror image of herself, which generally only lasts until the shadow is struck.

Unique Items

Twilight sometimes uses a rare poison and carries several unique magic items, all detailed below. While only one copy of each of these items is known to exist, spellcasters who study the items in question are able to duplicate their powers in most regards.

Locklimb Poison

Derived from the venom of the *nar'talas* centipede native to Evermeet, locklimb poison has paralytic effects (injury, Fort DC 19; initial effect: paralysis for 2d6 rounds; secondary effect: paralysis for 2d6 minutes; price 250 gp). Long term exposure to this poison (10 poisonings or DM's discretion) builds up a tolerance, rather than a true immunity, giving a victim +4 on all saves to resist its effects.

Earring of Comprehend Languages

Price (Item Level): 2,000 gp (6th)

Body Slot: Head

Caster Level: 1st

Aura: Faint; (DC 16) divination

Activation: —

Weight: —

This stud is a simple but beautiful piece of crystal set in gold.

This magic earring allows you to understand the spoken words of any creature with a language. It does not grant you the ability speak, read, or write unknown languages.

Lore: Twilight obtained this item from the cleric Taslin Sunrise (see above), a companion of hers from her expedition into the Depths of Madness. Twilight treasures this little reminder of the elf (Gather Information DC 25).

Prerequisites: Craft Wondrous Item, *comprehend languages*.

Cost to Create: 1,000 gp, 80 XP, 2 days.

Erevan's Shroud

Price (Item Level): 50,000 gp (18th)

Body Slot: Throat

Caster Level: 9th

Aura: Moderate; (DC 20) abjuration

Activation: — and immediate (mental)

Weight: 1 lb.

This star-sapphire pendant hangs from a silver chain and twinkles with an almost whimsical light.

Erevan's shroud protects you from scrying and magical location just as a *nondetection* spell does. If a divination spell is attempted against you, the caster of the divination must succeed on a caster level check (1d20 + caster level) against a DC of a 20 (as if the caster had used *nondetection* on herself).

In addition, twice per day you can tap into the power of the medallion. If you are affected by an enchantment spell or effect and fail your saving throw, you can attempt your saving throw again 1 round later as an immediate action at the same DC. You get only this one extra chance to succeed on the saving throw.

Lore: Twilight refuses to say where she obtained this item or who originally made it, though she has claimed that it was created by Erevan Ilesere himself. Rumors, mostly based upon her sword, *Neveren's Betrayal*, point to a certain Neveren Darkdance, a member of the Night Masks in Westgate, who was known to use an amulet of similar description and powers about 20 years ago (Gather Information DC 30).

Prerequisites: Craft Wondrous Item, *break enchantment*, *nondetection*.

Cost to Create: 25,000 gp, 2,000 XP, 50 days.

Neveren's Betrayal

Price (Item Level): 21,320 gp (15th)

Body Slot: — (held)
Caster Level: 9th
Aura: Moderate; (DC 18) divination
Activation: —
Weight: 2 lb.

This dusky rapier is made of a pale silvery gray metal and has a hand guard of silver filigree. A many-pointed, asymmetrical star decorates its wide, spiral guard.

This +1 rapier is made of hizagkuur^{Mag}. If you have the Combat Expertise feat, it provides a +2 bonus on Bluff checks to feint in combat and allows you to feint as move action instead of a standard action. In addition, if you have the sneak attack (such as a rogue), sudden strike (such as a ninja), or skirmish (such as a scout) class feature, it also provides a +2 bonus on your attack and damage rolls when you are making a sneak attack, sudden strike, or skirmish with it.

Weapons made of hizagkuur^{Mag}, like *Neveren's Betrayal*, inflict an additional +1 point of electricity damage and +1 point of fire damage each time they hit.

Neveren's Betrayal has a hardness of 12 and 15 hit points.

Lore: It is known for a certainty that a blade matching this description and powers was in the hands of Neveren Darkdance—whether Twilight stole the sword from him, killed him for it, or was given it freely is unknown (Gather Information DC 25). The weapon was allegedly crafted by dwarves of the Northland for elves long before the rise of Cormanthyr (Knowledge [arcana] 25).

Prerequisites: Craft Magic Arms and Armor, *critical strike*^{SC}, *insightful feint*^{SC}.

Cost to Create: 9,000 gp plus 3,320 gp for the hizagkuur masterwork rapier, 720 XP, 18 days.

Rake's Cape

Price (Item Level): 10,000 gp (12th) (+2); 40,000 gp (17th) (+4); 90,000 gp (20th) (+6)

Body Slot: Shoulders

Caster Level: 10th

Aura: Moderate; (DC 17) transmutation

Activation: —

Weight: 1 lb.

This half cape is sewn from dark scarlet silk and radiates a certain sultry aura of decadence and passion.

A *rake's cape* adds an enhancement bonus to your Charisma score and offers magical protection in the form of a resistance bonus on your saving throws equal to +2, +4, or +6 (Twilight's cape is +4).

Lore: Unbeknownst to Twilight or most of its other wearers, the rare cloaks of this kind that still persist have a place in the ancient history of elven civilizations in the Realms, perhaps dating back as far as the Crown Wars. The gauntlet she wears—a glove of scarlet leather that functions as a *glove of dexterity*—has a similar history and has been called a *rake's gauntlet*. These items were known by different names then, though their function—as accessories worn by elven bladechimers (the equivalent of swashbucklers, today)—was much the same (Knowledge [arcana] DC 30).

Prerequisites: Craft Wondrous Item, *eagle's splendor*, *resistance*.

Cost to Create: 5,000 gp, 400 XP, 5 days (+2); 20,000 gp, 1,600 XP, 40 days (+4); 45,000 gp, 3,600 XP, 90 days (+6)

CREATING A TRICKSTER-TOUCHED CREATURE

“Trickster-touched” is an acquired template that can be added to any nonlawful, corporeal, living creature (referred to hereafter as the base creature).

Challenge Rating: Same as the base creature +1.

Level Adjustment: Same as the base creature +1.

Alignment: Trickster touched creatures are unpredictable and unconcerned with social conventions. The base creature's alignment changes to chaotic, if it is not already.

Resist: Trickster-touched creatures are undaunted by poison or poison traps. The base creature gains a +4 racial bonus on Fortitude saving throws against poison.

Spell-like Abilities: Trickster-touched creatures can often sense the presence of too much order and structure, as well as magical auras. The base creature gains the ability to *detect law* or *detect magic* as the spells cast by a cleric of her character level in any combination a total of 3/day.

Abilities: Trickster-touched creatures are nimble, clever, and amiable. Increase from the base creature as follows: Dex +4, Int +4, Cha +4. If the base creature has 5 or more HD or levels or upon gaining 5 HD or levels, the base creature gains additional increases as follows: Dex +2, Int +2.

Special Qualities: Trickster-touched creatures seem unable to keep their noses out of trouble, and thus collect stray bits of lore from wherever their adventures take them on topics as varied as local personalities, the history and powers of artifacts, and the traits of monstrous races just as a bard can with bardic knowledge. This ability functions like the bardic knowledge class feature, except that the bonus for the check equals the Trickster-touched creature's racial bonus + her Int modifier. Trickster-touched creatures have a base +1 racial bonus to their check, which increases by +1 for every 5 HD or class levels of the base creatures. This ability stacks with a bard's bardic knowledge and similar abilities such as a Harper agent's Harper knowledge or a loremaster's lore class features.

Feats: Trickster-touched creatures seem to have an endless supply of tricks up their sleeves. If the base creature has 5 or more HD or levels or upon gaining 5 HD or levels, the base creature gains Cool Head^{CS}, Freerunner^{CS}, Sure Hand^{CS}, or Sweet Talker^{CS} as a bonus feat, regardless of whether or not the base creature meets the prerequisites for the feat. The base creature must still meet the prerequisites for its chosen bonus skill tricks.

Possessions: Trickster-touched creatures seem to come into treasure and wealth easily. The base creature adds +50% to the standard applicable treasure and/or NPC gear value of a creature of their HD and/or level. Player character's beginning with this template gain this bonus to their character wealth at character creation, but do not gain future increases to their character wealth.

TRICKSTER-TOUCHED CREATURE LORE

Characters with ranks in Knowledge (religion) can learn more about Trickster-touched creatures. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

The base creature and its characteristics must be identified using the appropriate skill according to the base creature's type.

Knowledge (Religion)

DC	Result
15	This is a Trickster-touched creature, sprung of Erevan Ilesere, the elf god of mischief, change, and rogues. Erevan blesses his chosen with a kiss, which often takes the form of a tattoo of some kind on the body.
15 + CR	Trickster-touched creatures can be of almost any kind, and they have greatly increased Dexterity, Intelligence, and Charisma. These creatures of chaos are adept at skill tricks.
20 + CR	Trickster-touched creatures can sense the presence of law and order, as well as magic. They are highly resistant to poison.
25 + CR	Trickster-touched creatures have a knack for getting their hands on treasure.

SAMPLE ENCOUNTERS

Trickster-touched creatures are nomads and adventurers. Although they often form temporary alliances and friendships, they are most often found alone.

The Fox-at-Twilight (EL 17): Twilight (see above) is found in a tavern, plying her roguish skills to seduce, thief, amuse herself, and plan her next misadventure. Having heard of the party's skills, she tries to convince them (using her Bluff, Diplomacy, and other Charisma-based skills, as well as her Social Recovery skill trick) to help her recover an ancient artifact of great power from an evil cult or noble (not for any altruistic purpose—she has a buyer lined up). Her story has kernels of truth, but like all of the tales Twilight tells, it's hard to tell where the lies stop and the truth begins. She may or may not have stolen the artifact and sold it to the evil cult in the first place, for instance

ECOLOGY

Most Trickster-touched are humanoid creatures. The majority are elves, mostly moon, wood, and half-elves of various ancestries, but any and all subraces are possible, even drow—the Fey Jester relates to all of his kin, and is known for shifting his face and coloration to match any of them. Erevan has been known occasionally to favor aasimar and celadrin (see *Dragon Magazine* #350 [December 2006]), and a very few gnomes and halflings (though they are drawn to his fellow mischiefmakers Garl Glittergold and Brandobaris or Tymora, respectively) carry his mark. Trickster-touched humans have never been documented to exist—perhaps pure human blood cannot carry his brand of trickery. Non-humanoids have been known to bear Erevan's mark, especially intelligent, witty creatures like certain dragons (particularly copper, crystal, faerie, mercury, pseudo-, and song dragons), fey of almost all sorts, and outsiders (particularly coures and other eladrin), though some magical beasts (particularly cooshee and tressym) and even raccoons (who are *awakened* in conjunction with the gift) have been blessed by the Trickster.

Environment: A Trickster-touched creature can be found in any climate and any terrain, though they are most commonly found in urban centers among others with whom they socialize, trifle, and sometimes victimize with a prank, theft, or worse.

Typical Physical Characteristics: A Trickster-touched creature is more lithe and beautiful than ordinary creatures of its kind. Erevan's kiss almost always leaves a permanent magic tattoo (often but not always in the shape of his sigil) that may glow, tingle, or react in some way when touched or when the creature uses its template-granted powers and abilities. (This mark has no game mechanics associated with it). Some Trickster-touched also manifest their "blessing" through other means, like a particular mannerism or laugh).

Alignment: Trickster-touched creatures are unpredictable in the extreme, and while prone to small kindnesses and rarely cruel, are far from paragons of virtue. Most Trickster-touched creatures are chaotic neutral, but some stay true to their good or even their evil roots, using their talents to further the cause of good in the Realms or indulging in spiteful and wicked pranks and deception.

SOCIETY

Erevan's favor is as rare and unpredictable as he is, and not many of his "blessed" exist. Many communities, however, can tell a story of a special and particularly irascible child who caused quite a bit of chaos in youth—and in age, as well. In some of these cases, they have the Fey Jester to thank—or curse.

Trickster-touched creatures are noticeably different from others of their age. As children, they are smarter and faster, outwitting even the biggest bullies with a speed of thought that can only be (and is) a divine gift. They are also very, very glib, and rarely is a young trickster caught in a lie, even by the cleverest and canniest of adults. The Trickster-touched are prone to wanderlust and generally grow bored at how easily they dominate the world around them; therefore, they often leave home to travel far and wide, trying out their tricks and pranks on a diverse world. They tend to be loners, either by nature or by choice; misfortune and danger have a habit of following them and catching those others who get too close, all too often with disastrous consequences.

How the Fey Jester chooses creatures to bless as Trickster-touched is not known with any certainty—appropriate, for a being whose existence is defined by trickery. The Trickster-touched may carry a bit of divine blood in their veins, being the legacy of past dalliances, or they could be favored servants of former lovers, or their selection as Trickster-touched may have been entirely random and without (apparent) purpose. All that is known for certain about the Trickster-touched is that, once Erevan blesses them, their lives are never the same.

Some sages and learned scholars have theorized that Erevan creates these creatures in much the same way gods like Mystra and Bane create Chosen, but this seems to be patently inaccurate. The Trickster-touched do not carry any of Erevan's personal divine power, and he seems to take only a passing interest in them—usually just the one moment in which he confers his mixed "blessing." If indeed Erevan *has* one or more Chosen, he has yet to reveal them.

TYPICAL TREASURE

Trickster-touched creatures have a knack for getting their hands on . . . stuff. Sometimes this is due to sticky fingers and, other times, their subtle manipulations of others to their best business advantage. Whatever the reason, Trickster-touched have +50 percent more treasure than standard for the creature's Challenge Rating and/or level. This treasure can take almost any form, from valuable personal equipment and magic items to rich pieces of art and jewelry to valuable property and holdings.

TRICKSTER-TOUCHED CREATURES WITH CLASS LEVELS

The Trickster-touched's skills and natural inclinations make them natural rogues, swashbucklers, bards, and scoundrels of every sort. They generally don't view theft as wrongdoing—if one is clever enough to obtain something others think one shouldn't, then one is entitled to keep it. They are drawn to luck feats^{CS} and skill tricks^{CS} and many take up the fortune's friend^{CS} or uncanny trickster^{CS} prestige classes. Some become capable wizards and sorcerers, and are drawn to prestige classes like the arcane trickster, magical trickster^{CS} and fatespinner^{CAr}. Some Trickster-touched pursue religious careers, and most are drawn (unsurprisingly) to Erevan Ilesere or other gods of chance and trickery. Martial-oriented classes tend to bore the Trickster-touched, who often see them as too serious to be pursued seriously, though they find comfort in the battle trickster^{CS} prestige class. Due to their chaotic nature, the Trickster-touched never pursue the path of the paladin or monk—any lawful vocation grates on their very being.

Level Adjustment: +1.

TRICKSTER-TOUCHED CREATURES IN FAERÛN

The Trickster-touched rarely captain industry or exercise political power—most are far too whimsical and prone to wanderlust to build the necessary capital. Thus, they are drawn to a life of random but thrilling danger and excitement, both for entertainment and for their own sanity: they often become adventurers.

The Trickster-touched often find themselves at odds with the lawful organizations of the world. Like their Seldarine patron, they are fickle and easily chafe under the weight of tradition and authority. Almost all Trickster-touched creatures encountered will be on the run from one bad situation or another, whether legal or romantic. The Trickster-touched are inherent loners—some are fine with this, while some become rather morose. Invariably, they fail at most attempts to start a family or even settle into a routine with friends or loved ones. Even if their tricks and pranks do not get them chased out of town, the call of the open road is one few of those who share the kiss of Erevan Ilesere can resist. Trickster-touched rarely get along together initially—they share too much, and each sees the loneliness in the other—but those who can avoid driving the other away with pranks and the constant game of one-upmanship often become fast and constant friends.

Outside these basic principles, the vocations and lifestyles of the Trickster-touched vary like the whims of their divine “patron.” At least one blubbery old merchant in Sembia—one Halifar the Haggler, a half-moon elf—uses his silver tongue and the smooth manner of speaking granted him by Erevan for his own benefit, and has amassed a not inconsiderable fortune in coin, gems, and land. At least one pirate lord in the Sea of Fallen Stars—the wood elf Felissan, who may be male or female (the stories are unclear on this point, and Felissan seems to dress radically differently for every raid)—is known to be Trickster-touched, bearing Erevan’s symbol across the whole of his (or her) back. (In truth, Felissan may or may not be a copper or song dragon—tales disagree on this point as well.) The affable and dexterous rake Mellart, a half-drow who haunts taverns up and down the Sword Coast, is said to laugh precisely like the Fey Jester. Even if one has never (knowingly) met Erevan, those with elf blood know the sound from dreams—it is for this reason Mellart always tells jests and never listens. Rashkatar Moridian, a sun elf warlock who serves Beshaba faithfully, is also Trickster-touched—the irises of his eyes are shaped like stars.