

The Tears of Eilistraee

"Official" Campaign Document

Campaign Setting: Forgotten Realms (4th Ed. Modified)

Background (In brief):

Eilistraee was the daughter of Corellon Larethian and Araushnee, who later became Lolth, and the sister of Vhaeraun. She was banished along with the other drow deities for her role, albeit inadvertently, in the war against the Seldarine. Eilistraee insisted upon this punishment from her reluctant father, because she foresaw that the dark elves would need a beacon of good within their reach.

During Flamerule, Eilistraee, while inhabiting the body of Qilué Veladorn, was killed by Halisstra Melarn using the Crescent Blade. This last act of sacrifice was not in vain however, as it redeemed those drow not tainted by Wendonai's blood, and Corellon Larethian thus permitted the souls of Eilistraee's faithful and the newly transformed dark elves to enter Arvandor.

A few years after Eilistraee's death, the Spellplague malady struck Toril when, Mystra, the goddess of magic was assassinated. During the Spellplague several other deities perished and the face of Toril and its magics were left drastically altered.

It has been over 200 years since the Spellplague, leaving Eilistraee and her Church all but forgotten.

Notes:

The "Spellplague" was WOTC's way of explaining the changes in magic between the D&D3.0/3.5 and 4th edition systems. It was basically a magical cataclysm resulting in major changes to the way magic worked in the Forgotten Realms campaign setting.

If you are familiar with Forgotten Realms through playing D&D in the setting or reading some of the many novels set there (all the Drizzt books for example) great! If not that's fine as well, there is a wealth of knowledge on the web if you are interested in becoming more familiar with it. There is no need for your characters to be particularly knowledgeable about history unless you want them to be.

References:

Forgotten realms Wiki: http://forgottenrealms.wikia.com/wiki/Main_Page

Spellplague: <http://forgottenrealms.wikia.com/wiki/Spellplague>

Eilistraee: <http://forgottenrealms.wikia.com/wiki/Eilistraee>

My old Campaign web page: <http://www.aegypticus.com/drow/index.html>



Forgotten Realms Map
(4th Edition)

Interactive Map

<http://www.maplib.net/map.php?id=11367>

Rules & Modifications:

System: D&D 4th edition

Character creation: Standard point-buy with the following modifications;

Races: Player Characters will all be Drow thematically. The following Drow "Sub-races" are available for play.

- Ilythiiri, (**Drow**): You are of the Drow people and are wise to their ways.
- D'Darthisir (**Elf**): You were born among or adopted at an early age by surface elves and have learned their ways.
- Qu'el'faeruk (**Eladrin**): Your family has strong magical ties and many of your house become adept wizards.
- Tu'riltiir (**Half-Elf**): You are a half-breed, and most likely have not lived among the Drow for long.

Classes: Any *(Certain classes, mainly Strength based, may be less optimal as no racial options give a STR bonus)

Beginning Level: 5th Level, the PCs have already begun to find their place in the world

Magic Items: (1) 7th lvl, (1) 5th lvl, & (1) 4th lvl (*note: you will receive a special neck slot item, that will level with you*)

Starting Gold: 3000 gp

The Church of Eilistraee Organization

Affiliation Score	Title: Benefits and Duties
3 or lower	Brother/Sister: Gain Feat: <i>Drow Heretic</i>
4-10	Child of the Moon: Gain Feat: <i>Silent Shadows</i>
11-15	Sword Bearer: Gain Power: <i>Shining Symbol</i> (Ordained Priest Power) Gain Feat: <i>Weapon Proficiency (Bastard Sword)</i> and <i>Arcane Implement Proficiency (Heavy Blade)</i>
16-25	Light of the Moon: +2 sacred bonus to Charisma Gain Feat: <i>Watchful Owl</i>
25-40	Moon Dancer: Gain Feat: <i>Brilliant Darkfire</i> or <i>Clutch of Darkness</i> Gain: Freedom of Dance (As <i>Avandra's Boon of Escape</i>)
40+	Voice of the Moon: +4 Sacred bonus to Charisma Gain Feat: <i>Arcane Familiar</i> (Moon Wisp) Gain Power: <i>Battle Surge</i> (Cleric Level 10 Utility Power)

Criterion	Affiliation Score Modifier
Character level	+1/2 PCs lvl
Drow (Ilythiiri, D'Darthisir, Qu'el'faeruk or Tu'riltiir)	1
Charisma (Per Bonus Modifier)	1
Wields Bastard Sword	2
Converts a fallen sister or brother to the Church	2
Completes an assigned mission	1
Destroys an Artifact of the Spider Queen	2
Defeats violent enemies of the Church	+1/4 EL
Charisma 9 or Lower	-2
Performs an Evil act	-4
Fails a Church mission	-2

So the highest a PC will start out with is:

Lvl(2.5)+Drow(1)+Charisma 20(5)+Bastard Sword(2)=10.5

The lowest:

Lvl(2.5)+Drow(1)+Low charisma(-2)= 1.5

**All special benefits can be added in the character generator using the house rules option.

Things to note when creating your PC:

- *Stealth will be an important group skill & you will get a bonus feat for it quickly in the organization
- *The organization will grant the ability to use a Bastard sword as a Weapon and/or Implement for any class after a little work.
- *Writing up a character background is encouraged, even if it is only a few sentences. A note on that; each PC has always felt different/special somehow and may or may not have had that effect their decisions thus far.
- *There currently is no organized church of Eilistraee beyond the PCs, the goddess is dead and so is her following. Even the player characters know little or nothing about the Goddess to start. (ask me if your character concept should be more knowledgeable for some reason)

