4-6 PCs



Levels 6-7

Into the solution

Fallen Jeaves Adventure Path



Will Myers



A 3.5 OGL and Pathfinder compatible adventure for 4–6 PCs of Levels 6–7

Book Two: Into the

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"Fallen Leaves Book Two: Into the Woods" is a 3.5 OGL and Pathfinder compatible adventure for 4-6 PCs of levels 5-7

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Previously in Falen Leaves

Elven emissary Myhal Melithaltindre was captured by the Rybalkan Guard and taken into custody. He told Mayor Leonid and the PCs that he was one of many elves moving about the world in search of an artifact called the *Menalpaur, the Heavenly Fist.* The elves are searching for it because there is something living in their home, the Silent Forest, with them and they need the *Menalpaur* to expunge the threat. However, Myhal only has one clue to the location of the artifact and the elves are running out of time.

With the PCs' help Myhal searched the Loi'Tok Burial Mound, but it was fruitless (at least as far as the Menalpaur was concerned). The group met a Vikmordere hunting party, and together they faced off against an ancient, and now reawakened, threat: the Edheliant.

Now, having dodged or escaped the long arm of Klavekian law, the party is on its way back to the Silent Forest to report what has happened and to gain more information.

ID CHIS ADVENCURE:

- NPC encounters, such as The Brute Squad and a Fortune Teller!
- Explore the town of Divoky!
- The PCs travel to the Silent Forest and meet the Matriarch of the reclusive Elves!
- A meeting with drow agents!
- A new magic item: umbra silk!
- Two new deities: Naneth and Hivaka!



venture Summary

The party, Myhal, and Mareth have to navigate their way through or around the city of Divoky before entering the Silent Forest. They are approached and offered assistance by one of Onael's doppelgangers, who tries to turn the group in to the authorities. Once through Divoky, the PCs find themselves in the hands of the xenophobic elves—there they receive more information about the Menalpaur, the creatures that are appearing in the Silent Forest (the Edhelgurth), and the deities Naneth, Naraneus, and Onael. Once the adventurers have this information, they set out to the next site to search: the Scorched Lands!

GM NOCE

This adventure is based on the assumption that there are no elves in the party, as elves are not a playable race in Aventyr without GM permission. If there are elves in your party, they are able to translate Elvish for the other

1. The Klavek Road

The clopping of your horses' hooves blends in with the other sounds of travel on the dusty dirt road. Traffic is moderately heavy going both directions as people with their own horses, wagons either full of merchandise or empty after having delivered their products, or simply walking along in small groups pass you by on the path.

Occasionally you see a small squad of men with the crest of Mohkba on their shoulders, but you keep your heads down and seem to go unnoticed and untroubled—at least for now.

The PCs, Myhal, and Mareth make their way south on the Klavek Road toward Divoky. Myhal suggests riding a comparable speed to the rest of the horse traffic, so as not to draw attention. The trip from The Three Sisters to Divoky takes approximately three days. If the adventurers make a concerted effort to blend in and not attract attention, it takes three and a half days. If the PCs push the horses, they make it in two and a half days (but run the risk of drawing attention to themselves).

As the party travels south, the weather becomes gradually warmer, going from cold (32-35 degrees Fahrenheit / 0-2 degrees Celcius) to cool (40-45 degrees Fahrenheit / 4-7 degrees Celcius). The altitude also decreases as the party moves south.

Along the way, there are numerous shrines to various Klavek deities set on the western side of the road. A small group of caretakers called the Curators wander the Klavek Road tending to each of them, regardless of the shrine's religious affiliation or their own. They have learned bits and pieces of the history and dogma behind each shrine, and are willing to share what they know for

few silver pieces or a meal. They also know of a few spots along the road that are safe for camping, and reveal them to any traveler who demonstrates care and compassion.

GD DOCE

The Curators are also collectors of rumors. They play no active part in the adventure or in the adventure path as a whole, but can be used to plant seeds of future adventures for your players.

Along the trip to Divoky the party may encounter Brute Squads; these are teams of three Klavek soldiers whose methods work better the further they are from the eyes of Mohkba. The Brute Squads have orders to bring Myhal back alive, while the adventurers are disposable. If they find out that Mareth is also an elf, they try to bring her back alive as well. These groups fight to the death.

COMBAC: BRUCE SQUAD ACCACK

Brute Squad Giant

XP 1600 Half-Orc barbarian 6 Init +1; Senses darkvision 60 ft.; Perception +4 AC 11, hp 57, Fort +9, Ref +3, Will +2 Full Stat Block on page 16

Brute Squad Rogue **XP** 1600 Human rogue 6 Init +8; Senses —; Perception +5

AC 17, hp 34 (6d8+6), Fort +3, Ref +9, Will +1 Full stat block on page 16

Brute Squad Fighter

XP 1600 Human fighter 6 Init +7; Senses —; Perception +2 AC 13, hp 62, Fort +8, Ref +7, Will +3 Full stat block on page 16

If the GM wishes, at one of the stops along the Klavek Road the PCs can hear of a fortune teller. Note that this is entirely optional, but might increase interest in the adventure path. If the party approaches him, read the following:

You approach a simple tent that is fronted by a simple table and a simple chair. From the fabric of the tent hang dozens of crystals on slim silver chains. An oddlooking shirtless dwarf with a shockingly short, black beard and black hair sits at the table reading a worn book. He has a large, complex tattoo that swirls down rom his neck along the upper part of his



CR 5

CR 5

CR 5

left arm and down the left side of his dark red skin. In front of him on the table is a silver cylinder about a foot high. As you approach, he closes the book and smiles.

Welcome, travelers. I am Kovodon. the Crystalworker, also known as He Who Knows. Well, to some people, anyway," he says with a grin. "I am a seer who combines all four elements to see your future and to provide advice from beyond the now. Crystallomancy for earth, hydromancy for water,

aeromancy produces sounds in the air that comes from this device, and the fire that I light beneath this tube is pyromancy. The technique of combining the four forces is known only to very few of the longer-lived races, but you will not find more accurate advice anywhere."

After some small talk the adventurers learn that Kovodon is from the Blackcarver clan of dwarves to the very, very far north (this is just a story he tells; he is from a small demiplane off of the Amber Roads in the Underworld, where his entire clan is made of crystalwrights as well as a few that can speak with the stones). The dwarf explains his skin color by saying, "I take many clay baths, which are very relaxing;" his beard is trimmed and he is shirtless because he finds the temperature here too warm for his full beard or a shirt. Kovodon asks if the PCs want their fortunes told.

Kovodon is the fourth, and final, son of Zwerc crystalwright parents. They ordered him to investigate the safety of the Amber Road (see below) outside of their demiplane, but he was cut off when the otherworldly bridge crumbled, leaving him stranded. He left the Amber Roads as soon as possible, seeking a new life for himself. Having learned the ways of the stonespeaker—as was customary in his clan—he soon found his way to the surface, as he sought new and interesting stones to speak with. Then something unexpected happened.

One day while sitting by a river, speaking to a large stone that had been flattened by thousands of years of rushing water, kovodon heard another voice. It took him a moment, but he realized he was also speaking to the river. This surprised Kovodon, as he had only ever spoken to the stones. Through trial and error, he found that speaking to fire and, eventually, the air itself came as naturally as addressing the rocks that supported them all.

Although his abilities with magic were somewhat limited, Kovodon supplemented his powers with knowledge. By combining his power to speak to the elements with his arcane abilities, kovodon has gained a limited ability to see the future. He is here on the plains between Mohkba and the Silent Forest, reading fortunes for money, to pay for his passage to the uncharted territories to the west. He has heard rumors of new elements being discovered and he wants to speak to them. "Why, it's easy. Simply place your hand, palm out, in front of the crystals. Move from one crystal to the next until a crystal swings out and touches your palm. When that happens, hand me the crystal—along with a small donation—and we can begin."

CRYSCALWRIGEC'S BLESSINGS

There are dozens of stones in various shapes and sizes. They all fall into seven colors: red, orange, yellow, blue, green, indigo, and violet. The GM can choose which colors of stones to use, depending on the number and class makeup of the party. The stones will give the following bonuses and penalties, depending on color:

Red: Increases emotions and heart rate, but can cause the viewer to be defiant and aggressive. Barbarians gain an additional round of Rage per day. +2 vs. fear effects and to Intimidate checks; -2 to Sense Motive checks.

Orange: Focuses the mind on physical comforts, but also suggests a lack of serious intellectual values. +2 on Constitution checks to combat environmental hazards; -2 to Knowledge skill checks.

Yellow: The right yellow will lift our spirits and our selfesteem, but too much can give rise to anxiety. +2 vs. Intimidate check; -2 vs. fear effects. Characters who channel positive energy add an additional +1 per Hit Die on their channeling. Characters who channel negative energy have a -1 penalty per Hit Die on their channeling. **Green:** The color of balance, reassuring on a primitive level, but can indicate stagnation. +2 to Balance checks/ Acrobatics checks made to balance; -2 to Initiative checks. Monks are considered to be one level higher for determining

the amount of points in their Ki pool. **Blue:** Calms emotions, but also leads to unfriendliness. +2 to detect Bluff attempts; -2 to perform a Diplomacy check. If worn by a Barbarian, Rage lasts one less round per day.

Indigo: Promotes service to others, devotion, and wisdom, but can also relate fanaticism. +2 to Knowledge (religion) checks; -2 to Charisma when speaking to those of other religions about your religion. Paladins may use Lay on Hands or a Mercy one additional time per day.

Violet: Encourages meditation and introspection and has ties to royalty, but can suggest cheapness. +2 to all Charisma checks and Charisma-based skills (except as follows); -2 to Charisma checks to haggle or negotiate prices. Those with the Leadership feat have a +2 equipment bonus to their Charisma score only for determining their Leadership Score.

When you hand him your crystal, he produces a small metal rod that fits into two slight depressions on the lip of the silver cylinder. He hangs the crystal's chain from the small rod before the crystal makes an audible "bloop" noise as it drops into the water that fills the tube about halfway. Waving his hands, Kovodon conjures a small flaming sphere that moves underneath the tube and begins heating the water. As steam begins to rise, there is a faint pinging sound from inside the vessel. Soon, the sound is continuous. Kovodon closes his eyes and listens to the sound while a glow the same color as the crystal lights up his face. Finally, he turns to you and speaks.

FACES AND FORCUNES

3.200

If there are multiple PCs that wish their fortune told, each must give a donation to have their fate revealed. When they do so, read the following lines, one per PC:

- 1. You must seek out she who has lost everything but the will to live.
 - 2. The mind of the dreamer will play tricks on you.
 - 3. Trust not the voice that has no face.
 - 4. The bones of the earth hide what you seek.
 - 5. It is a long way down, that which is truly up.
 - 6. The tail end is only the beginning.
 - 7. Care must be taken or you may be consumed; not by fire, but by flesh.
 - 8. Watch your steppes (steps), or you shall fall.
 - 9. The forest has eyes that see and judge.
 - 10. Find the truth to find the way.
 - 11. There is one that is both seen and unseen. Find them before your hopes are destroyed.
 - 12. Do not fear when the darkness stands beside the light.

Fear the darkness within the darkness.

The GM may roll 1d12 to gather random fortunes, simply select the appropriate fortune, or add fortunes as they see fit. Fortunes 1 through 6 refer to Mother Darkdreamer, an epic dragon that was killed thousands of years ago. She was still in the air when she died and glided to the Vast Swamp where she sank headfirst into the muck. In order to reach the *Menalpaur*, the party will have to descend into Mother Darkdreamer's body and climb down her skeleton to her head.

The seventh and eighth fortunes refers to the people of the Yerek Steppes (a future adventure location) who worship the lustful goddess Musta'Vohi. As the mostly-female Yerek consider the coupling of men and women to be holy, new male blood in their domain might lead to the Yerek women wanting the men to stay, while female PCs stand a chance of rising to power if they prove themselves a benefit to the tribes. The ninth fortune refers to Qathindli, the Monkey Goddess of Treeland, the eastern portion of the Yerek Steppes.

The final three fortunes refer to a doppelganger that is currently entrenched in the Silent Forest and reporting to Onael.

> The rest of the journey to Divoky is uneventful, unless the GM wishes to have specific encounters or combat with the Brute Squads.

2. Divol



Corruption +0, Crime +2, Economy+0, Law -2, Lore +1, Society -1

Qualities free city, racial enclave (half-elf)

Danger 5

DEMOGRAPHICS

Government autocracy

Population 600 (85% half-elf, 10% half-orc, 5% human) Notable NPCs

Judge/Mayor Jeremiah Falcon (N Male half-elf Divokian druid 7)

Farrier Pierce Rybro (CG Male human Divokian Expert 5) Walkas (LN Male human Divokian ranger 6)

Witch Cathrin Jana (NG Female half-orc Divokian witch 2) Ancaen Lindulg (N Female elf Edhelian commoner 1)

MARKETPLACE

Base Value 1,000 gp; Purchase Limit 5,000 gp; Spellcasting 4th Minor Items 3d4; Medium Items 1d6; Major Items —

DESIGNER'S NOCE

Divoky has purposefully been left vague in terms of establishments for the GM to add any encounters or locations they choose.

KNOWLEDGE (LOÇAL) DÇ 15



Success You know that Divoky is a refuge for outcasts, specifically half-elves and half-orcs. Humans are tolerated there, but aren't liked very much. **Failure** You know there's something odd about Divoky, but you can't remember what it is.

KNOWLEDGE (LOÇAL) DÇ 20

Success About ten miles west of Divoky sits Fort Snell, a small fort of elite Klavek soldiers who keep tabs on Divoky and the surrounding areas. They are most unwelcome inside of town limits.

Failure There's something odd around here, but you forget what it is.

As you crest the hill, you see Divoky before you. The small town is surrounded by a low stone wall. To the west of the settlement you can see gardens growing and farmland being tended, while to the east there are herd animals being cared for. Beyond the reaches of the town, the area is grasslands, the wind creating wave-like patterns in the long stalks. There is no gate into Divoky, but there are guards posted at a

large opening in the perimeter wall. As you get closer to town, you see that one of the guards looks orcish, while the other looks elven. Traffic to and from the settlement is steady, if



uneventful. Your group is hardly the largest, with many people bringing families to live, or herds of animals to be eaten or sold. As you tread upon the well-worn wooden bridge that passes over the small river that flows near Divoky and approach the gateway, the two guards close ranks and prevent your entry. "You aren't particularly welcome here," the half-elf says, pointing at the humans in the party. "I would suggest keeping your business in Divoky short and to be gone as quickly as possible." With that, the two guards step out of the way. As you enter the town, you can feel the energy of the settlement all around you as people rush here and there on their various errands. You notice that many of the townsfolk have slightly pointed ears—though not quite as pointed as Myhal's or Mareth's—marking the villagers as half-elves. A squad of half-orcs move through Divoky carrying timber. The town is mostly up of random styles of buildings, from brick two-story homes and stone-walled edifices to huts made from sticks. The streets are laid out in a partly haphazard fashion, as if someone originally laid down routes that were planned out, but others were added when needed.

A slight air of tension sits in the air, but its source is undetectable.

Everyone who passes by the party stares at any humans for a moment before looking away. No one says anything, however, as they expect the guards to handle any immediate problems (although one or two people make warding movements over their hearts). In contrast, if any of the party are half-elves or half-orcs, they are greeted warmly by the Divokians. Dwarves, gnomes, and halflings are treated with respect, while humans are treated with mistrust (but never outright hatred). If Myhal and Mareth are found to be elves, they face a mixture of resentment and hatred from the halfelven portion of Divoky (with the exception of Ancaen Lindulg).

Ancaen looks just like your average commoner, but is actually an elf in disguise. When she sees Myhal and Mareth—assuming they are not disguised—she makes her way to her home and uses a scroll of *sending* to inform Matriarch Haewel Birron that Myhal and Mareth are in Divoky with a group of "outsiders."

INFORMACION ON DIVOKY

Divoky was found about three hundred years ago by a half-elf named Geral Tuya. After spending half of his life neither fitting in with humans nor being allowed into the Silent Forest, Geral took it upon himself to seek out other mixed races and encourage them to find a place where they could be left to their own devices, free of the mistrust of the other races. Having felt himself under the yoke of others in positions of power, Geral did not enact many laws, preferring to let future leaders determine how the town was run.

Everyone in the settlement is expected to contribute in some way aside from Divoky's defense, but most people carry tools that can also be used as weapons, such as sickles, scythes, daggers, hammers, and whips. Every resident of the town from age twelve up has at least one level of the warrior NPC class and some (the minority) have fighter class levels. Every spellcaster generally uses a majority of utility spells to assist in many tasks, such as farming or construction. Clerics acts as healers for both townsfolk and animals. Bards do their fair share of work during the day and at night, using music and stories to keep up town morale. Warriors of all kinds split their times between working in the town at various tasks and taking turns at guard duty. Guard duty can mean either manning the entrance, patrolling the town itself, or keeping watch in the fields and pastures. When not on guard duty, those more comfortable in nature (such as druids and rangers) tend flocks or hunt for and gather food. Unless truly devoted to the cause of keeping Divoky safe, paladins don't stay in town for too long, finding the lack of structure maddening. Rogues are almost unheard of in Divoky because the town constantly requires cooperation between townsfolk; however, there is a rumor amongst the residents that a thief or small guild of thieves operates out of Divoky and raids Fort Snell to the west.

Divoky doesn't have many excess weapons to sell, as extra blades are used to repair plowshares for the farmland. They do have a stock of items (such as different types of jerky) and an underground spring that provides water for those parties who wish to replenish their supplies. The few magic items that Divoky has are used mostly for utility work for the town as opposed to combat. These are usually in use by the townsfolk and thus, they are extremely reluctant to be parted with them. Mayor Falcon requests something that the town can use as a trade as opposed to buying and selling, as even though Divoky has some money, they are too far away from any other town or city to spend it.

CYPICAL MINOR MAGIC ICEMS

horseshoes of speed, lesser bracers of archery, ring of a friendship, ring of the ram, sustaining spoon, and a wand of endure elements.

CYPIÇAL MEDIUM MAGIÇ ICEMŞ

decanter of endless water, rope of entanglement

KNOWLEDGE (LOCAL) DC 15

Success The laws in Divoky are loose, mostly coming down to "don't hurt anyone else." There are specific laws that are enforced by Judge

Jeremiah Falcon, but most are a matter of common respect and politeness. Failure You are unsure of the rules and laws of Divoky.

If the PCs rode horses, they may decide to visit the farrier for new horseshoes. Divoky's farrier is Pierce Rybro, who also happens to be a member of the Grinning Rogues. His shop, connected to the blacksmith's, has four semi-hidden versions of the thieves' guild emblem (**DC 20 Spot/Perception check to notice**). If the party has joined the Grinning Rogues and they convey this (perhaps by showing him their insignias), he performs any repairs (normally 1 gp per horse) for free. Rybro does not seek them out however, as he is too busy to be wandering around and speaking to the newcomers. If they mention seeing the symbol previously (such as in Torrent) but are not members of the Grinning Rogues, he makes the same offer they received before. If threatened, he defends himself with his hammer.

CHE GRINNING ROGUES



The Grinning Rogues are a loosely organized group dedicated to bringing down Tzar Tokolvar XIII. If the PCs join this faction, they give them what was once a small copper coin that has been shaped into a small knife, with a grinning face carved into the blade. By showing the coin to other members of the group, the wielder is granted a safe place to stay for the night and a meal's worth of food or a simple services for free or at a greatly reduced cost (25-35% of the normal price).

Walkas works as both the Guardmaster and the Sheriff of Divoky, seeing that Mayor Falcon's judgements are followed. He makes up the duty roster for the guards and even takes a turn guarding the wall himself. If he encounters the adventurers, he is polite but brusque, although he does not show any prejudice toward the humans of the party. He carries an orc double axe as well as



numerous daggers about his person. Despite the original comment from the guards as the PCs entered town, the party is welcome to stay in Divoky as long as they like so long as they contribute to both the functionality and defense of the town. There is no inn, but there are empty homes the PCs can stay in. If the adventurers stay more than a day or two, they are visited by Mayor Falcon. He explains how the town runs and who they should contact about working for the common good.

If the party either tells Mayor Falcon their plans to travel to the Silent Forest or if they stay in town more than two days, they approached are by a half-elf named Belago. His appearance isn't out of the ordinary, but he seems to be nervous, often looking over his shoulder. If the adventurers notice his nervousness and have not met Pierce Rybro, then he casually mentions the Grinning Rogues without actually admitting to being a member. If

they have met Pierce, Belago explains that he, and he alone, knows a way to get around the patrols in the grasslands south of town. Belago is a doppelganger that worships Onael. Usually he doesn't have much to do and just maintains his cover in town, but with the arrival of the PCs, he has the task of getting them captured and plans to hand them over to the patrols from Fort Snell. His nervousness is from trying to prove that he can handle the job. A **DC 25 Spot/Perception check** allows the PCs to see that Belago has a tattoo peeking out of the shirt on his chest, one that looks similar to the tattoo that the doppelganger at Cual Beartooth's cabin wore hidden underneath a necklace with a bird feather pendant. If the PCs make mention of seeing the tattoo before, Belago grasps the feather, shape changes into a bird, and flies away.

If they don't mention the tattoo or fail the Spot/Perception check, Belago leads them out of the southern gate of town in a southeasterly direction, into the Grasslands. He attempts to come across the path of one of the patrols. There is a 1 in 6 chance per minute that the party stumbles across a squad of 6 Elite Klavek Archers (their statistics are in the Appendices); if combat occurs, Belago uses the chaos to change shape to appear like one of the Klavek soldiers, escaping in the commotion.

BELAGO CHE DOPPELGANGER Doppelganger **XP** 800 N Medium monstrous humanoid (shapechanger) Init +1; Senses darkvision 60 ft.; Perception +9 DEFENSE AC 24, touch 12, flat-footed 23 (+8 armor, +1 Dex, +1 dodge, +4 natural) **hp** 26 (4d10+4) **Fort** +4, **Ref** +5, **Will** +6 Immune charm, sleep **OFFENSE** Speed 30 ft. Melee battleaxe +8 (1d8+4) Spell-Like Abilities (CL 18th) At will—*detect thoughts* (DC 13) **STATISTICS** Str 18, Dex 13, Con 12, Int 13, Wis 14, Cha 13 Base Atk +4; CMB +8; CMD 20 Feats Dodge, Great Fortitude Skills Bluff +9 (+13 while using change shape ability), Diplomacy +4, Disguise +9 (+29 while using change shape ability), Perception +9, Sense Motive +6, Stealth +5; Racial Modifiers +4 Bluff, +4 Disguise Languages Common **SQ** change shape (*alter self*), mimicry, perfect copy SPECIAL ABILITIES Mimicry (Ex) A doppelganger is proficient in all weapons, armor, and shields. In addition, a doppelganger can use any spell trigger or spell completion item as if the spells were

on its spell list. Its caster level is equal to its racial Hit Dice. **Perfect Copy (Su)** When a doppelganger uses change shape, it can assume the appearance of specific individuals. **ECOLOGY**

Environment any

Organization solitary, pair, or gang (3–6) **Treasure** NPC Gear

Not too far outside of Divoky, the prairie grasses rise up to form the Grasslands. It would be easy, if time consuming, to cut down the grasses, but the Divokians are unsure of where the Elves of the Silent Forest mark the border between countries. The winds rush across the tall grass from the west, rustling the stalks in a wave toward the east. The grass stands an average of five feet high, with some patches reaching closer to seven feet and some patches only four feet above the ground. Occasionally, you see individual small trees poking their branches out of the tops of the grass.

Birds and butterflies flit their way through the grasses and various small bugs buzz to and fro. Off in the distance, you hear a sudden thrashing filled with hisses and cries, as if a big cat or canine has tangled with its prey.

You have the distinct impression that there is more to fear in the Grasslands than snakes and wild game, but the tall grasses make it hard to see what that might be.

Should the party follow Belago and make it close to the border of the Silent Forest without encountering the soldiers, he accompanies them into the woods but disappears at the first opportunity.

Once the party decides to leave Divoky, they enter the tall Grassland that reaches from the town to the edge of the Silent Forest. Through the Grasslands, it takes roughly two hours of walking to get to the Silent Forest, depending on how fast the party pushes themselves.

After an hour, have the PCs make a **DC 18 Spot/Perception check.** If they succeed, they notice a group of human archers (whose uniforms bear no insignia) in ranged combat with a group of green and brown clad archers to the south. This gives the party a chance to circumnavigate the two groups and continue for the Silent Forest. The Klavek archers receive a **DC 20 Spot/Perception check** to see the party, Myhal and Mareth. If they do, half of the archers turn their attention to the party and pursue them.

If the Klavek archers engage the party, Mareth strongly suggests that Myhal leave them and hurry to the Silent Forest. Myhal, instead, casts *web* on the archers, hoping to provide distraction enough for the entire group to get to the forest. If it does not, he yells his apologies and runs off, with the rest of the elven archers disengaging from the Klavekians and providing covering fire.

BRUSFFIRE FAZARD

Using any fire spell should be *STRONGLY* discouraged, due to being surrounded completely by grass. If a fire spell is used, use its area of effect normally, but double the area of effect every two rounds as the grass burns—this could eventually threaten both the Silent Forest and Divoky.

If the PCs are captured, the archers examine them, question them about who their companions were, and demand to know why they are going to the Silent Forest, but eventually release them. They are warned to stay away from the Silent Forest...for their own good. The party are not followed, so they can continue on to the Silent Forest if they choose to do so. At no point will the elven archers reveal who they work for.

COMBAC: 6 ELICE KLAVEK ARCHERS

Elite Klavek Archers

XP 9,600 LN Medium humanoid (human) Fighter 10 Init +7; Perception +5

DEFENSE

AC 20, touch 13, flat-footed 17 (+5 armor, +3 Dex) **hp** 75 (10d10+20)

Fort +9; Ref +6; Will +3; +3 vs. fear

OFFENSE

Speed 30 ft.

Melee short sword +13/+8 (1d6+3, Crit 19-20/x2)

Ranged +1 shocking burst composite longbow +18/+13 (1d8+6 plus 1d6 electricity, Crit 19-20/x3 plus 1d10 electricity)

STATISTICS

Str 15, **Dex** 16, **Con** 14, **Int** 10, **Wis** 11, **Cha** 9 **Base Atk** +10; **CMB** +12; **CMD** 25

Feats Critical Focus, Deadly Aim, Dodge, Greater Weapon Focus (composite longbow), Improved Critical (composite longbow), Improved Initiative, Point Blank Shot, Precise Shot, Vital Strike, Weapon Focus (composite longbow), Weapon Specialization (composite longbow) **Skills** Stealth +18, Survival +12

Special Qualities Armor training 2, bravery +3, weapon training (bows +2), weapon training (light blades +1) **Languages** Common

Gear +1 shocking burst composite longbow, +1 shadow chainmail



3. The Silent Forest

DC 25 \$POC/PERCEPTION

Success You see numerous tents hidden amongst the trees and foliage around you.

As your eyes adjust to the dusk-like conditions under the high canopy of branches above you, Myhal waves the archers on, pointing to the south and speaking in Elven. The person that you presume to be the leader of the group argues with Myhal, pointing at you and nodding towards the other archers. Myhal responds by pointing to the shining box on his back and then motioning to your group. The archers surround the party and everyone begins moving south.

ELVE\$

As stated at the beginning of the adventure, Elves are only a playable race in Aventyr when allowed by the GM. If there are Elven players in the group, they can translate that Myhal is explaining to the guards that the group has performed a valuable service by helping him find the box.

Anthe

Welcome to the Northern Point. This is the most northerly outpost of my people, who watch for incursion from your lands. They live here, and their families have done so for a number of generations. I apologize for their haste in assuming the worst, my friends." Myhal gestures to your guards. "You are the first outsiders to enter Edhellond without being killed in quite some time. Thankfully, they listened to me when I told them how much help you were in retrieving this case. Unfortunately, I cannot vouch for the behavior of the Teu Circa or the Matriarch. I am sorry."

Once you are a mile inside the tree line, Myhal questions one of the elves. She reaches into her pack and hands him a scroll. Myhal thanks her and gathers you into a circle.

"It would take a very long time for us to walk to Tal, which would not suit our purposes. I will teleport us there, if you are willing. Please gather around and touch my robe."

When you are all holding onto him, Myhal reads the scroll and in what you can only describe as a flash of light, but backwards, you disappear from the forest and reappear at the bottom of a hill. In the distance, you see a massive tree, taller than all the others, that seems to reach to the sky.

"That is Tal, home of my people," Myhal says, moving toward the gargantuan maple. "I wish we could have traveled directly to the Matriarch, but she has warded the area against magical entry." The walk to Tal takes most of an hour, but soon you are standing in an unusual court of some kind. A regal looking elven woman stares down at you from a throne that sits in hollow between the roots of the tree. After a moment of stunned silence, every elf bearing a weapon is pointing it at you and several others beginning to chant. Myhal quickly approaches the throne with the case and speaks to the woman quietly, gesturing to you. She nods and he steps away. "Welcome to Edhellond, outsiders. I am the Matriarch, Haewel Birron. Myhal says that you have been a tremendous help to him. For that, I thank you, even if, so far, the mission has been unsuccessful.

> Normally, outsiders are... unwelcome here, but Myhal has asked me to stay my hand, at

least for now. So, I ask you: is there a reason why I should not have you killed immediately?"

The party has a chance to convince the Matriarch of their sincerity in helping Myhal. They can make either a **DC 25 Diplomacy check** (treat the Matriarch's starting attitude as Unfriendly) or a **Bluff check** with the Matriarch getting a +10 to Sense Motive/the bluffer getting +0 to the Bluff check as the lie is believable. These rolls can be modified at the GM's discretion if the adventurers have something to offer the Matriarch (especially concerning disguising magic). Weapons made of steel are also in high demand, as the Silent Forest has little metal of its own and very few who know the ways of forging it. A **DC 20 Knowledge (local) check** tells the party that the Matriarch does not wish fawning praise, but respects those who are polite and not subservient. A success adds a +2 circumstance bonus to either the Diplomacy or Bluff check.

If the PCs make either the Diplomacy or Bluff checks, the Matriarch tries to answer the party's questions as best she can. If they ask about the history of the elves or the Silent Forest, she answers by saying, "Due to an ancient betrayal, we do not trust the other races, but we keep an eye on you. The rest is not for the ears of outsiders."

She will not be able to explain just *what* the *Menalpaur* is, because while there are references to it in elven legends, there is no description of what it actually does—only that it is called "the Fist of Heaven." Paraphrase from Appendix C to answer questions about the *Menalpaur*. The Matriarch isn't even sure that it will help against the Edhelgurth and Onael, but it's really the only option they have.

After she has answered their questions, the Matriarch wants to speak to Myhal alone, and says that Erilanwen and Tacaeon will be of service if the party wants to know more about the elves research into the *Menalpaur*. Erilanwen is responsible for translating the old documents and making a plan for groups of elves to go in search of the artifact, while Tacaeon assists where needed.

If the adventurers do not want to ask questions or help translate the Elven text, they can simply rest nearby and use healing spells or magic items. Under no circumstances are they left alone—they are always accompanied by elven archers (one per PC). If the PCs offer to help try to translate some of the Elven text, Erilanwen leads them to a small earthen room under the root of the massive tree that he has turned into a workshop. There is a table and two chairs. Along two walls there are shelves containing many hundreds of scrolls. Along the other two, there are shelves from floor to ceiling that are completely full of books.

CRADSLACING CHE CEXC



Translating any of the text requires a **DC 30 Decipher Script/Linguistics check**. If the check succeeds and the character is familiar with Dwarven or Orcish, surprisingly, they will find one or two words that "look like they could be from" one of those two languages (pick the words they learn from the four words given later). If they know both languages and succeed on the check, they learn the following four words: "sun," "dead," "dragon," and "stone." If a second check is successful, they also learn the words "underground," and "dirtwater."

Between them, Erilanwen and Tacaeon have managed to partially translate some old Elven manuscripts and piece together some information about the *Menalpaur*. One such piece of information is that once recovered, the artifact must be taken to something called the "Circle of Ascendence." When the *Menalpaur* is taken there, whomever places it within must decide which deity to grant its power. The other is that the artifact is lying in the "large place of the dead."

Tacaeon is very interested in the PCs, as he has never seen the other races. He touches their clothing, skin and equipment, and make notes on a small piece of parchment. If the adventurers can separate Tacaeon from Erilanwen, they can ask him questions about the elves, the Significant Characters and the Silent Forest. If questioned, paraphrase from the information for the Silent Forest given at the end of the adventure.

While the PCs are resting or helping with translation, read the following:

The hair on your arms and the back of your neck stands up, as if a powerful electrical force is moving up from the ground and moves through your body.

CRADSLACIODS



If the PCs are inside helping Erilanwen with translations, have him suggest that the PCs accompany him outside. "Quick! Something is happening! Follow me!"

You watch as the nearby trees shake and shudder as the power moves through them, all the way to the tips of the leaves on the highest branches. It hovers there for a second before racing back down, almost pinning you to the ground. As the wave reaches the ground, the dirt at the bottom of the Matriarch's hill sprays straight up before raining down on top of a small group of drow.

Nothing moves for a moment. The drow, weapons drawn, number eight. They calmly look about them, holding their bows or swords steady. The exception is the female standing in the middle of the group, who is swaying slightly on her feet. She places her hand on a comrade's shoulder to steady herself. All of their faces are covered in a soft black fabric, only the whites of their eyes barely visible through it. They are dressed in black, but each has a different brightly colored accent to their clothing.

The Matriarch has stood up and her authority is palpable. "WHAT IS THE MEANING OF THIS?"

"Your Majesty," the swaying drow says. "We are here to offer the support of...the support of...Hivaka." She attempts to bow and then promptly falls down

The now-fallen drow is named Shirafae and she is a priestess of the drow demi-goddess, Hivaka. She is the leader of this small band of drow, having been tasked by Hivaka herself to make this trip. It was only with her deity's help that Shirifae and her compatriots were able to make the magical journey from Nhilolin (with a *teleport* spell). Her mission is to assist the surface elves in any way necessary.

Shirafae is a cleric of the drow demigoddess of freedom, Hivaka; relevant material for her (such as her domain and portfolia) is in Appendix D at the end of the adventure.

All of these drow wear masks of *umbra silk*, which protect them from the sun and negate their light blindness.

UMBRA SILK

Aura moderate abjuration; CL 5th Slot eyes; Cost 30,000 gp; Weight — DESCRIPTION

The wearer of this eye covering is protected from the sun and is not subject to light blindness. This effect last only as long as the *umbra silk* is worn. If the silk is removed forcefully, giving the wearer no time to prepare, they are blinded for 2 rounds, rather than 1 round. There is no penalty to attacks or sight-based skill checks while wearing *umbra silk*. The silk protects against any magical effect that causes the *dazzled* condition.

CONSTRUCTION

Requirements Craft Wondrous Item, *protection from energy*; webs from a celestial spider; **Cost** 15,000 gp (600 xp)

The drow surrounding Shirafae continue to hold position until either she gives them different orders or the Matriarch takes command of the situation.

The PCs may wish to help Shirafae. To do so before the Matriarch has assumed their command, the adventurers need to make a **DC 20 Diplomacy check** for the drow soldiers to allow the party to pass. A **DC 15 Heal check** shows the administering PC that she is fatigued but conscious, and merely needs to rest for a few minutes. If the adventurers make no move to help Shirafae, the Matriarch orders the drow to stand down, which they do, so that Erilanwen may see to their leader.

During the few moments that Shirafae rests, the PCs may go back to doing what they were doing before or they may want to question the drow soldiers. Doing so requires a **DC 15 Diplomacy check**, or a **DC 20 Intimidate check** (although if Intimidation is used, the DC for future Diplomacy checks by the adventurers increases to 25 as the drow become Hostile toward the party; their attitude will not move any higher than Indifferent). The drow soldiers do not have much in the way of concrete information, other than that they were sent to the Silent Forest to help the elves. They aren't even sure what threat they are helping prevent. Until Shirafae has recovered, the oldest looking of the drow speaks for the group. His name is Kohuf. If asked, he introduces himself, Shirafae, and the rest of their team: Abauk, Eranor, Docre, Navri, Okulr, and Duxra.

DROW



Kohuf, Eranor, Docre, Navri, and Okulr are 7th level fighters, while Abauk and Duxra are 7th level rangers. Kohuf, Eranor, Okulr, and Abauk are male. Docre, Navri, and Duxra are female. Shirafae is a 7th level cleric. The PCs have the option of having one of the drow NPCs accompany them and Myhal. Full statistics for Shirafae, the fighters, and the rangers are on pages 19–20

Once Shirifae is recovered, read the following:

Shirafae gets to her feet and even though her skin color doesn't change, you are sure she is embarrassed. She dusts herself off and speaks again. "My apologies, Highness. Lady Hivaka has sent us to assist our surface cousins against the incursion of Edheliant. My Lady is concerned that should the Edheliant and The Lost Brother gain a foothold in the surface world, then the Underworld would be his next target. My companions and I are to aid you in any way that you see fit, Highness." As Shirafae finishes speaking, the drow kneel down and offer their weapons to the Matriarch. There is a commotion amongst the elves surrounding the Matriarch—especially from Tanna, who makes it quite clear that she does not trust the drow. In the general hubbub, a few voices are even saying that, "their ancient enemies should be put to the sword, regardless of the allegiances they claim!"

Before the Matriarch can make a decision, the air is rent by a sound like that of a thousand screeching vrocks; everyone covers their ears to try to block out the noise but it is gone almost as quickly as it came. Standing approximately 30 feet to the left of Shirafae's party is a second group of drow. The new intruders' makeup is similar to Shirafae's group, but the priestess standing in the middle show no sign of fatigue or weakness. In her left hand, she holds leashes connected to collars that the rest of her party wears. They are wearing similar veils to Shirafae's adherents. The drow slaves shift, their chainmail scraping against itself as they do so. After a moment, she speaks.

"Majesty, forgive the intrusion. I am Iymstra from House Zau'und. We are here to..."

"The children of our cousins are not permitted here," the Matriarch says through clenched teeth. "Leave. Now." With a wave from the Matriarch, Tanna and the rest of the Tau Circa move toward the latest arrivals.

"Majesty, I beg your indulgence for one moment," Iymstra says quickly. "We are here to reclaim our property," she says, indicating Shirafae's party. "If we may take what is ours, we will leave peacefully."

"This group from Hivaka have come to us in peace and to assist us. I have granted them asylum, even if they are drow. You, Iymstra, burst in here and attempt to make demands in my home. I do not take kindly to your actions. Tanna, they are leaving." "Yes, Matriarch."

As the Tau Cira advance, outnumbering lymsta's party twelve-to-eight, lymstra turns to Shirafae. "At some point, cousin, you will leave here and we will find you." With a gesture, lymstra and her party disappear.

DQ 20 SPELLQRAFC OR DQ 20

KNOWLEDGE (ARCANA)

Success You can tell that Iymstra has just used a spell to make her party invisible (invisibility sphere), as opposed to using teleport.

Failure Nothing seems out of the ordinary; proceed to the following Listen/Perception check

Note: The Spellcraft DC has been adjusted due to the characters' unfamiliarity with the Drow language.

DC 20 LISTED/PERCEPTION

Success You hear the sound of metal scraping against metal from where Iymstra's party was standing. **Failure** The sound fades into the the general hubbub of everyday life in Edhellond. Iymstra has used a wand of *invisibility sphere* that was hidden in her sleeve and is waiting for everyone to lower their guard so that she and her party can ambush Shifarae, render her unconscious, and then use a *greater teleport* scroll to escape with their family's "property."

Assuming the party either recognizes the spell being cast or make their Listen/Perception checks, they may wish to reveal this information to the elves. Additionally, they may wish to use spells that reveal hidden threats, such as *faerie fire* or *glitterdust*. If the party wishes to use spells that cause more combustion, remind them that they *are* in a forest and that the Matriarch, at the very least, will not think kindly of those that set her home on fire.

If combat ensues, Iymstra surrenders almost immediately, as she recognizes the odds are stacked tremendously against her. She is willing to sacrifice her minions if her escape—with or without Shirafae—is possible. Assuming she survives, Iymstra is taken into custody where the Matriarch will "attend to her presently." Iymstra's slaves are 7th level rangers.



COMBAC: IYMSCRA AND HER SLAVES

lymstra

XP 2400

Female drow cleric 7 **Init** +2; **Senses** darkvision, low-light vision; **Perception** +7 **AC** 17, **hp** 32, **Fort** +5, **Ref** +4, **Will** +8 Full stat block on page 20

Drow Ranger

XP 2400

CR 6

CR 6

7th Level Drow rangers Init +3; Senses darkvision, low-light vision; Perception +14 AC 16, hp 40, Fort +5, Ref +8, Will +4 Full stat block on page 20.

*** "But for the moment, there are more pressing matters." The Matriarch straightens herself in her seat. "Myhal has informed me of your bravery and willingness to help him find the Menalpaur. Because of this, I entreat you to aid him further as his quest continues. Your next destination is..."

Before you can answer, another elf steps forward. "Matriarch! I am in disagreement!" This elf is turning red in the face, puffing out his chest, trying to make himself look bigger. "Very strenuous disagreement!"

"Is that so, Ohiraid? Please continue." The Matriarch waves her hand in the outspoken elf's general direction, somehow refraining from rolling her eyes, even if the annoyance is present in her voice.

"These...these outsiders are not necessary! We have existed for centuries with only the most minimal contact with the other races. We do not need their help now." Ohiraid straightens out his tunic before continuing. "Myhal, while not having found the Menalpaur yet, is doing an admirable job with the search. I see no reason that these interlopers need meddle in our affairs."

A murmur begins moving through the crowd, some voices adding their support to Ohiraid, some trying to shout down these dissenters. The elf allows a smirk to cross his face.

"You are wrong, Ohiraid." The Matriarch doesn't raise her voice, nor stand to garner attention, but her words cut through the assembled crowd like an arrow. "Myhal and the others who are searching have done an excellent job, but their magic is finite. They cannot retain the forms of others indefinitely. With these people working for us, they can go where we cannot. They can see things that we cannot and do things that we cannot." Before Ohiraid can interject, she puts up a hand. "But in deference to your concern, let me ask two questions. First," she says, holding up her index finger. "Myhal, these are your friends and compatriots. Do you wish them to accompany you on the rest of your journey?"

"Yes," Myhal answers without hesitation.

"Very well. Question two." The Matriarch looks you over for a moment before continuing. "Ohiraid has said that we do not need your assistance, however I am grateful for it at this moment. Still, the decision must be yours—do you wish to help us and travel with Myhal?"

The PCs must make a decision: do they go with Myhal or not? If they decide not to go along, this adventure-and the adventure path—is over. The Matriarch and Myhal are saddened but understanding, as this truly is an elven affair. The PCs must leave the Silent Forest and decide what to do next. Remember that they are being hunted for helping Myhal escape and therefore cannot return to Rvbalka—nor the Klavek Kingdom, most likely-where they will be imprisoned or worse.

AVENTYR CAMPAIGN SETTING

There is Obor to the west and Timaeus to the south. These will be covered in future Aventyr Campaign Setting materials released by AAW Games.

If they decide to continue on and join Myhal, read the following:

Thank you, my friends," Myhal says.
 "Indeed, my thanks as well," the Matriarch says. "Your next destination is within the Scorched Lands and is fraught with peril. More so, even, than you have faced so far. Because of this, I will grant release to you of an additional member beholden to me. Mareth, who has assisted you previously, Shirafae of Nhilolin, or one of her cadre. The choice is yours. The others will remain here to help with ongoing strategies. You will journey to the tower of the Sun Lich, Mek'Madius.
 You leave first thing in the morning."

Take this time to have the PCs resupply and rest. They can do other things, such as continuing the translation of the Old Elven documents, speaking to any of the elves or the drow, or simply wander around Tal asking questions (escorted by elven soldiers at all times). When it is time to sleep the party are shown to their own individual tents, each with their own personal guard (who rotate with other soldiers to keep watch on the adventurer sall night).

The drow keep to themselves, watched by elf guards (the same as the PCs). They entertain themselves by playing a card game; if approached, they explain the the game is called Namba ("namba" is the Drow word for "hammer"). It follows the same rules as Orbben ("orbben" translates to "spider;" orbben is detailed in Appendix E), except that instead of placing eight cards in a circle in front of the dealer, the cards are placed in a line five high and topped by three cards wide, symbolizing Hivaka's hammer. The Drow are willing to play with the PCs, but they play for chips instead of money as Hivaka's worshippers clutch what property they have very tightly.

If the PCs choose to take one of Shirafae's drow, they act as supporting characters, mostly utilizing ranged combat.

q. The Southern Point

Early the next morning, Myhal, the PCs, and their selected supporting member depart without much fanfare.

Myhal leads you south from Tal for half an hour before producing a scroll of teleport. You grasp his robe and are whisked away from your current position, reappearing in some unknown location. It is much warmer here than in Tal. Not so much that you are uncomfortable, but you would say it has risen by 15 to 20 degrees Fahrenheit (8 to 11 degrees Celsius). The path that leads south into the thinning trees is well worn with bootprints. Just a short distance to the west, you see a small tent village with movement in the center.

"Fear not, my friends," Myhal says, looking around. "We are at the Southern Point, the most southerly permanently settled area in Edhellond. It houses our soldiers who watch for incursion from the Scorched Lands. Come," he says, motioning to the tents. "Let us check in with them before we leave."

You follow Myhal to the village where, to your collective surprise, two dozen elves lie on the ground, tended to by frantic combat healers who are themselves injured. Others, not quite as badly harmed, stand off to the side or sit against trees. A group of eight spots your approach and staggers to their feet, exhaustion and pain obvious in their features. They draw clearly damaged weapons, placing themselves between you and their wounded comrades.

Myhal stops you and puts up both hands. "Peace, Datrilin," he says. "These people are friends. They are helping us find the Menalpaur."

"Outsiders?" Rage momentarily replaces fatigue in Datrilin's eyes. "What is this blasphemy?!"

Myhal pushes Datrilin's sword to the side. "Tell me what happened." Datrilin seems to partly collapse in on himself, the other elves lowering their weapons. "They seemed to appear from nowhere. At first, there was nothing but trees and then....a strange piping noise, as if from a hundred different flutes playing in unison. Our comrades fell asleep and half of our number died in the first wave. They were larger than we ever imagined." He motions to his fallen teammates. "We fought as viciously as always!" His eyes plead for Myhal to believe him. "I know. You would not be a leader this far from Tal if you were not capable." Myhal lays his hand on Datrilin's shoulder. "We did not slay a single one," Datrilin says. "They shrugged off our fiercest blows while barely losing a drop of blood." Datrilin slumps to the ground, falling to his knees. His sword drops to the earth, its blade chipped and dirty. "We brought back who we could, but we had to leave the others or else we all would have been slain. Someone needed to return to tell the Matriarch; Rabir departed just before you arrived."

"You did as well as you could ," Myhal says. "But who was it that did this? The drow?"

Datrilin shakes his head. "No, brother. It was the Edhelgurth. The Foretold Death has returned." Myhal speaks rapidly to Datrilin in Elvish and then tells the party that they must leave quickly—he does not even allow time (or further time) to help the wounded elves. They have to go south and he doesn't have another *teleport* scroll. If the players argue, Myhal explains that the Edhelgurth eliminated half of a fifty-member squad of elf soldiers who knew the territory and would have used it to their advantage—the party wouldn't stand a chance. He's hoping to get by the Edhelgurth while they are recovering.

Myhal makes the party hustle, as the faster they move, the faster they get out of the reach of the Edhelgurth and on with the mission.



to Ohiraid, who is determined to eliminate the PCs and any drow present, leaving only Myhal (and Mareth if she is present). They do not engage the party at this point and stay far enough away to not be a threat. They wait until the adventurers are distracted before attacking.



5. The Killing Field

- Free

You're hustling your way through" the woods, Myhal looking over shoulders constantly his in paranoia. You've tried to ask him what's happening and what the "Edhelgurth" is, but he keeps saying, "once we're out of the forest." After traveling at least two miles from the Southern Point, you hear a loud moaning noise ahead of you. You stop and realize that it's actually multiple voices moaning together in a hideous cacophony. Approaching the sound /// slowly, what you see makes Myhal cry out in anguish.

There ahead of you, in a circle roughly 25 feet across and slick with blood, are the bodies of the remaining Southern Point soldiers. They crawl around inside a fence made of their own legs sticking up from the ground. It takes a moment, but you realize that some have mismatched arms, such as two

right arms on one body or heads that are not their own and stuck on backwards. Their visible skin is covered in angry claw marks that look as if they are poisoned.

Their horrible voices are unintelligible, but you can , understand that they want to die.

COMBAC: ZOMBIES

Any noise made by the party draws the zombies' attention. They crawl toward the party, but **make no attacks**. Any weapon that bypasses their damage reduction (5/slashing)

automatically kills them, causing their component parts to fall into a pile.

Once the killing is complete, the party hears a musical piping and within a second of hearing it, Myhal falls to the forest floor, apparently asleep. If there are any other full-blooded elves in the party, they suffer the same fate. There is a blurred movement on the other side of the zombie pen.

*** Standing before you, even with its hunched posture, is what looks like a living tree at least twenty feet tall. Its hands and feet seem to made of tree roots, while its body is covered in leaves and tendrils. Bark covers its shoulders and a series of wooden pipes run down from its head along the spine before vanishing into a long green tail, which it uses for balance. The eyes look at you with an amusement that is mirrored in a small smile on grassy lips.

Before you can do more than draw your weapons, a hail of arrows flies from the woods behind you, all of them striking the tree creature. It appears unharmed, but snorts and vanishes into the forest. As it retreats, Myhal awakens and slowly gets to his feet. As he does, ten of the archers appear from the trees.

"Myhal Melithaltindre," the leader says. "My name is Sireloen and I have been tasked by Ohiraid to stop the outsiders from assisting you with your mission, by any means we deem necessary. However," he says, holding up a hand. "This atrocity must be dealt with first." He nods his head to the cage of zombified elf parts. "We will make sure they return to Mother. We will tell Ohiraid that you have left the forest. Know, however, that we will be hunting you once this task is complete." "Thank you, cousin," Myhal says. "I am in your debt."

Sireleon nods and begins giving orders.

"Come friends," Myhal says, wiping tears from his eyes as he watches the elves try to collect body parts. "Onward, to Mek'Medius' Tower."

Coming Soon in Book Three: Into the Red

- A journey into the unpredictable Scorched Lands!
- A new creature, the Magna Graphia!
- The party enters the tower of the Sun Lich, Mek'Madius

rendix A: Pathfinder Stat RIAR

CR 5

Brute Squad Giant

XP 1600 Half-Orc barbarian 6 CN Medium humanoid (human, orc) Init +1; Senses darkvision 60 ft.; Perception +4 DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex) HP 57 (6d12+15)

Fort +9, **Ref** +3, **Will** +2

Defensive Abilities improved uncanny dodge, orc ferocity (1/day), trap sense

OFFENSE Speed 40 ft.

Melee unarmed strike +10/+5 (1d3+3) Special Attacks rage (16 rounds/day), rage powers STATISTICS

Str 16, Dex 12, Con 15, Int 8, Wis 10, Cha 9

Base Atk +6; **CMB** +9; **CMD** 20

Feats Great Fortitude, Improved Unarmed Strike, Weapon Focus (unarmed strike)

Skills Acrobatics +1 (+5 jump), Bluff +3, Intimidate +7, Knowledge (local) +3, Knowledge (nature) +6, Perception +4, Sense Motive +2, Survival +6; Racial Bonus +2 Intimidate Languages Common, Orc

SQ Fast movement, trap sense +2

Gear leather armor

SPECIAL ABILITIES

Orc Ferocity (1/day) If brought below 0 Hp, can act as though disabled for 1 rd.

Rage (16 rounds/day) (Ex) +4 Str, +4 Con, +2 to Will saves, -2 to AC when enraged.

Knockback (1/round) (Ex) While raging, can bull rush in place of an attack, dealing a little damage.

Powerful Blow +2 (1/rage) (Ex) One attack per rage deals extra damage.

Renewed Vigor 1d8+2 Hp (1/day) (Ex) As a standard action while raging, you can heal yourself the listed amount.

Brute Squad Rogue

XP 1600

Human rogue 6 N Medium humanoid (human) Init +8; Senses —; Perception +5

DEFENSE

AC 17, touch 14, flat-footed 13 (+3 armor, +4 Dex) HP 34 (6d8+6)

Fort +3, **Ref** +9, **Will** +1

OFFENSE

Speed 30 ft.

Melee dagger +9 (1d4+1, Crit 19-20/x2) Special Attacks sneak attack +3d6

STATISTICS

Str 12, Dex 18, Con 13, Int 11, Wis 8, Cha 14 Base Atk +4; CMB +5; CMD 19

Feats Combat Reflexes, Deceitful, Improved Initiative, Persuasive, Weapon Finesse, Weapon Focus (dagger) **Skills** Acrobatics +12, Bluff +13, Climb +9, Diplomacy +13, Disable Device +15, Disguise +4, Escape Artist +12, Fly +3, Intimidate +13, Perception +5 (+8 to locate traps), Ride +3, Sense Motive +5, Sleight of Hand +12, Stealth +12, Swim +0

Languages Common

SQ Evasion, Rogue talents (combat trick, fast stealth, weapon training), trapfinding +3, trap sense +2, uncanny dodge **Gear** dagger, studded leather armor

Brute Squad Fighter

XP 1600 Human fighter 6 NG Medium humanoid (human)

Init +7; **Senses** —; **Perception** +2

DEFENSE

AC 13, touch 13, flat-footed 10 (+3 Dex) HP 62 (6d10+27) Fort +8, Ref +7, Will +3 (+2 vs. fear)

OFFENSE

Speed 30 ft.

Melee+1 rapier +11/+6 (1d6+6, Crit 18-20/x2) **STATISTICS**

Str 14, **Dex** 16, **Con** 17, **Int** 10, **Wis** 13, **Cha** 12 **Base Atk** +6; **CMB** +8; **CMD** 21

Feats Combat Reflexes, Improved Initiative, Lightning Reflexes, Persuasive, Power Attack, Toughness, Weapon Focus (rapier), Weapon Specialization (rapier)

Skills Acrobatics +8, Bluff +4, Climb +8, Diplomacy +4, Handle Animal +5, Intimidate +10, Perception +2, Ride +7, Sense Motive +2, Survival +5

Languages Common

SQ Bravery +2, weapon training (light blades +1) **Other Gear**+1 rapier, leather armor



Myhal Melithaltindre

XP 1,600 Male elf sorcerer 5 N Medium humanoid (elf) Init +2, Senses low-light vision; Perception +0

DEFENSE

AC 16, touch 16, flat-footed 14 (+4 deflection, +2 Dex) **HP** 21 (5d6+4)

CR 5

Fort +2, Ref +3, Will +3; +2 vs enchantments Immune sleep

OFFENSE

Speed 30 ft.

Melee sickle +1 (1d6-1)

Special Attacks laughing touch 4/day, spells **Sorcerer Spells** (CL 5th; concentration +9)

2nd (3/day)—alter self, cause fear (DC 16), scorching *ray, web* (DC 16)

1st (6/day)-disguise self, hideous laughter (DC 17), magic missile, shield

0th—dancing lights, detect magic, entangle (DC 14), flare (DC 14), mage hand, prestidigitation, read magic

STATISTICS

Str 9, Dex 15, Con 12, Int 13, Wis 9, Cha 18 Base Atk +2; CMB +1; CMD 13

Feats Combat Casting, Eschew Materials, Persuasive Skills Bluff +7, Diplomacy +6, Knowledge (arcana) +8, Spellcraft +8

Special Qualities Fey bloodline, woodland stride **SPECIAL ABILITIES**

Laughing Touch (Sp) Myhal can cause a creature to burst out laughing for 1 round as a melee touch attack 7 times per day. A laughing creature can only take a move action but can defend itself normally. Once a creature has been affected by laughing touch, it is immune to its effects for 24 hours. This is a mind-affecting effect.

CR6

Mareth Algar

XP 2,400

Female elf fighter 5/ranger 2 NG Medium humanoid (elf) Init +7; Senses low-light vision; Perception +7 DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex) **HP** 52 (5d10+10 plus 2d10+4) Fort +9; Will +7; Ref +4; +2 vs. fear, +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

Melee longsword +10/+5 (1d8+2, Crit 19-20/x2) **Ranged** dart +10/+5 or +8/+8/+3 (1d4+1) or shortbow +10/+5 or +8/+8/+3 (1d8, Crit x3, Range 60 ft.) Special Attacks favored enemy (aberrations) +2 **STATISTICS**

Str 12, **Dex** 16, **Con** 14, **Int** 13, **Wis** 17, **Cha** 12 Base Atk +7; CMB +8; CMD 21 Feats Dodge, Improved Initiative, Mobility, Point Blank Shot, Rapid Shot, Spring Attack, Weapon Focus (longsword)

Skills Climb +6, Handle Animal +3, Heal +7, Intimidate +7, Knowledge (dungeoneering) +6, Knowledge (geography) +5, Knowledge (nature) +5, Perception +7, Ride +10, Stealth +7, Survival +8, Swim +6

Special Qualities Armor training, bravery, combat style (archery), track, wild empathy, weapon training (heavy blades) Languages Common, Elven

Equipement arrows (40), dart (5), longsword, shortbow, studded leather armor

Jeremiah Falcon **CR 6 XP** 2,400 Male half-elf druid 7 LN Medium humanoid (half-elf) Init +3; Senses low-light vision; Perception +17 DEFENSE AC 13 (+3 Dex), touch 13, flat-footed 10 **hp** 32 (7d8) Fort +5; Ref +5; Will +10; +2 vs. enchantments **OFFENSE** Speed 30 ft. Melee sickled +5 (1d6) or scythe +5 (2d4, Crit x4) **Special Attacks** wild shape (2/day; elemental body) **Druid Spells Prepared** (CL 7th; concentration +10) 4th—repel vermin 3rd—neutralize poison, snare, wind wall 2nd-animal messenger, gust of wind, soften earth and stone, wood shape 1st—calm animals, endure elements, entangle, obscuring mist, speak with animals 0th—detect magic, detect poison, light, read magic **STATISTICS** Str 11; Dex 17; Con 11; Int 12; Wis 16; Cha 16 Base Atk +5; CMB +5; CMD 18 Feats Alertness, Iron Will, Natural Spell, Persuasive, Skill Focus (Diplomacy) Skills Diplomacy +15, Handle Animal +13, Heal +13, Perception +17, Sense Motive +12, Survival +15 Special Qualities Animal companion, elf blood, link, resist nature's lure, share spells, spontaneous casting, trackless step, woodland stride Languages Common, Druidic, Elven, Sylvan **Gear** *headband of alluring charisma* +2, scythe, sickle Shiloh CR 1/3 **XP** 135 N Small animal (dog)

Init +1; Senses low-light vision, scent; Perception +8 DEFENSE

AC 13, touch 12, flat-footed 12 (+1 Dex, +1 natural, +1 size) **hp** 19 (3d8+6)

Fort +7, **Ref** +4, **Will** +2

OFFENSE Speed 40 ft.

Melee bite +2 (1d4+1)

STATISTICS

Str 13, Dex 13, Con 15, Int 2, Wis 12, Cha 6 Base Atk +2; CMB +1; CMD 12 (16 vs. trip)

Feats Great Fortitude, Skill Focus (Perception)

Skills Acrobatics +1 (+9 jumping), Perception +8, Survival +1 (+5 scent tracking); Racial Modifiers +4 Acrobatics when jumping, +4 Survival when tracking by scent SQ Link, share spells, trick (hunt)

CR 3

Belago the Doppelganger

XP 800

N Medium monstrous humanoid (shapechanger) Init +1; Senses darkvision 60 ft.; Perception +9 DEFENSE

AC 24, touch 12, flat-footed 23 (+8 armor, +1 Dex, +1 dodge, +4 natural) hp 26 (4d10+4)

Fort +4, Ref +5, Will +6 Immune charm, sleep

OFFENSE

Speed 30 ft.

Melee battleaxe +8 (1d8+4) Spell-Like Abilities (CL 18th) At will—detect thoughts (DC 13)

STATISTICS

Str 18, **Dex** 13, **Con** 12, **Int** 13, **Wis** 14, **Cha** 13 **Base Atk** +4; **CMB** +8; **CMD** 20

Feats Dodge, Great Fortitude

Skills Bluff +9 (+13 while using change shape ability), Diplomacy +4, Disguise +9 (+29 while using change shape ability), Perception +9, Sense Motive +6, Stealth +5; Racial Modifiers +4 Bluff, +4 Disguise

Languages Common

SQ change shape (*alter self*), mimicry, perfect copy SPECIAL ABILITIES

Mimicry (Ex) A doppelganger is proficient in all weapons, armor, and shields. In addition, a doppelganger can use any spell trigger or spell completion item as if the spells were on its spell list. Its caster level is equal to its racial Hit Dice. **Perfect Copy (Su)** When a doppelganger uses change shape, it can assume the appearance of specific individuals. **ECOLOGY**

Environment any

Organization solitary, pair, or gang (3–6)

Treasure NPC Gear

Doppelgangers are strange beings that can take on the shapes of those they encounter. In its natural form, the creature looks more or less humanoid, but slender and frail, with gangly limbs and half-formed facial features. Its flesh is pale and hairless, and its eyes are vacant and white.

Doppelgangers prefer infiltrating societies where they can gather wealth and influence, and see little point in forming cities of their own kind. Younger doppelgangers practice their skills by taking over small orc or goblin tribes, then move to more complicated societies like dwarven, elven, and human communities. Rather than making themselves targets by taking positions of leadership, they prefer to be the power behind the throne, or use multiple identities to manipulate influential citizens or entire guilds.

Doppelgangers make excellent use of their natural mimicry to stage ambushes, bait traps, and infiltrate humanoid society. Although not usually evil, they are interested only in themselves and regard all others as playthings to be manipulated and deceived. They are particularly fond of invading human societies in order to indulge in their desires—some enjoy the complex dance of politics while others seek constant change in the race and gender of both themselves and their romantic companions. While not standard, it is those doppelgangers use their gifts for cruel and sadistic purposes that are most notorious, and these shapeshifters are the primary cause of the race's sinister reputation. Certainly, a creature capable of changing its shape has a handy way to avoid capture for its crimes, and some particularly malicious doppelgangers enjoy disrupting relationships by posing as unfaithful lovers.

Rumors persist of even more powerful doppelgangers capable of not only shifting their appearance, but also skills, memories, and even the extraordinary and supernatural abilities of creatures whose forms they choose to mimic. These doppelgangers' change shape ability functions like the spell *polymorph* rather than alter self.

CR 10

Elite Klavek Archers

XP 9,600

LN Medium humanoid (human) Fighter 10 Init +7; Perception +5 DEFENSE

AC 20, touch 13, flat-footed 17 (+5 armor, +3 Dex) hp 75 (10d10+20)

Fort +9; **Ref** +6; **Will** +3; +3 vs. fear

OFFENSE

Speed 30 ft.

Melee short sword +13/+8 (1d6+3, Crit 19-20/x2) Ranged +1 shocking burst composite longbow +18/+13 (1d8+6 plus 1d6 electricity, Crit 19-20/x3 plus 1d10 electricity)

STATISTICS

Str 15, **Dex** 16, **Con** 14, **Int** 10, **Wis** 11, **Cha** 9 **Base Atk** +10; **CMB** +12; **CMD** 25

Feats Critical Focus, Deadly Aim, Dodge, Greater Weapon Focus (composite longbow), Improved Critical (composite longbow), Improved Initiative, Point Blank Shot, Precise Shot, Vital Strike, Weapon Focus (composite longbow), Weapon Specialization (composite longbow)

Skills Stealth +18, Survival +12

Special Qualities Armor training 2, bravery +3, weapon training (bows +2), weapon training (light blades +1) **Languages** Common

Gear +1 shocking burst composite longbow, +1 shadow chainmail

18

Elven Archers

XP 6,400 LG Medium humanoid (Elf) Ranger 9 Init +5; Perception +12 DEFENSE

AC 18, touch 15, flat-footed 13 (+3 armor, +5 Dex) hp 58 (9d10+9)

CR9

CR 6

Fort +7; **Ref** +11; **Will** +4

OFFENSE

Speed 30 ft.

Melee punching dagger +10 (1d4+1, Crit x3)

Ranged masterwork composite (+1) longbow +15 (1d8+1, Crit x3)

Special Attacks favored enemy (human) +4, favored enemy (orc) +2

Ranger Spells Prepared (CL 6th; concentration +7)

2nd—*cat's grace*

1st—alarm, entangle, resist energy (fire)

STATISTICS

Str 12, **Dex** 21, **Con** 13, **Int** 11, **Wis** 13, **Cha** 10 **Base Atk** +9; **CMB** +10; **CMD** 25

Feats Endurance, Far Shot, Manyshot, Point Blank Shot **Skills** Climb +16, Handle Animal +5, Heal+8, Intimidate, Knowledge (geography) +11, Knowledge (nature) +11, Perception +12, Stealth +16, Survival +8

SQ Evasion, favored terrain (forest), hunter's bond (companions), track, wild empathy, woodland stride **Languages** Elven

Shirafae

XP 2,400

Female drow cleric 7 CG Medium humanoid (drow, elf)

Init +3; Senses darkvision 120 ft., low-light vision; Perception +12

DEFENSE

AC 21, touch 13, flat-footed 18 (+7 armor, +1 shield, +3 Dex)

hp 32 (7d8)

Fort +4, Ref +5, Will +10; +2 vs. enchantments DR 5/evil; Immune magic sleep; Resist elven immunities; SR 12

Weakness light blindness

OFFENSE

Speed 20 ft.

Melee +2 anarchic warhammer +6 (1d8+2, Crit ×3+2d6 vs. Lawful)

Special Attacks channel energy 6/day (3d6 positive, Fort DC 16), touch of chaos

Spell-Like Abilities (CL 7th; concentration +10) 8/day—touch of chaos

1/day—dancing lights, darkness, faerie fire

Cleric Spells Prepared (CL 7th; concentration +12) 4th (2/day)—chaos hammer (DC 19), freedom of movement; freedom of movement 3rd (3/day)—helping hand, prayer, dispel magic; magic circle against law 2nd (4/day)—remove paralysis, hold person (DC 17), shield other, bear's endurance; align weapon 1st (5/day)—shield of faith, magic weapon, cause fear (DC 16), entropic shield, sanctuary (DC 16); protection from law

0 (at will)—*detect magic, mending, mending, guidance* **Domains** chaos, liberation

STATISTICS

Str 11, **Dex** 17, **Con** 8, **Int** 13, **Wis** 20, **Cha** 16 **Base Atk** +5; **CMB** +5; **CMD** 18

Feats Desperate Battler (+1 morale to melee attack and damage when alone), Martial Weapon Proficiency (warhammer), Selective Channeling, Stealthy

Skills Diplomacy +9, Heal +11, Intimidate +6, Knowledge (arcana) +5, Knowledge (history) +10, Perception +12, Sense Motive +12, Stealth +14; **Racial Modifiers** +2 Perception **Languages** Common, Elven, Undercommon

SQ Anarchic, aura, light blindness, poison use, spontaneous casting

Gear +1 breastplate, +2 anarchic warhammer, buckler, mantle of faith, potion of pass without trace, ring of chameleon power, 204 gp

SPECIAL ABILITIES

Liberation (6 rounds/day) (Su) Shirafae can act as if she had freedom of movement for 6 rounds a day.

Touch of Chaos (8/day) (Sp) With a melee touch attack, target takes the lower of 2d20 for each d20 roll for 1 round.

KOHUF, ERADOR, DOCRE, DAVRI, ADD OKULR

Drow Fighter

XP 2400 7th Level Drow fighter

CG Medium humanoid (drow, elf)

Init +5; Senses darkvision 120 ft., low-light vision; Perception +7

CR 6

DEFENSE

AC 16, touch 11, flat-footed 15 (+5 armor, +1 Dex) hp 53 (7d10+13)

Fort +8, Ref +3, Will +3 (+2 vs. fear); +2 vs. fear, +2 vs. enchantments

Immune magic sleep; Resist elven immunities; SR 13 Weakness light blindness

OFFENSE

Speed 30 ft. **Melee** longsword +12/+7 (1d8+6, Crit 19-20/×2) **Ranged** light crossbow +8/+3 (1d8, Crit 19-20/×2) **Special Attacks** weapon training abilities (heavy blades +1) **Spell-Like Abilities** (CL 7th; concentration +7)

1/day—dancing lights, darkness, faerie fire

STATISTICS

Str 17, **Dex** 12, **Con** 13, **Int** 10, **Wis** 12, **Cha** 11 **Base Atk** +7; **CMB** +10; **CMD** 21

Feats Alertness, Great Fortitude, Improved Initiative, Point-Blank Shot, Rapid Reload (light crossbow), Vital Strike, Weapon Focus (longsword), Weapon Specialization (longsword) Skills Diplomacy +3, Intimidate +6, Perception +7, Sense Motive +5, Stealth +1, Survival +7;RacialModifiers +2 Perception
Languages Elven, Undercommon
SQ Armor training 2, bravery 2, poison use, weapon training (heavy blades +1)

Gear light crossbow, longsword, scale mail

ABAUK, DUXRA, AND IYMSTRA'S SLAVES

Drow Ranger

CR 6

XP 2400

7th Level Drow ranger

CG Medium humanoid (drow, elf)

Init +3; Senses darkvision 120 ft., low-light vision; Perception +14

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex) **hp** 40 (7d10)

Fort +5, Ref +8, Will +4; +2 vs. enchantments, +4 vs. hot/ cold environments, +4 vs. suffocation

Immune magic sleep; Resist elven immunities; SR 13 Weakness light blindness

OFFENSE

Speed 30 ft.

Melee shortsword +8/+3 (1d6+1, Crit 19-20/×2)

Ranged composite longbow +11/+6 (1d8, Crit ×3)

Special Attacks favored enemies (drow +4, magical beasts +2)

Spell-Like Abilities (CL 7th; concentration +8) 1/day—dancing lights, darkness, faerie fire

Ranger Spells Prepared (CL 4th; concentration +6) 2nd—*cat's grace*

1st—detect snares and pits, summon nature's ally I **STATISTICS**

Str 12, **Dex** 17, **Con** 11, **Int** 13, **Wis** 14, **Cha** 12 **Base Atk** +7; **CMB** +8; **CMD** 21

Feats Acrobatic, Endurance, Point-Blank Shot, Precise Shot, Self-sufficient, Stealthy, Weapon Focus (longbow) Skills Acrobatics +8, Climb +8, Diplomacy +8, Escape Artist +6, Fly +4, Handle Animal +6, Heal +10, Intimidate +5, Knowledge (geography) +7, Knowledge (nature) +6, Perception +14, Sense Motive +4, Sleight of Hand +4, Spellcraft +5, Stealth +14, Survival +12 (+15 to track), Swim +6 (+10 to resist nonlethal damage from exhaustion); **Racial Modifiers** +2 Perception

Languages Common, Elven, Undercommon

SQ Combat styles (archery), favored terrain (underground +2), hunter's bonds (companions), poison use, track, wild empathy, woodland stride

Other Gear composite longbow (40 arrows), shortsword, studded leather armor

CR 6 lymstra **XP** 2400 Female drow cleric 7 LE Medium humanoid (drow, elf) Init +2; Senses darkvision 120 ft., low-light vision; **Perception** +7 DEFENSE AC 17, touch 13, flat-footed 14 (+4 armor, +2 Dex, +1 dodge) **hp** 32 (7d8) Fort +5, Ref +4, Will +8; +2 vs. enchantments **Defensive Abilities** remote viewing; **Immune** magic sleep; Resist elven immunities; SR 13 Weakness light blindness OFFENSE Speed 30 ft. Melee scorpion whip +7 (1d3 plus poison) Special Attacks Channel Energy 4/day (4d6 negative, Fort DC 14), lore keeper, touch of evil Spell-Like Abilities (CL 7th; concentration +8) At will—*lorekeeper* 7 rounds/day—remote viewing (clairaudience/clairvoyance) 6/day—touch of evil 1/day—dancing lights, darkness, faerie fire **Cleric Spells Prepared** (CL 7th; concentration +10) 4th—*divination*; *divination* 3rd—locate object, prayer, speak with dead (DC 16); speak with dead (DC 16) 2nd-augury, zone of truth (DC 15), eagle's splendor, owl's wisdom; detect thoughts (DC 15) 1st—deathwatch, magic weapon, comprehend languages, detect chaos, protection from chaos; comprehend languages 0th—detect magic, detect poison, read magic, guidance **Domains** evil, knowledge **STATISTICS** Str 10, Dex 14, Con 11, Int 12, Wis 17, Cha 13 Base Atk +5; CMB +5; CMD 18 Feats Combat Casting, Dodge, Exotic Weapon Proficiency (whip), Weapon Finesse Skills Bluff +3, Diplomacy +7, Intimidate +3, Knowledge

(arcana) +6, Knowledge (dungeoneering) +6, Knowledge (history) +6, Knowledge (planes) +6, Knowledge (religion) +7, Perception +7, Sense Motive +8, Spellcraft +6, Survival +5, Use Magic Device +3; RacialModifiers +2 Perception

Languages Common, Elven, Undercommon

SQ Aura, poison use, spontaneous casting

Gear chain shirt, holy symbol, scorpion whip

Poison Medium Spider Venom; type poison (injury); save Fortitude DC 14; frequency 1/round for 4 rounds; effect 1d2 Str damage; cure 1 save

SPECIAL ABILITIES

Lore Keeper (At will) (Sp) By touch, learn about a creature with a Knowledge check result of 25.

Touch of Evil (3 rds) (6/day) (Sp) With a melee touch attack, target is sickened and counted as good-aligned for the purpose of [Evil] spells.

ppendix B: The Silent torest (Cahel

Covering almost two and a half million square miles, Edhellond is the home of the elves of Aventyr.

The northern section of Edhellond is made up primarily of pine and fir trees, while the rest of the forest is a mixture of conifers and deciduous trees, such as mighty maples, oaks, and beech trees. The tree growth at the southern border of Edhellond with the Scorched Lands is limited due to the lack of usable nutrients in the soil. The eastern border of the Silent Forest is relatively clear of tree growth, as these areas have been cultivated for crops.

Isolationist, militant, xenophobic, and suspicious, almost nothing is known about the elves of Edhellond (known to nonelves as the Silent Forest). Non-elves are unwelcome and those that refuse to leave are found, eventually, outside the forest, their bodies savaged and left as a warning to others.

Non-elves do not know why the denizens of the Silent Forest have separated themselves from the rest of the world and those few elves who are caught outside the forest will not answer questions about their history or their homeland, even under threat of death. Only the most dire of circumstances will make an elf divulge information.

History

The elves believe that almost at the Prime Event of the universe, light was created and it spread throughout the heavens, bringing life to countless worlds. As the universe attempted to create balance, darkness was created as well. They believe that these two equal and opposing forces were found in Naraneus, who became the Dark Goddess of the Drow, and her twin sister Naneth, who would become the Mother Goddess of the Elves.

Many centuries ago, when the Silent Forest was still relatively young, the surface elves and what would become known as the drow lived together, but their increasing numbers were soon going to overwhelm what the forest could provide. Rather than the different factions descending into violence, their deities did in their stead.

According to the surface elves, Naraneus began a campaign of war against her sister that was so continuous and all-consuming that when the now-divided groups came to blows, Naraneus ignored the pleas of the drow to concentrate on her own battles. The drow, in desperation, turned to other gods, but they didn't answer them either. The elves showed no quarter as the drow had begun the fight and the dark elves were forced to flee. The drow call this *The Dismissal*. The elves call it *The Banishing*.

After nearly a thousand years, Naraneus broke off her war with Naneth and returned to the drow, teaching them of the darkness that she represented. Naneth took time to reflect upon the activities of the past thousand years and began teaching her priests and priestesses that if the elves could not trust their own kin, they couldn't trust anyone outside their kin.

Trade relations with the dwarves, halflings, and gnomes suddenly ceased. There was no response from envoys sent to the

elves. Even the orcs had no relations with them. Their entire society retreated into Edhellond, turning solely to hunting and agriculture, forsaking trade with any other races.

At first, diplomats from various races were simply rebuffed and told to leave the woods with very little information. As the other races sent bolder envoys to the Silent Forest, the envoys returned with even less information and more threats to stay out of Edhellond—eventually, they stopped returning altogether.

Knowing that trusting the other races was all but impossible but understanding that knowledge of the other races activities was important, Patriarch Celeion Taltaur sent some spies to infiltrate the human and orc communities and others to keep tabs on the other races. These spies are trained in the art of disguise and use every magical means available to them to remain hidden. These spies are replaced every few years, but they remain hidden within those communities and their information is invaluable.

Government

Edhellond is a theocracy ruled by a Matriarch or Patriarch. When the current ruler dies, every cleric, monk, and paladin dedicated to Naneth goes into a week-long meditation. Upon waking, the member of the clergy that can perform a miracle determined to be from Naneth herself becomes the new Matriarch or Patriarch.

At the time the Matriarch or Patriarch assumes the throne, they select what is called the Warden. Upon death of the Matriarch or Patriarch, the Warden takes control of the throne until a miracle is produced.

The current leader, Haewel Birron, became the Matriarch when she brought rain to the fields of crops that border the eastern edge of the forest in a time of great drought. This was unusual because the rain came from inside the forest instead of from the sky. She is married to Arfindiel, an extremely gifted metalsmith who learned the trade from his ancestors (who learned from the dwarves before The Banishing).

A cleric of Naneth who could have become the Matriarch or Patriarch advises the ruler. The current advisor is Erilanwen, a militaristic cleric of Maethor Naneth (see Religion, below).

Every Matriarch or Patriarch keeps a sorcerer or wizard on his or her staff as well. This spellcaster is usually chosen by the advisor, but may be chosen by the ruler. The current spellcaster is Tacaeon.

(ities

There are no cities in Edhellond, though there are the remnants of some outposts that lay in ruins. The elves learned early on that building structures, such as guard posts or even villages, simply gives other races a place to establish a stronghold within the Silent Forest. There are hundreds of campgrounds that are used by the patrols within the woods, but they contain no buildings and usually only a firepit or place to pitch a tent if needed. There is no capital, per se, of Edhellond. The closest approximation to a capital is Tal (pronounced tahl), which is a shrine to Naneth that is in the middle of massive forest. Elven legend states that Naneth appeared to Sabarwen Haeelwa, the first Matriarch of the elves, and told Sabarwen to begin settling an area around an extremely large maple tree. This area is surrounded by a group of treants who have sworn loyalty to the position of the Matriarch or Patriarch.

Capital

Patrols

Specific patrols watch the borders between Edhellond and the Klavek Kingdom to the north, the Scorched Lands to the south, and the uncharted territories to the west. General patrols move throughout Edhellond on a regular basis.

Patrols through Edhellond consist of roughly a dozen warriors and contain at least one individual proficient in a few languages or that has the ability to cast the *tongues* spell. They keep a sharp eye out for any type of shape changing magic (something they can use to help their spies stay hidden).

Spellcasters in these patrols refrain from large, flashy spells (such as *lightning bolt*), and prefer to use spells like *detect thoughts*, *cause fear*, and most use mind-controlling magic to get invaders to leave and not return. They also use spells that alter memories to get invaders to forget anything they have seen, as well as certain psychoactive fungi that are grown near the sea where Edhellond borders the Scorched Lands.

Each patrol group has two members who carry horns which are blown in the event of combat. This sound attracts elves within hearing range. Two separate members of the party carry scrolls of *sending*, one of which is used at the same time the horns are blown. This scroll is used to contact the Matriarch and inform her of what is occurring, along with an approximate position and the number of enemies.

When the Matriarch receives a *sending*, she alerts the Teu Circa, the Silver Sickles. If the number of enemies is large or battle turns quickly against the defenders, the Sickles ride into battle upon permanently *hasted* dire boars. Each member of the Sickles wears a *ring of sending* to allow constant communication between the group and the Matriarch.

The Jeu Circa (The Silver Sickles)

The Teu Circa are the personal bodyguards for the Matriarch and the internal police force for Edhellond. This group is made up of eleven members, one of each class. The leader of the Sickles— Tanna in this case—is always a paladin of Naneth.

Each member of the Teu Circa owns a dire boar that they have raised from birth to be a steed and companion. These boars are permanently hasted and have no fear of carrying their rider into battle. Under no circumstances will a boar of the Sickles carry any other rider.

Both boars and Sickles serve the elven ruler until death.

Religion

Elves are monotheistic, worshipping a dual goddess—Naneth. Naneth has two faces that elves pray to depending on their class or their situation. Naneth represents the warming, protective, maternal side of light as Asaya Naneth, the Leaf Mother, while also representing the harsh, destructive side of light as Maethor Naneth, the Warrior Mother.

Death in Edhellond is a somber event. As the elves consider each other to be family (regardless of lineage) a death is almost always mourned forest-wide. A death in Edhellond is treated with respect, but more so if the deceased was a member of the Teu Circa or an important member of elven society. The most respect is reserved for the Matriarch or Patriarch.

The funereal rite of the elves is called "Returning to Mother." It involves wrapping the deceased in leaves, having the body blessed by the Matriarch or Patriarch, then burial beneath the roots of a tree. This allows the body's decomposition to assist the tree in growing, as the chemicals of the body are taken up by the plant.

When warfare was more common, the rite of blessing and burial was performed by the closest cleric or paladin of Naneth. As the clerics and paladins did not carry enough leaves to wrap bodies in, they pinned a single leaf to the garments of the deceased and buried them below the nearest tree when time permitted.

Ruler

The current Matriarch of the elves of the Silent Forest is Haewel Birron. As per elven custom, when the previous ruler (Patriarch Umiel Firwen) passed away, Haewel joined the other clerics, paladins, and monks in trying to bring forth a miracle to see whom the new leader would be. Haewel managed to conjure rain to bring water to the crops that border the eastern edge of the Silent Forest, but this rain came from inside forest instead of the sky, marking her as the new ruler of Edhellond. What makes her more unusual is that she is just past middle age, making her the youngest Matriarch in recorded elven history.

She is a potent healer but tempers her restorative abilities with common sense; if you are hurt during battle, she is the first to offer aid. However, if your injuries are your own doing from lack of forethought, she has one of her clerics heal the most grievous wound, but leaves the rest to heal on its own.

Matriarch Haewel is the daughter of a female cleric of Maethor Nareth and a jeweler.

Matriarch Haewel Birron

XP 307,200

Female elf cleric of Asaya Naneth 20 LN Medium humanoid (elf) Init +6; Senses low-light vision; Perception +15

DEFENSE

AC 20, touch 12, flat-footed 18 (+8 armor, +2 Dex)

hp 154 (20d8+60)

Fort +20, **Ref** +13, **Will** +21; +2 vs. enchantment spells and effects

CR 20

Immune sleep

OFFENSE

Speed 30 ft.; fly 60 ft. (1/day)

Melee +3 sylvan scimitar +21/+16/+11 (1d6+2 plus 1d6, Crit 18-20/x2)

Ranged +5 everbane composite longbow +21/+21/+16/+11 (1d8+2 plus 2d6 against selected humanoid type)

Cleric Spells Prepared (CL 20th; concentration +24)

9th—etherealness, mass heal, miracle, true resurrection; foresight

8th—dimensional lock, holy aura, shield of law, symbol of insanity; discern location

7th—holy word, greater restoration, regenerate, resurrection; legend lore

6th—banishment, heal, mass bear's endurance, symbol of fear; find the path

5th—break enchantment, commune, symbol of sleep, true seeing; spell resistance

4th—dismissal, divination, divine power, sending, tongues; divination

3rd—daylight, dispel magic, magic circle against evil, prayer, remove disease; speak with dead

2nd—aid, lesser restoration, remove paralysis, spiritual weapon, zone of truth; detect thoughts

1st—bless, bless water, detect evil, protection from evil, shield of faith; comprehend languages

0th—detect magic, detect poison, light, read magic Domains knowledge, protection

STATISTICS

Str 14, **Dex** 15, **Con** 16, **Int** 16, **Wis** 19, **Cha** 15 **Base Atk** +15; **CMB** +17; **CMD** 29

Feats Cleave, Deceitful, Improved Initiative, Martial Weapon Proficiency (scimitar), Persuasive, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (Everbane composite longbow), Turn Undead, Weapon Focus (sylvan scimitar)

Skills Bluff +17, Diplomacy +19, Heal +17, Knowledge (arcana) +10, Knowledge (history) +15, Knowledge (planes) +10, Knowledge (religion) +20, Linguistics +10, Perception +15, Ride +14, Sense Motive +21, Spellcraft +15, Survival +10; Racial Bonus +2 Perception

Languages Abyssal, Auran, Common, Dwarven, Elven, Goblin, Orc, Sylvan

SQ aura of protection, elven magic, keen senses, lore keeper, remote viewing, resistant touch

Everbane Bow When she nocks an arrow on this bow, Haewel may select one subtype of Humanoid to turn the arrow into a+1 bane arrow (under no circumstances will she select elf.)

SPECIAL ABILITIES

Lore Keeper (Sp) Matriarch Haewel can touch a creature to learn about its abilities and weaknesses. With a successful touch attack, she gains information as she made the appropriate Knowledge skill check with a result equal to 39. **Remote Viewing (Sp)** Matriarch Haewel can use *clairvoyance/ clairaudience* at will as a spell-like ability (CL 20th) for 20 rounds per day. These rounds do not need to be consecutive. **Resistant Touch (Sp)** As a standard action 7 times per day, Matriarch Haewel can touch an ally to grant him her +5 resistance bonus for 1 minute. When she uses this ability, she lose the +5 resistance bonus to saves granted by the Protection domain for 1 minute.

Aura of Protection (Su) Matriarch Hawel can emit a 30foot aura of protection for 20 rounds per day. She and her allies within this aura gain a +4 deflection bonus to AC and resistance 10 against all elements (acid, cold, electricity, fire, and sonic). These rounds do not need to be consecutive.

Significant Characters Janna, Leader of the Jau Circa

Tanna was born in the southern portion of Edhellond to two clerics of Maethor Naneth. As she grew, she took to the teachings of her parents but instead of simply worshipping Naneth, Tanna wanted to show others the glory of the Warrior Mother. To do this, she trained as hard as she could, pushing herself past both physical and spiritual limits she wasn't aware she had.

When Tanna was at her physical peak, she became the apprentice to Eenthi, the (then) leader of the Tau Circa. He taught her to trust her mind as well as her heart, teaching her the dirty tricks that other races use and how to counter them. He tempered her spirit with reality and formed her into the woman she is today; tough, nononsense, and practical, but still filled with the wonder of Naneth.

She has an unwavering loyalty to Matriarch Birron, but places the safety of the elven lands above even that of the Matriarch and will not hesitate to question decisions made at the throne.

Erilanven, Advisor to the Matriarch

Erilanwen is the current advisor to Matriarch Birron and a cleric of Maethor Naneth.

Born in Tal, Erilanwen was orphaned at age twenty-five when his parents were killed during a wild bear attack. Before this happened, both had taught him the ways of Asaya Naneth. However after the attack, his attitude changed and he found himself gravitating toward Maethor Naneth.

As he aged, Erilanwen became a cleric of Maethor Naneth, but found that he retained some of his parents' teachings regarding Asaya Naneth. While he still feels anger for his parents' untimely deaths, he has tried to find a balance between the two aspects of Naneth within himself. Although prone to anger-filled outbursts, Erilanwen is capable of great caring and empathy; he tries to lend these qualities in his advisement of the Matriarch.

23

Two things that elves excel in are magic and art, and foremost in Edhellond among goldsmiths is Arfindiel. Arfindiel learned goldsmithing from his parents who in turn, learned it from time spent with the dwarves before The Banishing and the closing of the Edhellian borders.

Arfindiel

Born with a minor talent for magic, Arfindiel surpassed his parents in his talent for manipulating precious metals.

When he approached Haewel Birron, he brought to her what he considers his greatest work: a holy symbol of Naneth. The leaf is made of green-colored copper, with the edges and veins of the leaf made of platinum. The arrow is made from pieces of one of Haewel's own arrows, the head made from pure gold and the fletching made of silver. She carries it to this day as her own holy symbol.

Arfindiel stays out of the politics that his wife is engaged with. He prefers to keep out of the limelight and create new artistic pieces.

Tacaeon

Tacaeon is young, barely into adulthood, but his age and enthusiasm belies his sorcerous abilities. Magic appeared to Tacaeon very early, as he was passing into his thirties. Instead of settling down with a tutor (of which there were many), Tacaeon's parents encouraged him to practice on his own—he took to magic as the proverbial duck to water.

Tacaeon has a small workshop near Tal that he calls his "hutch." Inside, he is almost constantly experimenting (a sign indicating such is hung on the door of the hutch).

Haewel chose him as her advisor due to his age. As everyone around her has the experience of many years, most of them have lost Tacaeon's fresh, unadulterated view of the world.

Appendix C: The Menalpaur

Many hundreds of years ago, when the elven race had been created, Naneth, Naraneus, and Onael understood that any one of them guiding the elven race would end up with a stunted race of people. Naneth and Naraneus did not have Onael's organizational prowess, allowing the elves to maintain their lands against the other young races. Onael and Naraneus did not have Naneth's mothering and protective instinct, which would give the elves an advantage over the more savage races. Naraneus had a ruthlessness that would make the enemies of the elves fear them, something that Onael and Naraneus had.

Not liking each other—as brothers and sisters are wont to do but realizing that they needed to work together in order to keep their race alive, Naneth, Naraneus, and Onael channeled small portions of their deific energies into three crystals: Naneth chose aventurine, Onael chose pyrope, and Naraneus chose hematite. Each carved their stone to resemble an elf and then they bound the three together with bands of iron, adamantine, and mithral. They called it the *Menalpaur*, the Fist of Heaven.

Once the three figurines were bound, they were enchanted to hover above Edhellond and all of the elves could see the idols no matter where they were or what blocked their view; if they wanted to gaze upon the sculptures, all they had to do was look. The stones helped the elves keep their three-sided nature in check, leading to a healthy and successful life.

This, however, was not always a blessing as the number of elves grew such that Edhellond was on the verge of not being able to support their growing numbers. This led to infighting as some claimed that they deserved more than others. No one could foresee the coming of Mother Darkdreamer.

Human legends tell of the goddess Nearru and the Klavek hero Jazoh fought an epic battle against Mother Darkdreamer, the largest true dragon ever to have been recorded. During the battle, Jazoh struck the killing blow while Mother Darkdreamer was still in the air. She sailed away from Drak'kal, over Edhellond and into the Vast Swamp, never to be heard of again. What none of the human legends know is that Mother Darkdreamer, dead but still gliding, swallowed the Menalpaur, taking it with her into the bogs. So great was Mother Darkdreamer's power that she blocked the location of the Menalpaur from the sight of all three elven deities.

With the Menalpaur gone, there was very little keeping the elves from further infighting, especially when infighting had begun between their deities. Naraneus accused Naneth of hiding the Fist of Heaven, while Onael railed against the disorder between his sisters, when they should be presenting a unified face to their followers.

When Naraneus and Naneth had come to blows—along with their followers—Onael decided to lead his adherents (which he named the Edheliast) from Edhellond to a new home called the Forgotten Forest. There the Edheliast continue to fight for survival, growing bigger, stronger, faster, and more cunning as they battle against animals, magical beasts, and even the souls of dead elves and drow that Onael claims before Naneth or Naraneus can.

The split between Naneth and Naraneus grew deeper, eventually leading to *The Dismissal*.

The three elven gods now search for the *Menalpaur*. Onael hopes to reclaim all of the elves as his own. Naraneus wants it so that she may bring the drow back up out of the Underworld and into the sunlight, where they belong. Naneth wishes to use the *Menalpaur* to keep her elves safe and protected.

Each of the siblings has searched for the *Menalpaur* previously but now, Onael has all but given up the search and is working on attacking Edhellond with his Edheliants and his thankfully rare Edhelgurths. Mareth believes that the *Menalpaur* is their only chance for survival.

Appendix D: Deities

ПАПЕСБ



Titles: Leaf Mother, Warrior Mother Home: Edheltaure (Elven Forest) Symbol: A leaf pierced with an arrow Alignment: TN Portfolio Elves, forest, agriculture, combat Domains Charm, Healing, Knowledge, Protection, Sun, War Favored Weapon spear

History

According to the elves, from the beginning, during the Prime Event that created the cosmos, there has been light. This light both warmed the cosmos and struck out against the darkness that also appeared. This light, both protective and aggressive, is embodied in Naneth—she is both the Leaf Mother and the Warrior Mother.

Naneth (NAH neth), her sister Naraneus, and their brother Onael created the first elves. Naneth comforted and warmed the elves, but she also taught them to defend themselves. She showed them to care for each other and themselves, but they only had each other to rely on. As the elves evolved, she became more of a mothering figure to them, offsetting the chaotic presence of Naraneus while Onael drifted away from the family.

Eventually, Naraneus became jealous of Naneth's mothering ways and began a feud between the two that would last for ages and eventually encompass the elves as well, two groups choosing a deity to follow. Naraneus lost and the elves that followed her were banished from Edhellond.

Once the war was over, Naneth reflected on Naraneus's deceit. She decided that if she could not trust her own sister, her children couldn't trust anyone else. She instructed the Matriarch to retreat completely within Edhellond, the Silent Forest.

Trade relations with the dwarves, halflings, and gnomes suddenly ceased. There was no response from envoys sent to the elves. Even the orcs had no relations with the elves. The entire society retreated into Edhellond, turning solely to hunting and agriculture and forsaking any trade with any other races.

Naneth taught the elves that they were to rely on themselves and themselves only for everything. There would be no trade, no exchanges of information, no envoys allowed inside Edhellond.

Appearance

Naneth appears in two forms, befitting her dual nature. In her Asaya Naneth (Leaf Mother) form, she appears as a motherly female elf with long golden hair that reaches the ground and she always carries a basket of bright blue flowers. Regardless of how she dresses, she has a pin of her symbol at the neck of her garment.

In her Maethor Naneth (Warrior Mother) guise, she appears as a tall, stout elf, dressed in leather armor and a small cap keeping her jet black hair out of the way. She always carries a shield that is designed to look like her symbol.

She can change between the two forms in the blink of an eye as a free action.

Church of Naneth

Naneth's "church" is more of an outdoor shrine at the largest maple tree in the Silent Forest, Tal. Edhellond is a theocracy, led by the current Matriarch or Patriarch, who also leads the services to Naneth.

Worshippers and Clergy

All surface elves worship Naneth in either of her two forms and worship of both is the norm. Clergy outside of the Matriarch/ Patriarch and the cleric of Naneth selected by the ruler are treated equally regardless of magical potentcy or ability. The motto of the clergy is, "we only have ourselves," so they do not discriminate in any way.

oly Jext

CHE CRIPLOID CEXC

This tome is separated into sections of three, with each section beginning with a parable of Asaya Naneth, ending with a parable of Maethon Naneth, and the middle section being descriptions of the war between the elves and between Naneth and Naraneus.

The cover of the copy that belong to the Matriarch or Patriarch is created from several massive maple leaves. The pages are made from a branch that supposedly fell from the maple tree that makes up Naneth's shrine.

DROW DEMIGODDESS: FIVAKA

Titles: Leader out of Darkness, Savior of the Masses Home: Nhilolin (NYE low lin) Symbol: A broken chain Alignment: CG Portfolio Drow, Freedom, Justice, Underground Domains Chaos, Darkness, Liberation, Travel Favored Weapon warhammer

History

Hivaka was the last daughter of five children born to a minor drow house, House Ruim, in the city of Xdot. Her mother, Laelstra, was the Matron's personal seeress. Hivaka possessed only the slightest of her mother's magical abilities, mastering cantrips at an early age, but progressing no further. Being the youngest daughter, barely older than her only brother, and her sisters already being groomed for succession to various positions within the House, Hivaka found herself being used as leverage by almost everyone around her.

Hivaka's father, Elkerd, was first son of House Kilduis, allies of House Ruim. Among Elkerd's vices was gambling—he never minded losing as long as fun was had by all. The problems began when he started using House Kildius' assets to cover his wagers. When he was financially cut off from House Kilduis, he took the step of offering his youngest daughter, Hivaka, to the winner of a game of orbben*. When Elkerd lost to Imfein of House Rilyntyl, rival of House Kilduis, Hivaka was taken from her home by force. Laelstra protested, but there were too many reliable witnesses to the wager for her challenges to hold sway over her Matron. Thus, Hivaka was taken into slavery by House Rilyntyl. Laelstra attempted to buy Hivaka from Imfein, but was rebuffed, as having a bargaining chip against House Kilduis' ally was was worth much more than gold.

*Orbben is described in Appendix F.

Aside from the hard labor she and many others were forced to endure, Hivaka was treated well—as well as a slave could be treated, anyway. She took her slavery in stride, seeing as how she had almost never held any power of significance in her life. However, she harbored a hatred for her father, not understanding how a parent could blithely hand over their child's life to another simply to cover a bet.

The guards from House Imfein did not treat her any better or any worse than any of the other slaves. Neither did they prohibit her mother from visiting her occasionally during the evening, as long as no escape attempts were made. They did, however, restrain her from braining her father with her work hammer the one and only time he approached her during a shift of breaking up rocks. If not for the guards, Elkerd would have died violently (but probably not quickly).

Hivaka was a slave of House Imfein for almost a full year before Laelstra recruited a large following and put a plan into action that would free Hivaka: Laelstra and her cohort would attack the Imfein guards at the slave pens during the night and Hivaka would escape in the confusion while wearing the battle-dress of a House Imfein sorceress.

The assault appeared to be a success, chaos reigning in the slave pens, however Laelstra had not anticipated two things: first, there were more guards than expected, causing longer holdups and more casualties as the attacking mob progressed. More guards also meant that an alarm could be sounded, bringing reinforcements which compounded the existing issues with the rescue.

The second problem was that Hivaka had determined that no matter where she was in drow society, she would be enslaved. Either to another house or within her own, where she would be used as a pawn in countless numbers of schemes by her Matron and her own family. As the youngest daughter, she held the lowest standing. Because of this, she was determined not to return to her home.

Once in possession of the Imfein battle dress, Hivaka pulled the attached hood over her head and began leading slaves away, using her implied authority along with some well placed and spectacular looking cantrips to move them without interference. She had nearly one hundred slaves with her when they left the Xdot border.

Leading them on through the night, Hivaka found a narrow cave entrance that led into a larger cavern inside. Using the last of her available magics, Hivaka attempted to cover the mouth of the cave with an illusion showing solid rock. The image was far more effective than Hivaka knew, because she and her group had attracted the attention of Leahchim, the only known male drow deity.

A trickster among the more serious drow goddesses, Leahchim took this opportunity to thumb his nose at his sisters and have a bit of deific fun, watching gleefully as the drow patrols searched the area over and over, never seeing past his illusions.

The rescued slaves began worshipping Hivaka as a savior. She resisted their praise, saying that she was simply another slave, just like them. Leahchim, knowing that these slaves needed someone to look up to, invested a small amount of his power in Hivaka, raising her above the mortals, but not so high as the divine: he made her a demigoddess.

Those under her protection turned their new home into a town, called Nhlilolin, which has become a haven for the outcasts of the Underworld.

Appearance

Hivaka is short for a drow, but heavily muscled from her time as a slave. Her light gray hair is kept short for a female dark elf, the ends reaching her jawline. Her eyes are blue, relatively rare in the Underworld, and if you look into them, you find nothing but a steely resolve.

Hivaka keeps her clothes simple, preferring pants and shirts that have pockets—the more pockets, the better. She is never anywhere without the hammer that she used to break the chains of the other slaves before leading them off into the night. Every morning or after any combat, she repairs the wooden handle with the mending cantrip.

Church of Mivaka

Hivaka, as a very recent demigoddess, does not have a church, but those that were rescued from imprisonment literally sing her praises every day. She downplays her role as a savior or someone to be worshipped. She does have her devoted followers and, thanks to Leahchim, she is able to grant them a small number of spells (she has not gained any paladins, though).

Worshippers and Clergy

Those who escaped with Hivaka are her greatest worshippers, but any who have escaped bondage freely speak her name with reverence. There is no set clergy in Nhilolin, but some apostles go out into the Underworld (and a few to the Upperworld) and speak against slavery, striving to free those that are held down, if only through word if not deed.

Some of these preachers will gather the like-minded with them and attempt to free those taken by slavers. These zealots do not care if they live or die, as long as those imprisoned go free.

Holy Jext

CHE JOURNEY

The only text that Hivaka doesn't simply shake her head at is The Journey. This collection of parchments is the story of not only Hivaka leading the slaves of House Imfein to freedom, but every person who has escaped from an overlord is welcome to add their story to The Journey. So far, almost three hundred stories have been put into the collection.

A second "holy text" has begun circulating throughout Nhilolin and the Underworld, speaking of Hivaka in the holiest of languages, greatly exaggerating her abilities, and almost, but not quite, painting her as the goddess who will eventually overthrow the mightiest of slavers, Naraneus herself. Hivaka has tried to explain that the book, The Light of Hivaka and the Way Forward, brings attention to her and the town, which is mentioned by name in the book, and could lead to them all being recaptured. This explanation has failed, so far.

Appendix E: Orbben

O roben

Orbben is a card game played in drow gambling halls. It is superficially similar to blackjack. The goal of the game is to have two cards in your hand that equal or are the closest to the number 8, representing the number of legs of the Spider Goddess.

How to Play

The orbben deck has 72 cards, with each card numbered in the middle 0 through 8. The cards are shuffled and each player, with a maximum of 32 players (the number of players has never been this high), is dealt two cards. Once each player has two cards, the dealer deals eight cards in a circle in front of him. This is called the Goddess's Hand. The dealer alternates by moving to the left after each hand. The dealer does not play during the hand that they deal.

Play ends when there are no more players or each player has taken one turn being dealer.

The First Round

Before the first round starts, each player puts in an ante, determined by the players before the game starts. Most often, this is 1 to 5 silver pieces, but can be higher or lower as the table decides. If the betting becomes large enough, some players may wager items that have a selling price that isroughly the amount of the bet.

Once each player has their cards, they look at them and bet based on how close their cards are to equaling 8, but not going over. Bluffing and intimidation are common during this round.

The Second Round

The player to the left of the dealer begins the second round by exchanging one or both of their cards with the same number of cards from the Goddess's Hand. They may also exchange none, if so desired. If that player exchanges cards, the dealer picks up the eight cards, shuffles them, and deals them back into the Goddess's hand. This prevents the initial player from possibly indicating to another player that the first player's discard should be picked up. This happens after each player exchanges cards. Each player may only exchange once.

The Third Round

Betting resumes during the third round, although folding is also common. Bluffing and intimidation are also common during this round, although generally it is more aggressive than round one. Once betting is complete, the cards of the remaining players are shown, with the closest player to eight winning the hand. In case of ties, the pot is divided equally between the players.

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Fallen Leaves Adventure Path

A 3.5/PACHFINDER COMPACIBLE ADVENCURE FOR 4-6 PCS OF LEVELS 6-7

Book 2 of the *Fallen Leaves* adventure path takes you from the Klavek Kingdom to the unknown depths of the Silent Forest, home of the Elves, who have been secluded for centuries.

Among the towering trees of the Silent Forest, the PCs will learn about the trouble that began a millennium ago that has resurfaced: Onael and his army of Edheliant. To combat this, the PCs will help Myhal search for the Menalpaur, the Fist of Heaven and their search will lead them into the wastes of theScorched Lands.

On the way to the Scorched Lands, the PCs will find out that Onael has a new weapon in his war against both the surface Elves and the Drow: the Edhelgurth, the Elven death.

ΑΓ\$Ο ΙΠΦΕΊΩΕΡ ΙΠ "ΙΠΤΟ ΤΡΕ WOOD\$":

- NPC encounters, such as The Brute Squad and a Fortune Teller
- Explore the town of Divoky
- The PCs travel to the Silent Forest and meet the Matriarch of the reclusive Elves
- A meeting with drow agents
- A new magic item: umbra silk
- Two new deities: Naneth and Hivaka



