

## Lilianviaten “Lilten Darden” Dlardrageth

### Charismatic Jack of all Trades

Lilten is an enigma, and that is to a purpose. Rarely does he get close to anyone—those who do become his acquaintances, lovers, or even friends usually end up mad or dead or both shortly thereafter.

Throughout his long life, he has been many things—champion and betrayer, savior and murderer, hero and villain—but he has never been aught but a scoundrel, constantly on the run from forces with which a mortal creature should not consort, let alone from whom he should steal power. He has siphoned enough power from various deities of luck and trickery over the years to become essentially an archfey.

Born millennia ago to a succubus in the House of Dlardrageth ‘ere the fall of ancient Arcorar (modern day Cormanthyr), Lilten refused the call of his half-sister Sarya and her campaign to strengthen their line. When they fled to Siluvanede and were eventually imprisoned some 6500 years ago, the so-called Lost Prince went his own way, walking the length and breadth of Toril as lover and rival of the goddess Tyche, as well as a succession of others including Tymora, Beshaba, and Erevan Ilesere. An errant rake and vagabond, he frequently ended up involved in fantastic trouble and only his luck and wits got him out again. And he might have gone on to eternity in that way, causing mischief and delighting in his own cleverness. But alas, ‘twas love proved his downfall, as is often the case in the greatest of tales.

Calling himself by turns “Lord Darden,” “Lord Gold,” or “Lord Changedcloak,” Lilten is an achingly beautiful sun elf with bright red eyes, a devilish smile, and two creases on his cheek like the scars of fingernails. He wears flashy, stylish attire, usually undone or open to reveal stretches of chest or belly. His demonic heritage shows when he wishes it, in the form of powerful wings that spread out from his back and fine golden scales that cover his skin. He is tall, lithe, and perfect in all ways, though the sweet flowery smell of his natural musk is tinged with a faint hint of rot.

**Incubus Glamour:** A persistent aura surrounds Lilten at all times, where his appearance reminds the watcher of the person they most trust or like. Lilten still resembles himself, of course, but this passive blessing sets people at ease (giving him advantage on all Charisma-based checks). He can enhance this aura with illusory magic, making himself resemble the perceived person in every particular. This does not require any prior knowledge on his part either of who is looking at him or their loved ones.

### *Relationships*

Lilten has many connections all over Westgate. He boasts something of an unlikely alliance with both **Kalen Dren** and **Myrin Darkdance**, whom he has aided on occasion (mostly against the Night King). He would discard them both in a heartbeat, though. He spent years pretending to be Uthias Darkwell, leader of the **Eye of Justice**, and even trained the current Shadowbane, **Rhett Hawkwinter**.

Lilten is well aware of **Narsi Fellsickle’s** infatuation with him but has yet to use it to his advantage.

For decades, Lilten has “loved” and haunted **Lady Ilira Nathalan**, since the days she called herself the Fox-at-Twilight. He considers them still married and wishes to possess her affections once more. He frustrates her efforts to make her dependent on his aid, but doesn’t want any harm to come to her.

For nearly 150 years, Lilten has been in a cold war with **Kirenkirsalai**. They were friends and even lovers once upon a time, but all that is behind them now. Lilten sees their great competition as a game with real folk as the pawns. He tries to outwit and frustrate the Night King at every turn and usually succeeds.

Lilten has recently taken **Sorrow**, a young tiefling gladiator, under his wing and become her warlock patron. She sees him as both romantic object and father figure. His own feelings are much less obvious.

The closest Liltyen has ever come to having a trusted ally is his daughter **Fayne**, a fey'ri (elf with demonic descent) warlock who uses illusion magic and wears multiple guises to accomplish Liltyen's aims in the city. She is secretive and delights in mischief and has sworn to destroy Lady Ilira Nathalan, whom she blames for the death of her sun elf mother. Like Sorrow (above), her eldritch pact is with Liltyen himself.

### *Interests in Westgate*

**Beauty.** Liltyen cares deeply for the appearance of Westgate, and invests his coin (ill-gotten and otherwise) in architectural projects (through a drow architect named **Nryzz**) to create soaring vistas and beautiful sculptures, to make the city truly the marvel of modern Faerûn. He has seen most of the great civilizations of Toril and seeks to recreate the most beautiful of their castles and edifices. His vision of Westgate is a bizarre but beautiful display of the pinnacle of mortal achievement, all with his own unique spin on things. And when it's all done, he'll be just as happy to watch it all burn on a whim.

**Chaos.** Liltyen has no political aspirations of his own, other than to block the Night King from his goals, which logically puts him in contention with Rigante Bleth, and he constantly frustrates her efforts. He would like nothing better than to see Westgate descend into anarchy.

### *Interaction with the Westgate Irregulars*

Liltyen's motivation for hiring sellswords to do his bidding is primarily to fund his beautification projects and also to frustrate the plans and efforts of those he opposes in the city. In particular, he works against the Night King at every opportunity and tries very hard to keep relics and magic out of his hands—particularly things that will advance his plans of dominance over Westgate. Liltyen has made it his special mission to protect Myrin Darkdance from the Night King's plans, in part to work against his old friend and in part to win Ilira back over to him.

The PCs meet with Liltyen in unexpected places: taverns or festhalls, anywhere the liquor is copious and the company beautiful. There is an undercurrent of sensuality to the man—of hedonistic abandon that makes one want to do whatever he suggests, because he knows where the best drinks are to be had and the best dances to be watched. You feel heady in his company, as though his very presence is an intoxicant. "Well now," he says, "how may we be of service to one another this day?"

Working for Liltyen tends to yield a great deal of reward for the PCs, but they should always feel a little uneasy with the work, as though something hasn't worked out the way they thought (and it hasn't).

### *Roleplaying Liltyen*

The Lost Prince is lust on legs. Liltyen expresses his romantic nature in all manner of ways. It is very easy to fall in love with him—or at least into his bed—which, of course, Liltyen uses to his advantage. He is preternaturally charming, suave, and likeable. He seeks to befriend everyone—though he will always single out one PC to prank and mess with, making that one person dislike him. He simply can't help it.

Liltyen is unfailing polite and kind and supportive to those he wants to use, because it costs him nothing to do so. He is a friend to the PCs, worming his way into their good graces through affection and gifts. Like all psychopaths, he is incredibly adept at faking concern and emotional support, and he has no compunction against taking short term losses for long term gain. He holds grudges, though, and once crossed, Liltyen will respond at a convenient later date with a disproportionate reaction.

Profound narcissistic overconfidence is Liltyen's weakness. He cannot accept that he is not in control of any situation, nor that anyone could possibly resist his charms or manipulations. This is what has made his pursuit of Ilira so enticing. He grows obsessed with anyone who shows the least bit of resistance.

*Personal Interests:* Luck, wit, secrets, flirtation, treachery

## LILTEN THE CHANGECLOAK

Medium fiend (half-demon, half-sun elf) chaotic evil

**Armor Class** 22 (dexterity, aura, ring of protection)

**Hit Points** 164 (19d8+76)

**Speed** 30 ft., fly 60 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	18 (+4)	21 (+5)	17 (+3)	22 (+6)

**Saving Throws** Strength +8, Dexterity +14, Constitution +8, Intelligence +8, Wisdom +14, Charisma +14

**Skills** Arcana +11, Deception +18, Insight +15, Perception +9, Performance +12, Persuasion +12, Religion +11, Stealth +10, all other skills gain +3 bonus (Jack of All Trades)

**Damage Resistances** cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical weapons

**Senses** darkvision 120 ft., passive Perception 19

**Languages** Abyssal, Common, Draconic, Elvish, Infernal, understands all others

**Quick Reflexes.** Lilten's initiative modifier is +10.

**Aura of Misfortune.** Attacks tend to fail and veer around Lilten. His Armor class equals 10 + CHA modifier + DEX modifier, and he adds his CHA bonus to all saving throws.

**Fiendish Ancestry.** Lilten can see in magical darkness.

**Fey Ancestry.** Lilten has advantage on saving throws against being charmed, and magic can't put him to sleep.

**Font of Inspiration.** Lilten regains all uses of his bardic inspiration (see below) when he takes a short or long rest.

**Innate Spellcasting.** Lilten's spellcasting ability is Charisma (spell save DC 14). Lilten can innately cast the following spells, requiring no material components:

At will: *alter self*, *command*, *detect magic*  
3/day: *detect thoughts*, *charm monster*

**Incubus Glamor.** Lilten gains advantage on all Charisma-based skill checks. If he uses *alter self* or similar magic in the presence of a humanoid he can see, he can assume the form of a character that creature most likes, loves, or trusts; if the target fails a DC 20 Wisdom saving throw, the target believes Lilten is that character and is *charmed* by Lilten for 1 day. If the target suffers any harm or receives a suicidal command from Lilten or his ally, the target can repeat the saving throw, ending the effect on itself on a success. If the effect ends, the creature is immune to Lilten's Incubus Glamor for the next 24 hours.

**Spellcasting.** Lilten is a 19th level spellcaster. His spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). Lilten knows the following bard spells:

Cantrips: *friends*, *message*, *prestidigitation*, *vicious mockery*

1st level (4 slots): *cure wounds*, *healing word*, *identify*, *Tasha's Hideous Laughter*

2nd level (3 slots): *calm emotions*, *crown of madness*, *enthrall*, *suggestion*

3rd level (3 slots): *bestow curse*, *counterspell*, *dispel magic*, *nondetection*

4th level (3 slots): *confusion*, *greater invisibility*

5th level (3 slots): *geas*, *legend lore*, *modify memory*, *teleport*

6th level (2 slots): *contingency*, *Otto's Irresistible Dance*, *true seeing*

7th level (1 slot): *project image*, *regenerate*, *resurrection*

8th level (1 slot): *mind blank*, *power word stun*

9th level (1 slot): *power word heal*, *power word kill*

**Pearless Skill.** Lilten can use his bardic inspiration to add to an ability check he just made (see PHB 55).

## Actions

**Multiattack.** Lilten makes two melee weapon attacks.

**Sorrowful Melody.** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 10 (1d8+6) slashing damage. (Note: A bard can use this +2 rapier as an arcane focus.)

**Bardic Inspiration.** As a bonus action, Lilten chooses one creature within 60 ft. who can hear him. That creature gains a d12 bardic inspiration die. He can use this ability 6 times between long rests (see PHB 54).

**Countersong.** As an action, Lilten begins a performance that lasts until the end of his next turn, during which he and friendly creatures within 30 ft. have advantage on saving throws (PHB 54).

## Reactions

**Cutting Words.** When a creature Lilten can see within 60 ft. makes an attack roll, ability check, or damage roll, he can expend one use of bardic inspiration, reducing the roll by the result of 1d12 (see PHB 54).

**Mountebank's Escape.** When Lilten is hit by an attack, he can turn invisible and teleport up to 30 ft. The invisibility lasts until the end of his next turn.

## Legendary Actions

Lilten can take 4 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only during another creature's turn. Lilten regains spent legendary actions at the start of his turn.

**Tymora's Kiss.** When a creature Lilten can see within 120 ft. makes an attack roll, ability check, or saving throw, he can give that creature advantage on the roll.

**Beshaba's Bite.** When a creature Lilten can see within 120 ft. makes an attack roll, ability check, or saving throw, he can give that creature disadvantage on the roll.

## Equipment

Lilten possesses a number of powerful magical items, some of which he carries, some of which he has stashed elsewhere in the Realms, all of which he can easily obtain at need. These include but are not limited to the following:

**Sorrowful Melody.** An ancient device from long lost Earlann, this light sword is gently curved and the clever fullers cut into the blade make musical whistling sounds when it is employed in battle. This songsword is a +2 rapier that can be used as an arcane implement by a bard.

**Ring of Protection.** This gaudy ring gives Lilten a +2 bonus to armor class and saving throws.

**Bracers of the Armathor.** These bracers function much like bracers of defense, but they make the wearer's Armor Class 15 + Dexterity modifier.

**Treason.** Lilten took this *lifedrinker* shortsword from a Night Mask during the fall of that organization in the mid-1390s. He takes it out only rarely, and usually to supply an agent on a specific task (usually theft or assassination).

**Sallae Virae.** Loosely translated as "font of life," this ancient elven artifact is one of few relics Lilten retains from his childhood, which is to say that he stole it from his sister, Sarya, before she and the others of their blood were sealed beneath Ascalhorn. He uses this font to restore himself if he needs to escape from an unexpectedly dangerous battle. (See page \$\$.)

**Cape of the Mountebank.** See Dungeon Master's Guide, page 157.

**Iron Bands of Bilarro.** See Dungeon Master's Guide, page 177.

**Ring of Unraveling** (ring, legendary, requires attunement). This black gold ring with an amethyst gemstone contains three charges when fully charged. As a bonus action, an attuned wearer may expend one or more charges to cast dispel magic using a spell slot depending on the number of charges expended:

- 1 charge: 3rd level
- 2 charges: 5th level
- 3 charges: 7th level

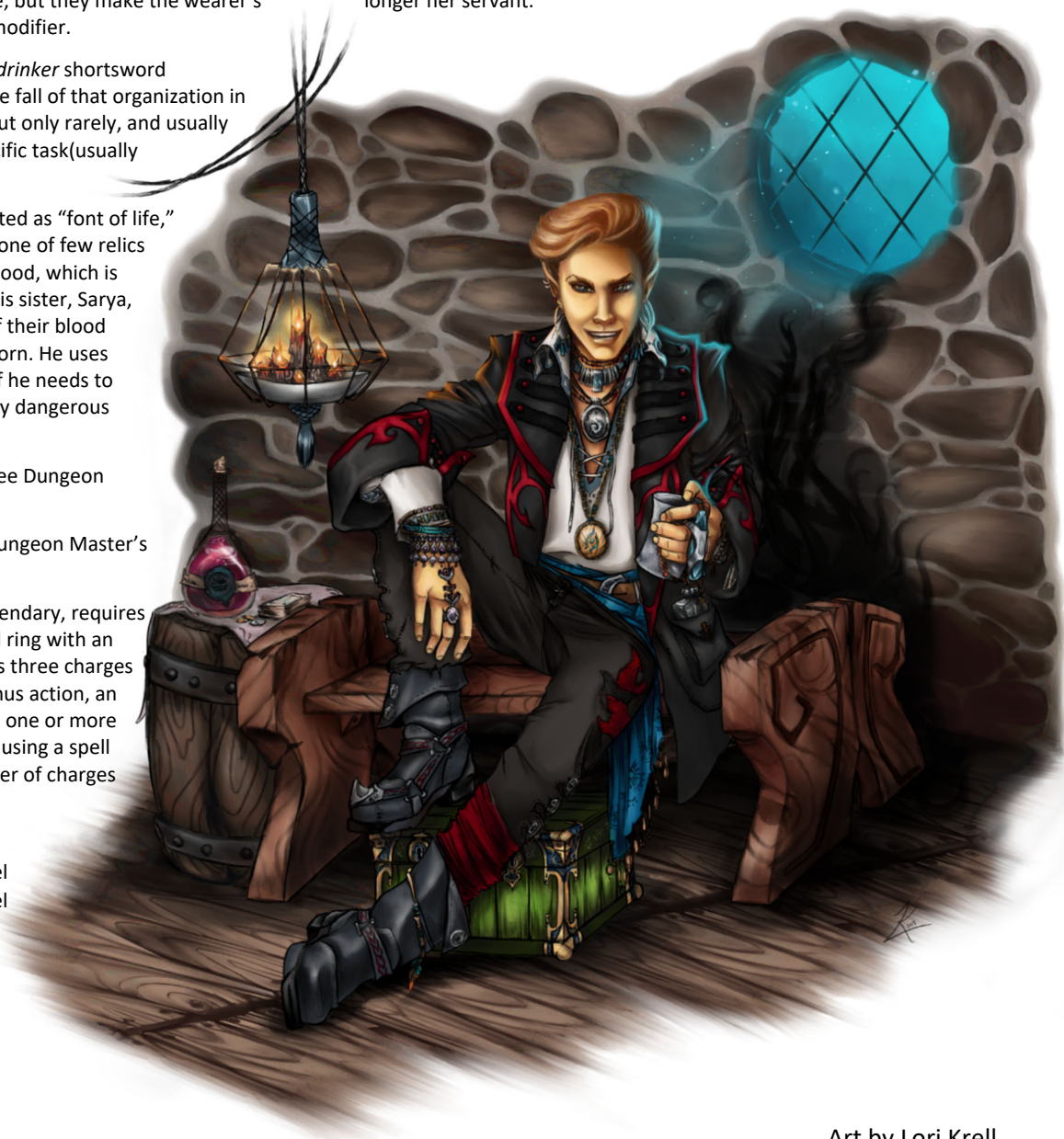
## Lilten's Many Names

Though "Changecloak" is his favorite name since its advent 100 years ago, over his millennia of existence, Lilten has worn many names, including the following:

**The Nameless Prince or The Last Prince:** As the last living member of the House Dlardrageth, Lilten is widely known by this otherwise ambiguous title among other fey'ri.

**Uncle Nemesis:** A joking name by which a young Ilira used to refer to Lilten, even after their romance began.

**The Horned One:** This was the title Lilten had between the 13th and early 15th centuries, when he was the high priest of Beshaba, Goddess of Misfortune. Ultimately, he betrayed her and they fell out, after which he was no longer her servant.



Art by Lori Krell



## THE GOLDEN COVEN

Lilianviaten Dlardrageth is not a god—or, at least, he has never claimed to be one. He has stolen a significant amount of power from various deities, however, and if he were to contain all of that power in himself, it would attract undue attention from those same deities. Thus, he has perfected the art of fracturing that power to hide in various receptacles, including servants with whom he swears dark pacts.

Due to his dual nature, the Golden Prince can forge a bargain as an Archfey or Fiend with mortal warlocks, of whom two are presented below. Intense rivals for his elusive affection, Sorrow and Fayne nearly come to blows whenever they interact unless Lilten is present (sometimes even then).

### The Raging Sorrow, Knight of the Golden Prince

Named for the only emotion she could ever feel over the murder of her father at the hands of her fiendish mother—or so the story goes—the tiefling known as Sorrow came to Westgate about two years ago, and quickly made a name for herself as a strong fighter and sellsword for hire. She distinguished herself in the Quivering Thumb gladiatorial arena, whence her name “the Raging Sorrow” gained notoriety. Though she initially joined the Westgate Irregulars and is still a nominal charter member, she quickly left the organization when she developed a close attachment and fearsome carnal desire for Lilten Dlardrageth, who seduced her (quite willingly, on both their parts) into his service. It could be said that he preyed upon her loneliness and need for belonging and that he never truly loved her, but regardless, she conceived an implacable devotion to him and they forged a Pact of the Blade.

As she knelt naked before him, swearing her soul to his will, he placed his six-fingered hand upon her brow, marking her forehead and face with a golden tattoo half like a handprint, half like a tree of life. The mark glows brilliantly when she rages or uses her eldritch powers—both of which she does frequently. As his chief enforcer, she has served him well ever since, both with her body and her sword.

Standing just under six feet in height, Sorrow is a lusty woman of impressive stature and enormous appetites. She prefers to wear a black leather harness, cut and arranged to accentuate her figure. Though her soul yearns for Lilten alone, her heart beats faster for any whose strength and prowess she comes to respect. She is not a bad person and could even be a good one, if freed of Lilten’s influence.

Fayne, on the other hand...

### Fayne, Emissary of the Golden Prince

Oddly, Lilten’s child and his first warlock is not nearly as close to him as Sorrow is. Perhaps they simply have more history, or else Fayne is too headstrong to tolerate his arbitrary edicts and head-games. She has never quite forgiven him for forbidding her take vengeance upon Ilira Nathalan, who Fayne watched murder her mother, Cythara, at a young age. She constantly pushes the limits of his orders, a behavior he mostly tolerates and even encourages, since she works best when given a long leash.

Unlike Sorrow with her straight-forward tactics, Fayne is a trickster, a liar, and a manipulator. She typically assumes an innocuous form to appeal to her mark’s fancies, lusts, or drive to protect a person in distress, the better to lure them into a mistake. Fluid of form and gender, Fayne often prefers female forms and wears names that play on deceptive language, such as “Charl” (*charlatan*) or “Lueth” (*laugh* in Elvish). A natural con artist, she has a knack for knowing exactly when to betray a mark.

Fayne is rarely encountered in her natural form, which she does not like. Without illusions to hide her face, she resembles a slim, androgynously feminine moon elf in most particulars. Her hair and eyes are red-pink, she has bat wings and a long, sharp tail, and a pair of graceful white antlers curl from her brow.

## SORROW

*Medium humanoid (tiefling) chaotic neutral*

**Armor Class** 15 (unarmored defense)

**Hit Points** 69 (3d12+5d8+21)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	11 (+0)	8 (-1)	17 (+3)

**Saving Throws** Strength +7, Constitution +6

**Skills** Athletics +7, Intimidation +6, Perception +2, Survival +2

**Damage Resistances** fire

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Infernal

**Infernal Legacy.** Sorrow knows the *thaumaturgy* cantrip and can cast both *darkness* and *hellish rebuke* as a 2nd level spell once each. Her spellcasting ability is Charisma for these spells. Once expended, she regains the ability to cast these spells after a long rest.

**Barbaric Rage.** As a bonus action, Sorrow may fly into a rage that lasts 1 minute. During this time, she has advantage on Strength checks and saving throws, has resistance to bludgeoning, piercing, and slashing damage, and inflicts 2 additional points of damage with melee attacks. She cannot cast spells while raging.

**Berserker Frenzy.** When Sorrow is raging, she may opt to go into a frenzy, during which she may make a single melee weapon attack as a bonus action on each of her turns (not counting the turn she goes into a frenzy). After her rage ends, she gains 1 level of exhaustion.

**Danger Sense.** Sorrow gains advantage on Dexterity saving throws against effects she can see, such as traps and spells. She loses this benefit if blinded, deafened, or incapacitated.

**Reckless Attack.** When she makes her first attack on her turn, Sorrow can choose to gain advantage on all Strength-based attacks this turn; if she does so, attack rolls against her have advantage until the start of her next turn.

**Spellcasting.** Sorrow is a 5th level spellcaster. Her spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She has three 3rd level spell slots, which are regained when she takes a short or long rest. Sorrow knows the following warlock spells:

Cantrips: *blade ward*, *eldritch blast* (see Actions, below), *friends*, *poison spray*, *thaumaturgy*

1st level: *armor of Agathys*, *hex*

2nd level: *hold person*, *mirror image*, *misty step*

3rd level: *fireball*

**Daemonfey Patron.** Sorrow has sworn a pact with Lilten as though he were the Fiend. (See PHB 109.)

**Daemonfey's Blessing.** When Sorrow reduces a hostile creature to 0 hit points, she gains 8 temporary hit points (warlock level + Charisma modifier).

**Empowered Eldritch Blast.** When Sorrow deals damage to a target with *eldritch blast*, she adds her Charisma modifier to the damage and can push the target 10 feet in a straight line away from her.

**Pact of the Blade.** As an action, Sorrow can create a pact weapon in her empty hand. This weapon disappears if it is more than 5 feet from her for 1 minute or more, if she uses this effect again, she dismisses the blade (no action), or if she dies. She is proficient with this weapon while holding it and it is considered magical. (See PHB 107-8.) Sorrow favors a golden energy greatsword.

## Actions

**Thirsting Blade.** Sorrow makes two attacks with her pact blade.

**Golden Fury.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d10+5) slashing damage. (Note: This is a +1 *greatsword* Sorrow has bound as her pact blade. If her bond is ever broken, the weapon appears at her feet.)



Art by Jacob Blackmon

## FAYNE

Medium humanoid (fey'ri) chaotic evil

**Armor Class** 17 (armor of shadows)

**Hit Points** 59 (10d8+10)

**Speed** 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	12 (+1)	17 (+3)	12 (+1)	19 (+4)

**Saving Throws** Strength +7, Constitution +6

**Skills** Arcana +7, Deception +8, Investigation +7, Persuasion +8, Sleight of Hand +8, Stealth +8

**Senses** darkvision 120 ft., passive Perception 11

**Languages** Abyssal, Common, Elvish

**Fey Ancestry.** Fayne has advantage on saving throws against being charmed, and magic can't put him to sleep.

**Daemonfey Magic.** Fayne knows the *thaumaturgy* cantrip. She can cast *charm person* as a 1st level spell and *suggestion* once each. Her spellcasting ability for these spells is Charisma. Once expended, she regains the ability to cast these spells after completing a short rest.

**Daemonfey Patron.** Sorrow has sworn a pact with Lilten as though he were the Archfey. (See *PHB* 108.)

**Pact of the Charm.** Fayne carries a black and gold spherical pendant that contains a fraction of Lilten's power. It increases her spells known, and she can perform a 1-hour ceremony to receive a replacement from her patron if the charm is damaged. (This feature is in all other respects identical to the Pact of the Tome, see *PHB* 108.)

**Beguiling Defenses.** Fayne is immune to the charmed condition, and when a creature attempts to charm her, she can use her reaction to attempt to turn that charm on the creature. The creature must succeed on a DC 16 Wisdom saving throw or be charmed by Fayne for 1 minute or until it takes any damage.

**Spellcasting.** Fayne is an 10th level spellcaster. Her spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). She has two 5th level spell slots, which are regained when she takes a short or long rest. Fayne knows the following spells:

Cantrips: *eldritch blast*, *friends*, *mage hand*, *mending*, *message*, *minor illusion*, *thaumaturgy*, *vicious mockery*  
1st level: *comprehend languages*, *hex*, *sleep*  
2nd level: *misty step*, *spider climb*  
3rd level: *blink*, *dispel magic*, *vampiric touch*  
4th level: *greater invisibility*  
5th level: *dominate person*

**Armor of Shadows.** Fayne can cast *mage armor* on herself at will, without expending a spell slot.

**Mask of Many Faces.** Fayne can cast *disguise self* at will, without expending a spell slot.

**Dreadful Word.** Fayne can cast *confusion* once, using a warlock spell slot. (Fayne must rest to regain this ability.)

**Sculptor of Flesh.** Fayne can cast *polymorph* once, using a warlock spell slot. (Fayne must rest to regain this ability.)

## Actions

**Little Death.** *Melee Weapon Attack:* +8 to hit, reach 5 ft. or range 40 ft., one target. *Hit:* 8 (1d4+6) piercing damage and the target has disadvantage on all Wisdom saving throws for 1 minute.

**Fey Presence.** Each creature in a 10-foot cube originating from Fayne must make a DC 16 Wisdom save or be charmed by or frightened of her until the end of her next turn. (Fayne must rest to regain this ability.)

## Reactions

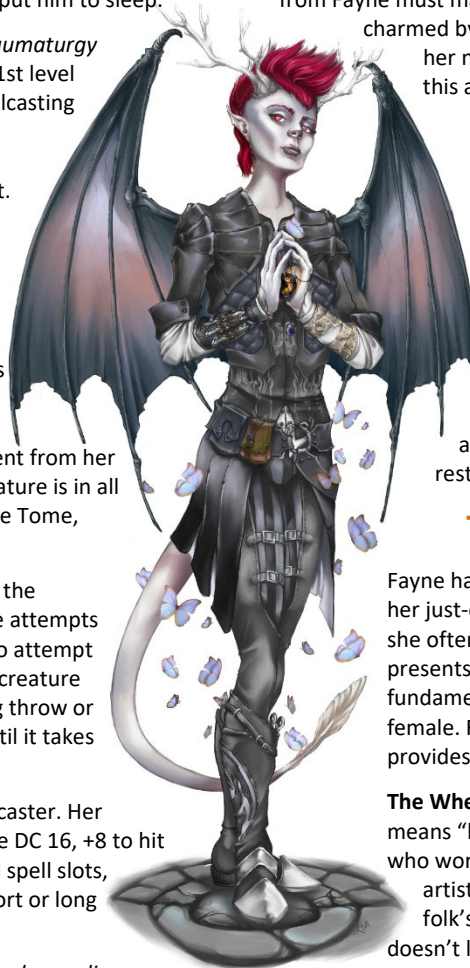
**Misty Escape.** When Fayne takes damage, she may use her reaction to turn invisible and teleport up to 60 feet to an unoccupied space she can see. She remains invisible until the start of her next turn or until she attacks or casts a spell. Once she uses this reaction, she can't use it again until she finishes a short or long rest.

## The Many Faces of Fayne

Fayne has worn many shapes and faces over her just-over-a-century of existence. Though she often prefers feminine identifies and often presents herself as a woman, Fayne fundamentally identifies as neither male nor female. Fayne simply is, and this flexibility provides a distinct advantage on occasion.

**The Wheeler and Dealer:** Lueth, whose name means "laughter" in Elven, is a plain half-elf who works as a seemingly independent con artist and thief in Westgate. She is usually folk's first contact with Lilten, though she doesn't let on that she works for him.

**The Devoted Sword:** Rujia, whose name means "scoundrel" in Abyssal, is an aasimar instructor in swordplay, who operates the Timeless Blade dojo in the East End. Rujia is an androgynous person, and doesn't correct references to themselves as male or female.



Art by  
Lori Krell

## SALLAE VIRAE

### *Minor artifact, Unique (requires attunement)*

**The Font.** Centuries ago, in ancient Siluvanede, a powerful sorceress crafted the Sallae Virae (loosely translated into the Common tongue as “Font of Life”) with the best of intentions: to share in the bounty of life among all. Enchanted through elven high magic to absorb ambient life energy—just a little bit at a time—and pass it to those who needed it more, it was originally placed in a public shrine in Myth Adofhaer. It was built to commemorate the rechristening of the city from its original name of Adofhaeranede in -5,300 DR, and for a time, it worked as intended: gradually leeching away excess life energy from the elves of the city, that the wounded and sick could approach it and be restored.

**Subversion.** With the coming of the Daemonfey, Siluvanede began to crumble in the subsequent centuries. In particular, the fiendish sorceress Sarya Dlardrageth stole into the city early during their subordination of the city and tainted the magic of the font, such that it would only offer its blessing to those who knew how to attune to it, and it began to absorb more life energy than originally intended. This resulted in the deaths of hundreds of elves, many of them wounded in battle who came to be healed, before the mages of the city could identify the harm and remove the font. This disaster was, in turn, blamed upon the “corrupt, decadent rulers” of Siluvanede, paving the way for the Daemonfey takeover.

**Theft.** Though the Siluvanede high mages ostensibly destroyed the font, such was not to be. Young Lilianviaten Dlardrageth, who was only a century or two old at the time, managed to convince one of the mages to give the font to his house, rather than destroy it. Sarya took possession of the font and stored it in a safe place; she had the mage slain, of course, to cover the treachery. Most of the house forgot about the font, which languished for centuries, buried far enough underground its magic would not touch elves on the surface. When House Dlardrageth was bound beneath Ascalhorn, the treacherous Lilten went about collecting what artifacts of their armament remained, including the long-lost font.

**Description:** The Sallae Virae resembles a kneeling elven matriarch holding a bowl in her cupped hands. The relic is made of an incredibly rare block of golden marble, though it has been worn over the centuries and the features of the figure faded to unrecognizability. The artifact itself is nearly life-sized for a petite elf woman and weighs some 5,000 lbs.

**Benefits.** Any living creature that is not attuned to the statue approaching within 50 feet of the corrupted Sallae Virae is overcome with a hollow sense of unease, growing hungry, weak, and/or finding breath hard to come by. This has no immediate mechanical effects, but if a creature spends 10 minutes in this area, the creature loses 1 hit die. If the creature is within 10 feet of the statue, it loses 1 hit die per minute. Creatures without remaining hit dice instead gain a level of exhaustion.

Lost hit dice are added to the Sallae Virae as charges. It can hold a maximum of 50 charges, at which point it does not absorb further hit dice. The artifact does not recharge itself except through draining life essence in this way.

As an action, an attuned creature that touches the Sallae Virae can spend the captured life force as healing. The creature can spend charges from the statue to heal themselves or a touched creature, restoring 1d8 hit points per charge expended.