

The Rose and Pearl

A One -Round Dungeons & Dragons® Living Greyhawk™ Highfolk Regional Adventure

Version 0.99

by Greg Marks

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Lady Mnemosyne Rellen is the epitome of Shandareth refinement, surely born to the rose and pearl as all great Shandareth leaders of noble blood. Many call her cold and calculating, but few can argue that she is one of the most beautiful and politically powerful women in the Vesve. She stands alone at the head of her House; regent over a sickly son who prophecy says may determine the fate of the Vesve. Discover her hidden past in this Highfolk regional event for APLs 8 to 14 with an extended play opportunity. While not required, players are encouraged to use a different PC than played for HIG7-05.

Resources for this adventure [and the authors of those works] include *Complete Adventurer* [Jesse Decker], *Complete Arcane* [Richard Baker], *Complete Champion* [Ed Stark, Chris Thomasson, Ari Marmell, Gary Astleford, Rhiannon Louve], *Complete Divine* [David Noonan], *Complete Scoundrel* [Mike McArtor, Wesley Schneider], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Draconomicon* [Andy Collins, Skip Williams, James Wyatt], *Dragon Magic* [Owen K.C. Stephens, Rodney Thompson], *Heroes of Battle* [David Noonan, Will McDermott, Stephen Schubert], *Magic Item Compendium* [Andy Collins], *Miniature's Handbook* [Michael Donais, Skaff Elias, Rob Heinsoo, Jonathan Tweet], *Monster Manual IV* [Gwendolyn F.M. Kestrel, Jennifer Clarke Wilkes, Matthew Sernett, Eric Cagle, Andrew Finch, Christopher Lindsay, Kolja Raven Liqueite, Chris Sims, Owen K.C. Stephens, Travis Stout, JD Wiker, Skip Williams], *Monsters of Faerun* [James Wyatt, Rob Heinsoo], *Player's Handbook II* [David Noonan], *Races of the Dragon* [Gwendolyn F.M. Kestrel, Jennifer Clarke Wilkes, Kolja Raven Liqueite], and *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor].

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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This adventure retires from RPGA-sanctioned play on December 31, 2008.

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PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D rule books: PH, DMG, and MM.

Throughout this adventure, text in *bold italics* provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll

also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

AVERAGE PARTY LEVEL (APL)

See Chapter One of the *Living Greyhawk Campaign Sourcebook* for details on APLs. If the APL of your group is an odd number, ask them before the adventure begins whether they would like to play the higher or the lower adjacent APL.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

TIME UNITS AND UPKEEP

This is a standard Regional adventure, set in Highfolk. Characters native to that region pay 1 Time Unit per round; all other characters pay 2 Time Units per round.

More information about Lifestyle and Upkeep can be found in the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

The succession of powerful House Rellen of the elven Clan Shandareth remains murky. With the death of Ixtacious Rellen, his wife Alisnata, and their natural born heir Cenet, the order of the remaining claimants to the second most powerful elven House in the Vesve remains unclear.

Just prior to his murder, Ixtacious married Mnemosyne Menanine, an adopted daughter of a rival House of unknown origins, and fathered a son Rhynian. At the same time, his proclaimed heir, the adopted Calentir Rellen married Releshi Elethiel (of House Elethiel of rival Clan Oronodel) and also fathered a son Aensylorin. At one time or another, both groups have agreed that one child or the other was the rightful heir; only adding to the confusion. By coincidence, both claim their son to have been born on the same night, further clouding the issue as to which child has the better claim.

With the issue of the true leadership of this powerful House coming to a head recently, Lady Mnemosyne, sometimes called the Matron of House of Rellen, decided that the time had come to settle the issue and cement her control over this branch of the Shandareth.

Lady Mnemosyne gathered a group of adventurers and sent them to the Seer of All Time, High Priestess Calandryen of Labelas Enoreth found at the Timeless Tree within the Vesve. She had hoped that the seer would be able to offer up some prophecy that would clarify the line of succession and offer her family some peace. Instead of offering clarity, the words of mysticism only further confused the situation.

Now, the Oronodel gather forces in the north and the faith of Ehlonna has split over the argument. The Vesse is poised to break under the weight of things to come.

ADVENTURE SUMMARY

The adventurers are in Highfolk town to celebrate Richfest. Tensions are high, and the party is taking on a fevered pitch as people try to forget their problems in revelry.

Introduction: From a distance the PCs witness an altercation between Lord Octiven Hharp of Clan Krysalyn (a Shandareth supporter) and Constable Paxana Eventhil (an Oronodel supporter). The argument turns to shoving and an accident occurs. Paxana is slain and a huge uproar ensues.

Encounter One: The PCs and the celebration's mob react to the incident. The party has the opportunity to investigate the scene. The Voice of the Whispering Leaves offers to raise Paxana from the dead if the PCs can help her pay for the materials.

Encounter Two: Mnemosyne witnessed the PCs response to the accidental death and decides that they would be worthy operatives. She asks them to attend her. Once alone, she invites the PCs to undertake a mission for her. She is worried about a tribe of wood elves that live in the path between the Oronodel forces and Shandareth lands. If the violence expands, their tranquil life will be shattered. She pleads with the PCs to travel to the north and shepherd the wood elves to safer shores.

Encounter Three: The PCs travel through the Vesse or transport themselves there directly. Either way their trip is momentarily diverted when they are attack by a hunting roc.

Encounter Four: The PCs arrive in Thornhill and have the opportunity to learn a great deal of Mnemosyne's childhood. Eventually the PCs discover that the wood elves are unwilling to leave their village, as they are guardians of the Old Man of the Wood. In order to convince them to leave, the party must somehow move the Old Man of the Wood and his home.

Encounter Five: The PCs visit the Old Man of the Wood to seek his guidance and convince him to either move with the populace of Thornhill or release them from their oath. In order to gain his aid, they must rescue his mate The Forest Bride and their children.

Encounter Six: While the party travels to the ruins of the House of the Malachite Sun, they encounter another adventuring party that fits the description of those responsible for the abduction of the Forest Bride. It is possible a fight ensues.

Encounter Seven: The PCs arrive at the ruins where they encounter only a fragment of the forces that were once stationed here. These minions of the Lady of the Wood must be defeated if the Forest Bride and the children are to be recovered.

Conclusion One: The PCs return to Thornhill and help evacuate the village. Returning to Flameflower, the

PCs meet with Mnemosyne and King Kashafen Tamarel. The King issues a decree requiring Calentir, Releshi, and their child to appear before him in Flameflower. Mayor Mordianna makes a surprise announcement.

Encounter Eight (optional play): If the PCs agree, they carry the King's decree into Oronodel lands. On the way there, forces wanting to precipitate the conflict attack the PCs.

Encounter Nine (optional play): The PCs arrive in the Oronodel lands and meet with the leaders of the clan.

Conclusion Two: The PCs return to Flameflower to deliver the Oronodel response.

PREPARATION FOR PLAY

Dragon Disciples

Determine if any PC at your table processes the Dragon Disciple prestige class. If any PC is present that possesses the Dragon Disciple prestige class and does not have Highfolk regional documentation giving them access (that is, they possess levels in the class from another region, or they took access exercising the core option), they are specifically targeted in Encounters 7 and 8.

Elven Clans

Before beginning play, it is necessary to determine if any PC is a member of the Highfolk Elven Clans Meta-Organization. If they are a member, determine what clan, and if of appropriate level in the meta-organization (tier three), what House. Members of elven clans will be affected differently in some encounters than other PCs, especially if the PC is a member of Clan Shandareth or Clan Oronodel.

Extended Play Opportunity

This module contains an extended play opportunity that increases both the TU cost and the rewards of this module. It is a good idea to remind the players that this module contains such an opportunity before beginning play. Before completing Conclusion One, at least four players at the table must agree whether they will be undertaking this extended play opportunity for the additional cost of 1 TU (for regional PCs) or 2 TUs (for out of region PCs. Those who refuse to go do not continue to play and receive no additional benefits. Whether the players choose to take part in the additional encounters affects their experience and gold totals upon their AR, as well as which favors they receive (see Conclusion for more details).

Legendary Deeds

At the beginning of this scenario, each player must determine the recognition of his Highfolk Legendary Deeds. Roll percentile dice for each player and compare it to the total percentage value of all the Legendary Deeds that the player has accumulated for this character. If the percentile roll is greater than the total, a Legendary Deed is not recognized, and nothing happens. If the roll is less than the percentage total, then randomly choose one of

the deeds from the hero's pool. For the entirety of the event, NPCs recognize the hero for the deed he has accomplished, and the benefit listed on the deed may be used. After the scenario, the deed is marked "USED" and the player may keep it, so as to keep a record of his deeds.

INTRODUCTION

The adventurers are in Highfolk town to celebrate Richfest and have gathered at the Hero's Rest Tavern. It is the afternoon of Freeday, the 28th of Wealsun. It is the day before the first day of Richfest. Unless any of the PCs normally travel together, they have not formed a party at this point.

The Hero's Rest Tavern is packed elbow to elbow with the anticipation of the Richfest celebration. You had only just entered when it was clear you wouldn't be getting a table, so you found a small space near the drink rail on the east wall and tried futilely to get the large bartender's attention. There must have been a serving girl somewhere as well, but she was lost in the press.

Appraising the crowd, you caught sight of an argument across the tavern. An elven man was arguing with a human woman over a plate of food at the bar. "I say they are traitors to the crown," the young man shouted. The middle-aged woman stood her ground and responded poking the elf with a stern finger in the chest, "I've known Releshi and Calentir, and they've helped this town more times than I can count. Seems to me that these are Shandareth lies. We all know they hate the Oronodel."

As he shouted, "Don't lay your hand upon me commoner," and slapping her hand away, you realized there would be trouble and started making your way towards the fight.

"I'll do what I like in my town," the woman responded and shoved him. The elf punched her in return, splaying her across the bar and the food. The woman pushed herself unsteadily up, and as she turned the bloody steak knife was obvious. The screams were deafening in the enclosed space as the woman collapsed to the ground unmoving. The elf looked back and forth in shock and then grasping his cloak he disappeared in puff a smoke.

That's when you first heard it; the shout that carried through all of Highfolk town in a matter of minutes. "Lord Octiven Hharp of the Krysalyn has murdered Constable Paxana Eventhil!"

When the adventure begins, the PCs have just witnessed an accident that has resulted in the death of the Town Constable by the hand of the lord of Clan Krysalyn. It has already happened before the start of the adventure and there is nothing the PCs can do to stop it. This means spells such as *close wounds* or *delay death* can no longer be

used. The adventure starts immediately after the above scene.

1: THE STORM OF CHAOS

The PCs are spread throughout the tavern. There is a great chaos. Everywhere people are screaming and the vast majority of the crowd is heading towards the exit. Anyone not doing likewise must succeed in a DC 10 Strength or Dexterity ability check (player's choice) or be knocked prone and trampled by the crowd for 2d6 points of damage. The DM may rule some PCs are immune to the crowd because they are standing on the bar, hiding under a table, jumped into the rafters, or some similar choice of action.

Once the crowd has past, the PCs have the opportunity to examine the scene and offer any aid they deem appropriate. There are three people left in the tavern:

CREATURES

Hamdan the Cunning, Barkeep: male human.

Della Wood, Waitress: female halfling Com5, Cha 17.

Renae Wenyd, The Voice of the Whispering Leaves: female half-elf, Clr10 [Ehlonna].

SIGNS OF OCTIVEN HHARP

- A successful DC 15 Knowledge (local) skill check recognizes Octiven as the Lord of Clan Krysalyn. He is also a known member of the Blood Owls and a supporter of Mnemosyne's child as the rightful Rellen heir. Devoted of the Green and White PCs receive a +2 circumstance bonus to this roll. Those PCs who are members of Clan Krysalyn or who have previously met him automatically succeed.
- Searching the area of the confrontation shows no signs of Octiven Hharp.
- A DC 19 Spellcraft check reveals that Octiven fled the scene using a *dimension door* spell or effect.
- Octiven has fled the area and within a minute, has used magic to flee the town.

THE BODY OF PAXANA EVENTHIL

- A successful DC 15 Knowledge (local) skill check recognizes Paxana as the Town Constable. She is a supporter of Releshi's child as the rightful Rellen heir. Devoted of the Green and White PCs receive a +2 circumstance bonus to this roll. Those PCs who are members of Fifth District or who have previously met her automatically succeed.
- A DC 15 Heal check confirms that Paxana is dead. Stabbed through the heart by her own dining knife.

QUESTIONING HAMDAN THE CUNNING

Hamdan the Cunning is a large and jolly bearded man who runs the Hero's Rest Tavern. He is currently

consoling his small halfling waitress, Della Wood, who was mildly trampled by the crowd.

The two try to be helpful to any PC that asks for aid. Hamdan can identify both of the combatants (as per a successful Knowledge check above). The two are at a loss as to the situation. Hamdan knows that everyone has been nervous about the escalation of the situation. The question of House Rellen has languored for more than a year now and it was only a matter of time before violence was sparked. Hamdan fears that more violence is likely.

QUESTIONING RENAE WENYD

Renae Wenyd (the Voice of the Whispering Leaves) is the high priestess of Ehlonna from the Sacred Home of the Forest Mistress in Highfolk town. Also a supporter of the Oronodel heir to House Rellen, she has stayed behind to see what might be done for Paxana.

Renae is a calm woman who exposes the old ways of Ehlonna's worship especially close ties to the natural world and the Vesve in particular. Her coronation of Aensylorin as the next heir of House Rellen has caused a split in the Ehlonnian religion. The Hearth of the Unicorn's Heart in Quaalsten supports the Shandareth child, Rhynian.

She stands back and allows PCs to take the lead, but after they have had their chance to take in the scene, she offers to raise Paxana from the dead. She offers her spellcasting for free, but she does not have the material component. If the PCs are willing to acquire the 5,000 gp in diamonds necessary, she casts the spell as soon as she can purchase them; a process that takes approximately thirty minutes once the money is raised. Hamdan and Della each reach into their pockets and offer a total of 55 gp. The PCs must come up with 4,945 gp or cast the spell themselves in order to effect Paxana's return from the dead.

If the PCs donate the money, Renae has her acolytes bring Paxana's body to the Sacred Home of the Forest Mistress. There they prepare the body and Renae prays for Ehlonna's blessing. After memorizing the spell, she still must wait for the diamonds to be gathered. This takes several days and Paxana is not raised until the end of the adventure.

If the PCs raise Paxana immediately, she thanks them but asks for their leave, as she has to rouse the watch to look for Octiven Hharp.

Treasure: While not a monetary reward, the government of Highfolk is grateful not to lose one of their own. All PCs that donate towards raising Paxana from the dead receive one Influence Point with Mayor Mordiana Tamarel.

Once the PCs have finished with the accident scene, read or paraphrase the following read aloud text.

A young elven man wearing the tabard of a messenger pokes his head into the bar. "Excuse me sirs and madams. I have been asked to escort you to

my mistress." He gestures toward you and holds the door open for you.

The messenger is Rhire (male, high elf, expr), and he is in service to House Rellen. He has orders to escort the PCs into the presence of his mistress as quickly as possible. He is nervous to offer his mistress' name, given the presence of The Voice of the Whispering Leaves, but will if asked. If the PCs refuse to go with Rhire, he mentions that they will be offered food, and possibly reward. If they refuse to attend, there is nothing more he can do and the PCs are free to leave. If they leave and do not return to the rest of the party, they have missed the adventure.

Unbeknownst to Rhire, his mistress Mnemosyne witnessed the events in the Hero's Rest while in disguise. She has decided the PCs' actions make them worthy of the problem she has. Once the PCs are ready proceed to the next encounter.

2: A QUIET TEA

The messenger leads you north out of the Poor District, through the wide thoroughfares of the Merchant District, and into the tree-lined streets of the Elven District. He brings you before one of the largest estates found there. You pass under the Shandareth coat of arms that graces the gate. Rhire brings you into the manor and leaves you in a comfortable parlor with an attractive wood elven women clothed in an elegant silk dress of stunning red. "Thank you for coming. Please join me," she says as she sits in one of the many large chairs.

The woman is Mnemosyne Rellen; the Matron of House Rellen. Mnemosyne is calm in her dealings with the PCs, but observes protocol with an elitist attitude, believing elves to be superior to other races and the Shandareth to be the masters of the elves in the Vesve. She is a talented politician (indeed she was a member of the Highfolk Town Council) and avoids blunt verbal confrontations, rather skillfully dealing with malcontents through subtle put-downs.

Mnemosyne Menanine-Rellen: Female Wood Elf, Rogue 10/Exotic Weapon Master 1/Spy Master 3.

Once the PCs are seated, she begins by explaining why she sent for them. The DM may wish to modify the following with specific examples of the PCs' actions.

"It was only a matter of time before things began to fall apart. Our delicate forest cannot stand the division that now infects it. I expect that the incident will only make things worse. That is why I called for you.

After your actions in the tavern today, I believe that you are just the type of people to help me avoid a potential travesty. Surely you can find it in your hearts to help those innocent of the coming trials?"

Mnemosyne wants the help her move a village that stands in the path of war. She was secretly in the tavern in disguise and witnessed the PCs' actions, and realizes they care about what happens to others, or at least the region. She realizes that some adventurers only work for money and while she is trying to play on their sense of honor, she will pay them if necessary. Use the following to answer the PCs' questions:

- Where is the village and what do you need us to do? *"The small village of Thornhill sits south of the lands recently annexed by the Oronodel, not far from the transported Shield Mage's Tower; between the tower and the major crossroads of the Quaalsten road. I am told that the Oronodel marshal forces there, and should they choose to march; Thornhill will be in the way."*
- In the conflict, which side is Thornhill loyal to? *"The village is populated by only a handful of wood elves. They are not political and this strife does not play on their minds."*
- How do you know that they are in danger? *"I see the danger plain as the rise of the sun. Strange creatures rise from the depths of the Shield Mage's Tower, more and more fey gather, and soldiers garrison. The Oronodel say they are simply preparing to defend the Vesve as they agreed in the Thamek Mor Defense pact, but some might use the violence in the Hero's Rest for other opportunities."*
- What if the people of Thornhill won't move? *"Wood elves are a proud people, and I suppose it is possible. While I would not condone forcing them to move or the use of violence, I would leave it entirely up to you to convince them as you believe best."*
- Where should we move them? *"I will give them new a home in Rellen lands near the Gardens of Nomsilia and the Thalainunoth River; more land than they previously held. I will pay for their move, the building of new houses, anything the citizens of New Thornhill might need. Here is a map to these new lands which I bid you give to them so they might leave as soon as possible."*
- Why should we help you? *"I would hope you see the good in sheltering simple folk from the possible horror of war. If you heart is not so pure, I suppose I shall have to pay you to see done what good men should do."*
- What will you pay us? *"I have a number of magical items, both from my time as an adventurer and in the vaults of my House. I will give you several of them to do with as you see fit. You may keep them or sell them for the thousands of gold they would be worth."*
- How does your child fare? *"My son is healthy and hale. He will make a strong and good leader."*
- Why don't you just give up your child's claim to House Rellen? *"Why do you not give up your home and*

possessions to me? One does not simply give away all they have. It is not my fault that the Oronodel proffer lies in an attempt to steal away the birthright of my child. This is an argument for Court to settle."

- Once we have succeeded or failed, what should we do? *"Once you have convinced them to move, please meet me in Flameflower. I am leaving for there after we have completed our business."*
- I'm not an elf, how will I get into Flameflower? *"As my chosen agents in this manner, I bestow upon you a great gift in the name of House Rellen. Take this talisman of black stone created by the Guildsmen and Clan Volmiryth. It will allow you to bypass the field that prevents non-elves from entering the city. This is no minor gift, treasure it."*

Once the PCs decide to travel to Thornhill, Mnemosyne has one last gift to aid them on their way.

"I have one more thing to speed to your travel. I have arranged for a flight of giant eagles to take you to Thornhill. Their leader, Skybreeze, knows the way and knows that you must travel in haste."

The PCs may have many questions about the giant eagles. Mnemosyne met Skybreeze in her adventuring days, and she has been able to use that bond to call upon him even now; offering he and his flight a reward in exchange for this favor. There is an eagle for each PC or cohort. The eagles all speak common and are as smart as the average man, so the PCs do not need to know how to ride. Military saddles are provided for each rider. Medium or small animal companions that cannot fly can be strapped to their master's eagle. There are two eagles for every Large animal companion or centaur. Such four-legged creatures can be tied between two eagles. Huge or larger creatures cannot be carried by the eagles.

CREATURES

Giant Eagles (Variable): Hp 26, see *Monster Manual* 93.

Treasure: All PCs who agree to undertake the mission receive the black stone brooch on the AR.

DEVELOPMENT

Of course the PCs can refuse the eagles' aid. Perhaps they can fly themselves, would simply rather walk, or would rather use magic such as *teleportation* to cover the distance. This is perfectly acceptable to Mnemosyne. While Thornhill is not found on any map, she can point out its rough location. The PCs will have to find the village from those rough directions. The party must travel approximately two hundred miles.

3: BIRD ON THE WING

On the third day of travel, or when the PCs transport to the vicinity of Thornhill, they are attacked by a roc or rocs ranging down from the Clatspurs. The pressures of the army marauding in the mountains and hills have forced the roc(s) to travel farther for food than it/(they) normally would. The PCs and their eagles (if present) look like a choice snack to the roc(s).

Please note that the PCs may be riding during this combat, and thus suffer all the penalties due to fighting from the back of a mount detailed in the *Player's Handbook*. The eagles have a maneuverability of Average, and as such cannot stop in place and must continue their forward movement or fall.

CREATURES

APL 8 (EL 9)

Roc: hp 207; MM 215.

APL 10 (EL 11)

Roc (2): hp 207 each; MM 215.

APL 12 (EL 13)

Advanced Rocs (2): hp 279; Appendix 1.

APL 14 (EL 15)

Advanced Rocs (2): hp 381; Appendix 1.

Tactics

The roc attacks the smallest target, attempting to use its Snatch feat and then fleeing the combat. If there is more than one roc, one snatches a meal while the other attempts to discourage the pursuit of its mate. The rocs are hungry animals trying to make off with food, and they flee any serious attacks that drop them below two-thirds of their hit points.

4: GETTING TO KNOW YOU

The following read aloud text assumes the PCs are riding the giant eagles. If this is not the case, the DM should adjust accordingly.

You descend from the clouds on the backs of the giant eagles, and plunge towards a great sea of green. At the last moment the eagles extend their wings, and drop softly through the canopy.

Skybreeze nods to you, "If you walk south through the wood, you will find the encampment of Thornhill. Good luck to you, adventurers."

The giant eagles deliver the PCs to Thornhill that evening and after sharing a few good-byes, leave them. Skybreeze wishes the PCs luck. They are now on their own.

As the PCs approach the village they are spotted by some of the wood elf hunters who shout a challenge to the party.

Approaching the village, three wood elves spot you and immediately seek cover behind stout trees as they nock arrows. The lead elf shouts a challenge in elven, "Stay where you are! What do you want here?"

The village of Thornhill has grown in the shadow of the Thorn Hill; a stout hill covered in thorny bushes and the occasional tree and the Old Man of the Wood's grove. Thornhill is populated by 56 wood elves, 17 of which are children. The elves of Thornhill call themselves the Ohtar en'i'ereg, or "the Warriors of the Thorn." It was in this small village that Mnemosyne grew up and her orphaned upbringing was quite different from the rose and pearl of other Shandareth leaders. Her parents died when she was very young, and she did her best living in the mud to fend for herself. She was an illiterate orphan and thief, surviving on the outskirts of the tribe and causing trouble.

The PCs have encountered Thal, Iren and Vemis as they prepare to go out on a hunt. Since they rarely see outsiders, the hunters are naturally suspicious of anyone that approaches. Once the PCs identify themselves and explain the purpose of their visit, Thal will insist on taking them to meet with the village elders to explain their request. Thal believes it is possible that the PCs are emissaries from Mnemosyne though he is shocked if the PCs claim to work for her. Iren believes that it must be some joke, especially last she knew, Mnemosyne could not write so the message they bare cannot possibly be from her. If the PCs claim to be from Mnemosyne, Vemis is only interested in any treats they may have brought for him.

SPEAKING WITH THE ELDERS

Thal and his hunters quickly escort the party past small wood and hide homes and into a longhouse where the village elders sit around a blazing bonfire despite the summer heat. The village elders include: Moni, Thal, Trustrius, Veslo, and Ynnell. Meis is also present standing behind Trustrius.

The elders ask that the PCs lay out their request, and then they ask questions according to their individual opinions (see the descriptions of each NPC below). The also answer any brief questions about Mnemosyne, but do not focus on her. The elders eventually begin an argument over whether to accept Mnemosyne's offer. Enough of them are undecided that eventually Trustrius will suggest that the village cannot move without the Old Man of the Wood who they are sworn to protect. The elders agree that the PCs should go to the Old Man of the Wood and seek his leave to move the village and promise to come with them.

IMPORTANT NPCs

The PCs will spend most of their time in Thornhill speaking with the elders and those associated with them. Each of the elders is briefly covered here, along with their opinions of Mnemosyne and moving the village.

Iren: Iren is what Mnemosyne would have become is she had not left the tribe. Iren spends her time trying to avoid work, just as she did alongside Mnemosyne when they were childhood friends. She steals what she needs, though she is not as talented with words as Mnemosyne was and frequently finds herself in trouble. To avoid severe punishments, she was forced to join Thal's hunters. She is secretly bitter that Mnemosyne did not take her with her and doesn't care if the village moves or not as long as she isn't responsible for the work.

Meis: Meis is still quite young, though he studies under the tutelage of Trustrius to be the tribe's next lorekeeper. He is generally helpful and friendly and takes a liking to the PCs. He was very young when Mnemosyne left Thornhill and he has grown to idolize her as a great hero. His hero worship of the Shandareth leader will be of great help to the PCs. Though not a member of the council of elders, Meis believes the village should be moved because Mnemosyne wishes it and he uses what little influence he has to sway Trustrius.

Moni: This elderly woman is entrusted with the food supplies of the tribe and its preparation. She has always felt that Mnemosyne was a little sneak thief who used her silver tongue to get herself out of trouble. She is confident that Mnemosyne regularly stole food from the tribe and is certain that she did not do her fair share of work. Moni is glad Mnemosyne left and has no wish to be associated with her again. She has no strong opinion on moving the village, but is against it only because Mnemosyne suggested it.

Thal: The tribe's huntmaster is a quiet man who tends to blend into the background behind the more outspoken members of the tribe's elders. He is undecided about moving the tribe, but remains skeptical about moving the young to new hunting grounds where he won't know the game or land. He has always respected Mnemosyne's ability to survive, despite the hardships that she endured. While Mnemosyne rarely joined his hunters, she was capable when she did.

Trustrius: The elderly lorekeeper of the wood elves is nearing the end of his life, but he is carefully instructing Meis in the ways of the tribe. He is a strong proponent of tradition, but does not have an opinion about moving the village as long as they continue their ways in the new location. In particular he believes it is the duty of the Ohtar en'i'ereg to protect and serve the Old Man of the Wood. As his memories fail him, he does not recall Mnemosyne at all and so is reliant on Meis' opinion of her. Trustrius is the only one in the village that can read. Should the PCs return to the village before traveling on, he will tell a story that may be of interest to them (See Around the Fire below).

Vemis: This large man is one of the tribe's hunters and is a "simple" fellow who does what he is told. When

he was younger, Mnemosyne would steal sweets for him, so he has fond memories of her and just as he did as a huge child, would defend her if she were threatened.

Veslo: Veslo is the youngest of the tribe's elders and holds his position only because of the sorcerous powers he possesses. He believes that the tribe should openly declare for the Oronodel in the coming conflict and send their warriors to join with their neighbors to the north. He believes that Mnemosyne is a dishonest gold-digger looking for the easy path through life. As an example, he believes that she used her silver tongue to trick Vemis into fighting off her childhood enemies or taking punishments that were rightly hers. In his opinion, Mnemosyne is typical the moral rot inherent in the Shandareth.

Ynnell: The priestess of Solonor Thelandira is adamantly against moving the village and would rather the wood elves stand and fight anyone who tries to pass through or take their lands. She is hard for the PCs to convince, as she feels that Mnemosyne betrayed her heritage as one of the Ohtar en'i'ereg by becoming one of the Shandareth. She is just as unfriendly towards Mnemosyne's emissaries.

AROUND THE FIRE

If the PCs return to Thornhill to rest, they are invited to sit around the fire with the villagers that evening. The village partakes of simple food and pleasant energetic music. As the young prepare for their sleep, Trustrius is lead to the fireside where he tells one last story.

"It is said that before the dawn of the world, Ehlenestra danced in the Vesve and dreamed the dream of those who would protect the great green sea. As Corellon created the elves, Ehlenestra thought to give us a great gift and clothe us in the raiment of the wood. So she created a tunic, pair of gloves, pair of boots, and a cloak from the leaves of the Vesve itself. It is said that when a great hero is able to find and join all of Ehlenestra's gifts, they will stand before a great evil and be victorious. None have seen Ehlenestra's for centuries, but those with the heart of a hero seek the raiment of the wood even now."

After telling his story, Trustrius falls to slumber and Meis carries the frail elf to his tent.

Eventually enough of the NPCs are unwilling to go without a decision by the Old Man of the Wood that the PCs have no choice to meet with him. Meis offers to show them the Thorn Hill and once there, wishes them good luck. As an apprentice lorekeeper, he is not allowed to journey to the top of the hill but he will be waiting for them when they return.

Should the PCs request it, he can also arrange a place for them to spend the night.

5: THE OLD MAN OF THE WOOD

In order to convince the populace of Thornhill to partake in an exodus, they have to seek the advice of the Old Man of the Wood. Directions to his glade are easily found in Thornhill.

The brush on the hill is particularly thorny, and you must pick your path carefully. Climbing to the top of the hill as you were told, you find no campsite or sign of habitation, only more of the thorny scrub that gives the nearby village its name.

Give the PCs a few moments to look about, and then choose a random PC who is searching the hilltop.

Moving aside a particularly gnarled branch aside with your boot you here an indignant elderly voice, "Watch where you step there big feller, some folks gotta live down here!" The spruce-like bush scurries back a step and turns to face you, a wrinkled face bulging from the bark of the bush's trunk with a pinecone beard.

The Old Man of the Wood lives on the top of the Thorn Hill for which the village of Thornhill is named, and is as much of a curmudgeonly old man as a plant can be. He is not over pleased with these young whippersnappers walking all over his yard, and insists that they get back onto the path. Those that do not get off his lawn are sprayed with his *decanter of endless water* until they comply.

CREATURES

Old Man of the Wood: male wizened elder druid 7; *decanter of endless water*.

Once the PCs behave themselves, the Old Man of the Wood wants to know why the PCs are in his home. The Old Man begins with an attitude of Unfriendly, and harrumphs frequently as there is no reason that the elves should move closer to civilization. Things are already bad enough in Thornhill. The Old Man of the Wood is not initially convinced by the PCs' case for moving the elves of Thornhill to another land and he will not condone it and asks the PCs to leave. If they leave, proceed to the Development section below.

If the PCs persist in making the case to move the people of Thornhill, they must shift the Old Man's attitude to at least Indifferent (DC 15 Diplomacy) or he orders them to leave, refusing to speak further. Those who make a particularly impassioned speech may receive a +2 bonus to this check.

If the PCs are able to convince the Old Man of the Wood that there may be a good reason to move the village, he will at least listen to them, though he admits that he cannot leave without the Forest Bride, as she is with shrub. Minions of the Lady of the Wood took the Forest Bride and if the party wants the Old Man to allow

the villagers of Thornhill to relocate, they will have to recover the Forest Bride and her seeds.

If the PCs agree to this condition, the Old Man of the Wood can offer the following pieces of information.

- Wizened Elders are very rare and mate for life. The Old Man of the Wood has been joined to the Forest Bride for nearly two hundred years and they were just about to have their first crop of children.
- The Forest Bride was taken by the Lady of the Wood's minions nearly a week ago. She is a powerful being that has been changing the balance of power in the Vesve. While the Old Man very much hates the Lady of the Wood, he realizes he does not have the power to overcome her minions and rescue the Forest Bride.
- Her minions, green skinned elves, captured the Forest Bride while she was out gathering components for the planting ritual they were preparing. They took her and the fertilized cones she carried to an old Baklunish ruin a day northeast of the Thorn Hill. The Old Man of the Wood has been trying to find a way to free her, but there are many large strange unnatural and scaled creatures there. He has not seen the creatures directly, but has all of this information from his ability to *speake with plants*, however he can give directions to the ruins. He has heard the ruins called Matoc Al'karash. Anyone that speaks Baklunish can translate that phrase into the House of the Malachite Sun.
- The Forest Bride was carrying several little cones that might some day grow into large shrubs just like the Old Man of the Wood or the Forest Bride. He had already pollinated them, so if she was able, the Forest Bride would have completed the ritual of planting without him.
- If the PCs can recover the Forest Bride and any little shrubs she may have planted, the Old Man of the Wood agrees to convince the wood elves to accept Mnemosyne's offer.
- The Old Man of the Wood does not know Mnemosyne.

DEVELOPMENT

Some PCs might take the Old Man of the Wood's first refusal at face value and leave the hill. Once back in town, Meis asks the PCs how fared their meeting with the Old Man of the Wood. If told that the meeting went poorly, Meis laments that the Old Man of the wood has not been the same since his bride was taken away recently. If only she could be found, he might be more receptive? This gives the PCs a second chance to return to the Old Man of the Wood and offer to aid him in exchange for his help. PCs offering to save the Forest Bride automatically improve the Old Man of the Wood's attitude to Indifferent.

6: MISCONCEPTIONS

Once the PCs follow the directions of the Old Man of the Wood, they have a chance encounter with a group of

elven adventurers that match the description of the elves that Old Man of the Wood claims abducted the Forest Bride.

The sound of whispering voices drifts through the quiet wood, someone is moving carefully through the brush in your direction.

Allow the PCs a moment to decide to how to greet the unknown: ambush, openly, with steel, or some other option. When the elves approach and the party can see them, proceed with the following read aloud text.

A group of elves, some of them with green skin, move through the underbrush. They are armed and armored to various degrees, as though they were an adventuring party. Several wear heraldry depicting an owl displayed over the two moons of Oerth. They are whispering quietly to each other as they travel.

The elves are an adventuring company known as the Company of the Moon, who have been sent to the ruins by a vision (see the events of HIG7-05 *Midnight*). They are not the same group that abducted the Forest Bride, though they appear to be so. They were told in a vision that a magical plant dwells in the ruins that the PCs also approach. They have come to recover it. They have no knowledge of the Forest Bride or the Old Man of the Wood. The plant they seek is not sentient, so they have no care for them.

A successful DC 5 Knowledge (local: Iuz's Border States MR) recognizes the heraldry as belonging to that of Clan Oronodel; a clan of Vesve grey elves that live in the north. PCs who are Vesve elves or who are Devoted of the Green and White receive a +5 competence bonus to this check. A careful observation notes that the elves with green skin all wear heraldry of Clan Oronodel. The green-skinned elves wear their green skin as a mark of a ritual they and others undertook to strengthen the ties of their clan to the Vesve. As younger members of the clan, they do not actually know or understand the oaths their clan leaders asked them to undertake.

CREATURES

The outcome of this encounter varies with the stance taken by the PCs. The elves are on a dangerous and secret mission. Anyone they encounter could easily be an Iuzian assassin or member of the Shandareth faction trying to steal away this valuable plant. They will not share any significant details of their goal, and may attack if threatened. Since they are adventurers, they have a significant level of arrogance in their abilities. DM Note: The EL of this combat has been reduced by one because the PCs have the opportunity to ambush the Company of the Moon, and there is a reduced likelihood of lethal combat.

APL 8 (EL 10)

Baldego Ceara: hp 23; Appendix 1.

Corus Ardilean: hp 35; Appendix 1.

Ethrion: hp 52; Appendix 1.

Secel Ardilean: hp 37; Appendix 1.

APL 10 (EL 12)

Baldego Ceara: hp 38; Appendix 1.

Corus Ardilean: hp 45; Appendix 1.

Ethrion: hp 64; Appendix 1.

Secel Ardilean: hp 54; Appendix 1.

APL 12 (EL 14)

Baldego Ceara: hp 46; Appendix 1.

Corus Ardilean: hp 66; Appendix 1.

Ethrion: hp 87; Appendix 1.

Secel Ardilean: hp 67; Appendix 1.

APL 14 (EL 16)

Baldego Ceara: hp 54; Appendix 1.

Corus Ardilean: hp 91; Appendix 1.

Ethrion: hp 101; Appendix 1.

Secel Ardilean: hp 92; Appendix 1.

Tactics

The Company of the Moon fight as an organized party. Ethrion charges the nearest foe with his pounce ability and attacks as many times as possible. He prefers lightly armored fighters or scout type enemies. Secel keeps mobile using her Mobile Spellcasting feat and supporting with spells. Corus also stays mobile, using his bow and gaining the advantage of his skirmish dice. Baldego casts spells that affect the Company's initiative and number of attacks followed by area of effect and direct damage spells.

Due to the complexity of their individual tactics and variety with APL, an explanation of each member's tactics can be found with their stat blocks.

DEVELOPMENT

If the PCs manage to capture one of the Company of the Moon, any captives have no wish to speak with the party concerning their mission and implore members of Clan Oronodel to release them.

Treasure: If the PCs come into conflict with the Company of the Moon and defeat them, they may claim their equipment.

APL 8: Loot: 246 gp; Magic: 2091 gp – cloak of resistance +1 (83 gp), +1 composite longbow [str+2] (192 gp), headband of intellect +2 (333 gp), gloves of agile striking (183 gp), mithral chain shirt (92 gp ea.; 276 gp), periapt of wisdom +2 (333 gp), potion of bear's endurance (25 gp), potion of bull's strength (25 gp), potion of cat's grace (25 gp), potion of cure moderate wounds (25 gp ea; 100 gp total), potion of owl's wisdom (25 gp), tunic of steady spellcasting (208 gp), +1 two-bladed sword (200 gp), vest of resistance +1 (83 gp)

APL 10: Loot: 246 gp; Magic: 3265 gp – amulet of health +2 (333 gp), cloak of resistance +1 (83 gp), +1 composite longbow [str+2] (192 gp), headband of intellect +2 (333 gp), gloves of agile striking (183 gp), gloves of fortunate striking (167 gp), mithral chain shirt (92 gp), mithralmist shirt (283 gp ea.; 566 gp), periapt of wisdom +2 (333 gp), potion of bear's endurance (25 gp), potion of bull's strength (25 gp), potion of cat's grace (25 gp), potion of cure moderate wounds (25 gp ea; 100 gp total), potion of owl's wisdom (25 gp), potion of remove blindness/deafness (25 gp), skirmisher boots (267 gp), tunic of steady spellcasting (208 gp), +1 two-bladed sword (200 gp), vest of resistance +1 (83 gp)

APL 12: Loot: 246 gp; Magic: 5898 gp – amulet of health +2 (333 gp ea.; 666 gp), armband of elusive action (67 gp), boots of elvenkind (208 gp), cloak of elvenkind (208 gp ea.; 416 gp), cloak of resistance +1 (83 gp), +1 composite longbow [str+2] (192 gp), headband of intellect +4 (1333 gp), gloves of agile striking (183 gp), gloves of fortunate striking (167 gp), mithral chain shirt (92 gp), mithralmist shirt (283 gp ea.; 566 gp), periapt of wisdom +2 (333 gp), potion of bear's endurance (25 gp), potion of bull's strength (25 gp), potion of cat's grace (25 gp), potion of cure moderate wounds (25 gp ea; 100 gp total), potion of owl's wisdom (25 gp), potion of remove blindness/deafness (25 gp), ring of counterspells (333 gp), scroll of heal (138 gp), scroll of mass bear's endurance (138 gp), skirmisher boots (267 gp), tunic of steady spellcasting (208 gp), +1 two-bladed sword (200 gp), vest of resistance +1 (83 gp)

APL 14: Loot: 246 gp; Magic: 10,348 gp – amulet of health +2 (333 gp), amulet of health +4 (666 gp), armband of elusive action (67 gp), belt of battle (1000 gp), belt of ultimate athleticism (300 gp), boots of elvenkind (208 gp), cloak of elvenkind (208 gp ea.; 416 gp), cloak of resistance +1 (83 gp), +1 composite longbow [str+2] (192 gp), headband of intellect +6 (3000 gp), gloves of agile striking (183 gp), gloves of fortunate striking (167 gp), ioun stone (pink rhomboid) (667 gp), mithral chain shirt (92 gp), mithralmist shirt (283 gp ea.; 566 gp), periapt of wisdom +4 (666 gp), potion of bear's endurance (25 gp), potion of bull's strength (25 gp), potion of cat's grace (25 gp), potion of cure moderate wounds (25 gp ea; 100 gp total), potion of owl's wisdom (25 gp), potion of remove blindness/deafness (25 gp), quiver of Ehlonna (150 gp), ring of counterspells (333 gp), scroll of heal (138 gp), scroll of mass bear's endurance (138 gp), skirmisher boots (267 gp), tunic of steady spellcasting (208 gp), +1 two-bladed sword (200 gp), vest of resistance +1 (83 gp)

7: THE HOUSE OF THE MALACHITE SUN

When the PCs arrive at the ruins, read or paraphrase the following read aloud text.

From a nearby hill, the ruins can be seen situated around a small lake under a waterfall that cascades over a cliff of greenish stone. None of the structures look intact. A sandy beach extends out towards your hill with a sculpted garden on the left just before a bridge that crosses a small stream. No enemies seem evident.

By the time the PCs have arrive at the House of the Malachite Sun, the majority of the minions of the Lady of the Wood have been dispatched to prepare for an upcoming battle. However, the seedlings were not yet ready for travel so groups' leader Urtrag the Emerald Flame has remained behind with two (or more) of his most powerful bodyguards. There they watch over the Forest Bride as she tends the seedlings in the garden of the Malachite Sun. Refer to DM's Map #1 for a visual representation of the ruins. The letters on that map correspond to the locations below.

CREATURES

The majority of the minions of the Lady of the Wood have been sent on to other places. Urtrag and his familiar are hidden in the dark ruins of the building closest to the bridge. The razofiend is under the water beneath the bridge. The twilight guardian is one of the many sculpted shrubs in the garden. All three of them know that their lives are dependent on their success and thus they attack anyone who tries to free the Forest Bride.

APL 8 (EL 11)

Greenspawn Razorfiend: hp 85; Appendix 1.

Green Twilight Guardian: hp 76; Appendix 1.

Urtrag the Emerald Flame: hp 85; Appendix 1.

Malquesh: hp 34; Appendix 1.

APL 10 (EL 13)

Advanced Greenspawn Razorfiend: hp 133; Appendix 1.

Advanced Green Twilight Guardian: hp 204; Appendix 1.

Urtrag the Emerald Flame: hp 96; Appendix 1.

Malquesh: hp 48; Appendix 1.

APL 12 (EL 15)

Advanced Greenspawn Razorfiend: hp 225; Appendix 1.

Advanced Green Twilight Guardian (2): hp 204; Appendix 1.

Urtrag the Emerald Flame: hp 108; Appendix 1.

Malquesh: hp 54; Appendix 1.

APL 14 (EL 17)

Advanced Greenspawn Razorfiend: hp 285; Appendix 1.

Advanced Green Twilight Guardian (3): hp 204; Appendix 1.

Urtrag the Emerald Flame: hp 120; Appendix 1.

Malquesh: hp 60; Appendix 1.

Tactics

The Dawn infuses the twilight elders with life once the PCs approach the cage containing the Forest Bride. They attack immediately. The greenspawn razorfiend jumps out of the water from under the bridge and uses its breath weapon (careful to avoid the Forest Bride and her seedlings). It then enters melee with any close by foe. Urtrag activates the spells in his weave causing himself, the twilight guardians, and the razorfiend to receive

several preparatory spells. He then flies up and uses his attack spells on dangerous spellcasters.

DEVELOPMENT

Should any of the PCs be dragon disciples that violate the Balance of Scales as described at the beginning of this adventure, the twilight guardians target them exclusively to the point of ignoring all other PCs. They focus on such a PC until they or the twilight guardians are dead.

Treasure: Should the PCs slay or capture Urtrag, they may claim his equipment as their own.

APL 8: Loot: 26 gp; Magic: 333 gp – headband of intellect +2 (333 gp)

APL 10: Loot: 26 gp; Magic: 333 gp – headband of intellect +2 (333 gp)

APL 12: Loot: 26 gp; Magic: 666 gp – headband of intellect +4 (666 gp)

APL 14: Loot: 26 gp; Magic: 666 gp – headband of intellect +4 (666 gp)

A – PC START

This small hill gives the view of the surrounding area described above. The PCs begin here.

B – GARDEN

This once beautiful garden has now taken on a feral appearance. The large plant sculptures of dragons, unicorns, or other fantastic beasts are overgrown and barely recognizable. Weeds poke through the path, and choke out the flowers. A group of small coniferous shrubs are planted near the bridge, the largest of them in a locked iron cage.

The gardens show signs of care, the work of the Forest Bride. She is caged in the garden under the unwavering gaze of the twilight guardian(s). The three seedlings are just in reach of her locked cage. The razorfiend is hiding under the water under the bridge.

Barred Cage: 2 in. thick; hardness 10; hp 60; AC 5; Break DC 28; Open Lock DC 35; Escape Artist DC 40.

The Forest Bride: female wizened elder druid 4.

Development: If PCs succeed in rescuing the Forest Bride, she can aid them in transplanting the seedlings that have not yet attained sentience and cannot walk on their own. The Forest Bride is protective of her children, akin to someone's traditional grandmother with the wooden spoon for a hand. The Forest Bride is ecstatic that the PCs have rescued her and the children and she supports the PCs suggestion to move the village.

C – RUINS

Barely recognizable as buildings, these small hovels have few walls standing. Baklunish designs are evident on those stones that still stand. Old fire pits and the clearing of rubble suggest that the ruins were inhabited in recent days.

There are the ruins of buildings on both sides of the lake. A successful DC 8 Survival check with the Track feat suggests that at least thirty medium sized creatures were using the site as a base within the last three days. Urtrag is hiding in the building closest to the garden.

D – THE STAIR

A rough stair is carved into the side of the cliff, leading up to a landing that overlooks the lake and the ruins. Above the landing, the side of the green stone cliff is carved in the remnants of a sunrise.

The ten-foot wide stairs rise thirty feet along the side of the cliff to the crude sunrise carving. A successful DC 15 Knowledge (history) roll reveals that the carving is several centuries older than the ruins below. There is nothing here for the PCs to discover. See HIG7-05 Midnight for the further story of the Home of the Malachite Sun.

Note that because this adventure HIG7-05 occur at the same time, PCs who have already played that adventure cannot yet possibly know how to enter the House of the Malachite Sun. Players who insist on using out of character knowledge should be reminded of this.

RETURNING TO THORN HILL AND THE OLD MAN

The PCs can return to the Old Man of the Wood in the company of the Forest Bride and her children. Once there they both agree, with much haranguing by the Forest Bride, that the village of Thornhill must be moved. If more of the Lady of the Wood's creatures or the war is going to return to these lands, they will be safe neither for the elves nor the young bushes. The Old Man of the Wood convinces the elves to move to the lands offered by the Shandareth.

Development

If the PCs return empty handed, the Old Man of the Wood is saddened by their failure. He intends to retrieve his family on his own, or if they are already dead, use the elves of Thornhill to seek vengeance. He will not aid the PCs.

THE VILLAGE OF THORNHILL

The wood elves of Thornhill are willing to accept the evacuation of their village if the Old Man of the Wood accompanies them. If he does not, they plan to stay with him. It is tradition.

The PCs have one last chance at a rousing speech to convince them to move. If the PCs can succeed in a DC 50 Diplomacy check despite their failure, they can convince two-thirds of the village to undertake the move. The rest are too set in their ways and will remain.

CONCLUSION ONE

Once the PCs have evacuated the populace of Thornhill or simply decided to return to Flameflower, continue with Conclusion One.

The trip to Flameflower was easy and uneventful. You were met by a patrol near the city, and ushered inside as though they expected you. The black stone talismans seems to have done their job, as those without elven blood have no difficulty walking through the shaded streets of the city surrounded by the brilliant, crimson orchid-like flowers that give the city its name. Upon entering into the city proper, you find lofty tree houses and wooded chalets along the ground; all in harmony with the surrounding land. Moving through radiant gardens toward a palatial wooden mansion, one of the guards stops you momentarily, "This is the home of our Lord, Kashafen Tamarel, Lord of the High Elves and Protector of the Vesve. He has asked that I leave you here at the edge of his garden. He and Lady Rellen await you within. Preserve and protect." He bows briefly and turns stiffly to leave you to the hedge sheltered veranda.

Allow the PCs to choose to enter into the hedge, or speak in private about what they will say to the nobility assembled inside.

Beyond the hedge, Lady Mnemosyne speaks with a regal elven man and an elven woman dressed in the black dress of mourning. Mnemosyne offers a smile and a slight bow at your entrance. "May I introduce Kashafen Tamarel, Lord of the High Elves and Protector of the Vesve and the Lady Mayor of Highfolk, Mordianna Tamarel. I pray you were successful in your efforts. Please tell us of your ordeal."

The trio listens gravely to the PCs trials. In particular they are especially interested in their view of the incident in the Hero's Rest, the elves they met on the way to the ruins, and the creatures that were holding the Forest Bride. They ask a few probing questions on these parts in order to shed light on anything the PCs gloss over. In particular, Mordianna asks the PCs if they believe Paxana's death was intentional or accidental.

Once the party has given their story, Mnemosyne thanks the PCs for their efforts whether they were successful or not and offers them their payment regardless. Both Kashafen and Mordianna are not surprised by the presence of non-elves in Flameflower, as all of the Shandareth Houses have been given an allotment of the brooches to allow non-elves into the city.

She is embarrassed if the PCs try to bring up her heritage in this august company and tries to dismiss it as an exaggeration. If the PCs persist, she responds commenting she is truly a proponent of the people

because while she may have risen so far, she remembers her past. It is why she must defend the heritage of the elven people where such success is still possible.

Kashafen and Mordianna are vaguely aware of Mnemosyne's past, and look dimly on anyone trying to use it against her at this junction. While nobility, Kashafen has always been common in his demeanor and while Mordianna may have married well, she grew up on the streets of Greyhawk city after being separated from her Vesve parents as a child.

Once the PCs have finished with their story and have answered any questions, they witness a momentous exchange. While presented as read aloud text, this is a conversation where the PCs are present and thus they could interrupt or involve themselves.

Mnemosyne turns to you, "Thank you for all that you have done. You will be well rewarded." Turning toward the Lord of the High Elves she continues, "You see my Lord. The Oronodel go too far, they annex other's lands, their soldiers press forward straining the bonds of peace, and now they claim Octiven's rash actions were an organized plot and call to the members of the Thamek Mor pact to come to their aid. I must insist on swift resolution before this spirals out of control."

"Your point is made Lady Rellen," muses Kashafen. "I shall issue a proclamation that Calentir Rellen, Releshi Elethiel, and their child Aensylorin must appear before this Court prior to the next full moon."

A gasp slips from Mayor Mordianna's lips. "Kashafen, you must realize this will only force the issue. If you demand their appearance into what they view as her den, they will have no choice."

"Would you have the Lord of the High Elves go to them, those pretenders in their dark wood north of the Deepstil?" Mnemosyne responds, biting back venom.

"Fine, you will have this as you wish. I will have none of it. I have bled with Releshi and Calentir, as have you. You know better. From this day forward the Town of Highfolk is closed to you. Highfolk declares for the Oronodel." Mordianna strides away, leaving all in shock.

Regaining his composure, Kashafen turns to you. "I have one more favor to ask of you adventurers. Many of the Oronodel have been adventurers and they may see my purpose if you carry my message. I will not fault you if you refuse, but will you carry my proclamation north?"

Kashafen hopes that with the adventurers as neutral messengers, the Oronodel will accept the message in the spirit in which it is issued. Kashafen hopes the PCs will be able to convince the couple and their child to appear before him that they might once and for all work out the issues of succession.

PCs who are members of any of the elven clans likely have strong feelings on the matter and Kashafen is

happy to hear them. He hopes that as bearers of the proclamation they will lend strength to his desires to unite all the disparate views.

By accepting Kashafen's offer, the PCs are agreeing to play the optional extended play portion of this event. The DM should make the additional 1 TU (or 2 TUs for out of region PCs) cost clear to the players.

If the PCs agree, Kashafen thanks them; proceed directly to Encounter 8. If the PCs refuse Kashafen thanks them for their efforts and Mnemosyne offers them a bag with several magical items in it. Kashafen bids them safe travels and the two retire. Guards escort them out of Kashafen's presence.

The days that follow are filled with rumor and wild tales. Highfolk has openly sided with the Oronodel, though there are divisions amongst its power groups. Quaalsten has declared for the Shandareth, and the Rangers are out on the Hunt. Both sides in the conflict have demanded that the dwarves march to their banner. The trumpets of war sound in the Vesve and this time, the Old One's minions are not on the field.

Treasure: For completing their mission and attempting to convince the people of Thornhill to move, Mnemosyne offers several choice magical items.

APL 8: Magic: 183 gp – gloves of agile striking (183 gp)

APL 10: Magic: 466 gp – gloves of agile striking (183 gp), mithralmist shirt (283 gp)

APL 12: Magic: 533 gp – armband of elusive action (67 gp), gloves of agile striking (183 gp), mithralmist shirt (283 gp)

APL 14: Magic: 1533 gp – armband of elusive action (67 gp), belt of battle (1000 gp), gloves of agile striking (183 gp), mithralmist shirt (283 gp)

8: BIRDS OF WAR

This encounter only occurs if the PCs are carrying the King's message to Oronodel lands. Kashafen has the proclamation of appearance drafted immediately, and hands it to one of the PCs to carry; preferably a member of Clan Shandareth or failing that, any elf.

Kashafen explains to the PCs that the home village of the Oronodel, as well as the Shield Mages' Tower that is the other major landmark in the area, are both protected from magical transport. The PCs have to travel by mundane means for at least part of their journey.

Once the PCs reach the lands of the Oronodel, minions of the Lady of the Wood who wish to precipitate the war attack them. By causing the proclamation to never be delivered and exacting revenge on those who have defied her, she strikes two blows. She deploys a group of loyal perytons to eliminate the PCs.

It is a day like any other in the Vesve. The tall trees shade your passage from the setting sun, and the winds make the evening pleasant.

The perytons have significant information about the location of the PCs and their capabilities. The strike team is teleported a mile from the PCs and is directed to proceed immediately to the PCs under the full effects of their power-up suites and attack to kill.

APL 8 (EL 10)

Advanced Peryton (2): hp 144; Appendix 1.

APL 10 (EL 12)

Advanced Peryton (4): hp 144; Appendix 1.

APL 12 (EL 14)

Advanced Peryton (4): hp 144; Appendix 1.

Peryton Priest: hp 238; Appendix 1.

APL 14 (EL 16)

Advanced Peryton (4): hp 144; Appendix 1.

Peryton Ravager: hp 186; Appendix 1.

Peryton Priest: hp 268; Appendix 1.

Tactics

The location of the PCs is well known by the perytons, despite any attempts that may have been taken to hide themselves. Thus the perytons have precast the spells in their power-up suites before arriving. How the location of the PCs is known is beyond the scope of this adventure, but as long as they are within the Vesve, they cannot hide themselves.

While attacking, the perytons descend from the air and attempt to make good use of their Fly-by and Hover feats to limit the number of attackers that can attack them. However they have specific orders on how to proceed with their attack. If the party includes any non-Highfolk dragon disciples (see note in the Introduction) they are the primary targets and all the perytons target this PC unless it is not possible. They specifically use their heart rip ability on these PCs. The second targets of priority are those elves that do not belong to Clan Oronodel. After non-Highfolk dragon disciples and non-Oronodel elves, all non-elves are targeted. Oronodel elves and Highfolk Dragon Disciples are attacked last, and in their cases, the perytons attempt to use non-lethal means to subdue or restrain such PCs. They will not use their heart rip ability upon these PCs.

The peryton priest supports as appropriate with spells but is a significant melee combatant and spends most time engaged in melee. She uses her smite on the first likely target. If any likely cleric PC seems to have DR or there are summoned creatures with DR, the peryton may use her Glorious Weapons feat.

DEVELOPMENT

In the unlikely event that the PCs succeed in catching one or more of the perytons alive, they refuse to cooperate. They believe that their master will guarantee their place in the afterlife as long as they hold true to

their cause, and thus cannot be persuaded by mundane means to betray their master's trust. If the PCs use magical means to enforce cooperation, the target peryton begins to speak but within seconds is entirely consumed in green flame leaving only the smallest pile of ashes. No magic can return them to life or divine their purpose using the ashes.

Treasure: After defeating the perytons, all of their items may be claimed by the PCs

APL 8: Magic: 334 gp – *amulet of mighty fists* +1 - (167 gp ea; 334 gp).

APL 10: Magic: 668 gp – *amulet of mighty fists* +1 - (167 gp ea; 668 gp).

APL 12: Magic: 1168 gp – *amulet of health* +2 - (333 gp), *amulet of mighty fists* +1 - (167 gp ea; 668 gp), *ring of protection* +1 - (167 gp).

APL 14: Magic: 2251gp – *amulet of health* +2 - (333 gp), *amulet of mighty fists* +1 - (167 gp ea; 668 gp), *bracers of armor* +2 - (333 gp), *cloak of resistance* +1 - (83 gp), *belt of strength* +4 - (667 gp), *ring of protection* +1 - (167 gp).

9: COLD WINDS

As the PCs approach the Oronodel homelands, they are met by a patrol, just as their visit to Flameflower.

It does not take long for an elven patrol to find you, and after a short explanation, they bring your party into a small village that shows signs of being rebuilt. One of their number runs ahead to announce your arrival while you are slowly brought into a large garden of wildflowers, evergreens, and marble statuary. A gathering of elves waits for you expectantly.

There are nearly a dozen elves present, the majority gray elves. With the exception of Calentir and Releshi, all are members of the Oronodel Council of Elders that orchestrated the Oronodel return to their homeland that until recently was held by the Old One. While there are so many, four of them do most of the talking and should be the focus of the interaction with the PCs. Each of the NPCs is very powerful and surrounded by their friends and family; they will not be intimidated.

Calentir Elethiel- Rellen: Calentir will likely to be the first to speak, and seems generally friendly though cautious at the PCs arrival. He is concerned that emissaries of the Lord of the High Elves has been sent to see him and once he reads the Order of Appearance, he asks why Kashafen would order that his child appear in Flameflower, a place well described as the den of Mnemosyne.

Releshi Elethiel: Releshi displays her full copper draconic features here in her home, but tries to stay out of the conversation. It is clear by her scoffs and reflexive beating of her wings that she does not trust or believe the PCs. Indeed she would not be surprised if they were sent as assassins or to otherwise lead her and her husband

astray into some trap. She refuses to speak of any other meetings she may have had with any of the PCs; expecting they wish to twist words or occasions to harm her child.

Wynda Ceara: Wynda is a recent addition to the Council of Elders, but yet has a strange, calm hold over the others and they seem to defer to her when speaking to the PCs. A member of the Lord's Council in Flameflower as the non-voting Oronodel member, she is well aware of just how dangerous the Court of Flameflower can be. She is a noncommittal voice while speaking with the PCs, though she respects the words of any Oronodel elves in the party. She wishes to hear everything the PCs have to say as the mouthpiece of the Lord in this matter; though whether she trusts them or will use their words for her own ends remains to be seen.

Sienias Lewayn: Sienias has spent his years as a politician playing many off against the few and trying to maintain power through popularity. He will clearly seek to avoid antagonizing the Shandareth. He urges calm, though he will not have himself or his clan threatened. While he is the oldest of the four, he is the least respected and his words may easily be ignored.

DELIVERING THE MESSAGE

The elves of Oronodel are not pleased and there is clearly an air of hostility to the entire exchange. There are however several questions that remain, and they will cover these topics before sending the PCs away.

Why the child? Why must Calentir and Releshi bring their child with them? Kashafen's reasoning is not entirely clear, though some answer will certainly be required of the PCs. Regardless of the answer, it is unlikely that Releshi will be entirely accepting.

Is it a trap? The Oronodel suspect treachery, and so they will question the PCs as to what really awaits them in Flameflower. It is up to the PCs to allay their fears or confirm that they believe it is an ambush.

Is it war? The Oronodel believe that the murder of Paxana was an intentional act by Octiven as an agent of the Blood Owls and of Mnemosyne. They believe she is trying to provoke a war and this is meant to draw them out. The PCs will likely be asked what they know of the death of Paxana. Regardless of what the PCs say, the Oronodel will not make any promises of peace.

Once the PCs have said their peace and delivered the message, they will be ordered to leave Oronodel lands. The tone of the order depends on how the PCs behaved during their exchange with the Oronodel.

CONCLUSION TWO

Your message delivered and words exchanged, there is no choice but to return to Flameflower. As you prepare to leave the north, Calentir and the elders confer. Turning to you, the archdruid speaks. "Tell your Lord that my wife and I will bring our son to him before the next moon. Tell him that he should

be prepared for the consequences of what he has set in motion."

A chill in the air, the elders depart leaving you to return to Flameflower with the Oronodel response. It is clear that a day of swords is on the horizon.

The PCs are free to return to Flameflower and deliver the Oronodel response to Kashafen. He accepts it stoically and offers them a small reward in exchange for their efforts.

Treasure: For their efforts, Kashafen Tamarel orders each PC be given a small bag of coins. In addition these PCs receive one IP with Kashafen Tamarel in their AR.

APL 8: Coin – 316 gp.

APL 10: Coin – 482 gp.

APL 12: Coin – 482 gp.

APL 14: Coin – 1049 gp.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

ENCOUNTER 3

Defeat the rocs:

APL 8	270 XP
APL 10	330 XP
APL 12	390 XP
APL 14	450 XP

ENCOUNTER 6

Defeat the Company of the Moon or negotiate a truce with them:

APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP

ENCOUNTER 7

Defeat Urtrag and his minions:

APL 8	330 XP
APL 10	390 XP
APL 12	450 XP
APL 14	510 XP

STORY AWARD

Convince the villagers of Thornhill to move:

APL 8	100 XP
APL 10	120 XP
APL 12	150 XP
APL 14	160 XP

Save the Forest Bride:

APL 8	125 XP
APL 10	150 XP
APL 12	165 XP
APL 14	200 XP

OPTIONAL PLAY

Defeat the perytons:

APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP

Deliver Kashafen's proclamation:

APL 8	210 XP
APL 10	235 XP
APL 12	255 XP
APL 14	280 XP

TOTAL POSSIBLE EXPERIENCE:

APL 8	1125 XP/1635 XP
APL 10	1350 XP/1945 XP
APL 12	1575 XP/2250 XP
APL 14	1800 XP/2560 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast identify, analyze dweomer or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the

item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

Loot = Looted gear from enemy; Coin = Coin, Gems, Jewelry, and other valuables; Magic = Magic Items.

6:

Defeat the Company of the Moon:

APL 8: Loot: 246 gp; Magic: 2091 gp – cloak of resistance +1 (83 gp), +1 composite longbow [str+2] (192 gp), headband of intellect +2 (333 gp), gloves of agile striking (183 gp), mithral chain shirt (92 gp ea.; 276 gp), periapt of wisdom +2 (333 gp), potion of bear's endurance (25 gp), potion of bull's strength (25 gp), potion of cat's grace (25 gp), potion of cure moderate wounds (25 gp ea; 100 gp total), potion of owl's wisdom (25 gp), tunic of steady spellcasting (208 gp), +1 two-bladed sword (200 gp), vest of resistance +1 (83 gp)

APL 10: Loot: 246 gp; Magic: 3265 gp – amulet of health +2 (333 gp), cloak of resistance +1 (83 gp), +1 composite longbow [str+2] (192 gp), headband of intellect +2 (333 gp), gloves of agile striking (183 gp), gloves of fortunate striking (167 gp), mithral chain shirt (92 gp), mithralmist shirt (283 gp ea.; 566 gp), periapt of wisdom +2 (333 gp), potion of bear's endurance (25 gp), potion of bull's strength (25 gp), potion of cat's grace (25 gp), potion of cure moderate wounds (25 gp ea; 100 gp total), potion of owl's wisdom (25 gp), potion of remove blindness/deafness (25 gp), skirmisher boots (267 gp), tunic of steady spellcasting (208 gp), +1 two-bladed sword (200 gp), vest of resistance +1 (83 gp)

APL 12: Loot: 246 gp; Magic: 5898 gp – amulet of health +2 (333 gp ea.; 666 gp), armband of elusive action (67 gp), boots of elvenkind (208 gp), cloak of elvenkind (208 gp ea.; 416 gp), cloak of resistance +1 (83 gp), +1 composite longbow [str+2] (192 gp), headband of intellect +4 (1333 gp), gloves of agile striking (183 gp), gloves of fortunate striking (167 gp), mithral chain shirt (92 gp), mithralmist shirt (283 gp ea.; 566 gp), periapt of wisdom +2 (333 gp), potion of bear's endurance (25 gp), potion of bull's strength (25 gp), potion of cat's grace (25 gp), potion of cure moderate wounds (25 gp ea; 100 gp total), potion of owl's wisdom (25 gp), potion of remove blindness/deafness (25 gp), ring of counterspells (333 gp), scroll of heal (138 gp), scroll of mass bear's endurance (138 gp), skirmisher boots (267 gp), tunic of steady spellcasting (208 gp), +1 two-bladed sword (200 gp), vest of resistance +1 (83 gp)

APL 14: Loot: 246 gp; Magic: 10,348 gp – amulet of health +2 (333 gp), amulet of health +4 (666 gp), armband of elusive action (67 gp), belt of battle (1000 gp), belt of ultimate athleticism (300 gp), boots of elvenkind (208 gp), cloak of elvenkind (208 gp ea.; 416 gp), cloak of resistance +1 (83 gp), +1 composite longbow [str+2] (192 gp), headband of intellect +6 (3000 gp), gloves of agile striking (183 gp), gloves of fortunate striking (167 gp), ioun stone (pink rhomboid) (667 gp), mithral chain shirt (92 gp), mithralmist shirt (283 gp ea.; 566 gp), periapt of wisdom +4 (666 gp), potion of bear's endurance (25 gp), potion of bull's strength (25 gp), potion of cat's grace

(25 gp), potion of cure moderate wounds (25 gp ea; 100 gp total), potion of owl's wisdom (25 gp), potion of remove blindness/deafness (25 gp), quiver of Ehlonna (150 gp), ring of counterspells (333 gp), scroll of heal (138 gp), scroll of mass bear's endurance (138 gp), skirmisher boots (267 gp), tunic of steady spellcasting (208 gp), +1 two-bladed sword (200 gp), vest of resistance +1 (83 gp)

7:

Defeat the Urtrag and his minions:

APL 8: Loot: 26 gp; Magic: 333 gp – headband of intellect +2 (333 gp)

APL 10: Loot: 26 gp; Magic: 333 gp – headband of intellect +2 (333 gp)

APL 12: Loot: 26 gp; Magic: 666 gp – headband of intellect +4 (666 gp)

APL 14: Loot: 26 gp; Magic: 666 gp – headband of intellect +4 (666 gp)

CONCLUSION:

Receive Mnemosyne's reward:

APL 8: Magic: 183 gp – gloves of agile striking (183 gp)

APL 10: Magic: 466 gp – gloves of agile striking (183 gp), mithralmist shirt (283 gp)

APL 12: Magic: 533 gp – armband of elusive action (67 gp), gloves of agile striking (183 gp), mithralmist shirt (283 gp)

APL 14: Magic: 1533 gp – armband of elusive action (67 gp), belt of battle (1000 gp), gloves of agile striking (183 gp), mithralmist shirt (283 gp)

8:

Defeat the perytons

APL 8: Magic: 334 gp – amulet of mighty fists +1 - (167 gp ea; 334 gp).

APL 10: Magic: 668 gp – amulet of mighty fists +1 - (167 gp ea; 668 gp).

APL 12: Magic: 1168 gp – amulet of health +2 - (333 gp), amulet of mighty fists +1 - (167 gp ea; 668 gp), ring of protection +1 - (167 gp).

APL 14: Magic: 2251gp – amulet of health +2 - (333 gp), amulet of mighty fists +1 - (167 gp ea; 668 gp), bracers of armor +2 - (333 gp), cloak of resistance +1 - (83 gp), belt of strength +4 - (667 gp), ring of protection +1 - (167 gp).

CONCLUSION TWO:

Receive Kashafen's Reward

APL 8: Coin – 316 gp.

APL 10: Coin – 482 gp.

APL 12: Coin – 482 gp.

APL 14: Coin – 1049 gp.

TOTAL POSSIBLE TREASURE

APL 8: Loot: 272 gp; Magic: 2607 gp; Total: 2879 gp (max: 1300 gp)

APL 10: Loot: 272 gp; Magic: 4064 gp; Total: 4336 gp (max: 2300 gp)

APL 12: Loot: 272 gp; Magic: 7097 gp; Total: 7369 gp (max: 3300 gp)

APL 14: Loot: 272 gp; Magic: 12547 gp; Total: 12619 gp (max: 6600 gp)

TOTAL POSSIBLE TREASURE (W/EXTENDED PLAY)

APL 8: Loot: 272 gp; Coin: 316 gp; Magic: 2941 gp; Total: 3529 gp (max: 1950 gp)

APL 10: Loot: 272 gp; Coin: 482 gp; Magic: 4732 gp; Total: 5486 gp (max: 3450 gp)

APL 12: Loot: 272 gp; Coin: 482 gp; Magic: 8265 gp; Total: 9019 gp (max: 4950 gp)

APL 14: Loot: 272 gp; Coin: 1049 gp; Magic: 14798 gp; Total: 16119 gp (max: 9900 gp)

- *Armband of elusive action* (Adventure; MIC; 800 gp)
- *Boots of elvenkind* (Adventure; DMG)
- *Cloak of elvenkind* (Adventure; DMG)
- *Ring of counterspells* (Adventure; DMG)
- *Scroll of heal* (Adventure; DMG; CL9; 1650 gp)
- *Scroll of bear's endurance, mass, divine* (Adventure; DMG; CL9; 1650 gp)

APL 14 (all of APLs 8-12 plus the following):

- *Belt of battle* (Adventure; MIC)
- *Belt of ultimate athleticism* (Adventure; MIC)
- *Ioun stone (pink rhomboid)* (Adventure; DMG)
- *Quiver of Ehlonna* (Adventure; DMG)

SPECIAL

Blackstone Brooch: This small brooch is made up of a strange black stone carved in the shape of rose and displays the crest of House Rellen done with a pearl inlay. It radiates moderate conjuration and transmutation magic. Wearing this brooch allows non-elves to bypass the field barring elves from entering Flameflower.

Favor of Thornhill: For your help, the people of Thornhill offer to train you in the feats Coordinated Shot, Guerilla Scout, and Ready Shot from *Heroes of Battle*.

Influence Point with Lord Kashafen Tamarel

Influence Point with Mayor Mordianna Tamarel

Legendary Deed (5%) – Savior of the Forest Bride: For helping to rescue the Forest Bride, the Old Man of the Wood has spread your legend among the plant folk of the Vesve. If you are recognized for this Legendary Deed, you receive eight goodberries (as the spell *goodberry*) at the start of the adventure; each goodberry lasts for the duration of that adventure. Mark this deed 'USED' after such an adventure.

Marked by the Dawn: You are a hero of the Vesve and are known to the Dawn. She watches you even now.

ITEMS FOR THE ADVENTURE RECORD

ITEM ACCESS

APL 8:

- *Gloves of agile striking* (Adventure; MIC)
- *Tunic of steady spellcasting* (Adventure; MIC)

APL 10 (all of APL 8 plus the following):

- *Gloves of fortunate striking* (Adventure; MIC)
- *Mithralmist shirt* (Adventure; MIC)
- *Skirmisher boots* (Adventure; MIC)

APL 12 (all of APLs 8-10 plus the following):

6: MISCONCEPTIONS

BALDEGO CEARA**CR 7**

Male grey elf Wizard 7

N medium humanoid (elf)

Init +3; **Senses** Low-light vision; Listen +3, Spot +3**Languages** Common, Draconic, Elven, Sylvan**AC** 17, touch 13, flat-footed 14

(+3 Dex, +4 armor)

hp 23 (36 with *false life*) (7 HD)**Fort** +3, **Ref** +5, **Will** +6 (+8 vs. enchantment)**Speed** 30 ft. (6 squares), base movement 30 ft.**Melee** mw longsword +4 (1d8) or melee touch +3**Ranged** mw longbow +7 (1d8) or ranged touch +6**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +3; **Grp** +3**Combat Gear** *potion of cure moderate wounds***Wizard Spells Prepared** (CL 7th): 0-4/1-6/2-5/3-4/4-30—*acid splash*, *daze*, *detect magic*, *flare*1st—*grease* (DC 15), *mage armor**, *magic missile*, *nerveskitter*, *ray of enfeeblement*, *shock and awe* (DC 15)2nd—*false life**, *glitterdust* (DC 16), *greater slide*, *scorching ray*, *sleet storm*3rd—*dispel magic*, *fireball* (DC 17), *fly*, *haste*4th—*dimension door*, *greater invisibility*, *ice storm** - *already cast***Abilities** Str 10, Dex 16, Con 12, Int 19, Wis 12, Cha 8**SQ** Elf wizard substitution level (1st), elf traits**Feats** Sudden Silent, Sudden Empower, Sudden Widen, Sudden Maximize**Skills** Concentration +11, Decipher Script +11, Knowledge (arcana) +14, Profession (gambling) +7, Listen +3, Search +10, Spellcraft +16, Spot +3**Possessions** *cloak of resistance* +1, *headband of intellect* +2, mw longbow plus 20 arrows, mw longsword, standard adventurer gear**Skills** +2 racial bonus on Listen, Search and Spot**Generalist Wizardry (Ex):** A 1st-level elf wizard begins play with one extra 1st-level spell in her spellbook. At each new wizard level, she gains one extra spell of any spell level that she can cast. This represents the additional elven insight and experience with arcane magic.

The elf wizard may also prepare one additional spell of her highest spell level each day. Unlike the specialist wizard ability, this spell may be of any school.

This substitution feature replaces the standard wizard's ability to specialize in a school of magic.

Tactics: If the PCs are caught by surprise, the wizard casts *shock and awe* as a swift action. If the PCs are not caught by surprise, the wizard casts *nerveskitter* as an immediate action (before rolling for initiative) increasing their initiative to +8. On thesurprise round, the wizard casts the spell *greater slide* to move Ethrion into melee.

On the following rounds, use your best judgment for tactics.

Consider casting a sudden maximized and sudden empowered *ice storm* (no save, but SR applies; automatically 18 points of bludgeoning damage and 12 points of cold damage; you have to roll the dice and take half of that total to add to the 30 points of bludgeoning and cold damage; average damage is 38.75 points).A sudden widened *fireball*, *glitterdust* or *sleet storm* is another option.**CORUS ARDILEAN****CR 7**

Male forestlord elf (high) Fighter 2 / Scout 5

N medium humanoid (dragonblood)

Init +4; **Senses** Low-light vision; Listen +9, Spot +9**Languages** Common, Elven**AC** 18, touch 10, flat-footed 10

(+3 Dex, +4 armor, +1 shield); +1 skirmish

hp 35 (7 HD)**Fort** +6, **Ref** +7, **Will** +2**Speed** 40 ft. (8 squares), base movement 40 ft.**Melee** mw longsword +8 (1d8+2)**Ranged** +1 composite longbow [str+2] +9 (1d8+3)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +5; **Grp** +7**Atk Options** Skirmish +2d6**Combat Gear** *potion of cure moderate wounds*, *potion of cat's grace***Abilities** Str 14, Dex 17, Con 12, Int 10, Wis 12, Cha 8**SQ** Battle fortitude +1, elf traits, forestlord elf traits, evasion, fast movement +10 ft., skirmish (+2d6, +1 AC), trackless step, trapfinding, uncanny dodge**Feats** Point Blank Shot, Precise Shot, Dodge, Mobility, Shot on the Run, Block Arrow**Skills** Balance +13, Climb +12, Hide +11, Jump +12, Listen +9, Move Silently +11, Spot +9, Tumble +13**Possessions** *gloves of agile striking*, mw buckler, *mithral shirt*, +1 composite longbow [str+2] plus 40 arrows, mw longsword, standard adventurer gear**Skills** +2 racial bonus on Listen, Search and Spot**Battle Fortitude (Ex):** At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. This bonus increases to +2 at 11th level and +3 at 20th level. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.**Fast Movement (Ex):** Starring at 3rd level, a scout's gains a +10 foot enhancement bonus to her base land speed. At 11th level, this bonus increases to +20 feet. See the monk class feature, page 41 of the Player's Handbook.**Skirmish (Ex):** A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she

makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every Four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th, and 5d6 at 17th level).

The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

At 3rd level, a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved to feet, and lasts until the start of her next turn. This bonus improves by 1 for every four levels gained above 3rd (12 at 7th, +3 at 11th, +4 at 15th, and +5 at 19th level).

A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If she gains the skirmish ability from another class, the bonuses stack.

Trackless Step (Ex): Beginning at 3rd level, a scout cannot be tracked in natural surroundings. See the druid class feature, page 36 of the Player's Handbook.

Trapfinding (Ex): A scout can use the Search skill to locate traps with a DC higher than 20, and she can use Disable Device to bypass a trap or disarm magic traps. See the rogue class feature, page 50 of the Player's Handbook.

Treewalk (Su): A forestlord elf or half-elf can transport herself between trees much in the same way that dryads and druids can. Once per day, a forestlord elf can enter a tree by touching it as a move action; once inside the tree, she instantly transports to any other tree within 60 feet. The forestlord elf appears in a square adjacent to the second tree at the beginning of her next turn. When a forestlord elf or half-elf reaches 5 Hit Dice, and for every 5 HD thereafter, she gains one additional use of this ability per day.

Uncanny Dodge (Ex): Starting at 2nd level, a scout cannot be caught flat-footed and reacts to danger before her senses would normally allow her to do so. See the barbarian class feature, page 26 of the Player's Handbook.

Tactics: If given time to buff, the scout drinks their potion of *cat's grace*. The scout uses their shot on the run feat to move from cover, activating their skirmish ability, attack with their bow, and then return to cover. Remember to use the *gloves of agile striking* (swift action) to add another 2d6 to the skirmish damage. If someone looses an arrow at the scout and hits them, use their block arrow feat to negate the attack.

If seriously hurt, the scout uses their treewalk ability to get away.

ETHRION [RAGING]

CR 7

Male wood elf Barbarian 2 / Fighter 2 / Ranger 2 / Exotic Weapon Master 1

N medium humanoid (elf)

Init +5; **Senses** Low-light vision; Listen +8, Spot +8

Languages Common, Elven

AC 13, touch 9, flat-footed 12 (-2 rage, +1 Dex, +4 armor); uncanny dodge

hp 52 (7 HD)

Fort +12, **Ref** +4, **Will** +3

Speed 40 ft. (8 squares), base movement 40 ft.

Melee +1 *two-bladed sword* +15 (1d8+9/19-20) or +1 *two-bladed sword* +13/+8 (1d8+9/19-20) and +1 *two-bladed sword* +13 (1d8+4/19-20)

Ranged mw composite longbow [str+4] +8 (1d8+4/x3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +13

Atk Options flurry of strikes: +1 *two-bladed sword* +11/+11/+6 (1d8+9/19-20) and +1 *two-bladed sword* +13 (1d8+4/19-20)

Combat Gear *potion of cure moderate wounds*, *potion of bear's endurance*, *potion of bull's strength*, *potion of owl's wisdom*

Abilities Str 22, Dex 13, Con 18, Int 8, Wis 12, Cha 8

SQ Elf traits, favored enemy (elf), pounce, rage

Feats Exotic Weapon Proficiency (Two-bladed sword), Weapon Focus (Two-bladed sword), Mad Foam Rager, Power Attack, Improved Initiative, Track, Two-weapon Fighting

Skills Craft (weaponsmithing) +2, Hide +6, Intimidate +2, Listen +8, Move Silently +6, Search +1, Spot +8, Survival +6

Possessions *mithral shirt*, mw composite longbow [str+4] plus 40 arrows, +1 *two-bladed sword*, standard adventurer gear, *vest of resistance* +1

Skills +2 racial bonus on Listen, Search and Spot

Flurry of Strikes (Ex): When wielding an exotic double weapon or a spiked chain with both hands, the character can elect to use a full attack action to make a flurry of strikes. When doing so, he may make one extra attack in the round at his full base attack bonus, but this attack takes a -2 penalty, as does each other attack made in that round and until the exotic weapon master's next turn. The extra attack may be with either end of the double weapon.

Tactics: If not in melee, delay for Baldego to use *greater slide*. Rage first, then full attack and elect to use your flurry of strikes to gain an extra attack at a -2 penalty. In addition, they are fighting with a double weapon using two-weapon fighting, gaining an additional off-hand attack. Thus, they get 4 attacks.

SECEL ARDILEAN**CR 7**Female forestlord elf (high) Cleric 5 / Divine Oracle 2
NE medium humanoid (dragonblood)**Init** +2; **Senses** Low-light vision; Listen +3, Spot +3**Languages** Common, Draconic, Elven**AC** 20, touch 12, flat-footed 18

(+2 Dex, +4 armor, +2 shield)

hp 37 (7 HD)**Fort** +6, **Ref** +4, **Will** +9; prescient sense**Speed** 30 ft. (6 squares), base movement 30 ft.**Melee** mw longsword +6 (1d8+1) or melee touch +5**Ranged** mw composite longbow [str+1] +7 (1d8+1) or
ranged touch +6**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +4; **Gp** +5**Combat Gear** *potion of cure moderate wounds***D:** Dragon, Oracle, Tyranny; (add +1 to the save DC
of any compulsion spell you cast; already added in)**Cleric Spells Prepared** (CL 7th): 0-6/1-5+1/2-4+1/3-
3+1/4-2+10—*detect magic, guidance, light, read magic,*
*resistance, virtue*1st— *command* (DC 16)**, *inhibit* (DC 16),
remove fear, resurgence, sanctuary (DC 15), *shield*
*of faith*2nd—*bear's endurance, calm emotions* (DC 17),
*resist energy***, *sound burst* (DC 16), *wave of grief*
(DC 17)3rd—*discern lies***, *dispel magic, mass aid, mass*
*conviction*4th— *fear*** (DC 19), *poison* (DC 17), *recitation***Abilities** Str 13, Dex 14, Con 12, Int 10, Wis 18, Cha
8**SQ** Elf traits, prescient sense, scry bonus, trap sense
+1**Feats** Mobile Spellcasting, Skill Focus
(concentration), Skill Focus (knowledge [religion])**Skills** Concentration +19, Knowledge (religion) +8,
Listen +6, Search +1, Spot +6**Possessions** mw heavy wooden shield, *mithral shirt*,
mw composite longbow [str+1] plus 20 arrows, mw
longsword, *peripat of wisdom* +2, standard adventurer
gear, *tunic of steady spellcasting***Skills** +2 racial bonus on Listen, Search and Spot**Oracle Domain:** Upon adopting the divine oracle
class, the character gains access to the Oracle
domain, described in Chapter 7: Domains and
Spells. The character gains the granted power
associated with the domain (+2 caster level for
divination spells), and can choose the spells in that
domain as her daily domain spells.**Prescient Sense (Ex):** Beginning at 2nd level, if a
divine oracle makes a successful Reflex saving
throw against an attack that normally inflicts half
damage on a successful save (such as a red
dragon's fiery breath or a fireball spell). She instead
takes no damage, since her prescience allowed her
to get out of the way faster. This form of evasion
works no matter what armor the divine oracle
wears, unlike the evasion ability used by monks
and rogues.**Scry Bonus (Su):** A divine oracle adds a +1 sacred
bonus to the save DC of all her divination (scrying)
spells.**Trap Sense (Ex):** At 2nd level, the divine oracle gains
an intuitive sense that alerts her to danger from
traps giving her a +1 bonus on Reflex saves made
to avoid traps and a +1 dodge bonus to AC against
attacks by traps. This increases to +2 at level 5 and
+3 at level 8.**Treewalk (Su):** A forestlord elf or half-elf can
transport herself between trees much in the same
way that dryads and druids can. Once per day, a
forestlord elf can enter a tree by touching it as a
move action; once inside the tree, she instantly
transports to any other tree within 60 feet. The
forestlord elf appears in a square adjacent to the
second tree at the beginning of her next turn.
When a forestlord elf or half-elf reaches 5 Hit Dice,
and for every 5 HD thereafter, she gains one
additional use of this ability per day.**Tactics:** The cleric uses their mobile spellcasting feat
to move out of cover, cast a spell and then return
to cover.

7: THE HOUSE OF THE MALCHITE SUN

GREENSPAWN RAZORFIEND CR 7

LE Large magical beast (dragonsblood)
Init +7; Senses Listen +8, Spot +9; darkvision 60 ft., low-light vision

Languages Draconic

AC 19, touch 12, flat-footed 16 (-1 size, +3 Dex, +7 natural); Dodge, Mobility

hp 85 (10 HD); **DR** 5/magic
Immune acid, paralysis, *sleep*

Fort +10, **Ref** +10, **Will** +5

Speed 50 ft. (10 squares), swim 50 ft.; Spring Attack

Melee 2 wingblades +15 (2d6+6/18-20/x3) and Bite +10 (1d8+3)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Base Atk +10; **Grp** +20

Atk Options augmented critical, magical strike

Special Actions breath weapon

Abilities Str 22, Dex 17, Con 16, Int 5, Wis 15, Cha 12

SQ Tiamat's blessing (acid), water breathing

Feats Dodge, Improved Initiative, Mobility, Spring Attack

Skills Jump +22, Listen +8, Spot +9, Swim +14

Augmented Critical (Ex) A greenspawn razorfiend's wingblade threatens a critical hit on a natural attack roll of 18-20, dealing triple damage on a successful critical hit.

Breath Weapon (Su) 20-ft. cone, once every 1d4 rounds, 5d6 acid damage, Reflex 18 half.

Tiamat's Blessing (Acid) (Su) All spawn of Tiamat within 5 feet of a greenspawn razorfiend gain immunity to acid.

Water Breathing (Ex) A greenspawn razorfiend can breathe underwater indefinitely and can freely use its breath weapon while submerged.

Skills A greenspawn razorfiend has a +8 racial bonus on Jump checks. It also has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even is distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

GREEN TWILIGHT GUARDIAN CR 7

LE Large Plant (dragonsblood)

Init +2; Senses Listen +2, Spot +2; low-light vision

AC 19, touch 11, flat-footed 17 (-1 size, +2 Dex, +8 natural)

hp 76 (8 HD); **DR** 10/magic

Immune plant immunities

Fort +11, **Ref** +4, **Will** +1

Speed 50 ft. (10 squares)

Melee 2 claws +12 (1d6+7) and tail +7 (2d6+3 plus poison)

Space 10; **Reach** 5 ft.

Base Atk +6; **Grp** +17

Atk Options Combat Reflexes

Spell-Like Abilities (CL 8th):

At will—*transport via plants*

Abilities Str 25, Dex 14, Con 20, Int 1, Wis 8, Cha 6

Feats Combat Reflexes, Improved Natural Attack (tail), Run

Skills Climb +9, Listen +2, Search -1, Spot +2

Poison (Ex) Injury, Fortitude DC 19, initial and secondary damage 1d4 Con. The save DC is Constitution-based.

URTRAG THE EMERALD FLAME CR 9

Male kobold warrior 3/wizard 5/war weaver 4

LE Small dragon (reptilian)

Init +2; Senses Listen +2, Spot +2; darkvision 60-ft., low-light vision

Languages Common, Draconic, Elven, Sylvan, Undercommon

AC 15, touch 13, flat-footed 13 (+1 size, +2 Dex, +2 natural)

hp 69 (85 with *false life*) (12 HD)

Immune *sleep*, paralysis

Fort +6, **Ref** +5, **Will** +10

Weakness light sensitivity

Speed 30 ft. (6 squares)

Melee mwk dagger +5/+0 (1d3-3/19-20)

Base Atk +7; **Grp** +0

Wizard Spells Prepared (CL 11th):

4th—*dimension door*, *dragon breath* (DC 20), [†]*greater invisibility*

3rd—*fireball* (DC 19), [†]*fly*, *haste*, *lightning bolt* (DC 19)

2nd—[†]*false life*, *resist energy*, *scorching ray* (+9 ranged touch), *see invisibility*

1st—*hail of stone*, [†]*mage armor*, *magic missile*, *nervekitter*, *ray of enfeeblement* (+9 ranged touch), *shield*

0th—*acid splash* (+9 ranged touch), *detect magic* (2), *prestidigitation*

[†]Already cast

Abilities Str 4, Dex 14, Con 12, Int 21 [23], Wis 10, Cha 8

SQ Eldritch tapestry, quiescent weaving 3

Feats Alertness, Dragonwrought, Enlarge Spell, Improved Toughness, Practiced Spellcaster, Sudden Empower, Sudden Widen, Scribe Scroll

Skills Concentration +16, Craft (weaving) +16, Handle Animal +6, Hide +9, Intimidate +6, Knowledge (arcana) +21, Move Silently +4, Ride +9, Spellcraft +21, Swim +4, Tumble +9

Possessions masterwork dagger, 2 spell component pouches, *headband of intellect* +2

Quiescent Weaving *fly, greater invisibility, mage armor*

Hook “My flame burns with the brightness of the Dawn.”

MALQUESH

CR -

Female hedgehog familiar

LE Diminutive magical beast

Init +0; Senses Listen +5, Spot +5

Languages Common, Draconic, Elven, Sylvan, Undercommon

AC 17, touch 15, flat-footed 16

hp 34 (12 HD)

Fort +5, **Ref** +4, **Will** +11

Speed 15 ft. (3 squares)

Melee bite +12 (1d3-4)

Space 1 ft.; **Reach** 0 ft.

Base Atk +7; **Grp** -9

Abilities Str 3, Dex 12, Con 10, Int 8, Wis 12, Cha 5

SQ defensive ball, improved evasion

Feats Weapon Finesse

Skills Concentration +15, Craft (weaving) +9, Handle Animal +4, Hide +17, Intimidate +4, Knowledge (arcana) +14, Listen +5, Ride +8, Spellcraft +14, Spot +5, Swim +3, Tumble +8

Poison (Ex) When in a defensive ball, spines poison foes touching the hedgehog; injury, Fortitude DC 10, initial and secondary damage 1d2 Dex

Defensive Ball (Ex) Rolls into a ball as a standard action, granting a +2 circumstance bonus on saves and AC. Unrolling is a free action.

8: BIRDS OF WAR

ADVANCED PERYTON

CR 8

CE Large magical beast

Init +2; Senses Listen +10, Spot +19; scent

Languages Common (understood, not spoken)

AC 16, touch 11, flat-footed 14; (+2 Dex, +5 natural, -1 size)

hp 144 (14 HD); **DR** 5/magic

Fort +12, **Ref** +11, **Will** +6

Speed 20 ft. (4 squares); fly 60 ft. (poor)

Melee 2 claws +22 (1d6+9) and
2 slams +20 (1d4+5) and
bite +20 (1d8+5)

Space 10 ft.; **Reach** 10 ft.

Base Atk +14; **Grp** +26

Atk Options heart-rip

Abilities Str 26, Dex 14, Con 16, Int 10, Wis 14, Cha 10
SQ Scent

Feats Flyby Attack, Hover, Improved Toughness, Multiattack, Power Attack

Skills Intimidate +2, Listen +10, Move Silently +10, Spot +19, Survival +11

Possessions *Amulet of mighty fists* +1.

Heart-Rip (Ex): Perytons usually save their claw and bite attacks for last because of their overwhelming desire to consume their victims' hearts. Perytons always take the opportunity to deliver a coup de grace on a helpless opponent—one who is bound, held, sleeping, paralyzed, or unconscious. As a full-round action, the peryton delivers an automatic critical hit. If the defender survives the damage, he must still make a Fortitude save (DC 10 + damage dealt) or die. If the coup de grace kills the defender, the peryton has eaten his heart. A character who has had his heart ripped out in this fashion can still be returned to life with a *resurrection* spell, but not with *raise dead*.

6: MISCONCEPTIONS

BALDEGO CEARA**CR 9**

Male grey elf Wizard 9

N medium humanoid (elf)

Init +3; **Senses** Low-light vision; Listen +3, Spot +3**Languages** Common, Draconic, Elven, Sylvan**AC** 17, touch 13, flat-footed 14

(+3 Dex, +4 armor)

hp 38 (53 with *false life*) (9 HD)**Fort** +5, **Ref** +6, **Will** +7 (+9 vs. enchantment)**Speed** 30 ft. (6 squares), base movement 30 ft.**Melee** mw longsword +5 (1d8) or melee touch +4**Ranged** mw longbow +8 (1d8) or ranged touch +7**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +4; **Grp** +4**Combat Gear** *potion of cure moderate wounds***Wizard Spells Prepared** (CL 9th): 0-4/1-7/2-6/3-5/4-4/5-30—*acid splash*, *daze*, *detect magic*, *flare*1st—*grease*, *mage armor**, *magic missile*, *nerveskitter*, *ray of enfeeblement*, *shield*, *shock and awe* (DC 16)2nd—*false life**, *glitterdust* (DC 17), *greater slide*, *scorching ray*, *sleet storm*, *Tasha's hideous laughter* (DC 17)3rd—*dispel magic*, *fireball* (DC 18), *fly*, *haste*, *stinking cloud* (DC 18)4th—*dimension door* (x2), *greater invisibility*, *ice storm*5th—*cone of cold* (DC 20), *mind fog* (DC 20), *wall of force** - *already cast***Abilities** Str 10, Dex 16, Con 14, Int 20, Wis 12, Cha 8**SQ** Elf wizard substitution level (1st), elf traits**Feats** Sudden Silent, Sudden Empower, Sudden Widen, Sudden Maximize, Sudden Still**Skills** Concentration +18, Decipher Script +13, Knowledge (arcana) +16, Profession (gambling) +9, Listen +3, Search +10, Spellcraft +18, Spot +3**Possessions** *amulet of health* +2, *cloak of resistance* +1, *headband of intellect* +2, mw longbow plus 20 arrows, mw longsword, standard adventurer gear, *tunic of steady spellcasting***Skills** +2 racial bonus on Listen, Search and Spot**Generalist Wizardry (Ex):** A 1st-level elf wizard begins play with one extra 1st-level spell in her spellbook. At each new wizard level, she gains one extra spell of any spell level that she can cast. This represents the additional elven insight and experience with arcane magic.

The elf wizard may also prepare one additional spell of her highest spell level each day. Unlike the specialist wizard ability, this spell may be of any school.

This substitution feature replaces the standard wizard's ability to specialize in a school of magic.

Tactics: If the PCs are caught by surprise, the wizard casts *shock and awe* as a swift action. If the PCs are not caught by surprise, the wizard casts *nerveskitter* as an immediate action (before rolling for initiative) increasing their initiative to +8. On the surprise round, the wizard casts the spell *greater slide* to move Ethrion into melee.

On the following rounds, use your best judgment for tactics.

Consider casting a sudden maximized and sudden empowered ice storm (no save, but SR applies; automatically 18 points of bludgeoning damage and 12 points of cold damage; you have to roll the dice and take half of that total to add to the 30 points of bludgeoning and cold damage; average damage is 38.75 points).

Use sudden widen with any of the area spells. Consider a mind fog followed by a glitterdust or Tasha's hideous laughter.

CORUS ARDILEAN**CR 9**

Male forestlord elf (high) Fighter 2 / Scout 7

N medium humanoid (dragonblood)

Init +5; **Senses** Low-light vision; Listen +11, Spot +11**Languages** Common, Elven**AC** 18, touch 10, flat-footed 10

(+3 Dex, +5 armor, +1 shield)

hp 45 (9 HD)**Fort** +7, **Ref** +9, **Will** +3**Speed** 40 ft. (8 squares), base movement 40 ft.**Melee** mw longsword +10 (1d8+2)**Ranged** +1 composite longbow [str+2] +12 (1d8+3/x3)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +7; **Grp** +9**Atk Options** When skirmishing with +1 composite longbow [str+2], 1d8+4d6+5/x3 and AC 22.**Combat Gear** *potion of cure moderate wounds*, *potion of cat's grace***Abilities** Str 14, Dex 18, Con 12, Int 10, Wis 12, Cha 8**SQ** Battle fortitude +1, elf traits, forestlord elf traits, evasion, fast movement +10 ft., flawless stride, skirmish (+2d6, +2 AC), trackless step, trapfinding, uncanny dodge**Feats** Point Blank Shot, Precise Shot, Dodge, Mobility, Shot on the Run, Block Arrow, Improved Skirmish**Skills** Balance +15, Climb +14, Hide +13, Jump +14, Listen +11, Move Silently +13, Spot +11, Tumble +15**Possessions** *gloves of agile striking*, mw buckler, *mithralmist shirt*, +1 composite longbow [str+2] plus 40 arrows, mw longsword, *skirmisher boots*, standard adventurer gear**Skills** +2 racial bonus on Listen, Search and Spot

Battle Fortitude (Ex): At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. This bonus increases to +2 at 11th level and +3 at 20th level. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Fast Movement (Ex): Starting at 3rd level, a scout's gains a +10 foot enhancement bonus to her base land speed. At 11th level, this bonus increases to +20 feet. See the monk class feature, page 41 of the Player's Handbook.

Flawless Stride (Ex): Starting at 6th level, a scout can move through any sort of terrain that slows movement (such as undergrowth, rubble, and similar terrain) at her normal speed and without taking damage or suffering any other impairment.

This ability does not let her move more quickly through terrain that requires a Climb or Swim check to navigate, nor can she move more quickly through terrain or undergrowth that has been magically manipulated to impede motion.

A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Skirmish (Ex): A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every Four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th, and 5d6 at 17th level).

The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

At 3rd level, a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved to feet, and lasts until the start of her next turn. This bonus improves by 1 for every four levels gained above 3rd (12 at 7th, +3 at 11th, +4 at 15th, and +5 at 19th level).

A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If she gains the skirmish ability from another class, the bonuses stack.

Trackless Step (Ex): Beginning at 3rd level, a scout cannot be tracked in natural surroundings. See the druid class feature, page 36 of the Player's Handbook.

Trapfinding (Ex): A scout can use the Search skill to locate traps with a DC higher than 20, and she can use Disable Device to bypass a trap or disarm

magic traps. See the rogue class feature, page 50 of the Player's Handbook.

Treewalk (Su): A forestlord elf or half-elf can transport herself between trees much in the same way that dryads and druids can. Once per day, a forestlord elf can enter a tree by touching it as a move action; once inside the tree, she instantly transports to any other tree within 60 feet. The forestlord elf appears in a square adjacent to the second tree at the beginning of her next turn. When a forestlord elf or half-elf reaches 5 Hit Dice, and for every 5 HD thereafter, she gains one additional use of this ability per day.

Uncanny Dodge (Ex): Starting at 2nd level, a scout cannot be caught flat-footed and reacts to danger before her senses would normally allow her to do so. See the barbarian class feature, page 26 of the Player's Handbook.

Tactics: If given time to buff, the scout drinks their potion of *cat's grace*. The scout uses their shot on the run feat to move from cover, activating their skirmish ability, attack with their bow, and then return to cover. Remember to use the *gloves of agile striking* (swift action) to add another 2d6 to the skirmish damage. If someone looses an arrow at the scout and hits them, use their block arrow feat to negate the attack.

If seriously hurt, the scout uses their treewalk ability to get away.

ETHRION

CR 9

Male wood elf Barbarian 2 / Fighter 2 / Ranger 4 / Exotic Weapon Master 1

N medium humanoid (elf)

Init +5; **Senses** Low-light vision; Listen +10, Spot +10

Languages Common, Elven

AC 13, touch 9, flat-footed 12 (-2 rage, +1 Dex, +4 armor); **uncanny dodge**

hp 82 (9 HD)

Fort +13, **Ref** +5, **Will** +4

Speed 30 ft. (6 squares), base movement 30 ft.

Melee +1 *two-bladed sword* +17 (1d8+9/17-20) or +1 *two-bladed sword* +15/+10 (1d8+9/17-20) and +1 *two-bladed sword* +15 (1d8+4/17-20)

Ranged mw composite longbow [str+4] +10 (1d8+4/x3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +15

Atk Options flurry of strikes: +1 *two-bladed sword* +13/+13/+8 (1d8+10/17-20) and +1 *two-bladed sword* +13 (1d8+5/17-20)

Combat Gear *potion of cure moderate wounds*, *potion of bear's endurance*, *potion of bull's strength*, *potion of owl's wisdom*, *potion of remove blindness/deafness*

Abilities Str 23, Dex 13, Con 18, Int 8, Wis 12, Cha 8

SQ animal companion, elf traits, favored enemy (elf), pounce, rage

Feats Exotic Weapon Proficiency (Two-bladed sword), Weapon Focus (Two-bladed sword), Mad

Foam Rager, Power Attack, Improved Initiative, Track, Two-weapon Fighting, Endurance, Improved Critical (Two-bladed sword)

Skills Craft (weaponsmithing) +2, Hide +8, Intimidate +2, Listen +10, Move Silently +8, Search +1, Spot +10, Survival +8

Possessions *gloves of fortunate striking*, *mithral shirt*, mw composite longbow [str+4] plus 40 arrows, +1 *two-bladed sword*, standard adventurer gear, *vest of resistance* +1

Skills +2 racial bonus on Listen, Search and Spot

Flurry of Strikes (Ex): When wielding an exotic double weapon or a spiked chain with both hands, the character can elect to use a full attack action to make a flurry of strikes. When doing so, he may make one extra attack in the round at his full base attack bonus, but this attack takes a -2 penalty, as does each other attack made in that round and until the exotic weapon master's next turn. The extra attack may be with either end of the double weapon.

Tactics: If not in melee, delay for Baldego to use *greater slide*. Rage first, then full attack and elect to use your flurry of strikes to gain an extra attack at a -2 penalty. In addition, they are fighting with a double weapon using two-weapon fighting, gaining an additional off-hand attack. Thus, they get 4 attacks.

When Ethrion is not raging, the following changes apply to the above statistics.

AC 15, touch 11, flat-footed 14

hp 64

Fort +11, **Will** +2

Melee +1 *two-bladed sword* +15 (1d8+7/17-20) or +1 *two-bladed sword* +13/+8 (1d8+7/17-20) and +1 *two-bladed sword* +13 (1d8+3/17-20)

Grp +13

Abilities Str 19, Con 14

SECEL ARDILEAN

CR 9

Female forestlord elf (high) Cleric 6 / Divine Oracle 3
NE medium humanoid (elf)

Init +2; **Senses** Low-light vision; Listen +3, Spot +3

Languages Common, Draconic, Elven

AC 21, touch 12, flat-footed 19

(+2 Dex, +5 armor, +2 shield)

hp 54 (9 HD)

Fort +8, **Ref** +6, **Will** +10; prescient sense

Speed 30 ft. (6 squares), base movement 30 ft.

Melee mw longsword +6 (1d8+1) or melee touch +5

Ranged mw composite longbow [str+1] +7 (1d8+1) or ranged touch +6

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +7

Combat Gear *potion of cure moderate wounds*

D: Dragon, Oracle, Tyranny; (add +1 to the save DC of any compulsion spell you cast; already added in)

Cleric Spells Prepared (CL 7th): 0-6/1-5+1/2-5+1/3-4+1/4-3+1/5-1+1

0—*detect magic*, *guidance*, *light*, *read magic*, *resistance*, *virtue*

1st— *command* (DC 16)***, *inhibit* (DC 16), *remove fear*, *resurgence*, *sanctuary* (DC 15), *shield of faith*

2nd—*bear's endurance*, *calm emotions* (DC 17), *resist energy***, *silence*, *sound burst* (DC 16), *wave of grief* (DC 17)

3rd—*discern lies***, *dispel magic*, *energy vortex*, *fear*** (DC 21), *mass aid*, *mass conviction*

4th— *fear*** (DC 19), *poison* (DC 18), *recitation*

5th— *greater command* (DC 20), *true seeing***

Abilities Str 13, Dex 14, Con 12, Int 10, Wis 19, Cha 8

SQ Elf traits, prescient sense, scry bonus, trap sense +1

Feats Mobile Spellcasting, Skill Focus (concentration), Skill Focus (knowledge [religion]), Improved Toughness

Skills Concentration +21, Knowledge (religion) +10, Listen +6, Search +1, Spot +6

Possessions heavy wooden shield, *mithralmist shirt*, mw composite longbow [str+1] plus 20 arrows, mw longsword, *periapt of wisdom* +2, standard adventurer gear, *tunic of steady spellcasting*

Skills +2 racial bonus on Listen, Search and Spot

Divination Enhancement: Beginning at 3rd level, a divine oracle may roll twice and take the better result when using divination spells such as *augury* or *divination*.

Oracle Domain: Upon adopting the divine oracle class, the character gains access to the Oracle domain, described in Chapter 7: Domains and Spells. The character gains the granted power associated with the domain (+2 caster level for divination spells), and can choose the spells in that domain as her daily domain spells.

Prescient Sense (Ex): Beginning at 2nd level, if a divine oracle makes a successful Reflex saving throw against an attack that normally inflicts half damage on a successful save (such as a red dragons fiery breath or a fireball spell). She instead takes no damage, since her prescience allowed her to get out of the way faster. This form of evasion works no matter what armor the divine oracle wears, unlike the evasion ability used by monks and rogues.

Scry Bonus (Su): A divine oracle adds a +1 sacred bonus to the save DC of all her divination (scrying) spells.

Trap Sense (Ex): At 2nd level, the divine oracle gains an intuitive sense that alerts her to danger from traps giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks by traps. This increases to +2 at level 5 and +3 at level 8.

Treewalk (Su): A forestlord elf or half-elf can transport herself between trees much in the same way that dryads and druids can. Once per day, a

forestlord elf can enter a tree by touching it as a move action; once inside the tree, she instantly transports to any other tree within 60 feet. The forestlord elf appears in a square adjacent to the second tree at the beginning of her next turn. When a forestlord elf or half-elf reaches 5 Hit Dice, and for every 5 HD thereafter, she gains one additional use of this ability per day.

Tactics: The cleric uses their mobile spellcasting feat to move out of cover, cast a spell and then return to cover. If the cleric can, they use their *mithralmist shirt* to create *obscuring mist*. Remember, they can see through this concealment without difficulty.

7: THE HOUSE OF THE MALCHITE SUN

ADVANCED GREENSPAWN RAZORFIEND CR 9

LE Large magical beast (dragonblood)

Init +8; Senses Listen +8, Spot +15; darkvision 60 ft., low-light vision

Languages Draconic

AC 20, touch 13, flat-footed 16 (-1 size, +4 Dex, +7 natural); Dodge, Mobility

hp 133 (16 HD); **DR** 5/magic

Immune acid, paralysis, *sleep*

Fort +13, **Ref** +14, **Will** +7

Speed 50 ft. (10 squares), swim 50 ft.; Spring Attack

Melee 2 wingblades +21 (2d6+6/18-20/x3) and Bite +16 (1d8+3)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Base Atk +16; **Grp** +26

Atk Options augmented critical, magical strike

Special Actions breath weapon

Abilities Str 23, Dex 18, Con 16, Int 5, Wis 15, Cha 12

SQ Tiamat's blessing (acid), water breathing

Feats Ability Focus (breath weapon), Dodge, Improved Initiative, Mobility, Power Attack, Spring Attack

Skills Jump +22, Listen +8, Spot +15, Swim +14

Augmented Critical (Ex) A greenspawn razorfiend's wingblade threatens a critical hit on a natural attack roll of 18-20, dealing triple damage on a successful critical hit.

Breath Weapon (Su) 20-ft. cone, once every 1d4 rounds, 8d6 acid damage, Reflex 20 half.

Tiamat's Blessing (Acid) (Su) All spawn of Tiamat within 5 feet of a greenspawn razorfiend gain immunity to acid.

Water Breathing (Ex) A greenspawn razorfiend can breathe underwater indefinitely and can freely use its breath weapon while submerged.

Skills A greenspawn razorfiend has a +8 racial bonus on Jump checks. It also has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even is distracted or

endangered. It can use the run action while swimming, provided it swims in a straight line.

ADVANCED GREEN TWILIGHT GUARDIAN CR 9

LE Huge Plant (dragonblood)

Init +1; Senses Listen +2, Spot +8; low-light vision

AC 20, touch 9, flat-footed 19 (-2 size, +1 Dex, +11 natural)

hp 204 (16 HD); **DR** 10/magic

Immune plant immunities

Fort +17, **Ref** +6, **Will** +4

Speed 50 ft. (10 squares)

Melee 2 claws +22 (2d6+12) and tail +17 (3d6+6 plus poison)

Space 15; **Reach** 10 ft.

Base Atk +12; **Grp** +32

Atk Options Combat Reflexes

Spell-Like Abilities (CL 16th):

At will—*transport via plants*

Abilities Str 34, Dex 13, Con 24, Int 1, Wis 8, Cha 6

Feats Adaptable Flanker, Combat Reflexes, Improved Natural Attack (tail), Improved Toughness, Run, Vexing Flanker

Skills Climb +14, Listen +2, Search -1, Spot +8

Poison (Ex) Injury, Fortitude DC 21, initial and secondary damage 1d4 Con. The save DC is Constitution-based.

URTRAG THE EMERALD FLAME CR 11

Male kobold warrior 3/wizard 5/war weaver 5/eldritch knight 1

LE Small dragon (reptilian)

Init +2; Senses Listen +2, Spot +2; darkvision 60-ft., low-light vision

Languages Common, Draconic, Elven, Sylvan, Undercommon

AC 15, touch 13, flat-footed 13 (+1 size, +2 Dex, +2 natural)

hp 80 (96 with *false life*) (14 HD)

Immune *sleep*, paralysis

Fort +8, **Ref** +5, **Will** +10

Weakness light sensitivity

Speed 30 ft. (6 squares)

Melee mwk dagger +6/+1 (1d3-3/19-20)

Base Atk +8; **Grp** +1

Wizard Spells Prepared (CL 12th):

5th—*cone of cold* (DC 21), *wall of force*

4th—*dimension door*, *dragon breath* (DC 20), [†]*greater invisibility*

3rd—*fireball* (DC 19), [†]*fly*, *haste*, *lightning bolt* (DC 19)

2nd—[†]*bull's strength*, [†]*false life*, *resist energy*, *scorching ray* (+11 ranged touch), *see invisibility*

1st—*hail of stone*, [†]*mage armor*, *magic missile*, *nerveskitter*, *ray of enfeeblement* (+11 ranged touch), *shield*
0th—*acid splash* (+10 ranged touch), *detect magic* (2), *prestidigitation*
[†]Already cast

Abilities Str 4, Dex 14, Con 12, Int 21 [23], Wis 10, Cha 8

SQ Eldritch tapestry, enlarged tapestry, quiescent weaving 4

Feats Alertness, Dragonwrought, Enlarge Spell, Improved Toughness, Practiced Spellcaster, Sudden Empower, Sudden Widen, Scribe Scroll, Weapon Focus (ray)

Skills Concentration +17, Craft (weaving) +18, Handle Animal +6, Hide +9, Intimidate +6, Knowledge (arcana) +22, Move Silently +4, Ride +9, Sense Motive +5, Spellcraft +23, Swim +4, Tumble +10

Possessions masterwork dagger, 2 spell component pouches, *headband of intellect* +2

Quiescent Weaving *bull's strength*, *fly*, *greater invisibility*, *mage armor*

Hook "My flame burns with the brightness of the Dawn."

MALQESH **CR -**

Female hedgehog familiar
LE Diminutive magical beast

Init +0; Senses Listen +5, Spot +5

Languages Common, Draconic, Elven, Sylvan, Undercommon

AC 17, touch 15, flat-footed 16

hp 48 (12 HD)

Fort +5, **Ref** +4, **Will** +11

Speed 15 ft. (3 squares)

Melee bite +13 (1d3-4)

Space 1 ft.; **Reach** 0 ft.

Base Atk +8; **Grp** -8

Abilities Str 3, Dex 12, Con 10, Int 8, Wis 12, Cha 5

SQ defensive ball, improved evasion

Feats Weapon Finesse

Skills Concentration +17, Craft (weaving) +11, Handle Animal +4, Hide +17, Intimidate +4, Knowledge (arcana) +15, Listen +5, Ride +8, Sense Motive +6, Spellcraft +16, Spot +5, Swim +3, Tumble +9

Poison (Ex) When in a defensive ball, spines poison foes touching the hedgehog; injury, Fortitude DC 10, initial and secondary damage 1d2 Dex

Defensive Ball (Ex) Rolls into a ball as a standard action, granting a +2 circumstance bonus on saves and AC. Unrolling is a free action.

8: BIRDS OF WAR

ADVANCED PERYTON

CR 8

CE Large magical beast

Init +2; Senses Listen +10, Spot +19; scent

Languages Common (understood, not spoken)

AC 16, touch 11, flat-footed 14; (+2 Dex, +5 natural, -1 size)

hp 144 (14 HD); **DR** 5/magic

Fort +12, **Ref** +11, **Will** +6

Speed 20 ft. (4 squares); fly 60 ft. (poor)

Melee 2 claws +22 (1d6+9) and
2 slams +20 (1d4+5) and
bite +20 (1d8+5)

Space 10 ft.; **Reach** 10 ft.

Base Atk +14; **Grp** +26

Atk Options heart-rip

Abilities Str 26, Dex 14, Con 16, Int 10, Wis 14, Cha 10

SQ Scent

Feats Flyby Attack, Hover, Improved Toughness, Multiattack, Power Attack

Skills Intimidate +2, Listen +10, Move Silently +10, Spot +19, Survival +11

Possessions *Amulet of mighty fists* +1.

Heart-Rip (Ex): Perytons usually save their claw and bite attacks for last because of their overwhelming desire to consume their victims' hearts. Perytons always take the opportunity to deliver a coup de grace on a helpless opponent—one who is bound, held, sleeping, paralyzed, or unconscious. As a full-round action, the peryton delivers an automatic critical hit. If the defender survives the damage, he must still make a Fortitude save (DC 10 + damage dealt) or die. If the coup de grace kills the defender, the peryton has eaten his heart. A character who has had his heart ripped out in this fashion can still be returned to life with a *resurrection* spell, but not with *raise dead*.

3: BIRD ON THE WING

ADVANCED ROC

CR 11

N Gargantuan animal

Init +3; **Senses** Listen +14, Spot +18; Low-light vision**AC** 18, touch 9, flat-footed 15 (-4 size, +3 Dex, +9 natural)**hp** 279 (24 HD)**Fort** +23, **Ref** +19, **Will** +12**Speed** 20 ft. (4 squares); fly 80 ft. [average] (16 squares)**Melee** 2 talons +27 (2d6+12) and bite +24 (2d8+6)**Space** 20 ft.; **Reach** 15 ft.**Base Atk** +18; **Grp** +42**Abilities** Str 34, Dex 16, Con 24, Int 2, Wis 14, Cha 11**Feats** Alertness, Flyby Attack, Hover, Iron Will, Multiattack, Power Attack, Snatch, Weapon Focus (talon), Wingover**Skills** Hide -3, Listen +14, Spot +18

6: MISCONCEPTIONS

BALDEGO CEARA

CR 11

Male grey elf Wizard 11

N medium humanoid (elf)

Init +3; **Senses** Low-light vision; Listen +3, Spot +3**Languages** Common, Draconic, Elven, Sylvan**AC** 17, touch 13, flat-footed 14 (+3 Dex, +4 armor)**hp** 46 (62 with *false life*) (11 HD)**Fort** +11, **Ref** +12, **Will** +14 (+16 vs. enchantment)**Speed** 30 ft. (6 squares), base movement 30 ft.**Melee** mw longsword +6 (1d8) or melee touch +5**Ranged** mw longbow +9 (1d8) or ranged touch +8**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +5; **Grp** +5**Combat Gear** *potion of cure moderate wounds***Wizard Spells Prepared** (CL 11th): 0-4/1-7/2-6/3-6/4-5/5-4/6-30—*acid splash*, *daze*, *detect magic*, *flare*1st—*grease*, *mage armor**, *magic missile*, *nerve skitter*, *ray of enfeeblement*, *shield*, *shock and awe* (DC 17)2nd—*cat's grace*, *false life**, *glitterdust* (DC 18), *greater slide*, *scorching ray*, *sleet storm*, *Tasha's hideous laughter* (DC 18)3rd—*dispel magic*, *fireball* (DC 19), *fly* (x2), *gust of wind*, *haste*, *stinking cloud* (DC 19)4th—*dimension door* (x2), *greater invisibility* (x2), *ice storm*5th—*cone of cold* (DC 21), *magic missile* (quickened), *mind fog* (DC 21), *wall of force*6th—*chain lightning* (DC 22), *glitterdust* (quickened) [DC 18], *superior resistance*** - *already cast***Abilities** Str 10, Dex 16, Con 14, Int 22, Wis 12, Cha 8**SQ** Elf wizard substitution level (1st), elf traits**Feats** Sudden Silent, Sudden Empower, Sudden Widen, Sudden Maximize, Sudden Still, Quicken Spell**Skills** Concentration +20, Decipher Script +15, Knowledge (arcana) +18, Profession (gambling) +11, Listen +3, Search +10, Spellcraft +20, Spot +3**Possessions** *amulet of health* +2, *headband of intellect* +4, mw longbow plus 20 arrows, mw longsword, standard adventurer gear, *tunic of steady spellcasting***Skills** +2 racial bonus on Listen, Search and Spot**Generalist Wizardry (Ex):** A 1st-level elf wizard begins play with one extra 1st-level spell in her spellbook. At each new wizard level, she gains one extra spell of any spell level that she can cast. This represents the additional elven insight and experience with arcane magic.

The elf wizard may also prepare one additional spell of her highest spell level each day. Unlike the specialist wizard ability, this spell may be of any school.

This substitution feature replaces the standard wizard's ability to specialize in a school of magic.

Tactics: If the PCs are caught by surprise, the wizard casts *shock and awe* as a swift action. If the PCs are not caught by surprise, the wizard casts *nerve skitter* as an immediate action (before rolling for initiative) increasing their initiative to +8. On the surprise round, the wizard casts the spell *greater slide* to move Ethrion into melee.

On the following rounds, use your best judgment for tactics.

Consider casting a sudden maximized and sudden empowered *ice storm* (no save, but SR applies; automatically 18 points of bludgeoning damage and 12 points of cold damage; you have to roll the dice and take half of that total to add to the 30 points of bludgeoning and cold damage; average damage is 38.75 points).Use sudden widen with any of the area spells. Consider a mind fog followed by a *glitterdust* or *Tasha's hideous laughter*.If anyone is grievously injured, consider using a quickened *magic missile* to take them out.

CORUS ARDILEAN**CR 11**

Male forestlord elf (high) Fighter 2 / Scout 9

N medium humanoid (dragonblood)

Init +5; **Senses** Low-light vision; Listen +13, Spot +13**Languages** Common, Elven**AC** 18, touch 10, flat-footed 10

(+3 Dex, +5 armor, +1 shield)

hp 66 (11 HD)**Fort** +8, **Ref** +10, **Will** +4**Speed** 40 ft. (8 squares), base movement 40 ft.**Melee** mw longsword +11 (1d8+2)**Ranged** +1 composite longbow [str+2] +13
(1d8+3/x3)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +8; **Gp** +10**Atk Options** When skirmishing with +1 composite longbow [str+2], 1d8+5d6+5/x3 and AC 22.**Combat Gear** *potion of cure moderate wounds*,
*potion of cat's grace***Abilities** Str 14, Dex 18, Con 14, Int 10, Wis 12, Cha 8**SQ** Battle fortitude +1, camouflage, elf traits, forestlord elf traits, evasion, fast movement +10 ft., flawless stride, skirmish (+3d6, +2 AC), trackless step, trapfinding, uncanny dodge**Feats** Point Blank Shot, Precise Shot, Dodge, Mobility, Shot on the Run, Block Arrow, Improved Skirmish, Telling Blow**Skills** Balance +17, Climb +16, Hide +20, Jump +16, Listen +13, Move Silently +15, Spot +13, Tumble +17**Possessions** *amulet of health* +2, *armband of elusive action*, *cloak of elvenkind*, *gloves of agile striking*, mw buckler, *mithralmist shirt*, +1 composite longbow [Str+2] plus 40 arrows, mw longsword, *skirmisher boots*, standard adventurer gear**Skills** +2 racial bonus on Listen, Search and Spot**Battle Fortitude (Ex):** At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. This bonus increases to +2 at 11th level and +3 at 20th level. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.**Camouflage (Ex):** Beginning at 8th level, a scout can use the Hide skill in any sort of natural terrain. See the ranger class feature, page 48 of the *Player's Handbook*. She loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.**Fast Movement (Ex):** Starting at 3rd level, a scout's gains a +10 foot enhancement bonus to her base land speed. At 11th level, this bonus increases to +20 feet. See the monk class feature, page 41 of the *Player's Handbook*.**Flawless Stride (Ex):** Starting at 6th level, a scout can move through any sort of terrain that slows movement (such as undergrowth, rubble, and similar terrain) at her normal speed and without taking damage or suffering any other impairment.

This ability does not let her move more quickly through terrain that requires a Climb or Swim check

to navigate, nor can she move more quickly through terrain or undergrowth that has been magically manipulated to impede motion.

A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Skirmish (Ex): A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every Four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th, and 5d6 at 17th level).

The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

At 3rd level, a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved to feet, and lasts until the start of her next turn. This bonus improves by 1 for every four levels gained above 3rd (12 at 7th, +3 at 11th, +4 at 15th, and +5 at 19th level).

A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If she gains the skirmish ability from another class, the bonuses stack.

Trackless Step (Ex): Beginning at 3rd level, a scout cannot be tracked in natural surroundings. See the druid class feature, page 36 of the *Player's Handbook*.**Trapfinding (Ex):** A scout can use the Search skill to locate traps with a DC higher than 20, and she can use Disable Device to bypass a trap or disarm magic traps. See the rogue class feature, page 50 of the *Player's Handbook*.**Treewalk (Su):** A forestlord elf or half-elf can transport herself between trees much in the same way that dryads and druids can. Once per day, a forestlord elf can enter a tree by touching it as a move action; once inside the tree, she instantly transports to any other tree within 60 feet. The forestlord elf appears in a square adjacent to the second tree at the beginning of her next turn. When a forestlord elf or half-elf reaches 5 Hit Dice, and for every 5 HD thereafter, she gains one additional use of this ability per day.**Uncanny Dodge (Ex):** Starting at 2nd level, a scout cannot be caught flat-footed and reacts to danger before her senses would normally allow her to do so. See the barbarian class feature, page 26 of the *Player's Handbook*.

Tactics: If given time to buff, the scout drinks their potion of *cat's grace*. The scout uses their shot on the run feat to move from cover, activating their skirmish ability, attack with their bow, and then return to cover. Remember to use the *gloves of agile striking* (swift action) to add another 2d6 to the skirmish damage. If someone looses an arrow at the scout and hits them, use their block arrow feat to negate the attack.

If seriously hurt, the scout uses their treewalk ability to get away.

ETHRION [RAGING]

CR 11

Male wood elf Barbarian 2 / Fighter 2 / Ranger 6 / Exotic Weapon Master 1

N medium humanoid (elf)

Init +5; **Senses** Low-light vision; Listen +12, Spot +12

Languages Common, Elven

AC 13, touch 9, flat-footed 12 (-2 rage, +1 Dex, +4 armor); uncanny dodge

hp 109 (11 HD)

Fort +15, **Ref** +6, **Will** +5

Speed 40 ft. (8 squares), base movement 40 ft.

Melee +1 *two-bladed sword* +19 (1d8+9/17-20) or +1 *two-bladed sword* +17/+12/+7 (1d8+9/17-20) and +1 *two-bladed sword* +17/+12 (1d8+4/17-20)

Ranged mw composite longbow [str+4] +12 (1d8+4/x3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +11; **Grp** +17

Atk Options flurry of strikes: +1 *two-bladed sword* +15/+15/+10/+5 (1d8+10/17-20) and +1 *two-bladed sword* +15/+10 (1d8+5/17-20)

Combat Gear *potion of cure moderate wounds*, *potion of bear's endurance*, *potion of bull's strength*, *potion of owl's wisdom*, *potion of remove blindness/deafness*

Abilities Str 23, Dex 13, Con 20, Int 8, Wis 12, Cha 8

SQ animal companion, Elf traits, favored enemy (elf, orc), pounce, rage

Feats Exotic Weapon Proficiency (Two-bladed sword), Weapon Focus (Two-bladed sword), Mad Foam Rager, Power Attack, Improved Initiative, Track, Two-weapon Fighting, Endurance, Improved Critical (Two-bladed sword), Improved Two-weapon Fighting

Skills Craft (weaponsmithing) +2, Hide +15, Intimidate +2, Listen +12, Move Silently +15, Search +1, Spot +12, Survival +10

Possessions *amulet of health* +2, *boots of elvenkind*, *cloak of elvenkind*, *gloves of fortunate striking*, *mithral shirt*, mw composite longbow [str+4] plus 40 arrows, +1 *two-bladed sword*, standard adventurer gear, *vest of resistance* +1

Skills +2 racial bonus on Listen, Search and Spot

Flurry of Strikes (Ex): When wielding an exotic double weapon or a spiked chain with both hands, the character can elect to use a full attack action to make a flurry of strikes. When doing so, he may

make one extra attack in the round at his full base attack bonus, but this attack takes a -2 penalty, as does each other attack made in that round and until the exotic weapon master's next turn. The extra attack may be with either end of the double weapon.

Tactics: If not in melee, delay for Baldego to use *greater slide*. Rage first, then full attack and elect to use your flurry of strikes to gain an extra attack at a -2 penalty. In addition, they are fighting with a double weapon using two-weapon fighting, gaining an additional off-hand attack. Thus, they get 6 attacks.

When Ethrion is not raging, the following changes apply to the above statistics.

AC 15, touch 11, flat-footed 14

hp 87

Fort +13, **Will** +3

Melee +1 *two-bladed sword* +17 (1d8+7/17-20) or +1 *two-bladed sword* +15/+10/+5 (1d8+7/17-20) and +1 *two-bladed sword* +15/+10 (1d8+3/17-20)

Grp +15

Abilities Str 19, Con 16

SECEL ARDILEAN

CR 11

Female forestlord elf (high) Cleric 8 / Divine Oracle 3
NE medium humanoid (elf)

Init +2; **Senses** Low-light vision; Listen +3, Spot +3

Languages Common, Draconic, Elven

AC 21, touch 12, flat-footed 19

(+2 Dex, +5 armor, +2 shield)

hp 67 (11 HD)

Fort +15, **Ref** +12, **Will** +17; prescient sense

Speed 30 ft. (6 squares), base movement 30 ft.

Melee mw longsword +6 (1d8+1) or melee touch +5

Ranged mw composite longbow [str+1] +7 (1d8+1) or ranged touch +6

Space 5 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** +9

Combat Gear *potion of cure moderate wounds*, *scroll of mass bear's endurance*, *scroll of heal*

D: Dragon, Oracle, Tyranny; (add +1 to the save DC of any compulsion spell you cast; already added in)

Cleric Spells Prepared (CL 7th): 0-6/1-6+1/2-5+1/3-5+1/4-4+1/5-2+1/6-1+1

0—*detect magic*, *guidance*, *light*, *read magic*, *resistance*, *virtue*

1st—*command* (DC 16)**, *inhibit* (DC 16), *protection from evil*, *remove fear*, *resurgence*, *sanctuary* (DC 15), *shield of faith*

2nd—*bear's endurance*, *calm emotions* (DC 17), *resist energy***, *silence*, *sound burst* (DC 16), *wave of grief* (DC 17)

3rd—*cure serious wounds*, *discern lies***, *dispel magic*, *energy vortex* (DC 17), *mass aid*, *mass conviction*

4th—*air walk*, *fear*** (DC 21), *freedom of movement*, *poison* (DC 18), *recitation*
5th—*flame strike* (DC 19), *greater command* (DC 20), *true seeing***

6th—*stoneskin***, *superior resistance**

* - *already cast*

Abilities Str 13, Dex 14, Con 12, Int 10, Wis 19, Cha 8

SQ Elf traits, prescient sense, scry bonus, trap sense +1

Feats Skill Focus (knowledge [religion]), Mobile Spellcasting, Skill Focus (concentration), Improved Toughness

Skills Concentration +23, Knowledge (religion) +12, Listen +6, Search +1, Spot +6

Possessions mw heavy wooden shield, *mithralmist shirt*, mw composite longbow [str+1] plus 20 arrows, mw longsword, *peripat of wisdom* +2, *ring of counterspells* [*dispel magic*], standard adventurer gear, *tunic of steady spellcasting*

Skills +2 racial bonus on Listen, Search and Spot

Divination Enhancement: Beginning at 3rd level, a divine oracle may roll twice and take the better result when using divination spells such as *augury* or *divination*.

Oracle Domain: Upon adopting the divine oracle class, the character gains access to the Oracle domain, described in Chapter 7: Domains and Spells. The character gains the granted power associated with the domain (+2 caster level for divination spells), and can choose the spells in that domain as her daily domain spells.

Prescient Sense (Ex): Beginning at 2nd level, if a divine oracle makes a successful Reflex saving throw against an attack that normally inflicts half damage on a successful save (such as a red dragon's fiery breath or a fireball spell). She instead takes no damage, since her prescience allowed her to get out of the way faster. This form of evasion works no matter what armor the divine oracle wears, unlike the evasion ability used by monks and rogues.

Scry Bonus (Su): A divine oracle adds a +1 sacred bonus to the save DC of all her divination (scrying) spells.

Trap Sense (Ex): At 2nd level, the divine oracle gains an intuitive sense that alerts her to danger from traps giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks by traps. This increases to +2 at level 5 and +3 at level 8.

Treewalk (Su): A forestlord elf or half-elf can transport herself between trees much in the same way that dryads and druids can. Once per day, a forestlord elf can enter a tree by touching it as a move action; once inside the tree, she instantly transports to any other tree within 60 feet. The forestlord elf appears in a square adjacent to the second tree at the beginning of her next turn. When a forestlord elf or half-elf reaches 5 Hit Dice,

and for every 5 HD thereafter, she gains one additional use of this ability per day.

Tactics: The cleric uses their mobile spellcasting feat to move out of cover, cast a spell and then return to cover. If the cleric can, they use their *mithralmist shirt* to create *obscuring mist*. Remember, they can see through this concealment without difficulty.

7: THE HOUSE OF THE MALCHITE SUN

ADVANCED GREENSPAWN RAZORFIEND CR 11

LE Huge magical beast (dragonsblood)

Init +7; Senses Listen +8, Spot +21; darkvision 60 ft., low-light vision

Languages Draconic

AC 21, touch 11, flat-footed 18 (-2 size, +3 Dex, +10 natural); Dodge, Mobility

hp 225 (22 HD); **DR** 5/magic

Immune acid, paralysis, *sleep*

Fort +18, **Ref** +16, **Will** +9

Speed 50 ft. (10 squares), swim 50 ft.; Spring Attack

Melee Wingblades +31/+31/+26 (4d6+11/18-20/x3) and
Bite +26 (2d6+5)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Base Atk +22; **Grp** +41

Atk Options augmented critical, magical strike

Special Actions breath weapon

Abilities Str 32, Dex 16, Con 20, Int 5, Wis 15, Cha 12

SQ Tiamat's blessing (acid), water breathing

Feats Ability Focus (breath weapon), Dodge, Improved Initiative, Improved Natural Attack (wingblade), Mobility, Power Attack, Rapid Strike, Spring Attack

Skills Jump +27, Listen +8, Spot +21, Swim +19

Augmented Critical (Ex) A greenspawn razorfiend's wingblade threatens a critical hit on a natural attack roll of 18-20, dealing triple damage on a successful critical hit.

Breath Weapon (Su) 20-ft. cone, once every 1d4 rounds, 11d6 acid damage, Reflex 20 half.

Tiamat's Blessing (Acid) (Su) All spawn of Tiamat within 5 feet of a greenspawn razorfiend gain immunity to acid.

Water Breathing (Ex) A greenspawn razorfiend can breathe underwater indefinitely and can freely use its breath weapon while submerged.

Skills A greenspawn razorfiend has a +8 racial bonus on Jump checks. It also has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even is distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

ADVANCED GREEN TWILIGHT GUARDIAN CR 9

LE Huge Plant (dragonblood)

Init +1; Senses Listen +2, Spot +8; low-light vision**AC** 20, touch 9, flat-footed 19 (-2 size, +1 Dex, +11 natural)**hp** 204 (16 HD); **DR** 10/magic**Immune** plant immunities**Fort** +17, **Ref** +6, **Will** +4**Speed** 50 ft. (10 squares)**Melee** 2 claws +22 (2d6+12) and tail +17 (3d6+6 plus poison)**Space** 15; **Reach** 10 ft.**Base Atk** +12; **Grp** +32**Atk Options** Combat Reflexes**Spell-Like Abilities** (CL 16th):At will—*transport via plants***Abilities** Str 34, Dex 13, Con 24, Int 1, Wis 8, Cha 6**Feats** Adaptable Flanker, Combat Reflexes, Improved Natural Attack (tail), Improved Toughness, Run, Vexing Flanker**Skills** Climb +14, Listen +2, Search -1, Spot +8**Poison (Ex)** Injury, Fortitude DC 21, initial and secondary damage 1d4 Con. The save DC is Constitution-based.**URTRAG THE EMERALD FLAME CR 13**

Male kobold warrior 3/wizard 5/war weaver 5/eldritch knight 3

LE Small dragon (reptilian)

Init +2; Senses Listen +2, Spot +2; darkvision 60-ft., low-light vision**Languages** Common, Draconic, Elven, Sylvan, Undercommon**AC** 15, touch 13, flat-footed 13 (+1 size, +2 Dex, +2 natural)**hp** 92 (108 with *false life*) (16 HD)**Immune** *sleep*, paralysis**Fort** +9, **Ref** +6, **Will** +11**Weakness** light sensitivity**Speed** 30 ft. (6 squares)**Melee** mwk dagger +8/+3 (1d3-3/19-20)**Base Atk** +10; **Grp** +3**Wizard Spells Prepared** (CL 14th):6th—*greater dispel magic*, *disintegrate* (+13 range touch; DC 25)5th—*cone of cold* (DC 23), *feeblemind* (DC 23), *wall of force*4th—*dimension door*, *dragon breath* (DC 22), *enervation* (+13 ranged touch), [†]*greater invisibility*3rd—*fireball* (DC 20), [†]*fly*, *haste*, *heroism*, *lightning bolt* (DC 20)2nd—*bear's endurance*, [†]*bull's strength*, [†]*false life*, *resist energy*, *scorching ray* (+13 ranged touch), *see invisibility*1st—*hail of stone*, [†]*mage armor*, [†]*magic missile*, *nerveskitter*, *ray of enfeeblement* (+13 ranged touch), *shield*0th—[†]*acid splash* (+12 ranged touch), [†]*detect magic* (2), *prestidigitation*[†]Already cast**Abilities** Str 4, Dex 14, Con 12, Int 22 [26], Wis 10, Cha 8**SQ** Eldritch tapestry, enlarged tapestry, quiescent weaving 4**Feats** Alertness, Dragonwrought, Enlarge Spell, Improved Toughness, Practiced Spellcaster, Spell-linked Familiar, Sudden Empower, Sudden Widen, Scribe Scroll, Weapon Focus (ray)**Skills** Concentration +19, Craft (weaving) +20, Handle Animal +6, Hide +9, Intimidate +6, Knowledge (arcana) +26, Move Silently +4, Ride +10, Sense Motive +11, Spellcraft +27, Swim +4, Tumble +11**Possessions** masterwork dagger, 2 spell component pouches, *headband of intellect* +4**Quiescent Weaving** *bull's strength*, *fly*, *greater invisibility*, *mage armor***Hook** "My flame burns with the brightness of the Dawn."**MALQESH CR -**

Female hedgehog familiar

LE Diminutive magical beast

Init +0; Senses Listen +5, Spot +5**Languages** Common, Draconic, Elven, Sylvan, Undercommon**AC** 17, touch 15, flat-footed 16**hp** 54 (16 HD)**Fort** +6, **Ref** +5, **Will** +12**Speed** 15 ft. (3 squares)**Melee** bite +15 (1d3-4)**Space** 1 ft.; **Reach** 0 ft.**Base Atk** +10; **Grp** -6**Abilities** Str 3, Dex 12, Con 10, Int 8, Wis 12, Cha 5**SQ** defensive ball, improved evasion**Feats** Weapon Finesse**Skills** Concentration +19, Craft (weaving) +11, Handle Animal +4, Hide +17, Intimidate +4, Knowledge (arcana) +17, Listen +5, Ride +9, Sense Motive +12, Spellcraft +18, Spot +5, Swim +3, Tumble +10**Wizard Spells Prepared** (CL 7th):1st—*magic missile*0th—*acid splash* (+11 ranged touch), *detect magic*

Poison (Ex) When in a defensive ball, spines poison foes touching the hedgehog; injury, Fortitude DC 10, initial and secondary damage 1d2 Dex

Defensive Ball (Ex) Rolls into a ball as a standard action, granting a +2 circumstance bonus on saves and AC. Unrolling is a free action.

8: BIRDS OF WAR

ADVANCED PERYTON

CR 8

CE Large magical beast
Init +2; Senses Listen +10, Spot +19; scent
Languages Common (understood, not spoken)

AC 19, touch 14, flat-footed 17; (+2 Dex, +5 natural, -1 size, +3 deflection); *shield of faith* +3
hp 144 (14 HD); **DR** 5/magic
Fort +12, **Ref** +11, **Will** +6

Speed 20 ft. (4 squares); fly 60 ft. (poor)
Melee 2 claws +22 (1d6+9) and
2 slams +20 (1d4+5) and
bite +20 (1d8+5)
Space 10 ft.; **Reach** 10 ft.
Base Atk +14; **Grp** +26
Atk Options heart-rip

Abilities Str 26, Dex 14, Con 16, Int 10, Wis 14, Cha 10
SQ Scent
Feats Flyby Attack, Hover, Improved Toughness, Multiattack, Power Attack
Skills Intimidate +2, Listen +10, Move Silently +10, Spot +19, Survival +11
Possessions *Amulet of mighty fists* +1.

Heart-Rip (Ex): Perytons usually save their claw and bite attacks for last because of their overwhelming desire to consume their victims' hearts. Perytons always take the opportunity to deliver a coup de grace on a helpless opponent—one who is bound, held, sleeping, paralyzed, or unconscious. As a full-round action, the peryton delivers an automatic critical hit. If the defender survives the damage, he must still make a Fortitude save (DC 10 + damage dealt) or die. If the coup de grace kills the defender, the peryton has eaten his heart. A character who has had his heart ripped out in this fashion can still be returned to life with a *resurrection* spell, but not with *raise dead*.

PERYTON PRIEST

CR 12

Female peryton cleric 8
NE Large magical beast
Init +2; Senses Listen +11, Spot +20; scent
Languages Common (understood, not spoken)

AC 17, touch 12, flat-footed 15; (+2 Dex, +5 natural, -1 size, +1 deflection); **AC** 18 versus good opponents
hp 238 (22 HD); **DR** 5/magic
Immune *death ward*, grapple (*freedom of movement*)

Resist fire 20 (*resist energy*)

Fort +19, **Ref** +14, **Will** +13; +2 vs. Good opponents

Speed 20 ft. (4 squares); fly 60 ft. (poor)

Melee 2 claws +30 (1d6+11) and
2 slams +28 (1d4+6) and
bite +28 (1d8+6)

Space 10 ft.; **Reach** 10 ft.

Base Atk +20; **Grp** +34

Atk Options heart-rip, smite (1/day, +4 to attack, +8 damage), strike as magic (*greater magic fang*)

Special Actions rebuke undead 3/day

Cleric Spells Prepared (CL 8th):

4th—[†]*death ward*, [†]*freedom of movement*,
inflict critical wounds^D (DC 20)

3rd—*cure serious wounds*, *dispel magic*,
[†]*greater magic fang*^D, *invisibility purge*, *prayer*

2nd—[†]*bull strength*, *hold person* (2) (DC 18),
remove paralysis, [†]*resist energy*^D

1st—*bless*, *divine favor*, *magic fang*^D,
[†]*protection from good*, *shield of faith* (2)

0th—*cure minor wounds* (2), *detect magic* (2), *guidance*, *resistance*

D: Domain spell. Domains: Destruction, Dragon.

[†]Already cast

Abilities Str 26, Dex 14, Con 16 [18], Int 10, Wis 16, Cha 10

SQ scent

Feats Flyby Attack, Glorious Weapons, Hover, Improved Toughness, Multiattack, Power Attack, Reach Spell

Skills Concentration +20, Intimidate +2, Listen +11, Move Silently +10, Spot +20, Survival +12

Possessions *Amulet of health* +2, *ring of protection* +1

Heart-Rip (Ex): Perytons usually save their claw and bite attacks for last because of their overwhelming desire to consume their victims' hearts. Perytons always take the opportunity to deliver a coup de grace on a helpless opponent—one who is bound, held, sleeping, paralyzed, or unconscious. As a full-round action, the peryton delivers an automatic critical hit. If the defender survives the damage, he must still make a Fortitude save (DC 10 + damage dealt) or die. If the coup de grace kills the defender, the peryton has eaten his heart. A character who has had his heart ripped out in this fashion can still be returned to life with a *resurrection* spell, but not with *raise dead*.

3: BIRD ON THE WING

ADVANCED ROC

CR 13

N Gargantuan animal

Init +3; Senses Listen +17, Spot +21; Low-light vision

AC 18, touch 9, flat-footed 15 (-4 size, +3 Dex, +9 natural)

hp 381 (30 HD)

Fort +26, Ref +22, Will +14

Speed 20 ft. (4 squares); fly 80 ft. [average] (16 squares)

Melee 2 talons +30 (2d6+12) and bite +27 (2d8+6)

Space 20 ft.; Reach 15 ft.

Base Atk +21; Grp +45

Abilities Str 35, Dex 16, Con 24, Int 2, Wis 14, Cha 11

Feats Alertness, Flyby Attack, Hover, Improved Toughness, Iron Will, Multiattack, Power Attack, Powerful Charge, Snatch, Weapon Focus (talon), Wingover

Skills Hide -3, Listen +17, Spot +21

6: MISCONCEPTIONS

BALDEGO CEARA

CR 13

Male grey elf Wizard 13

N medium humanoid (elf)

Init +3; Senses Low-light vision; Listen +3, Spot +3

Languages Common, Draconic, Elven, Sylvan

AC 17, touch 13, flat-footed 14 (+3 Dex, +4 armor)

hp 54 (70 with *false life*) (13 HD)

Fort +11, Ref +13, Will +15 (+17 vs. enchantment)

Speed 30 ft. (6 squares), base movement 30 ft.

Melee mw longsword +7 (1d8) or melee touch +6

Ranged mw longbow +10 (1d8) or ranged touch +9

Space 5 ft.; Reach 5 ft.

Base Atk +6; Grp +6

Combat Gear *potion of cure moderate wounds*

Wizard Spells Prepared (CL 13th): 0-4/1-7/2-6/3-6/4-6/5-5/6-4/7-3

0—*acid splash*, *daze*, *detect magic*, *flare*1st—*grease*, *mage armor**, *magic missile*, *nerve skitter*, *ray of enfeeblement*, *shield*, *shock and awe* (DC 18)2nd—*cat's grace*, *false life**, *glitterdust* (DC 19), *greater slide*, *scorching ray*, *sleet storm*, *Tasha's hideous laughter* (DC 19)3rd—*dispel magic*, *fireball* (DC 20), *fly* (x2), *gust of wind*, *haste*, *stinking cloud* (DC 20)4th—*dimension door* (x2), *greater invisibility* (x3), *ice storm*5th—*cone of cold* (DC 22), *magic missile* (quicken) [x2], *mind fog* (DC 22), *wall of force*6th—*chain lightning* (DC 23), *glitterdust* (quicken) [DC 19], *scorching ray* (quicken), *superior resistance**7th—*haste* (quicken), *radiant assault* (DC 24), *transfix* (DC 24)* - *already cast*

Abilities Str 10, Dex 16, Con 12, Int 25, Wis 12, Cha 8

SQ Elf wizard substitution level (1st), elf traits

Feats Sudden Silent, Sudden Empower, Sudden Widen, Sudden Maximize, Sudden Still, Quicken Spell, Sudden Quicken

Skills Concentration +22, Decipher Script +17, Knowledge (arcana) +20, Profession (gambling) +13, Listen +3, Search +10, Spellcraft +22, Spot +3

Possessions *headband of intellect* +6, mw longbow plus 20 arrows, mw longsword, standard adventurer gear, *tunic of steady spellcasting*

Skills +2 racial bonus on Listen, Search and Spot

Generalist Wizardry (Ex): A 1st-level elf wizard begins play with one extra 1st-level spell in her spellbook. At each new wizard level, she gains one extra spell of any spell level that she can cast. This represents the additional elven insight and experience with arcane magic.

The elf wizard may also prepare one additional spell of her highest spell level each day. Unlike the specialist wizard ability, this spell may be of any school.

This substitution feature replaces the standard wizard's ability to specialize in a school of magic.

Tactics: If the PCs are caught by surprise, the wizard casts *shock and awe* as a swift action. If the PCs are not caught by surprise, the wizard casts *nerve skitter* as an immediate action (before rolling for initiative) increasing their initiative to +8. On the surprise round, the wizard casts the spell *greater slide* to move Ethrion into melee.Alternately, cast *mind fog* (perhaps sudden widened) followed by a sudden quickened *transfix* (determine condition). If the *transfix* works, it paralyzes the PCs in place for at least an hour. If the paralyzed PC is attacked, they get another save.Another alternate tactic is to cast a sudden quickened *mind fog* (perhaps sudden widened also) followed by a sudden empowered, sudden maximized *radiant assault* (average damage is 101 points and the potential of being dazed for 1 to 6 rounds).

In any case, use your best judgment for tactics.

CORUS ARDILEAN**CR 13**

Male forestlord elf (high) Fighter 2 / Scout 11

N medium humanoid (dragonblood)

Init +10; **Senses** Low-light vision; Listen +15, Spot +15**Languages** Common, Elven**AC** 18, touch 10, flat-footed 10

(+3 Dex, +5 armor, +1 shield)

hp 91 (13 HD)**Fort** +10, **Ref** +11, **Will** +4**Speed** 40 ft. (8 squares), base movement 40 ft.**Melee** mw longsword +13 (1d8+2)**Ranged** +1 composite longbow [str+2] +15 (1d8+3/x3)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +10; **Grp** +12**Atk Options** When skirmishing with +1 composite longbow [str+2], 1d8+5d6+5/x3 and AC 22.**Combat Gear** *potion of cure moderate wounds*, *potion of cat's grace***Abilities** Str 14, Dex 19, Con 14, Int 10, Wis 12, Cha 8**SQ** Battle fortitude +1, blindsense, camouflage, elf traits, forestlord elf traits, evasion, fast movement +10 ft., flawless stride, skirmish (+3d6, +2 AC), trackless step, trapfinding, uncanny dodge**Feats** Point Blank Shot [L1], Precise Shot [Ftr1], Dodge [Ftr2], Mobility [L3], Shot on the Run [Scout 4], Block Arrow [L6], Improved Skirmish [Scout 8], Telling Blow [L9], Improved Initiative [L12]**Skills** Balance +19, Climb +18, Hide +22, Jump +18, Listen +15, Move Silently +17, Spot +15, Tumble +19**Possessions** *amulet of health +4*, *armband of elusive action*, *belt of ultimate athleticism*, *cloak of elvenkind*, *gloves of agile striking*, mw buckler, *mithralmist shirt*, +1 composite longbow [str+2] plus 40 arrows, mw longsword, *quiver of Ehlonna*, *skirmisher boots*, standard adventurer gear**Skills** +2 racial bonus on Listen, Search and Spot**Battle Fortitude (Ex):** At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. This bonus increases to +2 at 11th level and +3 at 20th level. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.**Blindsense (Ex):** At 10th level, a scout gains the blindsense ability out to 30 feet. This ability functions as described on page 306 of the Monster Manual.**Camouflage (Ex):** Beginning at 8th level, a scout can use the Hide skill in any sort of natural terrain. See the ranger class feature, page 48 of the Players Handbook. She loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.**Fast Movement (Ex):** Starting at 3rd level, a scout's gains a +10 foot enhancement bonus to her base land speed. At 11th level, this bonus increases to +20 feet. See the monk class feature, page 41 of the Player's Handbook.**Flawless Stride (Ex):** Starting at 6th level, a scout can move through any sort of terrain that slows movement (such as undergrowth, rubble, and similar terrain) at her normal speed and without taking damage or suffering any other impairment.

This ability does not let her move more quickly through terrain that requires a Climb or Swim check to navigate, nor can she move more quickly through terrain or undergrowth that has been magically manipulated to impede motion.

A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Skirmish (Ex): A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every Four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th, and 5d6 at 17th level).

The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

At 3rd level, a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved to feet, and lasts until the start of her next turn. This bonus improves by 1 for every four levels gained above 3rd (12 at 7th, +3 at 11th, +4 at 15th, and +5 at 19th level).

A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If she gains the skirmish ability from another class, the bonuses stack.

Trackless Step (Ex): Beginning at 3rd level, a scout cannot be tracked in natural surroundings. See the druid class feature, page 36 of the Player's Handbook.**Trapfinding (Ex):** A scout can use the Search skill to locate traps with a DC higher than 20, and she can use Disable Device to bypass a trap or disarm magic traps. See the rogue class feature, page 50 of the Player's Handbook.**Treewalk (Su):** A forestlord elf or half-elf can transport herself between trees much in the same way that dryads and druids can. Once per day, a forestlord elf can enter a tree by touching it as a move action; once inside the tree, she instantly transports to any other tree within 60 feet. The forestlord elf appears in a square adjacent to the second tree at the beginning of her next turn. When a forestlord elf or half-elf reaches 5 Hit Dice,

and for every 5 HD thereafter, she gains one additional use of this ability per day.

Uncanny Dodge (Ex): Starting at 2nd level, a scout cannot be caught flat-footed and reacts to danger before her senses would normally allow her to do so. See the barbarian class feature, page 26 of the Player's Handbook.

Tactics: If given time to buff, the scout drinks their potion of *cat's grace*. The scout uses their shot on the run feat to move from cover, activating their skirmish ability, attack with their bow, and then return to cover. Remember to use the *gloves of agile striking* (swift action) to add another 2d6 to the skirmish damage. If someone looses an arrow at the scout and hits them, use their block arrow feat to negate the attack.

If seriously hurt, the scout uses their treewalk ability to get away.

ETHRION [RAGING] CR 13

Male wood elf Barbarian 2 / Fighter 2 / Ranger 8 / Exotic Weapon Master 1

N medium humanoid (elf)

Init +7; **Senses** Low-light vision; Listen +14, Spot +14

Languages Common, Elven

AC 13, touch 9, flat-footed 12 (-2 rage, +1 Dex, +4 armor); uncanny dodge

hp 127 (13 HD)

Fort +16, **Ref** +7, **Will** +6

Speed 40 ft. (8 squares), base movement 40 ft.

Melee +1 *two-bladed sword* +21 (1d8+10/17-20) or +1 *two-bladed sword* +19/+14/+9 (1d8+10/17-20) and +1 *two-bladed sword* +19/+14 (1d8+5/17-20)

Ranged mw composite longbow [str+5] +14 (1d8+5/x3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +13; **Grp** +19

Atk Options flurry of strikes: +1 *two-bladed sword* +17/+17/+12/+7 (2d8+10/17-20) and +1 *two-bladed sword* +17/+12 (2d8+5/17-20)

Combat Gear *potion of cure moderate wounds*, *potion of bear's endurance*, *potion of bull's strength*, *potion of owl's wisdom*, *potion of remove blindness/deafness*

Abilities Str 24, Dex 13, Con 20, Int 8, Wis 12, Cha 8

SQ animal companion, elf traits, favored enemy (elf, orc), pounce, rage

Feats Exotic Weapon Proficiency (Two-bladed sword), Weapon Focus (Two-bladed sword), Mad Foam Rager, Power Attack, Improved Initiative, Track, Two-weapon Fighting, Endurance, Improved Critical (Two-bladed sword), Improved Two-weapon Fighting, Powerful Charge

Skills Craft (weaponsmithing) +2, Hide +15, Intimidate +2, Listen +12, Move Silently +15, Search +1, Spot +12, Survival +10

Possessions *amulet of health* +2, *belt of battle*, *boots of elvenkind*, *cloak of elvenkind*, *gloves of fortunate striking*, *mithral shirt*, mw composite longbow [str+4]

plus 40 arrows, +1 *two-bladed sword*, standard adventurer gear, *vest of resistance* +1

Skills +2 racial bonus on Listen, Search and Spot

Flurry of Strikes (Ex): When wielding an exotic double weapon or a spiked chain with both hands, the character can elect to use a full attack action to make a flurry of strikes. When doing so, he may make one extra attack in the round at his full base attack bonus, but this attack takes a -2 penalty, as does each other attack made in that round and until the exotic weapon master's next turn. The extra attack may be with either end of the double weapon.

Tactics: If not in melee, delay for Baldego to use *greater slide*. Rage first, then full attack and elect to use your flurry of strikes to gain an extra attack at a -2 penalty. In addition, they are fighting with a double weapon using two-weapon fighting, gaining an additional off-hand attack. Thus, they get 6 attacks.

Activate the *belt of battle*, to gain another full attack composed of 5 attacks.

When Ethrion is not raging, the following changes apply to the above statistics.

AC 15, touch 11, flat-footed 14

hp 101

Fort +14, **Will** +4

Melee +1 *two-bladed sword* +19 (1d8+8/17-20) or +1 *two-bladed sword* +17/+12/+7 (1d8+8/17-20) and +1 *two-bladed sword* +17/+12 (1d8+4/17-20)

Grp +17

Abilities Str 20, Con 16

SECEL ARDILEAN CR 13

Female forestlord elf (high) Cleric 10 / Divine Oracle 3 NE medium humanoid (elf)

Init +2; **Senses** Low-light vision; Listen +3, Spot +3

Languages Common, Draconic, Elven

AC 21, touch 12, flat-footed 19

(+2 Dex, +5 armor, +2 shield)

hp 92 (13 HD)

Fort +17, **Ref** +13, **Will** +18; prescient sense

Speed 30 ft. (6 squares), base movement 30 ft.

Melee mw longsword +6 (1d8+1) or melee touch +5

Ranged mw composite longbow [str+1] +7 (1d8+1) or ranged touch +6

Space 5 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +10

Combat Gear *potion of cure moderate wounds*, *scroll of mass bear's endurance*, *scroll of heal*

D: Dragon, Oracle, Tyranny; (add +1 to the save DC of any compulsion spell you cast; already added in)

Cleric Spells Prepared (CL 7th): 0-6/1-7+1/2-6+1/3-5+1/4-5+1/5-4+1/6-3+1/7-1+1

0—*detect magic*, *guidance*, *light*, *read magic*, *resistance*, *virtue*

1st—*command* (DC 18)**, *inhibit* (DC 18), *doom* (DC 17), *protection from evil*, *remove fear*, *resurgence*, *sanctuary* (DC 17), *shield of faith*

2nd—*bear's endurance*, *calm emotions* (DC 19), *hold person* (DC 19), *resist energy***, *silence*, *sound burst* (DC 18), *wave of grief* (DC 19)

3rd—*cure serious wounds*, *discern lies***, *dispel magic*, *energy vortex* (DC 19), *mass aid*, *mass conviction*

4th—*air walk*, *fear*** (DC 21), *freedom of movement*, *greater magic weapon*, *poison* (DC 22), *recitation*

5th—*break enchantment*, *flame strike* (DC 21), *greater command* (DC 22) [x2], *true seeing***

6th—*eyes of the oracle*, *heroes' feast**, *stoneskin***, *superior resistance**

7th—*radiant assault* (DC 23), *dragon ally***

* - *already cast*

** - *domain spell*

Abilities Str 13, Dex 14, Con 14, Int 10, Wis 22, Cha 8

SQ Elf traits, prescient sense, scry bonus, trap sense +1

Feats Mobile Spellcasting, Skill Focus (concentration), Skill Focus (knowledge [religion]), Improved Toughness, Sudden Widen

Skills Concentration +26, Knowledge (religion) +14, Listen +6, Search +1, Spot +6

Possessions *ioun stone (pink rhomboid)*, mw heavy wooden shield, *mithralmist shirt*, mw composite longbow [str+1] plus 20 arrows, mw longsword, *peripet of wisdom* +4, *ring of counterspells [dispel magic]*, standard adventurer gear, *tunic of steady spellcasting*

Skills +2 racial bonus on Listen, Search and Spot

Divination Enhancement: Beginning at 3rd level, a divine oracle may roll twice and take the better result when using divination spells such as *augury* or *divination*.

Oracle Domain: Upon adopting the divine oracle class, the character gains access to the Oracle domain, described in Chapter 7: Domains and Spells. The character gains the granted power associated with the domain (+2 caster level for divination spells), and can choose the spells in that domain as her daily domain spells.

Prescient Sense (Ex): Beginning at 2nd level, if a divine oracle makes a successful Reflex saving throw against an attack that normally inflicts half damage on a successful save (such as a red dragon's fiery breath or a fireball spell). She instead takes no damage, since her prescience allowed her to get out of the way faster. This form of evasion works no matter what armor the divine oracle wears, unlike the evasion ability used by monks and rogues.

Scry Bonus (Su): A divine oracle adds a +1 sacred bonus to the save DC of all her divination (scrying) spells.

Trap Sense (Ex): At 2nd level, the divine oracle gains an intuitive sense that alerts her to danger from

traps giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks by traps. This increases to +2 at level 5 and +3 at level 8.

Treewalk (Su): A forestlord elf or half-elf can transport herself between trees much in the same way that dryads and druids can. Once per day, a forestlord elf can enter a tree by touching it as a move action; once inside the tree, she instantly transports to any other tree within 60 feet. The forestlord elf appears in a square adjacent to the second tree at the beginning of her next turn. When a forestlord elf or half-elf reaches 5 Hit Dice, and for every 5 HD thereafter, she gains one additional use of this ability per day.

Tactics: The cleric uses their mobile spellcasting feat to move out of cover, cast a spell and then return to cover. If the cleric can, they use their *mithralmist shirt* to create *obscuring mist*. Remember, they can see through this concealment without difficulty.

7: THE HOUSE OF THE MALCHITE SUN

ADVANCED GREENSPAWN RAZORFIEND CR 13

LE Huge magical beast (dragonsblood)

Init +7; Senses Listen +8, Spot +27; darkvision 60 ft., low-light vision

Languages Draconic

AC 21, touch 11, flat-footed 18 (-2 size, +3 Dex, +10 natural); Dodge, Mobility

hp 285 (28 HD); **DR** 5/magic

Immune acid, paralysis, *sleep*

Fort +21, **Ref** +19, **Will** +11

Speed 50 ft. (10 squares), swim 50 ft.; Spring Attack

Melee Wingblades +38/+38/+33/+28/+23/+18 (3d6+8/15-20/x3) and Bite +33 (1d8+4)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Base Atk +28; **Grp** +48

Atk Options augmented critical, magical strike

Special Actions breath weapon

Abilities Str 34, Dex 16, Con 20, Int 5, Wis 15, Cha 12

SQ Tiamat's blessing (acid), water breathing

Feats Ability Focus (breath weapon), Dodge, Improved Critical (wingblade), Improved Initiative, Improved Natural Attack (wingblade), Improved Rapid Strike, Mobility, Power Attack, Rapid Strike, Spring Attack

Skills Jump +28, Listen +8, Spot +27, Swim +20

Augmented Critical (Ex) A greenspawn razorfiend's wingblade threatens a critical hit on a natural attack roll of 18-20, dealing triple damage on a successful critical hit.

Breath Weapon (Su) 20-ft. cone, once every 1d4 rounds, 14d6 acid damage, Reflex 20 half.

Tiamat's Blessing (Acid) (Su) All spawn of Tiamat within 5 feet of a greenspawn razorfiend gain immunity to acid.

Water Breathing (Ex) A greenspawn razorfiend can breathe underwater indefinitely and can freely use its breath weapon while submerged.

Skills A greenspawn razorfiend has a +8 racial bonus on Jump checks. It also has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even is distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

ADVANCED GREEN TWILIGHT GUARDIAN CR 10

LE Huge Plant (dragonblood)

Init +2; **Senses** Listen +2, Spot +14; low-light vision

AC 21, touch 10, flat-footed 19 (-2 size, +2 Dex, +11 natural)

hp 256 (20 HD); **DR** 10/magic

Immune plant immunities

Fort +19, **Ref** +8, **Will** +5

Speed 50 ft. (10 squares)

Melee Claws +24/+24/+19 (2d6+12) and tail +19 (3d6+6 plus poison)

Space 15; **Reach** 10 ft.

Base Atk +14; **Grp** +34

Atk Options Combat Reflexes

Spell-Like Abilities (CL 20th):

At will—*transport via plants*

Abilities Str 34, Dex 14, Con 24, Int 1, Wis 8, Cha 6

Feats Adaptable Flanker, Combat Reflexes, Improved Natural Attack (tail), Improved Toughness, Rapidstrike, Run, Vexing Flanker

Skills Climb +14, Listen +2, Search -1, Spot +14

Poison (Ex) Injury, Fortitude DC 21, initial and secondary damage 1d4 Con. The save DC is Constitution-based.

URTRAG THE EMERALD FLAME CR 15

Male kobold warrior 3/wizard 5/war weaver 5/eldritch knight 5

LE Small dragon (reptilian)

Init +2; **Senses** Listen +2, Spot +2; darkvision 60-ft., low-light vision

Languages Common, Draconic, Elven, Sylvan, Undercommon

AC 15, touch 13, flat-footed 13 (+1 size, +2 Dex, +2 natural)

hp 104 (120 with *false life*) (18 HD)

Immune *sleep*, paralysis

Fort +10, **Ref** +6, **Will** +11

Weakness light sensitivity

Speed 30 ft. (6 squares)

Melee mwk dagger +10/+5/+0 (1d3-3/19-20)

Base Atk +12; **Grp** +5

Wizard Spells Prepared (CL 16th):

7th—*spell turning*

6th—[†]*contingency*, *greater dispel magic*, *disintegrate* (+15 range touch; DC 24)

5th—*cone of cold* (DC 23), *feeblemind* (DC 23), [†]*teleport*, *wall of force*

4th—*dimension door*, *dragon breath* (DC 22), *enervation* (+15 ranged touch), [†]*greater invisibility*, *orb of force*

3rd—*fireball* (DC 21), [†]*fly*, *haste*, *heroism*, *lightning bolt* (DC 21)

2nd—*bear's endurance*, [†]*bull's strength*, [†]*false life*, *resist energy*, *scorching ray* (+15 ranged touch), *see invisibility*

1st—*hail of stone*, [†]*mage armor*, [†]*magic missile*, *nerveskitter*, *ray of enfeeblement* (+15 ranged touch), *shield*

0th—[†]*acid splash* (+14 ranged touch), [†]*detect magic* (2), *prestidigitation*

[†]Already cast

Abilities Str 4, Dex 14, Con 12, Int 22 [26], Wis 10, Cha 8

SQ Eldritch tapestry, enlarged tapestry, quiescent weaving 4

Feats Alertness, Dragonwrought, Enlarge Spell, Improved Toughness, Practiced Spellcaster, Spell-linked Familiar, Sudden Empower, Sudden Widen, Scribe Scroll, Weapon Focus (ray)

Skills Concentration +21, Craft (weaving) +20, Handle Animal +6, Hide +9, Intimidate +6, Knowledge (arcana) +28, Move Silently +4, Ride +10, Sense Motive +19, Spellcraft +29, Swim +4, Tumble +12

Possessions masterwork dagger, 2 spell component pouches, *headband of intellect* +4

Contingency *teleport* out of grapple

Quiescent Weaving *bull's strength*, *fly*, *greater invisibility*, *mage armor*

Hook "My flame burns with the brightness of the Dawn."

MALQESH

CR -

Female hedgehog familiar

LE Diminutive magical beast

Init +0; **Senses** Listen +5, Spot +5

Languages Common, Draconic, Elven, Sylvan, Undercommon

AC 17, touch 15, flat-footed 16

hp 60 (16 HD)

Fort +7, **Ref** +5, **Will** +12

Speed 15 ft. (3 squares)

Melee bite +17 (1d3-4)

Space 1 ft.; **Reach** 0 ft.

Base Atk +12; **Grp** -4

Abilities Str 3, Dex 12, Con 10, Int 8, Wis 12, Cha 5

SQ defensive ball, improved evasion

Feats Weapon Finesse

Skills Concentration +21, Craft (weaving) +11, Handle Animal +4, Hide +17, Intimidate +4, Knowledge (arcana) +19, Listen +5, Ride +9, Sense Motive +20, Spellcraft +20, Spot +5, Swim +3, Tumble +11

Wizard Spells Prepared (CL 8th):

2nd—*see invisibility*

1st—*magic missile*, *ray of enfeeblement* (+13 ranged touch)

0th—*acid splash* (+13 ranged touch), *detect magic*, *prestidigitation*

Poison (Ex) When in a defensive ball, spines poison foes touching the hedgehog; injury, Fortitude DC 10, initial and secondary damage 1d2 Dex

Defensive Ball (Ex) Rolls into a ball as a standard action, granting a +2 circumstance bonus on saves and AC. Unrolling is a free action.

8: BIRDS OF WAR

ADVANCED PERYTON

CR 8

CE Large magical beast

Init +2; Senses Listen +10, Spot +19; scent

Languages Common (understood, not spoken)

AC 16, touch 11, flat-footed 14; (+2 Dex, +5 natural, -1 size)

hp 144 (155 with *hero's feast*) (14 HD); **DR** 5/magic

Fort +12, **Ref** +11, **Will** +7

Speed 20 ft. (4 squares); fly 60 ft. (poor)

Melee 2 claws +23 (1d6+9) and
2 slams +21 (1d4+5) and
bite +21 (1d8+5)

Space 10 ft.; **Reach** 10 ft.

Base Atk +14; **Grp** +26

Atk Options heart-rip

Abilities Str 26, Dex 14, Con 16, Int 10, Wis 14, Cha 10

SQ Scent

Feats Flyby Attack, Hover, Improved Toughness, Multiattack, Power Attack

Skills Intimidate +2, Listen +10, Move Silently +10, Spot +19, Survival +11

Possessions *Amulet of mighty fists* +1.

Heart-Rip (Ex): Perytons usually save their claw and bite attacks for last because of their overwhelming desire to consume their victims' hearts. Perytons always take the opportunity to deliver a coup de grace on a helpless opponent—one who is bound, held, sleeping, paralyzed, or unconscious. As a full-round action, the peryton delivers an automatic critical hit. If the defender survives the damage, he must still make a Fortitude save (DC 10 + damage dealt) or die. If the coup de grace

kills the defender, the peryton has eaten his heart. A character who has had his heart ripped out in this fashion can still be returned to life with a *resurrection* spell, but not with *raise dead*.

PERYTON PRIEST

CR 14

Female peryton cleric 12

NE Large magical beast

Init +2; Senses Listen +11, Spot +20; scent

Languages Common (understood, not spoken)

AC 26, touch 15, flat-footed 24; (+6 armor, +2 Dex, +5 natural, -1 size, +4 deflection); 20% concealment vs. ranged attacks (*entropic shield*)

hp 268 (281 with *hero's feast*) (26 HD); **DR** 5/magic
Immune *death ward*, grapple (*freedom of movement*)

Resist fire 30 (*resist energy*); **SR** 28

Fort +22, **Ref** +17, **Will** +17; +2 vs. Good opponents

Speed 20 ft. (4 squares); fly 60 ft. (poor)

Melee 2 claws +33 (1d6+10) and
2 slams +31 (1d4+5) and
bite +32 (1d8+6)

Space 10 ft.; **Reach** 10 ft.

Base Atk +23; **Grp** +37

Atk Options heart-rip, smite (1/day, +4 to attack, +12 damage), bite strikes as magic (*magic fang*)

Special Actions rebuke undead 3/day

Cleric Spells Prepared (CL 12th):

6th—*heal*, *hero's feast*, *stoneskin*^D

5th—*flamestrike* (DC 21), *mass cure light wounds*, [†]*spell resistance*, [†]*true seeing*^D

4th—[†]*death ward*, [†]*freedom of movement* (2), *inflict critical wounds*^D (DC 20)

3rd—*cure serious wounds*, *dispel magic*, [†]*greater magic fang*^D, *invisibility purge*, [†]*magic vestment*, *prayer*

2nd—[†]*bull strength*, *hold person* (2) (DC 18), *remove paralysis*, [†]*resist energy*^D (2)

1st—*bless*, *divine favor*, [†]*entropic shield*, [†]*magic fang*^D, [†]*protection from good*, *shield of faith* (2)

0th—*cure minor wounds* (2), *detect magic* (2), *guidance*, *resistance*

D: Domain spell. Domains: Destruction, Dragon.

[†]Already cast

Abilities Str 26, Dex 14, Con 16 [18], Int 10, Wis 17, Cha 10

SQ scent

Feats Flyby Attack, Glorious Weapons, Hover, Improved Toughness, Multiattack, Power Attack, Practiced Spellcaster, Reach Spell

Skills Concentration +24, Intimidate +2, Listen +11, Move Silently +10, Spot +20, Survival +12

Possessions *Amulet of health* +2, *bracers of armor* +2, *cloak of resistance* +1, *ring of protection* +1, cloth tabard

Heart-Rip (Ex): Perytons usually save their claw and bite attacks for last because of their overwhelming desire to consume their victims' hearts. Perytons always take the opportunity to deliver a coup de grace on a helpless opponent—one who is bound, held, sleeping, paralyzed, or unconscious. As a full-round action, the peryton delivers an automatic critical hit. If the defender survives the damage, he must still make a Fortitude save (DC 10 + damage dealt) or die. If the coup de grace kills the defender, the peryton has eaten his heart. A character who has had his heart ripped out in this fashion can still be returned to life with a *resurrection* spell, but not with *raise dead*.

PERYTON RAVAGER [RAGING] CR 12

Male peryton barbarian 2/fighter 2

CE Large magical beast

Init +2; Senses Listen +18, Spot +19; scent

Languages Common (understood, not spoken)

AC 18, touch 13, flat-footed 16; (+2 Dex, +5 natural, -1 size, +4 deflection, -2 rage); uncanny dodge

hp 222 (235 with *hero's feast*) (18 HD); **DR** 5/magic and 10/adamantine (150 pts. *stoneskin*)

Immune grapple (*freedom of movement*)

Resist fire 30 (*resist energy*)

Fort +20, **Ref** +11, **Will** +9

Speed 20 ft. (4 squares); fly 60 ft. (poor)

Melee 2 claws +32 (1d8+13/19-20) and 2 slams +29 (1d4+7) and bite +29 (1d8+7)

Space 10 ft.; **Reach** 10 ft.

Base Atk +18; **Grp** +34

Atk Options heart-rip, rage 1/day, strikes as magic (*greater magic fang*)

Abilities Str 31, [35] Dex 14, Con 20, Int 10, Wis 14, Cha 10

SQ Scent

Feats Flyby Attack, Hover, Improved Critical (Claw), Improved Natural Attack (Claw), Improved Toughness, Multiattack, Power Attack, Power Critical (Claw), Weapon Focus (Claw)

Skills Intimidate +6, Listen +18, Move Silently +10, Spot +19, Survival +11

Possessions *Belt of strength* +4.

Heart-Rip (Ex): Perytons usually save their claw and bite attacks for last because of their overwhelming desire to consume their victims' hearts. Perytons always take the opportunity to deliver a coup de grace on a helpless opponent—one who is bound, held, sleeping, paralyzed, or unconscious. As a full-round action, the peryton delivers an automatic critical hit. If the defender survives the damage, he must still make a Fortitude save (DC 10 + damage dealt) or die. If the coup de grace

kills the defender, the peryton has eaten his heart. A character who has had his heart ripped out in this fashion can still be returned to life with a *resurrection* spell, but not with *raise dead*.

When the peryton ravager is not raging, the following changes apply to the above statistics.

AC 20, touch 15, flat-footed 18

hp 186 (199 with *hero's feast*)

Fort +18, **Will** +7

Melee 2 claws +30 (1d8+11/19-20) and 2 slams +27 (1d4+6) and

bite +27 (1d8+6)

Grp +32

Abilities Str 27, [31] Dex 14, Con 16

NEW FEATS

ADAPTABLE FLANKER

Reference: *Player's Handbook II*, p. 71.

When you and an ally team up against a foe, you know how to maximize the threat your ally poses to ruin your target's defenses.

Prerequisites: Combat Reflexes, Vexing Flanker, base attack bonus +4

Benefit: As a swift action, you designate a single opponent as the target of this feat. When you are adjacent to the chosen target, you can choose to count an occupying any other square you threaten for the purposes of determining flanking bonuses for you and your allies. You also occupy your current square for flanking an opponent.

Special: A fighter can select Adaptable Flanker as one of his bonus feats.

BLOCK ARROW

Reference: *Heroes of Battle*, p. 96.

You can block incoming arrows with your shield.

Prerequisites: Dex 13, Shield Proficiency

Benefit: You must be using a shield to use this feat. Once per round when you would normally be hit with a ranged weapon, you can deflect it so that you take no damage from it. You must be aware of the attack and not flat-footed. Unusually massive ranged weapons, such as boulders hurled by giants, siege weapon attacks, and ranged attacks generated by spell effects (such as Melf's acid arrow) can't be deflected.

Special: A fighter can select Block Arrow as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

DRAGONWROUGHT

Reference: *Races of the Dragon*, p. 100.

You were born a dragonwrought kobold, proof of your race's innate connection to dragons.

Prerequisites: Kobold, 1st level only.

Benefit: You are a dragon wrought kobold. Your type is dragon rather than humanoid, and you lose the dragonblood subtype. You retain all your other subtypes and your kobold racial traits. Your scales become tinted with a color that matches that of your draconic heritage. As a dragon, you are immune to magic sleep and paralysis effects. You have darkvision out to 60 feet and low-light vision. You gain a +2 racial bonus on the skill indicated for your draconic heritage on the table on page 103.

Special: Unlike most feats, this feat must be taken at 1st level, during character creation. Having this feat allows you to take the Dragon Wings feat at 3rd level.

GLORIOUS WEAPONS [DIVINE]

Reference: *Complete Divine*, p. 82.

You can channel positive or negative energy to imbue your allies' weapons with an alignment.

Prerequisites: Ability to turn or rebuke undead.

Benefits: You can spend a turn or rebuke attempt as a standard action to align the melee weapons (including natural weapons) of all allies within a 60-ft. burst as good (if you channel positive energy) or evil (if you channel negative energy). Such weapons can overcome damage reduction as if they had the appropriate alignment. The effect lasts until the end of your next turn.

IMPROVED SKIRMISH

Reference: *Complete Scoundrel*, p. 79.

With a few extra steps, you gain even greater benefits from your skirmishing combat style.

Prerequisite: Skirmish +2d6/+1 AC.

Benefit: If you move at least 20 feet away from where you were at the start of your turn, your skirmish damage increases by 2d6 and your competence bonus to AC from skirmish improves by 2.

Normal: A scout's bonus damage and AC bonus apply if she moves at least 10 feet away from where she was at the start of her turn (see skirmish class feature in the sidebar on page 25).

Special: A scout can select Improved Skirmish as one of her scout bonus feats (*Complete Adventurer* 13).

IMPROVED TOUGHNESS [GENERAL]

Reference: *Complete Warrior*; p. 101.

You are significantly tougher than normal.

Prerequisites: Base Fortitude save bonus +2.

Benefits: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level) you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

MAD FOAM RAGER

Reference: *Player's Handbook II*, p. 80.

You fight with the rage that only a rabid badger or a beer-addled dwarf can bring to bear. In combat, you shrug off attacks and continue fighting even in the face of horrific injuries and effects.

Prerequisite: Rage or frenzy ability.

Benefit: When fighting, you can endure tremendous blows with little visible effect. As an immediate action, you can choose to delay the effect of a single attack, spell, or ability used against you. The damage or effect does not take hold until the end of your next turn. You can only use this ability while under the effect of your rage or frenzy ability. You can activate it once every time you use your rage or frenzy ability.

MOBILE SPELL—CASTING

Reference: *Complete Adventurer*, p. 111.

Your focused concentration allows you to move while casting a spell.

Prerequisite: Concentration 8 ranks.

Benefit: You can make a special Concentration check (DC 20 + spell level) when casting a spell, if the check succeeds, you can cast the spell and move up to your speed as a single standard action. (You can't use this ability to cast a spell that takes longer than 1 standard action to cast) if the check fails, you lose the spell and fail to cast it, just as if you had failed a Concentration check to cast the spell defensively. You still provoke attacks of opportunity for casting spells from any creatures who threaten you at any point of your movement. You can cast defensively while using this feat, but doing so increases the Concentration DC to 25 + spell level.

POWERFUL CHARGE [GENERAL]

Reference: *Miniature's Handbook*; p. 27.

You can charge with extra force.

Prerequisites: Medium or larger, base attack bonus +1

Benefits: When you charge, if your melee attack hits, it deals an extra 1d8 points of damage (if you're Medium). For Large creatures, the extra damage is 2d6; for Huge, 3d6; for Gargantuan, 4d6; and for Colossal, 6d6.

This feat only works when you make a charge. It does not work when you're mounted. If you have the ability to make multiple attacks on a charge, you may apply this extra damage to only one of those attacks in a round.

Special: A fighter may select Powerful Charge as one of his fighter bonus feats.

POWER CRITICAL [GENERAL]

Reference: *Complete Warrior*, p. 103.

Choose one weapon, such as a longsword or a greataxe. With that weapon, you know how to hit where it hurts.

Prerequisites: Weapon focus with weapon, base attack bonus +4.

Benefits: When using the weapon you selected, you gain a +4 bonus on the roll to confirm a threat.

Special: A fighter may select Power Critical as one of his fighter bonus feats. You can gain the Power Critical multiple times. Each time you take the feat, it may be with a different weapon or the same weapon. If you take it with the same weapon, the effects of the feats stack.

PRACTICED SPELLCASTER [GENERAL]

Reference: *Complete Arcane*, p. 82.

Choose a spellcasting class that you possess. Your spells cast from that class are more powerful.

Prerequisites: Spellcraft 4 ranks

Benefits: Your caster level for the chosen spellcasting class increases by 4. This benefit can't increase your caster level to higher than your Hit Dice. However, even if you can't gain from the full bonus immediately, if you later gain Hit Dice in levels of nonspellcasting classes, you might be able to apply the rest of the bonus.

For example, a human 5th-level sorcerer/3rd-level fighter who selects this feat would increase his sorcerer caster level from 5th to 8th (since he has 8 Hit Dice). If he later gained a fighter level he would gain the remainder of the bonus and his sorcerer caster level would become 9th (since he now has 9 Hit Dice).

A character with two or more spellcasting classes (such as a bard/sorcerer or a ranger/druid) must choose which class gains the feat's effect.

This feat does not affect your spells per day or spells known. It increases your caster level only, which would help you penetrate spell resistance and increase the duration and other effects of your spells.

Special: You may select this feat multiple times. Each time you choose it, you must apply it to a different spellcasting class. For instance, a 4th-level cleric/5th-level wizard who had selected this feat twice would cast cleric spells as an 8th-level caster and wizard spells as a 9th-level caster.

REACH SPELL [METAMAGIC]

Reference: *Complete Divine*, p. 84.

You can cast touch spells without touching the spell recipient.

Benefits: You may cast a spell that normally has a range of touch at any distance up to 30 feet. The spell effectively becomes a ray, so you must succeed on a ranged touch attack to bestow the spell upon the recipient. A reach spell uses up a spell slot two levels higher than the spell's actual level.

SPELL—LINKED FAMILIAR

Reference: *Player's Handbook II*, p. 83.

You and your familiar can share spell energy, allowing your familiar to cast a limited number of spells each day.

Prerequisites: Arcane caster level 9th, familiar.

Benefit: Your familiar can cast spells that you grant to it. A familiar gains spells based on your arcane caster level, and any spells granted to your familiar are subtracted from your daily allotment.

The maximum number of spells of a certain level that you can grant to your familiar is given on the table below. For example, as a 16th-level arcane caster, you can grant your familiar as many as three 0-level spells, two 1st-level spells and one 2nd-level spell.

Caster Level	-Spell Level-		
	0	1st	2nd
9th-11th	1	--	--
12th-14th	2	1	--
15th-17th	3	2	1
18th-20th	4	3	2

The familiar uses 1/2 your caster level as its caster level. It cannot cast spells that have a gp or XP cost, or that require a focus. A familiar does not need somatic, material, or verbal components to cast a spell that was granted to it by this feat.

SUDDEN EMPOWER [METAMAGIC]

Reference: *Complete Arcane*, p. 83.

You can cast a spell to greater effect without special preparation.

Prerequisite: Any metamagic feat.

Benefit: Once per day, you can apply the effect of the Empower Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Empower Spell normally if you have it.

SUDDEN EXTEND [METAMAGIC]

Reference: *Complete Arcane*, p. 83.

You can make a spell last longer than normal without special preparation.

Benefit: Once per day, you can apply the effect of the Extend Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Extend Spell normally if you have it.

SUDDEN MAXIMIZE [METAMAGIC]

Reference: *Complete Arcane*, p. 83.

You can cast a spell to maximum effect without special preparation.

Prerequisite: Any metamagic feat.

Benefit: Once per day, you can apply the effect of the Maximize Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Maximize Spell normally if you have it.

SUDDEN QUICKEN [METAMAGIC]

Reference: *Complete Arcane*, p. 83.

You can cast a spell with a moment's thought without special preparation.

Prerequisites: Quicken Spell, Sudden Empower, Sudden Extend, Sudden Maximize, Sudden Silent, Sudden Still.

Benefit: Once per day, you can apply the effect of the Quicken Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Quicken Spell normally.

SUDDEN SILENT [METAMAGIC]

Reference: *Complete Arcane*, p. 83.

You can cast a spell silently without special preparation.

Benefit: Once per day, you can apply the effect of the Silent Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Silent Spell normally if you have it.

SUDDEN STILL [METAMAGIC]

Reference: *Complete Arcane*, p. 83.

You can cast a spell without gestures or special preparation.

Benefit: Once per day, you can apply the effect of the Still Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Still Spell normally if you have it.

SUDDEN WIDEN [METAMAGIC]

Reference: *Complete Arcane*, p. 83.

You can increase a spell's area without special preparation.

Benefit: Once per day, you can apply the effect of the Widen Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Widen Spell normally if you have it.

TELLING BLOW

Reference: *Player's Handbook II*, p. 83.

When you strike an opponent's vital areas, you draw on your ability to land crippling blows to make the most of your attack.

Prerequisite: Skirmish or sneak attack ability.

Benefit: When you score a critical hit against a target, you deal your skirmish or sneak attack damage in addition to the damage from your critical hit. Your critical multiplier applies only to your normal damage, not your skirmish or sneak attack damage. This benefit affects both melee and ranged attacks.

VEXING FLANKER

Reference: *Player's Handbook II*, p. 85.

You excel at picking apart an opponent's defenses when your allies also threaten him.

Prerequisite: Combat Reflexes

Benefit: You gain a +4 bonus on attack rolls when flanking.

Normal: Flanking grants a +2 bonus on attack rolls.

Special: A fighter can select Vexing Flanker as one of his fighter bonus feats.

NEW ITEMS

ARM BAND OF ELUSIVE ACTION

Reference: *Magic Item Compendium*

Price (Item Level): 800 gp (3rd)

Body Slot: Arms

Caster Level: 3rd
Aura: Faint (DC 16) transmutation
Activation: Standard (thrown)
Weight: 1 lb.

An *armband of elusive action* allows you to protect yourself from the hazards of battlefield chaos. When it is activated, the band allows you to avoid provoking a single attack of opportunity that your actions would otherwise incur.

An *armband of elusive action* functions once per day.
Prerequisites: Craft Wondrous Item, *cat's grace* or *evade attack* (CP 89).

Cost to Create: 400 gp, 32 XP, 1 day.

BELT OF BATTLE

Reference: *Magic Item Compendium*
Price (Item Level): 12,000 gp (13th)
Body Slot: Waist
Caster Level: 9th
Aura: Moderate (DC 19) transmutation
Activation: - and Swift (mental)
Weight: -

A belt of battle helps you avoid being caught off guard in combat and allows occasional burst of extra activity. While worn, it grants you a +2 competence bonus on initiative checks. This is a continuous effect and requires no activation.

In addition, a belt of battle has 3 charges, which are renewed each day at dawn. Each time you activate the belt, one of the black pearls set into its buckle turns white. The pearls return to normal when the ring's charges renew. Spending 1 or more charges grants you an extra action, which must be taken immediately (before you take any other action).

1 charge: 1 move action.

2 charges: 1 standard action.

3 charges: 1 full-round action.

Prerequisites: Craft Wondrous Items, *haste*.

Cost to Create: 6,000 gp, 480 XP, 12 days

BELT OF ULTIMATE ATHLETICISM

Reference: *Magic Item Compendium*, p. 75
Price (Item Level): 3,600 gp (8th)
Body Slot: Waist
Caster Level: 9th
Aura: Moderate (DC 19) transmutation
Activation: Swift (command)
Weight: -

A belt of ultimate athleticism allows you to reliably perform normal athletic feats, or occasionally pull off a truly amazing stunt. When you activate the belt, you take 10 on all Balance, Climb, Jump, Swim, and Tumble checks made in that round, even if you are in a stressful situation.

In addition, once per day, you can activate the belt to treat the next Balance, Climb, Jump, Swim, or Tumble check you attempt as if you had rolled a 20.

Prerequisites: Craft Wondrous Items, *bull's strength*, *cat's grace*.

Cost to Create: 1,800 gp, 144 XP, 4 days

GLOVES OF AGILE STRIKING

Reference: *Magic Item Compendium*, p. 105
Price (Item Level): 2,200 gp (6th)
Body Slot: Hands
Caster Level: 9th
Aura: Faint (DC 19) transmutation
Activation: Swift (mental)
Weight: -

Gloves of agile striking grant you brief bursts of impressive dexterity in combat. When you activate these gloves, you deal an extra 1d6 points of damage with ranged weapons and light weapons (as well as nonlight weapons that can be used with Weapon Finesse, such as a rapier). If you are delivering a skirmish attack (see the scout class, CAd 10), this bonus improves to 2d6. This effect lasts for 1 round.

This ability functions two times per day.

Prerequisites: Craft Wondrous Items, *divine agility* (SC 69).

Cost to Create: 1,100 gp, 84 XP, 3 days

GLOVES OF FORTUNATE STRIKING

Reference: *Magic Item Compendium*
Price (Item Level): 2,000 gp (6th)
Body Slot: Hands
Caster Level: 3rd
Aura: Faint (DC 16) divination
Activation: Immediate (mental)
Weight: -

You can activate gloves of fortunate striking to reroll an attack roll that you've made before you know whether the attack succeeded. You must use the second result, even if it's lower. You can't use this ability if you have already rerolled the attack for any reason.

This ability functions once per day.

Prerequisites: Craft Wondrous Items, *true strike*.

Cost to Create: 1,000 gp, 40 XP, 2 days

MITHRALMIST SHIRT

Reference: *Magic Item Compendium*, p. 20
Price (Item Level): 3,400 gp (8th)
Body Slot: Body
Caster Level: 6th
Aura: Faint (DC 18) conjuration
Activation: Swift (mental)
Weight: 10 lb.

Up to seven times per day, you can activate this +1 mithral shirt to fill your space with a billowing silver mist. This gleaming fog grants you concealment against attacks but does not interfere with your vision. The mist lasts for 1 minute per activation, and it remains in the space where you activated the effect (it doesn't move with you if you leave that space).

Prerequisites: Craft Magic Arms and Armor, *obscuring mist*.

Cost to Create: 1,150 gp (plus 1,100 gp for mithral shirt), 92 XP, 3 days

SKIRMISHER BOOTS

Reference: *Magic Item Compendium*, p. 136

Price (Item Level): 3,200 gp (8th)

Body Slot: Feet

Caster Level: 5th

Aura: Faint (DC 17) transmutation

Activation: - and swift (command)

Weight: 1 lb.

Scouts (CA 10), prize *skirmisher boots*, but any character can use them to increase combat prowess in a mobile battle. You gain a +2 bonus on damage rolls when you make a skirmish attack. This is a continuous effect and requires no activation. A character without the skirmish class feature does not gain this benefit.

In addition you can activate *skirmisher boots* to make a single extra melee or ranged attack using your full base attack bonus. You can only activate this ability if you have already moved at least 10 feet from the space where you started your turn. Movement while mounted does not allow you to activate the boots. This benefit does not require the skirmish class feature and can be activated two times per day.

Prerequisites: Craft Wondrous Items, *haste*.

Cost to Create: 1,600 gp, 128 XP, 4 days

TUNIC OF STEADY SPELLCASTING

Reference: *Magic Item Compendium*

Price (Item Level): 2,500 gp (7th)

Body Slot: Torso

Caster Level: 3rd

Aura: Faint (DC 16) transmutation

Activation: -

Weight: 1 lb.

You gain a +5 competence bonus on Concentration checks. Despite the name, the tunic's bonus applies on all Concentration checks, not just those made to cast spells.

Prerequisites: Craft Wondrous Item, bear's endurance.

Cost to Create: 1,250 gp, 100 XP, 3 days.

NEW SPELLS

CONVICTION

Reference: *Spell Compendium* p. 52.

Abjuration

Level: Cleric 1

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell bolsters the mental, physical, and spiritual strength of the creature touched. The spell grants the subject a +2 morale bonus on saving throws, with an additional +1 to the bonus for every six caster levels you have (maximum +5 morale bonus at 18th level).

Material Component: A small parchment with a bit of holy text written upon it.

CONVICTION, MASS

Reference: *Spell Compendium* p. 52.

Abjuration

Level: Cleric 3

Range: Medium (100 ft. + to ft./level)

Targets: Allies in a 20-ft.-radius burst

This spell functions like *conviction*, except that it affects multiple allies at a distance.

DRAGON ALLY

Reference: *Spell Compendium* p. 73.

Conjuration (Calling)

Level: Dragon 7, sorcerer/wizard 7

Effect: One called dragon of 18 HD or less

This spell functions like *lesser dragon ally*, except you can call a single dragon of up to 18 HD.

XP Cost: 250 XP.

DRAGON ALLY, LESSER

Reference: *Spell Compendium* p. 73.

Conjuration (Calling)

Level: Sorcerer/wizard 5

Components: V, XP

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One called dragon of 15 HD or Less

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell calls a dragon. You can ask the dragon to perform one task in exchange for a payment from you. Tasks might range from the simple (fly us across the chasm, help us fight a battle) to the complex (spy on our enemies; protect us on our foray into the dungeon). You must be able to communicate with the dragon to bargain for its services.

The summoned dragon requires payment for its services, which takes the form of coins, gems, or other precious objects the dragon can add to its hoard. This payment must be made before the dragon agrees to perform any services. The bargaining takes at least 1 round, so any actions by the creature begin in the round after it arrives.

Tasks requiring up to 1 minute per caster level require a payment of 50 gp per HD of the called dragon. For a task requiring up to 1 hour per caster level, the creature requires a payment of 250 gp per HD. Long-term tasks (those requiring up to 1 day per caster level) require a payment of 500 gp per HD. Especially hazardous tasks require a greater gift, up to twice the given amount. A dragon never accepts less than the indicated amount, even for a non-hazardous task.

At the end of its task, or when the duration bargained for elapses, the creature returns to the place it was called from (after reporting back to you, if appropriate and possible).

XP Cost: 100XP.

Special: Sorcerers cast this spell at +1 caster Level.

DRAGON BREATH

Reference: *Spell Compendium* p. 73.

Evocation [Good or Evil]

Level: Cleric 5, sorcerer/wizard 4

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

You gain the ability to breathe a gout of energy as a standard action that mimics a dragon's breath. Once you've used the breath attack, you must wait 1d4 rounds before doing so again.

When you cast *dragon breath*, you choose one true dragon whose breath you're emulating. If you choose a chromatic dragon, then the spell gains the evil descriptor. If you choose a metallic dragon, then it gains the good descriptor. Particulars for the breath weapons of each of the true dragons are provided below.

Chromatic Dragons

Black: 30-ft. line of acid, 1d8/2 caster levels (maximum 10d8); Reflex half.

Blue: 30-ft. line of electricity, 1d8/2 caster levels (maximum 10d8); Reflex half.

Green: 15-ft. cone of acid, 1d8/2 caster levels (maximum 10d8); Reflex half.

Red: 15-ft. cone of fire, 1d8/2 caster levels (maximum 10d8); Reflex half.

White: 15-ft. cone of cold, 1d8/2 caster levels (maximum 10d8); Reflex half.

Metallic Dragons

Brass: 15-ft. cone of *sleep*, lasts 1d6 rounds; Will negates.

Bronze: 35-ft. line of electricity, 1d8/2 caster levels (maximum 10d8); Reflex half.

Copper: 15-ft. cone of *slow*, lasts 1d6 rounds; Will negates.

Gold: 15-ft. line of fire, 1d8/2 caster levels (maximum 10d8); Reflex half.

Silver: 15-ft. cone of paralysis, lasts 1d6 rounds; Fort negates.

Arcane Material Component: A dragonscale of the appropriate color.

ENERGY VORTEX

Reference: *Spell Compendium* p. 81.

Evocation [see text]

Level: Cleric 3, druid 3

Components: V, S

Casting Time: 1 standard action

Range: 20 ft.

Targets: All creatures in a 20-ft-radius burst centered on you

Duration: Instantaneous

Saving Throw: Reflex Half

Spell Resistance: Yes

When you cast energy vortex, you choose one of four energy types: acid, cold, electricity, or fire. A blast of that energy bursts in all directions from you, dealing 1d8 points of damage +1 point per caster level (maximum +20) to nearby creatures other than you. If you are willing to take the damage yourself, you deal twice as much damage. You don't get a Reflex save, but spell resistance applies, as do any resistances and immunities you have to the energy type.

The descriptor of this spell is the same as the energy type you choose when you cast.

EYES OF THE ORACLE

Reference: *Dragon Magic*, p. 66.

Divination

Level: Cleric 6, sorcerer/wizard 6, wu jen 6 (all)

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level or until expended

You can see into the future, slightly anticipating your opponents' next moves. You gain a +2 insight bonus to Armor Class and a +2 insight bonus to Reflex saves.

Additionally, at the end of your turn, you can ready a single standard action regardless of the number of actions taken this turn. Thus, you can move, attack, and then at the end of your turn ready an action to cast a single spell with a casting time of one standard action. This behaves as a readied action in all other

ways, including the change in your initiative. If you take the readied action, the spell's effect ends immediately.

Special: If you are of the dragonblood subtype (see page 4), your bonus to Armor Class and on Reflex saves improves to +3.

HAIL OF STONE

Reference: *Spell Compendium* p. 108.

Conjuration (Creation) [Earth]

Level: Sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Area: Cylinder (5-ft. radius, 40 ft. high)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You create a rain of stones that deals 1d4 points of damage per caster level (maximum 5d4) to creatures and objects within the area.

Material Component: A piece of jade worth at least 5 gp.

INHIBIT

Reference: *Spell Compendium* p. 123.

Enchantment (Compulsion) [Mind-affecting]

Level: Bard 1, cleric 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You inhibit your foe from acting. The subject is forced to delay until the following round, acting immediately before you on your next initiative count.

NERVESKITTER

Reference: *Spell Compendium* p. 146.

Transmutation

Level: Sorcerer/wizard 1

Components: V, S

Casting Time: 1 immediate action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round

Saving Throw: None (harmless)

Spell Resistance: Yes

You cast this spell when you and your party roll for initiative. You enhance the subject's reactions in combat, granting it a +5 bonus on its initiative check for the current encounter. If the subject does not make

an initiative check within 1 round, this spell has no effect.

ORB OF FORCE

Reference: *Spell Compendium* p. 151.

Conjuration (Creation) [Force]

Level: Sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: One orb of force

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You create a globe of force 3 inches across, which streaks from your palm towards your target. You must succeed on a ranged touch attack to hit the target. The orb deals 1d6 points of damage per caster level (maximum 10d6).

RADIANT ASSAULT

Reference: *Spell Compendium* p. 164.

Evocation [Light]

Level: Cleric 7, sorcerer/wizard 7

Components: V, S, F

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft.-radius burst

Duration: instantaneous

Saving Throw: Will partial

Spell Resistance: Yes

This spell releases energy in the form of a multitude of rainbow-colored beams that erupt in every direction within the area designated by you. This kaleidoscopic burst of energy deals 1d6 points of damage per caster level (maximum 15d6) and all creatures within the burst are dazed for 1d6 rounds. Those that succeed on a Will save take only half normal damage and are dazzled for 1d6 rounds instead. Sightless creatures are unaffected by this spell.

Focus: An eye from any outsider that has 4 or more Hit Dice.

RECITATION

Reference: *Spell Compendium* p. 170.

Conjuration (Creation)

Level: Cleric 4, Purification 3

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Area: All allies and foes within a 60-ft.-radius burst centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

The spell affects all allies within the spell's area at the moment you cast it. Your allies gain a +2 luck bonus to AC, on attack rolls, and on saving throws, or a +3 luck bonus if they worship the same deity as you.

Divine Focus: In addition to your holy symbol. This spell requires a sacred text as a divine focus.

RESISTANCE, SUPERIOR

Reference: *Spell Compendium* p. 174.

Abjuration

Level: bard 6, cleric 6, Druid 6, sorcerer/wizard 6

Duration: 24 hours

This spell functions like resistance (PH 272), except as noted here. You grant the subject a +6 resistance bonus on saves.

RESURGENCE

Reference: *Spell Compendium* p. 174.

Abjuration

Level: Blackguard 1, cleric 1, paladin 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject of a resurgence spell can make a second attempt to save against an ongoing spell, spell-like ability, or supernatural ability, such as dominate person. If the subject of resurgence is affected by more than one ongoing magical effect, the subject chooses one of them to retry the save against, lithe subject succeeds on the saving throw on the second attempt, and the effect ends immediately. Resurgence never restores hit points or ability score damage, but it does eliminate any conditions such

SHOCK AND AWE

Reference: *Spell Compendium* p. 189.

Enchantment [Mind-Affecting]

Level: Assassin 1, bard 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 swift action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which are more than 30 ft. apart.

Duration: 1 round

Saving Throw: None

Spell Resistance: Yes

This spell distracts its targets, preventing them from reacting with the deftness they might otherwise possess. Only effective when cast in the surprise round of combat and against flat-footed creatures, this spell

causes those it affects to take a -10 penalty on their next initiative check. Targets that cannot be caught flat-footed (such as a rogue with uncanny dodge) cannot be affected by this spell.

TRANSFIX

Reference: *Spell Compendium* p. 222.

Enchantment (Compulsion) [Mind-Affecting]

Level: Sorcerer/wizard 7

Components: V, S, M

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Area: 10-ft.-radius emanation centered on a point in space

Duration: 1 hour/level

Saving Throw: Will negates; see text

Spell Resistance: Yes

This spell causes any Medium or smaller humanoids within the area of the spell to become paralyzed. When casting the spell, you must specify a condition that will end it ("Wait here until the dragon arrives"), even if that condition can never feasibly be met (Stay here until the sun shines at night'). Subjects in the area that fail their saves immediately become aware of the condition but they cannot communicate it due to their paralyzed state (although someone could use a spell such as detect thoughts to ascertain the condition). For every hour the creatures are transfixated before the condition is met, they are allowed another saving throw to break free of the spell's effect.

As long as the spell operates, any Medium or smaller humanoid that enters its area must make a successful saving throw or become transfixated with the same exit conditions (they too become aware of the exit conditions on becoming transfixated). Likewise, any creatures removed from the area are freed from the spell's effect.

An affected creature that is attacked gains a new saving throw to break free of the enchantment.

Material Component: A drop of pine resin.

WAVE OF GRIEF

Reference: *Spell Compendium* p. 236.

Enchantment [Evil, Mind-Affecting]

Level: Bard 2, blackguard 2, cleric 2

Components: V, S, M

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

All within the cone when the spell is cast take a -3 penalty to attack rolls, saves, ability checks, and skill checks.

Material components: Three tears.

APPENDIX 3: HIGHFOLK INFLUENCE CHART

Regional Influence Points

The following lists are the Highfolk region's Influence Points (abbreviated "IP"), and their uses in the region. Influence Points are normally gained through scenarios, and are a way of keeping track of favors that others owe the hero. Some influence may also be purchased with gold.

In addition to the uses listed below, certain events may have special opportunities for characters to use accumulated Influence Points. Heroes may also pool influence to receive a better effect. Adventuring Companies receive additional benefits with certain Influence Point uses. Influence points may be turned in during any Highfolk Regional as follows.

Church of Ehlonna

While not an overly religious people, the folk of the Fairdells do favor certain deities, most agricultural or nature-oriented. Ehlonna is most revered of all, as her areas of emphasis mesh well with the lifestyle of the people in the Highfolk region.

1 Influence Point (purchase price: 40 gold)

- Lodging at the temple in Highfolk or Quaalsten for one scenario (lifestyle cost halved)
- Requirement for 3rd- or 4th-level spells to be cast, except *reincarnate* (see the Judge Guidelines for more details)

3 Influence Points (purchase price: 160 gold)

- Requirement for 5th-level spells to be cast, also *reincarnate* (see the Judge Guidelines for more details)

6 Influence Points (purchase price: 400 gold)

- Requirement for 6th-level spells to be cast (see the Judge Guidelines for more details)

10 Influence Points (purchase price: 1600 gold)

- Requirement for 7th-level spells to be cast (see the Judge Guidelines for more details)

Followers of the Seldarine Pantheon

The elves are everywhere in the Fairdells, and their gods walk with them. Second only to the Church of Ehlonna in religious followers, the clerics who follow the Seldarine can bestow gifts on the people of Highfolk as well (for a price).

General Note: Humans, Halflings, and Gnomes must pay one level higher to purchase these perks. Dwarves must pay two levels higher. Half-Orcs may not purchase anything from this list. Elf Friend status negates this penalty (although Half-Orcs still cannot use this list).

1 Influence Point (purchase price: 50 gold)

- Requirement for 3rd- or 4th-level spells to be cast, except *reincarnate* (see the Judge Guidelines for more details)

3 Influence Points (purchase price: 200 gold)

- Requirement for 5th-level spells to be cast, also *reincarnate* (see the Judge Guidelines for more details)

6 Influence Points (purchase price: 500 gold)

- "Elf Friend" status can be gained by any PC (except dwarves and half-orcs), allowing the PC to freely travel to Flameflower (Influence cannot be purchased)
- Requirement for 6th-level spells to be cast (see the Judge Guidelines for more details)

10 Influence Points

- "Elf Friend" status can be gained by any dwarven PC, allowing the PC to freely travel to Flameflower (Influence cannot be purchased)

15 Influence Points

- Entry can be gained into the Lands of the Tree for a short while (e.g., one scenario)

Gnomish Consortium of Merchants, Moneylenders, Miners, and Gemcutters

The gnomes are well regarded in the Highfolk region as the race with the most business acumen. The Gnomish Consortium embodies that ideal. Having "family" seemingly all over the region, these wily gnomes deal in goods otherwise hard to come by. They also are strong advocates of acceptance for all races (including half-orcs).

1 Influence Point (purchase price: 50 gold)

- Trade license in Gildenhand (PC must also possess 4+ ranks in Craft or Profession skill that he/she is seeking license for)
- Letter of introduction, useful for one scenario

3 Influence Points (purchase price: 200 gold)

- Backing of PC for Town Council position

6 Influence Points (purchase price: 500 gold)

- Consortium Membership (20% discount on all standard PHB alchemical items purchased in Gildenhand)

Guildsmen of the High Art

Arcane spellcasters are relatively common in and around Highfolk, and recently, they have decided to share some secrets with each other. Even though it is somewhat cliquish and chaotic, the magical might they collectively possess cannot be denied.

General note: All services are only performed within the town of Highfolk.

1 Influence Point (purchase price: 50 gold)

- Requirement for 3rd- or 4th-level spells to be cast (see the Judge Guidelines for more details)

3 Influence Points (purchase price: 200 gold)

- Requirement for 5th-level spells to be cast (see the Judge Guidelines for more details)

- Members of the Guildsmen will research a topic for you. After one day they report back on one topic (Knowledge skill check) with all information available to them (DC 25 or less)

6 Influence Points (purchase price: 500 gold)

- Requirement for 6th-level spells to be cast (see the Judge Guidelines for more details)

Highfolk Town Council

Known for arguing about everything under the sun and getting little accomplished, the Town Council still can be considered an influential organization, if one knows the right people. One of the council's main tasks is the parceling of land in and around Highfolk Town.

General Note: These points may also be spent on political campaigning. They may only be spent at interactives or directly through the Wisconsin Triad. All land purchases are subject to approval.

1 Influence Point (purchase price: 50 gold)

- Business license to operate in the Town of Highfolk

3 Influence Point (purchase price: 200 gold)

- Additional requirement to purchase a plot of land outside the Town of Highfolk (land for sale by the Triad only)

6 Influence Points (purchase price: 500 gold)

- Additional requirement to purchase a plot of land in the town's Poor District (land for sale by the Triad only)

10 Influence Points (purchase price: 2000 gold)

- Additional requirement to purchase a plot of land in the town's Merchant District (land for sale by the Triad only)

15 Influence Points (purchase price: 5000 gold)

- Additional requirement to purchase a plot of land in the town's Temple or Elven Districts (land for sale by the Triad only)

Kashafen Tamarel, Lord of the High Elves

The leader of Clan Shandareth has a long reach, and it extends throughout the Highfolk region. He is regarded as the noblest of all elves, and his word commands respect and order. Note that Influence Points with the Lord of the High Elves cannot be purchased; they must be earned through interaction. Kashafen's influence may also be used for favors from the Followers of the Seldarine Pantheon.

1 Influence Point

- "Elf Friend" status can be gained by any PC (except dwarves and half-orcs), allowing the PC to freely travel to Flameflower

3 Influence Points

- Admission to the Elven Court at Flameflower for one event (for non-elf (except dwarves or half-orcs) PCs only; elves and half-elves can do this if the situation warrants it without spending IPs)

- May freely come and go in the Elven Court (for elf and half-elf PCs only)
- "Elf Friend" status can be gained by any dwarven PC, allowing the PC to freely travel to Flameflower

6 Influence Points

- Racial representative to the Elven Court; a non-elf PC (except dwarves or half-orcs) may come and go freely

10 Influence Points

- Racial representative to the Elven Court; a dwarven PC may come and go freely

Merchant Guilds of Highfolk

The various merchant guilds spread out in Highfolk and the Highvale. They see much of the activities of both common and uncommon men and women. Merchant guilds may also allow the use of Influence Points to buy certain items at a lower price (such cases will be noted in specific events).

1 Influence Point (purchase price: 50 gold)

- Perfect Gather Information skill check (all information available on subject is learned); can only be used in Highfolk or Verbeeg Hill, and one day must be spent in town

3 Influence Points (purchase price: 200 gold)

- Trade license (PC must also possess 4+ ranks in Craft or Profession skill that he/she is seeking license for)

6 Influence Points (purchase price: 500 gold)

- Backing of PC for Town Council position

10 Influence Points (purchase price: 2000 gold)

- Guild Membership (20% discount on all standard PHB goods purchased in Highfolk)

Patron's Guild of Norebo

The Smiling Halls of Good Fortune smile upon those who give generously at their worship services - the dice tables and other games of the gambling halls in Verbeeg Hill. The High Roller (high priest) is very wealthy as a result; and with wealth, comes power.

General Note: These points may only be spent during a module. None of the benefits are permanent. All benefits must be gotten in Verbeeg Hill.

1 Influence Point (purchase price: 50 gold)

- 1 Fortune Lotto Ticket (may only be purchased at specific events)

3 Influence Points (purchase price: 200 gold)

- Favor of the House - for one scenario, no "bad luck" will occur to you at the gambling table, and your games will be blessed with "good luck" while you play (+2 sacred bonus to Profession (Gambler))
- Lodging at the temple in Verbeeg Hill for one scenario (lifestyle cost halved)

6 Influence Points (purchase price: 1000 gold)

- Lucky Nines - you are allowed one (and only one) reroll during one (and only one) Highfolk regional scenario (does not stack with other rerolls.)

10 Influence Points (purchase price: 5000 gold)

- Winner on Double Down - you are allowed one reroll per day of one (and only one) Highfolk regional scenario (does not stack with other rerolls.)

Mordianna Tamarel, Mayor of Highfolk Town

The Mayor is an ex-adventurer herself, and still has a soft spot for heroes of renown. Note that Influence Points with the Mayor cannot be purchased; they must be earned through interaction. Mordianna's influence may also be used for favors from the Church of Ehlonna, Gnomish Consortium, Guildsmen of the High Art, Highfolk Town Council, and the Merchant Guilds.

1 Influence Point

- Letter of introduction, useful for one scenario

3 Influence Points

- Personal backing of PC for Town Council position
- Writ of Investigation for one scenario (Subject to refusal)

6 Influence Points

- Life imprisonment sentence may be reviewed and possibly lessened

10 Influence Points

- Death sentence may be commuted to exile from the lands of Highfolk

APPENDIX 4: DM MAP OF THE HOUSE OF THE MALACHITE SUN

