

SCHOLARS, SORCERERS AND WIZARDS

Despite the simple practicality of their lifestyle, Corwyl contains several who spend their days in the pursuit of knowledge both scholarly and arcane.

AMRAS TYRIEL

A foolhardy exploit as a youth has scarred Amras Tyriel both physically and psychologically. Inspired by tales of elven heroes who tamed griffons as their steeds, Amras and other impetuous young men of Corwyl found a griffon's nest in the forested bluffs a few leagues from the village. Amras accepted a challenge from his friend, Erevan Delenor, to climb the bluff and retrieve an egg. But when the griffon returned early from the hunt, Erevan and the others fled in a panic. Abandoned by his friends, Amras tried to fend off the enraged griffon but was repeatedly raked by its vicious talons before tumbling to the foot of the cliff.

A party of rangers told of the encounter by his fleeing compatriots found Amras, barely alive, a few hours later and carried him back to Corwyl. The healers of the village saved his life but not his beauty -- livid scars disfigure his face and body.

Now, nearly a century later, Amras remains embittered by his misfortune. He also nurses his anger toward

Erevan Delenor, who Amras blames for his injuries. Amras has sworn to avenge himself on Erevan but waits with elven patience for the right moment to destroy his former friend's life as he believes his own to have been ruined, only occasionally venting portions of his anger in petty slights against Erevan.

Most inhabitants of Corwyl dislike Amras. He blames this on his ugliness, but in truth most are put off by his sour outlook. Amras sees only the bleak and dreary in life. He expects the worst in everything and everyone. His ill treatment of Erevan doesn't gain him friends either.

After his mauling by the griffon, Amras gave up his martial leanings and turned to the study of magic, particularly illusions. He now spends much of his time poring through such arcane tomes as he can obtain and pursuing new spells to learn.

Amras has golden hair that grows in clumps around the scars on his scalp. The left side of his face bears horrific scars, and his sightless left eye is a white orb sunken in the ruins of his face. Amras walks with a limp. Unlike most in the village, he favors black in his clothing.

Amras has a raven familiar named Indigo that is always close to Amras, most often found sitting on his shoulder or on a nearby perch. It is a noisy and ill-behaved bird, fond of stealing bits of food and shiny trinkets from villagers.

AMRAS TYRIEL

208-year-old male elf Fighter 1/Wizard (Illusionist) 7;
CR 8, Medium humanoid, HD 1d10+7d4+16; hp 39; Init +3
(+3 Dex), Spd 30 ft. (6 squares); AC 15 (+3 Dex, +2 *bracers of armor*),

HEARTS CLOAK

This amulet keeps hidden the nature and inner desires of its wearer. A high elven wizard created the amulet for a spy serving his great house some centuries ago. In time, the amulet passed from generation to generation, knowledge of its power and purpose lost to the passage of years.

The previous owner happened to visit Corwyl a half-century ago. Divining the enchanted nature of the amulet, Amras persuaded the visitor to part with the trinket. Now he wears the amulet at all times to conceal his dark heart and dreams of vengeance.

Divination spells detect the *heartscloak's* wearer's alignment as neutral good. Additionally, the wearer is continually immune to *detect thoughts* and *discern lies*. If other divination spells are cast against the wearer, the caster must succeed on a caster level check (1d20 + caster level) against a DC of 16.

Moderate abjuration and illusion; CL 5th; Craft Wondrous Item, *misdirection, nondetection*; Price 50,100 gp

touch 15, flat-footed 12; Base Atk +4; Grp/ +7; Atk +10 (1d8+6/19-20/x2, +3 *longsword of wounding*) or +7 (1d8/x3, composite longbow (+3 Str)); Full Atk +10 (1d8+6/19-20/x2, +3 *longsword of wounding*) or +7 (1d8/x3, composite longbow (+3 Str)); SA Spells; SQ Elf traits, familiar benefits, low-light vision; AL CE; SV Fort +6, Ref +5, Will +4; Str 16, Dex 16, Con 14, Int 16, Wis 8, Cha 9

Skills and Feats: Appraise +6, Climb +7, Concentration +7, Craft (alchemy) +8, Decipher Script +8, Handle Animal -3, Intimidate -3, Jump +7, Knowledge (arcana) +8, Knowledge (geography) +8, Knowledge (the planes) +8, Listen +3, Move Silently +8*, Search +5, Spellcraft +8, Spot +3, Swim +7; Alertness, Blind-Fight, Craft Wondrous Items, Craft Wand, Extend Spell, Improved Initiative, Scribe Scroll *includes +5 competency bonus from *boots of elvenkind*

Languages: Abyssal, Common, Draconic, Elven, Ignan

Possessions: *wand of lightning bolt*, *wand of summon monster II*, +3 *longsword of wounding*, *bracers of armor* +2, *boots of elvenkind*, *beatscloak*

Wizard Spells: (4/5/4/3/1; DC 13 + spell level; no abjuration or transmutation spells); 0—*acid splash* (2), *ghost sound*, *light*, *touch of fatigue*; 1—*color spray*, *disguise self*, *forage*, *silent image*, *summon monster I*, *true strike*; 2—*acid arrow*, *blur*, *detect thoughts*, *invisibility*, *touch of idiocy*; 3—*displacement*, *fireball*, *invisibility sphere*, *lightning bolt*, *greater invisibility*, *phantasmal killer*

Spellbook: 0— all standard (except *mage hand*, *mending*, *message*, *open/close*, and *resistance*); 1—*chill touch*, *color spray*, *comprehend languages*, *disguise self*, *forage*, *magic missile*, *mount*, *obscuring mist*, *shocking grasp*, *silent image*, *summon monster I*, *true strike*; 2—*acid arrow*, *blur*, *darkness*, *detect thoughts*, *fog cloud*, *invisibility*, *see invisibility*, *summon monster II*, *touch of idiocy*; 3—*deep slumber*, *displacement*, *fireball*, *invisibility sphere*, *lightning bolt*, *stinking cloud*, *suggestion*; 4—*contagion*, *greater invisibility*, *illusory wall*, *phantasmal killer*, *rainbow pattern*

INDIGO

raven familiar; Tiny magical beast; CR --; HD ¼ d8 (effective 8d8); hp 18; Init +2 (+2 Dex); Spd 10 ft. (2 squares), fly 40 ft. (average); AC 18 (+2 Dex, +2 size, +4 natural armor), touch 14, flat-footed 16; Base Atk +4; Grp -9; Atk +6 melee (1d2-5, claws); Full Atk +6 melee (1d2-5, claws); Space/Reach 2-1/2 ft./0 ft.; SQ Improved evasion, low-light vision, speak with master, speak with ravens; AL N; SV Fort +4, Ref +4, Will +7; Str 1, Dex 15, Con 10, Int 9, Wis 14, Cha 6

Skills and Feats: Climb -1, Concentration +5, Jump -1, Listen +3, Spot +5; Weapon Finesse

Languages: Abyssal

CELORYN MASSLIN

A brash sorcerer-rogue, the half-elf Celoryn has a cocky air despite his relative youth and inexperience. His handful of expeditions to nearby ruins have gone to his head; Celoryn now believes himself to be far more knowledgeable about the outer world than his rustic neighbors.



Born in Corwyl to Taia Masslin and the human Alwyne, Celoryn discovered his gift for sorcery as a teenager. Odd lights and sounds troubled the family for many months until Celoryn realized the power of magic coursed through his veins. He trained himself to control and eventually use his arcane talent.

As an adult, Celoryn set out alone or with other adventurous young villagers to places wild and dangerous to test his limits. After narrowly escaping a cunning trap on a trip to an underground ruin, Celoryn realized the skills of a rogue might further his adventuring career -- or at least his own survival.

Despite his growing skill at thievery, Celoryn does not steal from his neighbors. He uses his talents solely in the cause of adventure, not greed. His sorcerous abilities also continue to grow, although not quite as quickly as Celoryn would have others think.

Celoryn misses no chance to tell what he imagines to be thrilling stories about his daring ventures into Skullkeep or the Caverns of Gloom. If he is upstaged by tales of other adventurers, Celoryn retires to his tree-home to sulk but his brash confidence always reasserts itself by morning.

Veteran adventurers in Corwyl tolerate the young half-elf's superior airs with an amused patience, one perhaps born of memories of the early days of their own careers.

He has ostentatiously given gifts of gems or jewelry found on his expeditions to various young women of Corwyl, although none particularly favor him. Celoryn presented the most valuable, a diamond pin, to the bard Geneviève the Fair on her last visit to the village. The sorcerer-rogue was later chagrined to see her mother, the healer Mirondylla Ree, wearing the pin after Geneviève returned to the road.

In spite of his bombastic nature, Celoryn is at heart a likeable, irrepressible fellow who simply can't contain his excitement at being an adventurer and a great one, at that!

Celoryn gets along well with his parents, although he considers their concern for his safety overprotective meddling. The advancing age of Alwyne concerns the half-elf, and Celoryn hopes to find some magical solution to his father's ills either via his sorcery or some wonder awaiting discovery in a ruin somewhere.

Celoryn has blond hair and green eyes, with a fair complexion. He is slight of build, taking after his mother's heritage. Celoryn is fond of wearing his enchanted needle sword even when there is little need.

CELORYN MASSLIN

30-year-old male half-elf Sorcerer 4/Rogue 2; CR 6; Medium humanoid; HD 4d4+2d6+6; hp 23; Init +0; Spd 30 ft. (6 squares); AC 15 (+1 Dex, +4 +2 *leather armor*), touch 11, flat-footed 14; Base Atk +3; Grp +2; Atk +3 melee (1d4/17-20/x3, +1 *needle sword*) or +4 ranged (1d6/x3, shortbow); Full Atk +3 melee (1d4/17-20/x3, +1 *needle sword*) or +3 ranged (1d6/x3, shortbow); SA Sneak attack +1d6, spells; SQ Elven blood, evasion, familiar benefits, low-light vision; SV Fort +2, Ref +5, Will +3; AL CG; Str 8, Dex 13, Con 12, Int 12, Wis 9, Cha 16

Skills and Feats: Balance +3, Bluff +7, Climb +2, Concentration +6, Craft (alchemy) +5, Diplomacy +5, Disable Device +3, Escape Artist +3, Forgery +3, Gather Information +5, Knowledge (arcana) +5, Listen +4, Move Silently +3, Open Lock +3, Profession (scribe) +0, Search +4, Spellcraft +5, Spot +4; Alertness, Arboreal, Martial Weapon Proficiency (needle sword), Scribe Scroll

Languages: Common, Elven, Gnome

Possessions: +1 *needle sword*, +2 *leather armor*, dagger, shortbow, 20 arrows, *scroll of magic missile* (3), *scroll of blur* (2), *scroll of mage armor* (2), *potion of cure moderate wounds*

Sorcerer Spells Known: (6/7/4; DC 13 + spell level); 0—*dancing lights*, *detect magic*, *mage hand*, *prestidigitation*, *read magic*, *tough skin*; 1—*cause fear*, *mage armor*, *magic missile*, 2—*blur*

VORRY

lizard familiar: Tiny magical beast; CR --; HD 1/2d8 (effective 6d8); hp 11; Init +2 (+2 Dex); Spd 20 ft. (4 squares), climb 20 ft.; AC 16 (+2 Dex, +2 size, +2 natural armor), touch 14, flat-footed 14; Base Atk +3; Grp -9; Atk +5 melee (1d4-4, bite); Full Atk +5 melee (1d4-4, bite); Space/Reach 2-1/2 ft./0 ft.; SQ Improved evasion, low-light vision, speak with master; AL N; SV Fort +2, Ref +6, Will +5; Str 3, Dex 15, Con 10, Int 8, Wis 12, Cha 2

Skills and Feats: Bluff +0, Balance +10, Climb +12, Concentration +4, Escape Artist +4, Hide +10, Listen +3, Move Silently +4, Search +1, Spot +3; Weapon Finesse

INTERACTION SEED: ADVENTURE!

Eager for excitement, Celoryn Masslin seeks out any adventurers who visit Corwyl in hopes of joining them on their next quest into the unknown. Of course, he does so by pointing out they are certainly doomed without him, or by pretending to consider whether he will allow them to take part in *his* next venture.

Celoryn's braggadocio may persuade those even less experienced than he into believing that they are joined by an accomplished sorcerer -- much to their regret if they depend on his purportedly vast talents to get out of a jam!

Perhaps Celoryn knows of a secret entry to a nearby dungeon or cavern, or else possesses some other bit of knowledge highly useful to adventurers planning an expedition. He will certainly use this as leverage to force himself on the party.

Celoryn is not inept, just less experienced and less powerful than he imagines. He comports himself well in dangerous situations, although his infallible penchant to later portray himself as the star of every encounter may grate on the nerves of his companions.

TERELLIAN KNIGHTS

Elaryeh Cor leads the 40 active Terellian knights. Since she spends a great deal of time with the newest trainees, she leaves the day-to-day mission assignments to her captains: her son Deflorin Cor and Emri Gallows (CG, Tek 7). Deflorin and Emri each control two six-man teams led by 5th-level lieutenants, and made up of 1st- to 3rd-level knights. Three 6th-level Terellian knights reside in the House of the Ancestors to protect the ancestral speaker at all costs. A number of the highest-level knights roam the valley independently, finding themselves more effective alone.

DEFLORIN COR

Elaryeh Cor, a Terellian knight, discovered a baby gnome in the arms of a gnoll on a routine patrol of the area surrounding the village. Elaryeh slew the gnoll before he could make lunch of the baby. After killing him, she discovered three more gnolls nearby feasting on what Elaryeh assumed was the baby's parents. Since Elaryeh knew of no nearby gnomish communities, and therefore couldn't return the baby to his people, and because she had been barren for over 60 years and longed for a child of her own, she adopted the baby as her own, naming him Deflorin after her great grandfather.

That took place over 70 years ago, and now Deflorin is a stalwart, if short, Terellian knight, the only gnome within the knights' ranks. His valiant deeds have won him the villagers' respect and a position as one of his mother's captains.

Although an outsider growing up in the village, Deflorin's gregariousness and affable nature helped him win friends. However, Deflorin has never felt as though he's fit in, so he is always trying to prove himself useful to the community that took him in. Because of this, he is very serious about his knight duties. Patrolling the lands (whether on foot or mounted on a kanershee) makes him happy, for he knows the villagers appreciate his skills in protecting them and their homes, and that makes him feel useful and loved.

Elaryeh salvaged a four-inch ivory figurine of excellent craftsmanship from the gnolls who killed Deflorin's parents. It depicts a gnome family: a smiling gnome father with his arm around his wife, who carries a child in her arms. Elaryeh informed Deflorin that the two adult figures resembled the gnomes in the gnoll camp, suggesting that he is the baby in the woman's arms. The bottom of the figurine has the name Gelvi on it.

Deflorin carries it with him always, wrapped in cloth and placed in a wooden box. Early on, he tried his hand at copying the figures in wood, but his talent is by no means equivalent to the original artist's. Deflorin finds the skill useful in creating animal sculptures for the village's children, though.

Deflorin is kind, good mannered, and friendly to all. When in the village, he spends most of his time visiting his mother or Kirkolis Dulaek, his best friend. After over a century of trying, his mother finally gave birth to a child of her own, and Deflorin has a 1-year-old sister named Medyeh. The ranger Valken Cor is Deflorin's adoptive father.

Deflorin dresses in elven, not gnomish, style.