

HIG3–06

Brother Against Brother

A One Round D&D LIVING GREYHAWK[®] Highfolk Regional Adventure

Version 1.0

by Greg Marks

Reviewed by Jason Bulmahn

At its heart, the fate of the Vesve has always been tied to the fate of the elves that find shelter in her trees. Now the Vesve is under siege and the elves have yet to marshal against the dark tide rising to the east. You travel to hidden Flameflower to form an alliance with the elves while the flames of war gather about your feet. Part one of the House Divided series. An adventure for APLs 4 to 12.

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

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is

for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

Living Greyhawk Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

	Mundane Animals Effect on APL	# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are two things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Highfolk. Characters native to Highfolk pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

The defense of the Vesve has always had at its core, the hidden city of the elves: Flameflower. The elves are part of the wood, and take the defense of their home very seriously. To conquer the wood, one would have to destroy the elves that live in it.

Several months ago, the forces of the Old One began to march. War had come to the Vesve. The first town to feel the threat of his advance was Quaalsten. Despite the efforts of two armies, Quaalsten held due largely to the efforts many adventurers. Little did the forces of good realize, this was only the beginning.

Adventure Summary

Introduction: This encounter begins in two parts depending on the choices made by the PCs in a previous module. Some PCs are sent by the Lord High Marshal to Flameflower to enlist the aid of the elves against the siege of Quaalsten that has recently been broken. Other PCs are already waiting in Flameflower, so far unable to get an audience, but quietly learning the workings of court.

Encounter One: The PCs encounter one of Philidor's Globes, which floats off. The PCs then encounter an elven patrol that has come to escort them to Court, or investigate why they are trespassing. PCs that have played *HIG2-05 Kinsmen* meet an old acquaintance.

Encounter Two: The patrol takes the PCs to Flameflower to meet with Kashafen where he hears their plea for help. He promises to consider their request, and allows the PCs to spend the night while the court debates.

Encounter Three: The PCs have dinner with the court. During dinner the PCs must deal with the mechanizations of some court members while attempting to sway court opinion. There are rumors about Quaalsten, and various movement throughout the wood.

Encounter Four: The grugach attack in the middle of the night. There is fighting in the streets as the PCs leave their rooms. They fight one of the grugach patrols before meeting Rowana Menanine who is shepherding several children to safety. They flee to the area of the city around Kashafen's mansion and the Ancestral Copse.

Encounter Five: The PCs regroup with the Court and various dignitaries. They discuss what has occurred, as well as a strategy about how to save the city while the fighting continues outside the safety of the mansion.

Encounter Six: The PCs lead the counter attack. It is stormy. The PCs learn that the invaders are made up of wild elves, fey, and animals. The PCs are forced to retreat and regroup again.

Encounter Seven: The decision to flee Flameflower is made. They are forced to fight through the lines to

reach a *teleportation circle* to exit the city, as magical transport is not possible in most places of the city.

Note to DM: Elven politics play an important part in this module. It is important to ask players what their character's race is. Dwarves and half-orcs will be treated differently from other races by most NPCs. In addition, determine if any elven PCs belong to any of the clans of the Vesve (they should have a regional certificate denoting this membership). Clan membership may affect the attitudes of some NPCs. More information on the elven clans is available in the *Highfolk Player's Guide* available on the Highfolk website.

Introduction

You Have to Start Somewhere

Those That Stayed

Read the following for those that stayed behind during *HIG3-03 Siege*, said they would stay and then ran away, or have not played the aforementioned scenario at all.

It has taken some time, but finally the siege of Quaalsten has been broken. While armies still assault her wooden walls, supplies and fresh troops arrive weekly, and messages are sent out to tell others of the city's need. The brief lull in the fighting that has characterized the last few weeks finds you sitting in the office of the Lord High Marshal. The weariness drains from your body as you slide onto the hard bench against the rear wall next to several other adventurers. Just the chance to sit down is comforting. Relishing the chance to rest, you nearly fail to notice the quiet entrance of Forest Captain Almeric Wilstone. "Cold iron avail you, adventurers. I am glad you agreed to meet me here in what may be one of your few moments of rest. I won't waste time with pleasantries; I need a group to undertake a vital mission, and I think you are the people to do it. Are you willing to help Quaalsten?"

At this point, unless the PCs have already met previously, they are meeting for the first time now. The PCs have either been assisting in the defense of the city of Quaalsten against the armies besieging it, or have just arrived to deliver supplies to the city. Now they are being called on to come to its aid by leaving. Almeric Wilstone and the defenders of Quaalsten need help. While the lines have been opened, the aid that the beleaguered defenders need to defeat its foes completely has yet to arrive. While some volunteers and several supplies have arrived from Highfolk, little has been heard from Ironstead or Flameflower. If Quaalsten is to more than hold, if Quaalsten if to turn back the armies besieging its

walls, it will need forces to march from the homes of its neighbors and allies. Almeric Wilstone hopes to send the PCs to Flameflower to entreat their aid.

When the PCs inquire as to the details of their mission, continue:

"The walls of Quaalsten are stout, and with the new supplies that have arrived we can hold them for a long time; but if we are ever to turn the tide and push back the hordes arrayed against us we will need the assistance of our allies. I need you to go to Flameflower and urge them to aid us in our hour of need. I cannot say why they have not helped our cause yet, but you must find out what has slowed their hand, and change their hearts. You will slip past the lines under cover of darkness and make your way to Flameflower and where you must contact the Elven Court. You must give them our plea and convince them to come to our aid. Can you do this?"

The PCs may have several questions or concerns and Almeric attempts to answer each in turn. Use the information provided here and in the background to answer.

Q: *Where is Flameflower?*

A: *"I cannot say, as the city is hidden. I will give you a letter of introduction and a map to its general location. Their patrols should find you before you get too far."*

Q: *How are we to get there?*

A: *"I will leave that up to you. It is better if you do not share your plans with others. There are many spies about."*

Q: *What do you need us to do in Flameflower?*

A: *"The aid from Flameflower has been slight, they must be capable of more. You must convince them that it is better to fight this battle now rather than wait until the battle comes to their door."*

Q: *Didn't you die?*

A: *"There was a great confusion during the Battle of Quaalsten, but I assure you, I am and have been alive for sometime."*

Q: *What's in it for us?*

A: *"Perhaps I misjudged you. We have nothing to give. I could lie to you and offer you wealth, but we can barely feed our own people, much less reward you. If it is rewards you seek, perhaps you should look elsewhere."*

Q: *I'm a dwarf or half-orc. I don't think you want me to go to Flameflower to talk to the elves.*

A: *"I hope your presence will motivate them. If a dwarf or half-orc will shed his blood to defend Quaalsten, what has slowed the supposedly great and noble elves?"*

Development: It is possible that some of the PCs playing this scenario have been labeled deserters from the Battle of Quaalsten. Those PCs that possess this regional cert are not treated in a positive light. While Almeric does not prevent these PCs from volunteering, he assumes they cannot be trusted to fulfill their oath and urges the other PCs to watch them closely.

Those That Left

Read this section for those PCs that when given the choice, did not choose to stay in *HIG3-03 Siege*. Give these players **Player Handout #1**.

You have spent many days waiting for an audience with the Elven Court following your flight from the walls of Quaalsten. While you have been unable to receive an audience, you know they speak of you and the news you carry almost daily. Their eyes are on you when you take your meals, their voices whisper as you pass them in the halls and gardens ... and still you wait.

The PCs have come to warn Flameflower following the events of the Battle of Quaalsten. While they have given the news of the Siege of Quaalsten to the elves, they have yet to be granted an audience to speak to the King and Court. They have spent their days talking to with those few that would see them, and waiting.

Those PCs of House Rellen of Clan Shandareth have been treated with every courtesy by their adopted father, Ixtacious Rellen. He has taken their words to Court, but the court has still not yet agreed to see them. Ixtacious urges patience. Elves do things in their own time. He tells his adopted child that he has sent what little aid and supplies he could on to Quaalsten upon their urging.

Encounter One Old Friends

For Those That Stayed

The sun is high in the sky above the Vesse as you near your destination. Songbirds can be heard praising the new day. Far from the lands of man, the wood is filled with untouched natural wonder. A cool breeze caresses your cheek in the shade offered by

the great trees. The faintest humming can be heard on the wind and the bushes rustle to your right.

For Those That Did Not Stay

The sun is high in the sky above the Vesve as you spend yet another day waiting for Court to see you. Whether walking through the great wood, or spending the day on yet another hunt, you note the land is filled with natural wonder. A cool breeze caresses your cheek in the shade offered by the great trees. The faintest humming can be heard on the wind and the bushes rustle to your left.

Philidor's Globe

Parting the trees, a blue sphere, floats twenty feet in the air bobbing on the wind. Emitting a low hum, it spins, emitting alternating blue and yellow flashes. The wonder briefly moves toward you and then reverses direction and moves quickly away from you. (If the party contains both those who stayed, and those who left, continue) Only now do you notice that you are not alone. It seems other adventurers have arrived across the clearing from you.

While having a chance meeting that brings the PCs together, they have come across one of the many Philidor's Globes that guard the Vesve and Flameflower. These magical creations have been placed throughout the great wood by the enigmatic archmage Philidor. How the globe reacts depends on the individual PC race and alignment, however, all passage sets off an alarm warning the patrols of Flameflower unless the party is entirely made up of elves, animals, or sylvan creatures. A master crystal ball in Flameflower can see through any of the globes with a *true seeing* when activated due to an alarm.

The globe is one foot in diameter and radiates an alternating soft blue and yellow light from its bobbing height twenty feet in the air. The globe moves away from anyone who moves toward it at a rate of 30' per round, staying within 30' to watch the intruder. When controlled through the master crystal ball, the globe may be moved by the user, although, not more than a mile from its point of creation.

🔮 **Glass Globe:** 1 ft. thick; hardness 1; hp 12; AC 11.

The globe radiates strong divination magic if detected for provided the caster overcomes the globe's SR of 18. In addition, the globe has DR 50/+5. The globe can be dispelled (caster level 25), turning it into a glass globe that falls from the sky, smashing into many pieces. The globe is immune to *light*, *daylight*, *continual flame*, *faerie fire*, *darkness*, and *deeper darkness*.

The globe also has an alarm system. If any goblinoid, evil humanoid, or servant of Iuz approaches within 360 feet of the globe, it flashes blue and emits a shrill noise for six rounds or until someone activates the master crystal ball to see what the globe has detected.

The PCs have been detected, whether by setting off the alarm in Flameflower or by routine surveillance. One round after encountering the globe, the master crystal ball is activated by a watcher to see what has triggered the alarm back in Flameflower. A patrol is diverted to intercept the PCs shortly. However, the PCs have a chance to introduce themselves to each other if they contain a mix of both those who stayed, and those who left.

The Patrol

At some point shortly after meeting the globe, the party encounters a patrol sent to investigate why they are straying so close to Flameflower. This encounter assumes the party contains at least one non-elf who stayed at the Battle of Quaalsten. If this is not so, the patrol is friendlier, possibly having just been sent to escort the PCs to Court. Adjust accordingly (no warning arrows are fired).

Arrows fly from the wood striking the tree next to you. Just as you ready yourself to fight, you come face to arrow with a tall elf. The sounds of strained bowstrings let you know that he is not alone, and you are surrounded.

The elven patrol is generally hostile unless the party is made up of all elves or non-elves known to be staying in Flameflower (because they choose to not stay in Quaalsten at the end of *HIG3-03 Siege*). The patrol leader, Annugrial, demands to know the reason for the PCs' intrusion into elven lands. If the group has any elves, he speaks entirely in Elven and asks why they have brought non-elves to these lands. If the party is entirely elven, he asks their business, but is polite about it. It is possible that PCs who have played *HIG2-05 Kinsmen* know Annugrial. If so, he doesn't initially recognize them, but does so once they mention it. Their former meeting does not automatically grant them access to Flameflower, but their mission trumps any other concerns.

🧝 **Annugrial:** Male high elf Rgr7; See Appendix 1: NPCs.

🧝 **Elven Scouts (6):** Male high elf Rgr5; See Appendix 1: NPCs.

This should not degenerate into a fight, although it is possible. The elves are protecting their homes and are quite interested in the reasons the PCs might give for being where they are. Flippant responses or lies quickly get the PCs in trouble. As messengers have been expected, explaining that they are from Quaalsten allows them entrance to Flameflower, along with an escort to the great wooden palace of Kashafen Tamarel.

Encounter Two The Audience

Your escorts have taken you along hidden paths and unknown trails until a new Luna rests unseen high in the night sky. Stepping through the trees, you witness a shining city that most could never find. Brilliant, orchid-like crimson flowers, the flameflower that gives the city its name, bloom around you. Small winged fey hide beneath their petals, and sweet sad songs drift across their blooms. Upon entering into the city proper, you find lofty tree houses and wooded chalets along the ground; all in harmony with the surrounding land. Despite the beauty around you, there is an anxious energy, as if the city awaits the breaking of a storm. Moving through radiant gardens toward the rear of a palatial wooden mansion, you can hear more strains of singing. These are joyful, and accompanied by a multitude of elven voices. Annugrial stops and turns to you, "This is the home of our King, Kashafen Tamarel, Lord of the High Elves and Protector of the Vesve. I will announce you and then leave you to the court. Preserve and protect." He bows briefly and turns stiffly to climb the stairs to the hedge sheltered veranda.

The rest of the encounter assumes that the party contains at least some non-elves or non-Vesve elves. If that is not the case, modify the situation as appropriate.

Dozens of elves in resplendent attire surround you. Minstrels sing songs and light food is being served. At the head of all is a great wooden throne, and on that throne sits a male high elf of regal bearing. One either side of him a number of robed elves have his ear. Behind them all stands a regal woman of elven features who must be nearly seven feet tall. Several points of light circle her head as if a crown. "My Lord, these outsiders have come at the behest of Quaalsten," your escort proffers. The seated elf nods as Annugrial hands Almeric's letter of introduction to the tall woman, who opens it and holds it before Kashafen. All attention turns to you as he speaks

with the deep voice of wisdom, "You have come far, defenders of Quaalsten. You are known to me, tell me what you seek in this place."

Kashafen and his Court listen to the PC's tale and take great interest. Any rude behavior before the King results in the offending PC being ejected from Flameflower immediately. Anyone threatening the King or Court is rushed and cut down by the guards and powerful members of court. While court is a highly social arena and witty barbs are common, no one questions Kashafen, and violence is never an option.

Kashafen listens to what the PCs have to say, and their tale causes him to ask several questions as well as respond to any questions the PCs may have. At this point, no one else speaks to interrupt the King unless directly addressed. If any of the players ask, Ixtacious Rellen is present. Use the following as a guide when role-playing this encounter. While Kashafen allows the PCs some latitude by allowing them to address him directly, he is not accustomed to being questioned and is unlikely to allow extensive questioning of his actions or motives. To such people he responds that his cares are great and he does not feel the need to explain them at this time.

Kashafen is interested in many things, as the elves do not have much information about the events surrounding Quaalsten and its liberation. As such he may ask the following questions to prompt the PCs in revealing more information. If any PCs have participated in *HIG3-03 Siege* or *HIG3-05 Burn Away the Endless Night*, they have much of the tactical information, even if the players do not remember the details.

- ☛ "What can you tell me of the armies besieging Quaalsten. What are their numbers and compliment? Do you know who leads them?" (Truth: There are two armies. An army humanoids is lead by a man called Field Marshal Azrin, while a vast second army of undead disguised as grugach is said to be lead a cabal of undead spellcasters. Their exact numbers are unknown but both armies are more than large enough to have taken Quaalsten.)
- ☛ "Do the principle leaders of Quaalsten still live?" (Truth: The Lord High Marshal has not been seen for months, and no one knows his fate but he is assumed dead. The Rangers are now lead by Almeric Wilstone. The High Lady of the Glen still leads the Helping Hands.)
- ☛ "What do you know of the grugach involvement?" (Truth: For some reason the army of undead appears as an army of grugach. In the beginning this caused a great deal of confusion, but it is now common knowledge among many. There are no true grugach

involved, although all of the undead appear to have once been elven.)

- *"What do you want from us?"* (Truth: The PC's mission is to mobilize the elves for war and bring them to turn back those besieging Quaalsten.)
- *"What can you tell me of the shadow obelisks?"* (Truth: Four insubstantial towers surrounded Quaalsten and shrouded the town in darkness. The towers also prevent all transmutation and most divination magic from functioning. The towers also seem to be a gate to another plane.)

It is likely that the PCs have many questions of their own, and Kashafen does his best to answer them. As he does so, occasionally an adviser whispers some detail into his ear, but it is Kashafen who speaks. It is a great honor bestowed upon the PCs that the King should choose to deal with them directly.

Q: *"Why haven't you come to our aid?"*

A: *"The answer to that is far more complicated than the simplicity of the question would belie, for there are many reasons. We did not know things were as bad as you suggest. Oh we have heard rumors, hints of what was happening, but only now do we understand. Also, we did not have a standing army large enough to do as you ask. Much of our forces are away to the southeast defending the border. It has taken some time to prepare, but I have sent more troops to reinforce those along the Plaguehold. If we choose to make the stand at Quaalsten, they will march north. However, there are a great number of voices that suggest that Quaalsten is not the place to make this stand. That has yet to be determined."*

Q: *"Who are these voices?"*

A: *"I'm sure you will hear them for yourself soon enough."*

Q: *"Why didn't you see me right away?"* (Asked by a PC who has been in Flameflower for weeks)

A: *"We were discussing it, and there were other matters to attend to. My advisor Ixtacious has pleaded your case in your absence. You are here now, use your opportunity wisely."*

Q: *"Will you help us?"*

A: *"How and when remains to be decided."*

Once the PCs have had their say, the audience is over, proceed to **Encounter Three**.

Encounter Three

It's not Always the Food that is Poisoned

"You have given myself and the court much to think on. I insist that you dine with my Court and myself. Radiance, call the meal." The tall woman loudly claps her hands twice and the lights of the hall behind the veranda slowly lighten and servants begin a procession of food and drink: roast fowl, baked breads, freshly picked berries, pastries, ales, amber colored wine, and steinhager brew made from juniper berries proceed past you and onto the tables. It is truly a feast.

This encounter is very free form and allows those PCs interested in politics to meet many of the important individuals of the elven court. Much of this encounter is PC motivated, if they show little interest, many of these meetings do not occur. Those encounters that should occur are marked as such.

As guests of Kashafen, the PCs are seated at the head table with many of the Court notables. While the PCs are mixed with the NPCs (to facilitate talking during dinner) those of clan Shandareth are closer to the head of the table while those not of elven blood at the foot. Oronodel elves are treated cordially unless they bring up the faults of Shandareth and the strain with Oronodel; those PCs are placed at the end of the table near any half-orcs or dwarves. During the dinner there is much moving and mingling, so the PCs are not required to speak with only those they are seated near. While some NPCs are not listed as encounters, all the NPCs found in Player Handout #1 are present at the table with the PCs and may be talked to. The DM should use those descriptions to ad lib those discussions should the PCs chose to interact with NPCs not listed below. These NPCs will be noncommittal as to their political positions as of yet, although Tymir Menanine and Talus Wintershale do lean against helping Flameflower, while Evnal Hharp is more in favor that against.

The Iron Spider

(This encounter only occurs if a PC seeks out Avereen, or if a Volmiryth PC is in the party.)

Avereen, the leader of Clan Volmiryth is old even by elven standards, but she has lost none of her wits. While she may appear as someone's firm grandmother, her political skills are vast. Should any of the PCs engage her in conversation she sees this as an opportunity to learn

about possible up and coming personalities in the region, and place them in her debt. She is friendly and questions the PCs as she would a child she cares for, and warns the PCs away from becoming involved in the Rellen-Menanine feud if they can avoid it. Should any of the PCs ask for her stance on relieving Quaalsten, she says that the battle must come soon and she would rather it not occur on elven lands. At this point, the PCs likely ask her aid convincing the Court to send the might of the elves to Quaalsten. She appears to consider this for sometime, but in truth, this is the trap she was waiting for. She confides in the PC who speaks with her, that such a battle would expend a great deal of her political resources in court. She pulls out a small carved wooden spider that has but seven legs. If the PC takes it, she says they are in her debt, but she does as they ask. She does not tell them that this is as she would have done anyway. If asked about the missing leg, she says, "does the fact that a spider has only seven legs make it's venom any less deadly?"

Rage and Fury

(This encounter only occurs if the PCs do not seem to be using the dinner to convince members of court to their point of view, or if they are trying but failing.)

Enias Amastodel approaches one of the PCs on the fridge of Court, likely seated at the foot of the table. He starts by quietly pulling one or two PCs aside and prompting them to attempt to sway some of the members of Court to their opinion. If they don't play the foolish game of the courtiers, Enias explains that it will be difficult to get the warriors they need to turn the tide. It becomes obvious as the conversation continues, especially if the PCs seem clueless, that Enias is barely contained. He desperately wants to shout the courtiers down and solve the problems that need solving with a sword. He is clearly a strong proponent of the PCs' position. However, he forces himself to remain calm and wait because that is how the game is played. If the conversation continues, he will become louder and does not shrink from mocking some of the less active Shandareth such as Ixtacious Rellen or the Seldorian Talus Wintershale who he sees as perpetuating the stagnated system. Escalating Enias to this level of public anger does not help the PCs' cause.

The Grieving Politician

(This encounter happens regardless of what PCs are present, but occurs first to an adopted child of Ixtacious if one is present.)

Ixtacious realizes the difficult position that both the PCs and Kashafen are in. Both of them have concerns but they are not easy concerns to deal with. While many,

such as Avereen, Talus, and Tymir, have the Lord's ear, none of them could be considered the friend that Kashafen considers Ixtacious. As such he knows Kashafen's mind and realizes his burdens. At some point he approaches one of the PCs, preferably a PC that was adopted by him in *HIG2-05 Kinsmen*. He quietly mentions to the PCs that he believes his Lordship to be sympathetic to their cause, but requires the support of more members of court if he is to raise the numbers of troops required to defeat the armies besieging Quaalsten. He suggests that the PCs attempt to sway the religious figures of Court, knowing that they carry great weight with the common folk. In addition to assisting them in this manner, it is clear that he still grieves for the death of his son and heir Cenet. Those that make a Sense Motive (DC 12 + APL) note that when he pauses from time to time, he is distracted from his duties by his grief. While talking to Ixtacious, any adopted Shandareth PCs will note that Alisnata Rellen, Ixtacious's wife, still wears black in mourning for her son and does not seem to approve of the adopted PC, although she would not vocalize such obvious feelings at Court.

The Seer

(This encounter happens only for the first PC to speak with The Lady of Dreams.)

The Lady of Dreams is present at Court but seems distracted. Should someone question her on her distraction or her stance, she claims to be distracted by a vision she has seen several times. If asked to describe the vision, she will. A tall darkwood tree stands in the sun upon a hill. A storm rolls in quickly and the tree is battered by winds but holds strong. Then lightning strikes the tree, sundering it in half. After the tree lies broken, the storm continues past the hill. From the base of the tree, a flameflower sprouts; only the blossom is a pallid white instead of crimson. She does not know what it means, but she fears it. As for her stance, the Lady of Dreams remains undecided. She is open to attempts to sway her one way or the other.

Oathbound

(This encounter happens regardless of the PCs present but targets a Shandareth or Llelyluna elf first, followed by any elf, and then other races. She does not target any elf that is already bound to her. Such a PC possesses a regional certificate.)

Radiance approaches one PC and asks if they are willing to do anything necessary to free Quaalsten. If the PC is not receptive or seems very questioning, she leaves them. If they are receptive, she continues. She alludes that she is a slave to Kashafen and wishes to be freed. To be freed

someone must betray their hosts hospitality and insult him in some way. She suggests that they not do so in some public way as that would be dangerous, but rather steal from his house. If they do so, she is freed. She claims no one has ever dared to insult her master, and it would be so easy to do, but the elves of Court care nothing for her bondage. If the PCs free her, she promises to bring all the powers of the fey realm to bear against the armies besieging Quaalsten. As one of the Sidhe, she commands great power in the twilight realm and could bring powerful magic and fey armies to Quaalsten's aid. In reality, she is testing the PC to determine if they are worthy of her master's trust and help. If they refuse to insult Kashafen by stealing from him she smiles broadly and says her Lord thanks them for their loyalty. Should they accept, she says nothing, but returns to her seat. She later informs Kashafen of her findings and he does not deal favorably with that PC from then on. Such a PC does not receive an Influence Point with him at the end of the scenario, and may suffer further consequences if they are a Shandareth elf.

Siblings of Fire...

(This encounter happens after the dinner has gone on for sometime, or if Quival is approached. He targets primarily non-elves followed by non-Shandareth elves, followed by non-Menanine elves.)

Quival Menanine is attractive, accomplished, and arrogant. At some point during the evening he attempts an exchange of words with one of the PCs, disguising his jibes as backhanded compliments. Examples might include "I've heard tales of your bravery at Quaalsten. It is unfortunate that you were unable to turn back the siege without aid," or "It was very wise of you to come to Flameflower for aid. You couldn't possibly have saved yourselves without help. I'm sure we will ride to save Quaalsten soon enough." If any of the PCs took part in *HIG2-05 Kinsmen*, he may also mention "It is unfortunate you were incapable of saving Cenet from his demise, but one can't be expected to do everything." This encounter is a particularly difficult role-playing encounter as Quival is quite witty and does not directly insult any of the PCs. Those PCs that resort to crude or direct insults have lost this verbal spar and much face at court. In this case Quival chuckles, and deftly avoid further sparring. The correct way to deal with Quival would be equally witty or disguised retorts. Quival is wise enough to note such responses and attempts to draw out the PC. If unsuccessful, he offers a real, if dishonest compliment, in order to extricate himself from the exchange.

...And Ice

(The encounter happens only if Rowana is approached.)

The beautiful Rowana Menanine is possessed of alabaster skin and flowing raven hair. She partakes of the meal, but remains uninvolved, hiding behind an impassive mask. Should any of the PCs approach her, perhaps to offer condolences on the death of her betrothed the previous year, she will calmly strike up a very even conversation thanking the PCs for either their condolences or their defense of the Vesve against the Old One. A Sense Motive (DC 15 + APL) notes a slight discomfort with the setting despite her perfect speech and manners. If questioned about her discomfort, she will note that while the politics of Court are necessary, they are sometimes beyond a simple lady such as herself. If the PC is a male Vesve elf with a Charisma of 10 or more she is more receptive and is quite willing to talk in the future. However, perhaps another time and setting would be more appropriate? If this PC is gallant and kind, they receive the notice of Rowana Menanine on their Adventure Record. Only one PC may receive this recognition.

After the PCs have tired of the verbal games of Court, proceed:

As many of the guests slowly begin to depart, Ixtacious Rellen, councilor to the king approaches your group, "The night has grown so late that even the moon has gone to bed," he smiles gesturing to the new moon. "I would be honored if all of you would spend the evening at my home."

Ixtacious hopes to assist any non-elves who might have trouble finding a room for the evening. Any adopted children of his are also welcome as always. All elves are welcome as well, but he understands if they do not wish to stay with him, but rather plan to stay with family.

Encounter Four Bad Dreams

This encounter assumes all of the PCs are staying at the Rellen estate. If not, you may have to modify it accordingly. Assume all the PCs are staying in the same residential neighborhood not far from Kashafen's mansion unless the PCs make an effort not to be. Also, it is extremely unlikely in that after a long night of feasting and with a comfortable elven bed that any of the PCs will be armed or armored at the beginning of this encounter.

Whether it is the rich food or the late night of politics, your sleep is restless. The bed is soft and the odor of the flameflowers in bloom is sweet, but yet

something troubles you. It is then that you hear the screaming.

The PCs are awakened as the alarm begins to be sound. The grugach have stealthily entered the city, immune to most of the defenses as they themselves are elves. As the PCs exit the Rellen family manner house, they see grugach moving through the streets, burning houses and attacking high elves. Should the PCs move to a window, it conveniently overlooks the street where this encounter is taking place.

The gentle beauty of Flameflower has been shattered by a burning hell. Several of the manors are ablaze and dead elves lie in the streets. A group of elves in furs with paint on their faces and leaves in their hair emerge from a nearby building; blood dripping from their blades. Seeing a group of three children huddled in a doorway, they move menacingly toward them.

Creatures: The grugach intended to silence the children before they can warn others to their presence, but the arrival of the PCs is clearly a more dangerous threat, which draws their attention.

APL 4 (EL 4)

🐉 **Grugach Warrior (3):** Hp 18, 20, 22; see Appendix One.

APL 6 (EL 6)

🐉 **Grugach Warrior (3):** Hp 26, 28, 30; one carries a *+1 greataxe*; see Appendix One.

APL 8 (EL 8)

🐉 **Grugach Warrior (3):** Hp 41, 43, 45; one carries a *+1 greataxe* and another has a *cloak of elvenkind*; see Appendix One.

APL 10 (EL 10)

🐉 **Grugach Warrior (3):** Hp 55, 57, 59; one carries a *+1 frost greataxe* and another has a *cloak of elvenkind*; see Appendix One.

APL 12 (EL 12)

🐉 **Grugach Warrior (3):** Hp 80, 82, 84; one carries a *+1 frost greataxe*, another has a *cloak of elvenkind*; see Appendix One.

Tactics: The grugach attempt to silence the PCs in as quick a way as possible. Well aware of the skill of elven archers, archer PCs are targeted, as the grugach make use of their Sunder (or Improved Sunder) feat to eliminate these threats. They attempt to use their superior speed.

Treasure: Should the PCs think to search the bodies of the grugach, they can retrieve their gear.

APL 4 – loot- (105 gp).

APL 6 – loot- (108 gp), *+1 greataxe* (193 gp).

APL 8 – loot- (108 gp), *+1 greataxe* (193 gp), *cloak of elvenkind* (167 gp), *potion of cure moderate wounds* (25 gp ea.).

APL 10 – loot- (108 gp), *+1 frost greataxe* (693 gp), *cloak of elvenkind* (167 gp), *potion of cure moderate wounds* (25 gp ea.).

APL 12 – loot- (108 gp), *+1 frost greataxe* (693 gp), *cloak of elvenkind* (167 gp), *potion of cure moderate wounds* (25 gp ea.).

Development: Should the PCs begin to have trouble with the grugach, Rowana steps from the cover of the alleyway and assists the PCs magically against the grugach by casting *summon nature's ally IV* to summon a dire ape. If the PCs have no need of assistance, she does not leave her charges or expose them to danger by casting spells that might reveal their position.

"Over here," a hand waves from a darkened alleyway. Rowana Menanine steps from the ally surround by a dozen or so small children. "Please, I won't be able to get them all to safety by myself. I will need help if I am to get them to the safety of Kashafen's Mansion. It should be safe there as the guards are certain to defend it before all else."

Rowana knows that there are few places that should be safe given the chaos of the attack, and the area about Kashafen's mansion and the Ancestral Copse should be the closest. She doesn't know any more about what is going beyond what the PCs already know (there seems to be thousands of grugach in the city and they are killing everyone they find).

Further Development: If the PCs choose to leave Rowana and the children to their own devices, she curses them as fools and glory-hounds and resolutely attempts to make it on her own. She is successful, but five of the children die in the process. Any PC that had acquired the recognition from Encounter Three loses it now, should they refuse to help her. The PCs now have their own problems as another grugach patrol identical to the one above attacks them, and eventually the PCs meet up with the counter attack in **Encounter Six**.

Capturing a Grugach

It is possible that the PCs may capture one of the wild elves alive, or use a *speak with dead* spell, and attempt to question him. In all answers, the grugach says as little as possible. Use the following as a guide while answering the PCs questions.

Q: "Who are you?"

A: "I am Redarrow of the Grugach."

Q: "Why are you here?"

A: "We must cleanse the land of the betrayers."

Q: "Who are the betrayers?"

A: "Those who betray the true elven way by living in houses and building roads. Those who are not of the blood."

Q: "Who sent you?"

A: "Solonor Thelandira"

Q: "Why do you say Solonor Thelandira sent you?"

A: "He appeared to me as he did to all my brothers, and told us of his will. We will drive the betrayers from the wood in his name."

Any attempts to convince the grugach that it was not the divine avatar of Solonor Thelandira who sent them utterly fail. All of the grugach feel divinely inspired and fully justified in their mission.

Encounter Five

Regrouping

There is chaos in the once serene home of the elves. The trees are bathed in flame and the streets awash in blood. While shepherding the children safely pass several scenes of carnage, you struggle to stay unobserved. Grugach are everywhere and they are attacking everyone they meet and looting all homes they cross. The high elves that you see seem to be fighting back, but they are slowly being forced back into isolated pockets of resistance. Taking to the bridges that connect many of the tree houses you hurry away from the combat, protecting your charges.

You are forced to change your path several times, but eventually you make it to the edge of Kashafen's gardens. The view from your position in the trees is horrific. The once sculpted gardens now hold a host of scared and frightened commoners surrounded by what remains of the Lord's Guard. Bright lights surround the wooden mansion and many couriers rush in and out with news. In the distance, the smoke of fire and the cries of the dying are constant. Never in the centuries of elven rule has Flameflower seen war. Now it appears likely that she will never be given the chance to see another. Her jaw set firmly, Rowana says, "I will take the children to the commoners and try to find their parents. Go to the

mansion and find out what has happened. I will join you shortly."

Should some of the PCs insist on going with Rowana, they spend several minutes following her through the crowds, comforting the commoners, and looking for the parents of the children. While they are not located, some relatives are. The commoners are very appreciative of Rowana, and she seems very concerned about them.

The party has made it to the safety of Kashafen's compound, and from here they can learn more of what has transpired. Assuming some go to find out what has transpired, continue:

Nearing Kashafen's mansion, bloodied members of the Lord's Guard eye you warily but no one prevents your approach. An ancient elven woman, the High Mage Avereen of Volmiryth, sees you as she also approaches and waves you over. "Come, come my children, we must hurry. There is little time." You note as she ambles past, leaning heavily on her staff, that her dress is torn in several places and there is blood on her hands and side.

Avereen was forced to fight several times while making her way here from her residence. While she has been mildly injured, she is more concerned about what's going on inside court, than her wounds. Any PCs wishing to heal her are waved away.

Passing through the once joy-filled halls of Kashafen's mansion, the mood has now changed. Where once there were smiles and laughing, there are now tear-stained cheeks and moans of the wounded. Servants frantically move about with nervous energy. The vaulted audience chamber is filled with the same faces that you saw only hours ago; only now they wear a mixture of bedclothes, armor, and bloody wounds. As you enter the room the calm voice of Radiance echoes unnaturally over the discussion, "High Mage Avereen and the ambassadors from Quaalsten." Those present barely notice your entrance. Evnal Hharp approaches you. Fresh blood stains his scabbards where his swords have been sheathed.

Seeing fellow combatants, Evnal moves to inform the PCs of what has taken place while the rest of Court confers.

Q: What's going on?

A: "It seems the grugach tribes have attacked Flameflower. At first it was thought they were undead in the form of grugach, and unfortunately we

lost valuable time treating them as such. The vile brigands cut down many clerics in the first minutes."

Q: How did they enter Flameflower?

A: "They are elves. The original protections laid down with the founding of Flameflower never conceived of another elf raising hand against another. All elves can pass unhindered through nearly all of the protections that surround Flameflower. These murders must be dealt with in the harshest way possible."

Q: What is being done?

A: "Court is attempting to decide how best to respond. Our forces are split and divided. The grugach have many dire animals and wicked fey with them. We were caught unprepared. The Lord's Guard and the guard of House Menanine protect us now."

Q: What of the guards of House Rellen?

A: "I have seen none of them, but I am told that they are fighting the invaders house to house. I fear they are likely losing."

Eventually the PC's attention turns to the conversation before them. Read the following, or use it as a guide if the PCs wish to become involved in the conversation (which is encouraged).

"What is to be done?" Kashafen looks out amongst the assembled dignitaries.

"We counterattack immediately, my Lord," Quival calls out.

"With what troops boy? We can barely hold this building and the gardens. If we leave this position, we will be at their mercy." The Loslain sweats heavily as he sits in a large oak chair.

"We will have to act quickly Sire, or we will have lost the momentum. Too many of the men you have here are little more than green boys who have seen fewer summers than my horse," Enias Amastodel stands. "We must act now if we are to have any chance. We need to reconnect our lines to the veteran troops near the guilds district. We cannot leave good men unaided. It is our only hope. We..."

"Annugrial Stallodel, Captain of the Lord's Guard," Radiance calls out, breaking the attention focused on the clan Moonbow elder.

"My Liege, I bring news from the battle." The stout elf strides towards Kashafen ignoring the others present. Blood and soot stain the white mithral chain shirt he wears, and mar the white sash that covers it. "The majority of the House Rellen guards have stopped the wild elf advance on the Lilyway. They hold the plaza now, and may prevent the grugach

from reaching the temples. With help Sire, they may be able to rout them."

The ever calm Tymir Menanine speaks, "Its seems the choice has been made for us, Milord. We must reinforce the Lilyway, and then counterattack the wild elves. Quival will take my House guards immediately."

"Agreed. I will send the remaining troops available to guard the avenues that approach the gardens and the commonfolk. Annugrial, you will take one hundred of my Lord's Guard and the ambassadors from Quaalsten to reinforce the Lilyway. The Loslain will attend you."

The aged Seldorian cleric looks up, "Me? Of course, I shall valiantly assist in leading the troops to victory in the name of Seldarine." Looking somewhat unsteady, he rises to his feet.

Rising with enthusiasm, and looking over his shoulder as he strides from the hall Quival calls to the Loslain, "You had best hurry your grace, or I will have slain all of your foes, as well as mine, and leave no glory for you!"

The PCs have been assigned to assist in the attack by Kashafen himself. If any PCs are injured, the Loslain heals them. Should they object to helping in the fight, no one stops them, but they draw many scowls from the assembled elves. As he leaves, Quival happily suggests that he will leave some of his guards behind to guard the obviously frail ambassadors.

Development: If all of the PCs stay behind instead of assisting in the battle, proceed to **Encounter Seven**. Adjust the read aloud text to account for the absence of the PCs at the battle.

Encounter Six The Ambush

The Lilyway, the main thoroughfare that connects the commercial areas of the city to the temples, widens into a large plaza near the center of the city. Following the flower-lined cobblestone path, you lead a column of elven warriors to what will likely be the turning point of the conflict. You approach the plaza from the west. The great plaza is a wide area surrounding a fountain crowned by a marble statue of an elven maid handing a bouquet of lilies to a small elven girl. That serene sight is bathed in blood. A group of two score high elves flying the crimson flameflower of Shandareth do battle with four score grugach. While holding the plaza against overwhelming odds, it is clear that they will eventually fall. Quival smiles, "With our added

forces, we out number our foes two to one, and our approach has flanked them. Corellon has blessed us this day." Turning to the column behind you and drawing his sword, he holds it aloft shouting, "For Flameflower!" The elves charge.

There are approximately eighty grugach fighting forty high elves when the PCs arrive. The PCs lead a column of roughly one hundred twenty elves, in addition to the named NPCs, and they have arrived on the left flank of the combat. It seems like an easy victory. Unfortunately, it is a trap. Allow one surprise round of combat to proceed, and then read or paraphrase the below. During the first round of combat, Quival leads the charge, Annugrial stays behind giving orders to the archers, and Talus casts *prayer* catching the PCs and many of the soldiers.

The combat goes well. Already it is obvious that the addition of your forces will turn the tide, but your jubilation quickly turns to concern. Arrows fly from the buildings on all sides, and hordes of grugach, dire animals, and fey creatures pour from unseen sources. The streets ahead, behind, and to the left are flooded with enemies in the blink of an eye. Panic floods your men. "It's a trap!" Annugrial yells to you trying to be heard over the din. "We have to fall back. If we stay and lose this battle, there will be no one to stop from them taking the Court! I will attempt to rally the men, you have to push through the right flank. If we can make it out of the plaza, their host will not be able to follow us closely through the narrow streets. There is no choice. Hurry, all our lives depend on you." Turning to your right, you note an enemy patrol moving to block your way to safety.

The PCs have been asked to push through the grugach line while the rest of their column deals with the grugach who have appeared from under the cover of *mass invisibility* spells. While this was already the focus of the initial attack, a group of grugach has moved to reinforce the line and the PCs must defeat them in order for their forces to push through. This is an epic battle. It is important that the DM make an effort to make it appear so. In addition to the combat surrounding the PCs, the DM should be sure to describe the desperate battle the rest of the high elves are slowly losing. Should things appear very dire for the PCs, Talus (10th level cleric) may cast *flame strike* or *cure critical wounds* to assist the PCs.

APL 4 (EL 7)

- 🔥 **Copperflame:** Hp 23; see Appendix One.
- 🔥 **Black Bear:** Hp 19; see Monster Manual.

- 🔥 **Eagle:** Hp 5; see Monster Manual.
- 🔥 **Spriggan:** Hp 22 (37 if *enlarged*); see Appendix Two.
- 🔥 **Grugach Warrior (3):** Hp 18, 20, 22; see Appendix One.

Tactics: Prior to the arrival of the PCs, Copperflame has cast *endure elements (fire)* on herself, *magic fang* (+1 to hit/damage) on her bear animal companion's first claw, and *barkskin* (+3 AC) on the spriggan. The Grugach Warriors move to intercept any front line fighters. The spriggan attempts to use his *shatter* and *scare* abilities on such PCs until there is an opportunity to flank for a sneak attack. Should the spriggan become severely injured, he uses his *enlarge* ability to gain more hit points and combat ability. Copperflame sends her animal companions attempt to target spell-casters while she uses her damaging spells against them.

APL 6 (EL 9)

- 🔥 **Copperflame:** Hp 33; see Appendix One.
- 🔥 **Brown Bear:** Hp 51; see Monster Manual.
- 🔥 **Spriggan (2):** Hp 20, 24 (35, 39 if *enlarged*); see Appendix Two.
- 🔥 **Grugach Warrior (3):** Hp 33, 35, 37; see Appendix One.

Tactics: Prior to the arrival of the PCs, Copperflame has cast *endure elements (fire)* on herself, *greater magic fang* (+2 to hit/damage) on her bear animal companion's first claw, and *barkskin* (+4 AC) on one spriggan. The Grugach Warriors move to intercept any front line fighters. The spriggans attempts to use his *shatter* and *scare* abilities on such PCs until there is an opportunity to flank for a sneak attack. Should either of the spriggans become severely injured, he uses his *enlarge* ability to gain more hit points and combat ability. Copperflame sends her animal companion attempt to target spell-casters while she uses her damaging spells against them.

APL 8 (EL 11)

- 🔥 **Copperflame:** Hp 43; see Appendix One.
- 🔥 **Dire Lion:** Hp 60; see Monster Manual.
- 🔥 **Satyr:** Hp 22; see Monster Manual.
- 🔥 **Nymph:** Hp 10; see Monster Manual.
- 🔥 **Grugach Warrior (3):** Hp 48, 50, 52; see Appendix One.

Tactics: Prior to the arrival of the PCs, Copperflame has cast *endure elements (fire)* and *invisibility to animals* on herself, *barkskin* (+4 AC), *greater magic fang* (+2 to hit/damage) on her lion animal companion's first claw and *nature's favor* (+4 to hit/damage) on the lion. The nymph has cast *endure elements (electricity)*, *resist*

elements (fire), *barkskin* (+4 AC), and *invisibility to animals* on herself. She has also cast *protection from elements (fire)* on the lion. The Grugach Warriors move to intercept any front line fighters. The satyr attempts to move in position to use his pipes without affecting his companions. The nymph provides spell support and does not use her beauty abilities unless she cannot escape direct conflict using her *dimension door*. Copperflame sends her animal companion attempt to target spell-casters while she uses her damaging spells against them.

APL 10 (EL 13)

- **Copperflame:** Hp 53; see Appendix One.
- **Dire Lion:** Hp 60; see Monster Manual.
- **Snake, Medium Viper:** Hp 9; see Monster Manual.
- **Carwin the Satyr Rogue:** Hp 38; see Appendix One.
- **Nymph (2):** Hp 10, 12; see Monster Manual.
- **Grugach Warrior (3):** Hp 71, 73, 75; see Appendix One.

Tactics: Prior to the arrival of the PCs, Copperflame has cast *endure elements (fire)*, *barkskin* (+4 AC), *resist elements (electricity)*, and *invisibility to animals* on herself, *greater magic fang* (+3 to hit/damage) on her lion animal companion's first claw and *nature's favor* (+5 to hit/damage) and *animal growth* on the lion. She also has cast on the satyr. The nymphs have cast *endure elements (electricity)*, *resist elements (fire)*, *barkskin* (+4 AC), and *invisibility to animals* on themselves. They have also cast *protection from elements (fire)* on the lion and the satyr. The Grugach Warriors move to intercept any front line fighters. The satyr hides in plain sight moving to get a sneak attack. If possible not possible, he uses his hide in plain sight ability to move in position to use his pipes without affecting his companions. The nymph provides spell support and does not use her beauty abilities unless she cannot escape direct conflict using her *dimension door*. Copperflame sends her animal companion attempt to target spell-casters while she uses her damaging spells against them.

APL 12 (EL 15)

- **Copperflame:** Hp 63; see Appendix One.
- **Dire Bear:** Hp 102; see Monster Manual.
- **Carwin the Satyr Rogue:** Hp 50; see Appendix One.
- **Nymph (2):** Hp 10, 12; see Monster Manual.
- **Grugach Warrior (3):** Hp 88, 90, 92; see Appendix One.

Tactics: Prior to the arrival of the PCs, Copperflame has cast *endure elements (fire)*, *barkskin* (+5 AC), *resist elements (electricity)*, *antilife shell*, *embrace the wild* (for blindsight) and *invisibility to animals* on herself, *greater*

magic fang (+4 to hit/damage) on her bear animal companion's first claw and *nature's favor* (+5 to hit/damage) and *animal growth* on the bear. She also has cast on the satyr. The nymphs have cast *endure elements (electricity)*, *resist elements (fire)*, *barkskin* (+4 AC), and *invisibility to animals* on themselves. They have also cast *protection from elements (fire)* on the bear and the satyr. The Grugach Warriors move to intercept any front line fighters. The satyr hides in plain sight moving to get a sneak attack. If possible not possible, he uses his hide in plain sight ability to move in position to use his pipes without affecting his companions. The nymph provides spell support and does not use her beauty abilities unless she cannot escape direct conflict using her *dimension door*. Copperflame sends her animal companion attempt to target spell-casters while she uses her damaging spells against them.

Development: If the PCs decide to continue fighting after defeating the first patrol and not retreat, the majority of the high elves do not stay with them. Double the combatants listed for the PCs' APL should the PCs refuse to flee. Should they defeat those enemies and still refuse to flee, double the combatants again. Continue to do this until the PCs flee or are dead. Note the PCs receive no experience for fighting these extra enemies they should have run from.

Treasure: Should the PCs think to grab the bodies of the grugach and their allies as they flee, they can retrieve their gear.

- APL 4 – loot-(107 gp).
- APL 6 – loot-(107 gp).
- APL 8 – loot-(107 gp).
- APL 10 – loot-(110 gp), *cloak of elvenkind*-(167 gp).
- APL 12 – loot-(110 gp), *cloak of elvenkind*-(167 gp).

Encounter Seven

The Fall of Flameflower

You stand in the audience hall of Kashafen's wooden mansion, greatly lessened in number from a few hours before. A sliver of worry creases Kashafen's brow, as he looks about the bloodied few that stand beside you. The tall Radiance raises her slim hand to quiet the murmurs as the Lord of the High Elves speaks, "There seems little choice. Flameflower has fallen. We must see to the protection of our people now. We cannot save them and hold this ground. We make for the temple of Aerdrie Faenya. If we can hold the teleportation circles there, we can shepherd many of our smallfolk to the safety of Highfolk Town. Annugrial, Steward Hharp, make them ready for travel." The order given, the elves begin to leave.

It is likely that PCs may have something to say, but the decision is not open to debate. Following the disastrous ambush on the Lilyway and with the bulk of elven troops in the eastern Vesve, it has become painfully clear that Flameflower is lost.

Before leaving, the PCs may need magical assistance. Those parties in need of healing may receive up to one *cure moderate wounds* per two APLs (thus APL 4 can receive two, and APL 12 can receive six). In addition, both Our Lady of Dreams and Loslain Talus Wintershale are capable of casting *raise dead* and do so long as the PC can pay for the material components and expends at least one IP (Influence Point) in either the Followers of the Seldarine Pantheon or Kashafen Tamarel. These IPs cannot be purchased with gold as some can.

As the PCs leave, they have the opportunity to interact with the NPCs of Court. Any of them know the following and can impart it to the PCs:

- The open-air temple of Aerdrie Faenya is located to the north of Flameflower.
- Aerdrie Faenya is the elven goddess of Air, Weather, and Fertility.
- The city of Flameflower and the area surrounding it are protected from teleportation and other such magics. However, there are some places where this restriction does not hold. One such area includes the *teleportation circles* of the temple.
- Not just anyone can activate these circles, they require a special key to activate.
- The circles can be used to move large numbers of peoples in a short time.
- Complete directions and location of the temple.

Outside the mansion, worried faces line up amidst crying and quiet resignation. "Lord Hharp, are we ready to make for the temple?" Kashafen asks while strapping a long sword to his side.

"Yes my Lord."

Looking back over the tree houses and the rest of the city, Kashafen quietly says, "Time to leave." Looking towards your group, he addresses you. "I require that you move ahead of the column and keep the temple clear so that we can begin using the circles upon our arrival. The movement of this many will likely attract much attention. We will not have much time. Take this," he says handing you a slim metal tuning fork. "Once you have secured the temple, ring this to activate the circles. We will see you there."

The PCs are to move ahead of the NPCs and make certain the temple is clear. If they refuse, Evnal and Enias volunteer, and the PCs are sent to the rear of the column. If the PCs proceed directly to the temple, read or

paraphrase the following. If they do not approach openly, you may need to adjust the text accordingly.

You approach the temple to Aerdrie Faenya; goddess of Air, Weather, and Fertility. The temple appears to be little more than an open-air shrine filled with statues of women and birds spread throughout elaborate gardens. While walls with vaulting entrances surround the central area, there is no roof to shield parishioners from the elements. In the false dawn, you can see the last elven knight fall to a small group of grugach who turn toward you.

Creatures: A scouting group lead by the sorcerer Riverain was sent to explore the temple area north of the city. Convinced that the betrayers must be driven from these lands holy to the Seldarine, the grugach immediately feel upon a group of four Shandareth knights who had become separated from their men-at-arms during the fighting. The combat has just ended when the PCs arrive. For DM convience, the size of the open-air temple is identical to the size of the square from **encounter six** without the streets or central statue (four corner walls, fifteen feet in each direction, with two arches twenty feet across and two others thirty feet across.)

APL 4 (EL 7)

- **Riverain:** Hp 17; see Appendix One.
- **Render the Rat Familiar:** Hp 8; see Appendix One.
- **Horned Felldrake:** Hp 34; see Monster Manual II.
- **Grugach Warrior (3):** Hp 18, 20, 22; see Appendix One.

Tactics: Prior to the arrival of the PCs, Riverain has cast *mage armor* (+4 AC) on both himself and the Horned Felldrake. The horned felldrake charges into combat while the grugach move around to attack archers or spell-casters while Riverain uses his damaging spells to greatest affect.

APL 6 (EL 9)

- **Riverain:** Hp 25; see Appendix One.
- **Render the Rat Familiar:** Hp 12; see Appendix One.
- **Horned Felldrake:** Hp 34; see Monster Manual II.
- **Giant Eagle:** Hp 26; see Monster Manual.
- **Grugach Warrior (3):** Hp 33, 35, 37; see Appendix One.

Tactics: Prior to the arrival of the PCs, Riverain has cast *mage armor* (+4 AC) on himself, the giant eagle, and the horned felldrake. He has also cast *endurance* (1d4+1 Con) on himself and the horned felldrake. The horned

felldrake charges into combat while the grugach move around to attack archers or spell-casters while Riverain uses his damaging spells to greatest affect.

APL 8 (EL 11)

➤ **Riverain:** Hp 33; see Appendix One.

➤ **Render the Rat Familiar:** Hp 16; see Appendix One.

➤ **Griffon (3):** Hp 57, 59, 61; see Monster Manual.

➤ **Grugach Warrior (3):** Hp 48, 50, 52; see Appendix One.

Tactics: Prior to the arrival of the PCs, Riverain has cast *mage armor* (+4 AC), *fly*, and *see invisibility* on himself. He has also cast *endurance* (1d4+1 Con) and *improved invisibility* on himself and the three griffons. The griffons charge into combat while the grugach move around to attack archers or spell-casters while Riverain uses his damaging spells to greatest affect.

APL 10 (EL 13)

➤ **Riverain:** Hp 41; see Appendix One.

➤ **Render the Rat Familiar:** Hp 20; see Appendix One.

➤ **Advanced Griffon (3):** Hp 82, 86, 90; see Appendix One.

➤ **Grugach Warrior (3):** Hp 71, 73, 75; see Appendix One.

Tactics: Prior to the arrival of the PCs, Riverain has cast *mage armor* (+4 AC), *fly*, *stoneskin*, and *see invisibility* on himself. He has also cast *endurance* (1d4+1 Con) and *improved invisibility* on himself and the three griffons. He has cast *enlarge* on the three grugach. The griffons charge into combat while the grugach move around to attack archers or spell-casters while Riverain uses his damaging spells to greatest affect.

APL 12 (EL 15)

➤ **Riverain:** Hp 49; see Appendix One.

➤ **Render the Rat Familiar:** Hp 24; see Appendix One.

➤ **Advanced Griffon (3):** Hp 152, 158, 164; see Appendix One.

➤ **Grugach Warrior (3):** Hp 88, 90, 92; see Appendix One.

Tactics: Prior to the arrival of the PCs, Riverain has cast *mage armor* (+4 AC), *fly*, *stoneskin*, *cat's grace* (1d4+1 Dex) and *see invisibility* on himself. He has also cast *endurance* (1d4+1 Con) and *improved invisibility* on himself and the three griffons. He has cast *enlarge* and *greater magic weapon* (+4 to hit/damage) on the three grugach. The griffons charge into combat while the grugach move around to attack archers or spell-casters while Riverain uses his damaging spells to greatest affect.

Treasure: Either the PCs will recover the gear from the scouting party, or someone will give it to them after the escape.

APL 4 – loot-(131 gp), *planar fork*-(25 gp), *brooch of shielding* (125 gp), *wand of color spray* (63 gp), *potion of cure moderate wounds* (25 gp), *scroll of cat's grace* (13 gp).

APL 6 – loot-(131 gp), *planar fork*-(25 gp), *brooch of shielding* (125 gp), *wand of color spray* (63 gp), *potion of cure moderate wounds* (25 gp), *scroll of cat's grace* (13 gp).

APL 8 – loot-(131 gp), *planar fork*-(25 gp), *brooch of shielding* (125 gp), *wand of color spray* (63 gp), *potion of cure moderate wounds* (25 gp), *helm of comprehend languages and read magic* (217 gp), *scroll of cat's grace* (13 gp).

APL 10 – loot-(131 gp), *cloak of elvenkind*-(167 gp), *planar fork*-(25 gp), *brooch of shielding* (125 gp), *wand of color spray* (63 gp), *potion of cure moderate wounds* (25 gp), *helm of comprehend languages and read magic* (217 gp), *scroll of shadow evocation* (94 gp), *scroll of cat's grace* (13 gp).

APL 12 – loot-(131 gp), *cloak of elvenkind*-(167 gp), *planar fork*-(25 gp), *brooch of shielding* (125 gp), *wand of color spray* (63 gp), *potion of cure moderate wounds* (25 gp), *helm of comprehend languages and read magic* (217 gp), *cloak of Charisma +2* (333 gp), *amulet of natural armor +2* (667 gp).

As you defeat the last of your foes, you hear a great roar of voices and footsteps coming in your direction. Screaming women and children run toward you. Behind them Evnal Hharp, the steward of Krysalyn, defends them against a score of grugach. Everywhere there is running and blood. Commonfolk, grugach, and elven defenders; all running towards you and fighting each other. As you move to help, the grugach surround Evnal. He swings valiantly, catching several, but those not near fire arrow after arrow into the already injured man. He collapses driving his blade into one last foe. "Noooooooo!" calls one voice as lightning strikes one of the grugach, and then arcs to encompass them all. As dust and bone drift to the ground Kashafen Tamarel stands an island in the chaos; bloodied long sword in one hand and magic crackling from the other. "Hurry, there are more coming. We have to get the smallfolk away." More members of the Court, house guards, and other warriors stand beside you as the grugach crash against you like a wave. Behind the line, Alisnata Rellen ushers women and children into one of the circles ringed in statues. Rowana Menanine throws small balls of flame at a grugach warrior who has gotten through the line. More and more foes arrive and as

they do, more commoners try to get past them to safety.

"They're moving too slowly my Lord," Tymir Menanine observes as he calmly fires three arrows into a charging dire boar. "We have to get you to safety."

"I'm not leaving." Kashafen answers. The revelation draws the attention of many of the Court.

"You have to go, Sire!" Ixtacious cries.

"I can't leave our home. I will never leave. After we get the smallfolk away, I will stay behind and attempt to liberate Flameflower."

"Sire, I will go with you," offer Tymir.

"And I Sire."

"And I."

"And I," the chorus continues.

"No. I must go, but some must stay behind. Ixtacious, someone will have to look after our people.

You will be my voice. I place my duty in your hands. Watch over my people." The cold veneer of Tymir Menanine begins to crack at Kashafen's declaration.

"And you Tymir will be my sword. I place all the power of my armies at your command. You must stop the threat that we face. I will try and lead them away. The Lord of the High Elves will make a tempting target indeed." Kashafen prepares to leave and Radiance, Enias, Talus, and Annugrial move to follow.

"No, not you Radiance. You must go with the Court, they will need you."

"My debt is to you, my Liege."

"And I ask that you go with Court and advise them."

"You cannot ask that, my Lord. My service is to serve you."

"Go with Court and make certain my people are safe and I will release you from your oath."

"Very well, I will advise your Court for a year and day, and then my debt to you is paid."

The PCs may attempt to stay behind with Kashafen and the others instead of proceeding through the teleportation circles. Kashafen refuses, saying that they must stay behind to defend the circles until all the commoners are safely away. If they persist, he understands their sense of duty, but commands them to protect the circles as it is for the greater good.

Conclusion

And that was the last you saw of Kashafen Tamarle, Lord of the High Elves, Protector of the Vesve, and Master of House Tamarle; surrounded by his lords, defenders, and advisers, scions of the elves all and heroes of ages past, striding confidently through the

lines and slipping quietly away into the night, in search of hope.

The End

Experience Point Summary

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

Encounter Four

Defeat the grugach

APL 4 – 120 xp; APL 6 – 180 xp; APL 8 – 240 xp;

APL 10 – 300 xp; APL 12 – 360 xp.

Encounter Six

Defeat the first wave of grugach

APL 4 – 210 xp; APL 6 – 270 xp; APL 8 – 330 xp;

APL 10 – 390 xp; APL 12 – 420 xp.

Encounter Seven

Defeat the grugach scouting party

APL 4 – 210 xp; APL 6 – 270 xp; APL 8 – 330 xp;

APL 10 – 390 xp; APL 12 – 420 xp.

Story Award

Successfully interacting with Court without losing face (Enc. 3)

APL 4 – 30 xp; APL 6 – 60 xp; APL 8 – 90 xp;

APL 10 – 120 xp; APL 12 – 150 xp.

Helping Rowana save the children (Enc. 4)

APL 4 – 25 xp; APL 6 – 30 xp; APL 8 – 35 xp;

APL 10 – 40 xp; APL 12 – 45 xp.

Agreeing to lead the counterattack (Enc. 5)

APL 4 – 30 xp; APL 6 – 40 xp; APL 8 – 50 xp;

APL 10 – 60 xp; APL 12 – 70 xp.

Discretionary role-playing award

APL 4 – 50 xp; APL 6 – 50 xp; APL 8 – 50 xp;

APL 10 – 50 xp; APL 12 – 50 xp.

Total possible experience:

APL 4 – 675 xp; APL 6 – 900 xp; APL 8 – 1125 xp;

APL 10 – 1350 xp; APL 12 – 1575 xp.

Treasure Summary

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

- L: Looted gear from enemy
- C: Coin, Gems, Jewelry, and other valuables
- M: Magic Items (sell value)

Encounter Four:

- APL 4: L: 105 gp
- APL 6: L: 108 gp; M: 193 gp
- APL 8: L: 108 gp; M: 435 gp
- APL 10: L: 108 gp; M: 1043 gp

APL 12: L: 108 gp; M: 1043 gp

Encounter Six:

- APL 4: L: 107 gp
- APL 6: L: 107 gp
- APL 8: L: 107 gp
- APL 10: L: 110 gp; M: 167 gp
- APL 12: L: 110 gp; M: 167 gp

Encounter Seven:

- APL 4: L: 131 gp; M: 251 gp
- APL 6: L: 131 gp; M: 251 gp
- APL 8: L: 131 gp; M: 468 gp
- APL 10: L: 131 gp; M: 562 gp
- APL 12: L: 131 gp; M: 1549 gp

Total Possible Treasure

- APL 4: L: 343 gp; M: 251 gp = 594 gp
- APL 6: L: 346 gp; M: 444 gp = 790 gp
- APL 8: L: 346 gp; M: 903 gp = 1249 gp
- APL 10: L: 349 gp; M: 1772 gp = 2013 gp
- APL 12: L: 349 gp; M: 2759 gp = 3000 gp

Special

☛ Influence point with Kashafen Tamarel

☛ Favor of the Followers of the Seldarine Pantheon

For choosing to warn the elves of Flameflower over the defense of Quaalsten, the Followers of the Seldarine Pantheon are will to enchant any magical suit of armor with light fortification, glamered, or spell resistance (13) following any Highfolk regional scenario. The PC pays the difference in cost for the item’s upgrade. Write “used” across this favor once it has been used. (Only PCs who chose to leave Quaalsten in HIG3-03 receive this influence point.)

☛ **Notice of Rowana Menanine:** This PC has drawn the attention of Rowana Menanine. (Only one PC per table may receive this recognition.)

☛ **Planar Fork (Elemental Plane of Air):** This thin, forked piece of metal ripples constantly in the light as if clouds where steaming past its surface. This item can be used as the necessary focus for the spell *plane shift*. This particular fork only allows for travel to the Elemental Plane of Air.

Market Price: 300 gp; *Frequency:* Adventure.

☛ **Rope, Elven:** Elven rope is finer than silk. It has 4 hit points and can be burst with a successful Strength check (DC 25). It is so supple it grants a +3 circumstance bonus

on Use Rope checks. Coils of elven rope are sold in 20-foot lengths and are extremely rare outside of elven communities.

Market Price: 50 gp; *Frequency:* Adventure (Only PCs who chose to leave Quaasten in HIG3-03 may purchase this item).

🕸 **Spider Token:** The small, carved wooden seven-legged spider was given to you by Avereen Volmiryth to represent your debt to her. Some day the aged leader of Clan Volmiryth will come to claim it, and the service you owe to her.

Other Special Items

(The following items are included on a regional certificate.)

👤 **Banished from Clan Shandareth:** Due to this PC's actions or behavior, Kashafen Tamarel has banished the PC from Clan Shandareth. This PC is no longer a member of Clan Shandareth, is disowned by any Shandareth family, and barring special circumstances can never rejoin Clan Shandareth. Also this PC may not join another elven clan to replace Shandareth for a period of one year from the play date listed on this Adventure Record, and then must still spend two IPs with Kashafen Tamarel or four IPs with the Followers of the Seldarine Pantheon. These IPs may not be purchased with gold pieces as some others may.

👤 **Clan Shandareth Advancement:** This elven PC has shown themselves to be an exemplary member of Clan Shandareth devoted to the furthering of the clan's goals. As such, the PC may advance to the Taurecil (second) level of the Clan Shandareth Meta-Organization, provided they meet any other requirements.

👤 **Sponsorship of House Menanine:** The above PC has impressed Tymir Menanine, Scion of House Menanine. Should this elven PC ever acquire a play opportunity that allows the PC to join the Plaurincil (third) level of the Clan Shandareth Meta-Organization, the PC named above, may be sponsored by House Menanine regardless of their actual family.

Items for the Adventure Record

Item Access

APL 4:

Brooch of shielding (Adventure, DMG)

Wand of color spray (Adventure, DMG)

Planar fork (Elemental Plane of Air) (Adventure, see above)

Elven rope (Adventure, see above)

APL 6: APL 4 Items

Mighty darkwood longbow [+2] (Adventure, DMG)

APL 8: APL 4 & 6 Items

Cloak of elvenkind (Adventure, DMG)

Helm of comprehend languages and read magic (Adventure, DMG)

APL 10: APL 4, 6 & 8 Items

+1 frost greataxe (Adventure, DMG)

Scroll of shadow evocation (Adventure, DMG)

APL 12: APL 4, 6, 8 & 10 Items

Amulet of natural armor +2 (Adventure, DMG)

Cloak of Charisma +2 (Adventure, DMG)

Appendix One: NPC Statistics

Encounter One

All APLs

☛ **Elven Scouts (6), male high elf Rgr5:** CR 5; Medium-size Humanoid; HD 5d10+5; hp 39; Init +2 (Dex); Spd 30 ft; AC 16 (+2 Dex, +4 Chain shirt); Atks +7 melee (1d8+2/crit 19-20, long sword), or +7 ranged (1d8/crit x3, longbow); SA favored enemies (orc, human); SQ elven traits; AL CG; SV Fort +5, Ref +3, Will +1; Str 14, Dex 15, Con 13, Int 12, Wis 11, Cha 10.

Skills: Climb +6, Hide +21, Listen +6, Move Silently +21, Search +7, Spot +8, Wilderness Lore +4. *Feats:* Precise Shot, Point Blank Shot.

SQ: *Elven Traits (Ex)*–Sleep immunity, +2 save vs. Enchantment, low-light vision, proficient: long sword or rapier, proficient: longbows and shortbows.

Equipment: Long sword, longbow, 20 arrows, mithral chain shirt, cloak of elvenkind, boots of elvenkind.

☛ **Annugrial, male high elf Rgr7:** CR 7; Medium-size Humanoid; HD 7d10+7; hp 53; Init +3 (Dex); Spd 30 ft; AC 17 (+3 Dex, +5 Chain shirt +1); Atks +9/+4 melee (1d8+2/crit 19-20, long sword), or +10/+5 ranged (1d8/crit x3, longbow); SA favored enemies (orc, human), spells; SQ elven traits; AL CG; SV Fort +6, Ref +5, Will +3; Str 14, Dex 16, Con 13, Int 12, Wis 12, Cha 10.

Skills: Climb +7, Hide +22, Listen +7, Move Silently +22, Search +7, Spot +10, Wilderness Lore +8. *Feats:* Precise Shot, Point Blank Shot, Rapid Shot.

SQ: *Elven Traits (Ex)*–Sleep immunity, +2 save vs. Enchantment, low-light vision, proficient: long sword or rapier, proficient: longbows and shortbows.

Equipment: Long sword, longbow, 20 arrows, *mithral chain shirt +1, cloak of elvenkind, boots of elvenkind.*

Ranger Spells Prepared (2, base DC = 11 + spell level): *Entangle, Resist Elements.*

Encounter Four

APL 4

☛ **Grugach Warrior, male wild elf Bbn1, Ftr1:** Medium-size Humanoid; HD 1d10+1d12+2; hp 20; Init +1 (Dex); Spd 40 ft; AC 15 (+4 chain shirt, +1 Dex); Atks +4 melee (1d12+3/crit x3, greataxe), or +3 ranged (1d8+2/crit x3, longbow); SA rage; SQ elven traits, fast movement; AL CN; SV Fort +5, Ref +1, Will +0; Str 15, Dex 12, Con 13, Int 8, Wis 11, Cha 10.

Skills: Climb +4, Intimidate +4, Listen +4, Wilderness Lore +4. *Feats:* Power Attack, Sunder.

SA: *Rage (Ex)*–1/day, Grugach Warrior can fly into a screaming blood frenzy for 6 rounds. Grugach Warrior gains +4 Str, +4 Con, and a +2 morale bonus vs. fear, but suffers -2 to AC. After the rage, Grugach Warrior is winded.

SQ: *Elven Traits (Ex)*–Sleep immunity, +2 save vs. Enchantment, low-light vision, proficient: long sword or rapier, proficient: longbows and shortbows.

Equipment: greataxe, mighty longbow [+2], quiver w/20 arrows, chain shirt, flask of oil (x2), torch (x2), tinderbox, large sack.

APL 6

☛ **Grugach Warrior, male wild elf Bbn2, Ftr1:** Medium-size Humanoid; HD 1d10+2d12+3; hp 28; Init +1 (Dex); Spd 40 ft; AC 15 (+4 chain shirt, +1 Dex); Atks +6 melee (1d12+4/crit x3, +1 greataxe), or +4 ranged (1d8 +2/crit x3, longbow); SA rage; SQ elven traits, fast movement, uncanny dodge; AL CN; SV Fort +6, Ref +1, Will +2; Str 15, Dex 12, Con 13, Int 8, Wis 11, Cha 10.

Skills: Climb +4, Intimidate +5, Listen +5, Wilderness Lore +5. *Feats:* Iron Will, Power Attack, Sunder.

SA: *Rage (Ex)*–1/day, Grugach Warrior can fly into a screaming blood frenzy for 6 rounds. Grugach Warrior gains +4 Str, +4 Con, and a +2 morale bonus vs. fear, but suffers -2 to AC. After the rage, Grugach Warrior is winded.

SQ: *Elven Traits (Ex)*–Sleep immunity, +2 save vs. Enchantment, low-light vision, proficient: long sword or rapier, proficient: longbows and shortbows. *Uncanny Dodge*–Dex bonus to AC.

Equipment: +1 greataxe (one only), mighty darkwood longbow [+2], quiver w/20 arrows, chain shirt, flask of oil (x2), torch (x2), tinderbox, large sack.

APL 8

☛ **Grugach Warrior, male wild elf Bbn3, Ftr2:** Medium-size Humanoid; HD 2d10+3d12+5; hp 43; Init +1 (Dex); Spd 40 ft; AC 15 (+4 chain shirt, +1 Dex); Atks +10 melee (1d12+5/crit x3, +1 greataxe), or +6 ranged (1d8+2/crit x3, longbow); SA rage; SQ elven traits, fast movement, uncanny dodge; AL CN; SV Fort +7, Ref +2, Will +3; Str 16, Dex 12, Con 13, Int 8, Wis 11, Cha 10.

Skills: Climb +6, Intimidate +6, Listen +6, Wilderness Lore +6. *Feats:* Iron Will, Power Attack, Sunder, Weapon Focus (greataxe).

SA: *Rage (Ex)*–2/day, Grugach Warrior can fly into a screaming blood frenzy for 6 rounds. Grugach Warrior gains +4 Str, +4 Con, and a +2 morale bonus vs.

fear, but suffers -2 to AC. After the rage, Grugach Warrior is winded.

SQ: *Elven Traits (Ex)*–Sleep immunity, +2 save vs. Enchantment, low-light vision, proficient: long sword or rapier, proficient: longbows and shortbows. *Uncanny Dodge*–Dex bonus to AC.

Equipment: +1 greataxe (one only), mighty darkwood longbow [+2], quiver w/20 arrows, chain shirt, cloak of elvenkind (one only), potion of cure moderate wounds, flask of oil (x2), torch (x2), tinderbox, large sack.

APL 10

🔥 **Grugach Warrior, male wild elf Bbn3, Ftr4:** Medium-size Humanoid; HD 4d10+3d12+7; hp 57; Init +1 (Dex); Spd 40 ft; AC 15 (+4 chain shirt, +1 Dex); Atks +12/+7 melee (1d12+7+1d6(cold)/crit x3, +1 *frost greataxe*), or +8/+3 ranged (1d8+2/crit x3, longbow); SA rage; SQ elven traits, fast movement, uncanny dodge; AL CN; SV Fort +8, Ref +3, Will +4; Str 16, Dex 12, Con 13, Int 8, Wis 11, Cha 10.

Skills: Climb +8, Intimidate +6, Listen +6, Wilderness Lore +6. *Feats:* Blind-Fight, Iron Will, Power Attack, Sunder, Weapon Focus (greataxe), Weapon Specialization (greataxe).

SA: *Rage (Ex)*–2/day, Grugach Warrior can fly into a screaming blood frenzy for 6 rounds. Grugach Warrior gains +4 Str, +4 Con, and a +2 morale bonus vs. fear, but suffers -2 to AC. After the rage, Grugach Warrior is winded.

SQ: *Elven Traits (Ex)*–Sleep immunity, +2 save vs. Enchantment, low-light vision, proficient: long sword or rapier, proficient: longbows and shortbows. *Uncanny Dodge*–Dex bonus to AC.

Equipment: +1 frost greataxe (one only), mighty darkwood longbow [+2], quiver w/20 arrows, chain shirt, cloak of elvenkind (one only), potion of cure moderate wounds, flask of oil (x2), torch (x2), tinderbox, large sack.

APL 12

🔥 **Grugach Warrior, male wild elf Bbn5, Ftr4:** Medium-size Humanoid; HD 4d10+5d12+18; hp 82; Init +1 (Dex); Spd 40 ft; AC 15 (+4 chain shirt, +1 Dex); Atks +14/+9 melee (1d12+7+1d6(cold)/crit x3, +1 *frost greataxe*), or +10/+5 ranged (1d8+2/crit x3, longbow); SA rage; SQ elven traits, fast movement, uncanny dodge; AL CN; SV Fort +10, Ref +3, Will +4; Str 16, Dex 12, Con 14, Int 8, Wis 11, Cha 10.

Skills: Climb +8, Intimidate +8, Listen +8, Wilderness Lore +8. *Feats:* Blind-Fight, Improved Sunder, Iron Will, Power Attack, Sunder, Weapon Focus (greataxe), Weapon Specialization (greataxe).

SA: *Rage (Ex)*–2/day, Grugach Warrior can fly into a screaming blood frenzy for 7 rounds. Grugach Warrior gains +4 Str, +4 Con, and a +2 morale bonus vs. fear, but suffers -2 to AC. After the rage, Grugach Warrior is winded.

SQ: *Elven Traits (Ex)*–Sleep immunity, +2 save vs. Enchantment, low-light vision, proficient: long sword or rapier, proficient: longbows and shortbows. *Uncanny Dodge*–Dex bonus to AC, can't be flanked.

Equipment: +1 frost greataxe (one only), mighty darkwood longbow [+2], quiver w/20 arrows, chain shirt, cloak of elvenkind (one only), potion of cure moderate wounds, flask of oil (x2), torch (x2), tinderbox, large sack.

Encounter Six

APL 4

🔥 **Grugach Warrior, male wild elf Bbn1, Ftr1:** Medium-size Humanoid; HD 1d10+1d12+2; hp 20; Init +1 (Dex); Spd 40 ft; AC 15 (+4 chain shirt, +1 Dex); Atks +4 melee (1d12+3/crit x3, greataxe), or +3 ranged (1d8+2/crit x3, longbow); SA rage; SQ elven traits, fast movement; AL CN; SV Fort +5, Ref +1, Will +0; Str 15, Dex 12, Con 13, Int 8, Wis 11, Cha 10.

Skills: Climb +4, Intimidate +4, Listen +4, Wilderness Lore +4. *Feats:* Power Attack, Sunder.

SA: *Rage (Ex)*–1/day, Grugach Warrior can fly into a screaming blood frenzy for 6 rounds. Grugach Warrior gains +4 Str, +4 Con, and a +2 morale bonus vs. fear, but suffers -2 to AC. After the rage, Grugach Warrior is winded.

SQ: *Elven Traits (Ex)*–Sleep immunity, +2 save vs. Enchantment, low-light vision, proficient: long sword or rapier, proficient: longbows and shortbows.

Equipment: greataxe, mighty longbow [+2], quiver w/20 arrows, chain shirt, flask of oil (x2), torch (x2), tinderbox, large sack.

🔥 **Spriggan:** Small [or Large]-size Fey; HD 5d6+5 [+20]; hp 22 [37]; Init +9 [+7] (Dex); Spd 20 [30] ft; AC 19 (+1 size, +4 Dex, +4 chain shirt) [16 (-1 size, +3 Dex, +4 chain shirt)]; Atks +6 melee (1d6/crit 19-20, short sword) [+6 melee (1d8+6/crit 19-20, large short sword)]; Face/Reach: 5 ft. by 5 ft./5 ft. [5 ft. by 5 ft./10 ft.]; SA Sneak attack +3d6, spell-like abilities [-]; SQ Low-light vision, size change; AL CN; SV Fort +2 [+5], Ref +9 [+7], Will +3; Str 10 [18], Dex 20 [16], Con 12 [18], Int 11, Wis 9, Cha 11.

Skills: Climb +5 [+9], Disable Device +7 [+4], Hide +14 [+4], Listen +6, Move Silently +10 [+8], Open Lock +12 [+10], Sleight of Hand +10 [+8]. *Feats:* Improved Initiative, Weapon Finesse (short sword).

SQ: *Sneak Attack (Ex)* – Anytime a spriggan's target is denied a Dexterity bonus, or when a target is flanked by a spriggan, the spriggan deals an additional 3d6 points of damage on a successful melee attack. This damage stacks with sneak attack damage from other sources, such as rogue levels; *Size Change (Su)* – At will, spriggans can change their size in a fashion similar to the effect of an *enlarge* spell. The size change from Small to Large gains +8 Strength, -4 Dexterity, +6 Constitution, and -2 to attack bonus and Armor class. A spriggan's short sword has the same attribute as a Large short sword when enlarged. An enlarged spriggan is unable to make a sneak attack or use its spell-like abilities; *Spell-Like Abilities* – At will – *produce flame, scare, shatter*. Caster level 8th; save DC 10 + spell level.

Equipment: Chain Shirt, short sword.

☛ **Copperflame, female wild elf Drd4:** Medium-size Humanoid; HD 4d8; hp 23; Init +2 (Dex); Spd 30 ft; AC 16 (+2 leather, +2 large wooden shield, +2 Dex); Atks +3 melee (1d6/crit 18-20, scimitar), or +5 ranged (1d4, sling); SA spells; SQ animal companion, elven traits, nature sense, resist nature's lure, trackless step, woodland stride; AL CN; SV Fort +4, Ref +3, Will +7; Str 10, Dex 14, Con 10, Int 10, Wis 17, Cha 11.

Skills: Animal Empathy +7, Concentration +7, Spellcraft +7, Wilderness Lore +10. *Feats:* Animal Control, Animal Defiance.

SQ: *Elven Traits (Ex)*–Sleep immunity, +2 save vs. Enchantment, low-light vision, proficient: long sword or rapier, proficient: longbows and shortbows.

Equipment: Leather armor, scimitar, sling, 20 sling bullets, large wooden shield.

Druid Spells Prepared (5/4/3, base DC = 13 + spell level): 0th – *cure minor wounds, detect magic, flare, guidance, resistance*, 1st – *calm animals, endure elements, magic-fang, summon nature's ally I*; 2nd – *barkskin, creeping cold, flaming sphere*.

APL 6

☛ **Grugach Warrior, male elf Bbn2, Ftr2:** Medium-size Humanoid; HD 2d10+2d12+4; hp 35; Init +1 (Dex); Spd 40 ft; AC 15 (+4 chain shirt, +1 Dex); Atks +8 melee (1d12+4/crit x3, greataxe), or +3 ranged (1d8+2/crit x3, longbow); SA rage; SQ elven traits, fast movement, uncanny dodge; AL CN; SV Fort +7, Ref +1, Will +2; Str 16, Dex 12, Con 13, Int 8, Wis 11, Cha 10.

Skills: Climb +4, Intimidate +6, Listen +5, Wilderness Lore +5. *Feats:* Iron Will, Power Attack, Sunder, Weapon Focus (greataxe).

SA: *Rage (Ex)*–1/day, Grugach Warrior can fly into a screaming blood frenzy for 6 rounds. Grugach Warrior gains +4 Str, +4 Con, and a +2 morale bonus vs.

fear, but suffers -2 to AC. After the rage, Grugach Warrior is winded.

SQ: *Elven Traits (Ex)*–Sleep immunity, +2 save vs. Enchantment, low-light vision, proficient: long sword or rapier, proficient: longbows and shortbows. *Uncanny Dodge*–Dex bonus to AC.

Equipment: greataxe, mighty longbow [+2], quiver w/20 arrows, chain shirt, flask of oil (x2), torch (x2), tinderbox, large sack.

☛ **Spriggan (2):** Small [or Large]-size Fey; HD 5d6+5 [+20]; hp 22 [37]; Init +9 [+7] (Dex); Spd 20 [30] ft; AC 19 (+1 size, +4 Dex, +4 chain shirt) [16 (-1 size, +3 Dex, +4 chain shirt)]; Atks +6 melee (1d6/crit 19-20, short sword) [+6 melee (1d8+6/crit 19-20, large short sword)]; Face/Reach: 5 ft. by 5 ft./5 ft. [5 ft. by 5 ft./10 ft.]; SA Sneak attack +3d6, spell-like abilities [-]; SQ Low-light vision, size change; AL CN; SV Fort +2 [+5], Ref +9 [+7], Will +3; Str 10 [18], Dex 20 [16], Con 12 [18], Int 11, Wis 9, Cha 11.

Skills: Climb +5 [+9], Disable Device +7 [+4], Hide +14 [+4], Listen +6, Move Silently +10 [+8], Open Lock +12 [+10], Sleight of Hand +10 [+8]. *Feats:* Improved Initiative, Weapon Finesse (short sword).

SQ: *Sneak Attack (Ex)* – Anytime a spriggan's target is denied a Dexterity bonus, or when a target is flanked by a spriggan, the spriggan deals an additional 3d6 points of damage on a successful melee attack. This damage stacks with sneak attack damage from other sources, such as rogue levels; *Size Change (Su)* – At will, spriggans can change their size in a fashion similar to the effect of an *enlarge* spell. The size change from Small to Large gains +8 Strength, -4 Dexterity, +6 Constitution, and -2 to attack bonus and Armor class. A spriggan's short sword has the same attribute as a Large short sword when enlarged. An enlarged spriggan is unable to make a sneak attack or use its spell-like abilities; *Spell-Like Abilities* – At will – *produce flame, scare, shatter*. Caster level 8th; save DC 10 + spell level.

Equipment: Chain Shirt, short sword.

☛ **Copperflame, female wild elf Drd6:** Medium-size Humanoid; HD 6d8; hp 33; Init +2 (Dex); Spd 30 ft; AC 16 (+2 leather, +2 large wooden shield, +2 Dex); Atks +4 melee (1d6/crit 18-20, scimitar), or +6 ranged (1d4, sling); SA spells; SQ animal companion, elven traits, nature sense, resist nature's lure, trackless step, wild shape, woodland stride; AL CN; SV Fort +5, Ref +4, Will +8; Str 10, Dex 14, Con 10, Int 10, Wis 17, Cha 11.

Skills: Animal Empathy +9, Concentration +9, Spellcraft +9, Wilderness Lore +12. *Feats:* Animal Control, Animal Defiance, Natural Spell.

SQ: *Elven Traits (Ex)*–Sleep immunity, +2 save vs. Enchantment, low-light vision, proficient: long sword or rapier, proficient: longbows and shortbows. *Wild Shape (Sp)*–2/day, Copperflame may assume the form of a natural animal, from Small to Medium-size.

Equipment: Leather armor, scimitar, sling, 20 sling bullets, large wooden shield.

Druid Spells Prepared (5/4/4/3, base DC = 13 + spell level): 0th – *cure minor wounds*, *detect magic*, *flare*, *guidance*, *resistance*; 1st – *calm animals*, ~~*endure elements*~~, *faerie fire*, *summon nature's ally I*; 2nd – ~~*barkskin*~~, *creeping cold*, *flaming sphere*, *produce flame*; 3rd – ~~*greater magic fang*~~, *poison*, *summon nature's ally III*.

APL 8

➤ **Grugach Warrior, male wild elf Bbn3, Ftr3:** Medium-size Humanoid; HD 3d10+3d12+6; hp 50; Init +1 (Dex); Spd 40 ft; AC 15 (+4 chain shirt, +1 Dex); Atks +10/5 melee (1d12+4/crit x3, greataxe), or +7/2 ranged (1d8+2/crit x3, longbow); SA rage; SQ elven traits, fast movement, uncanny dodge; AL CN; SV Fort +7, Ref +3, Will +4.

Str 16, Dex 12, Con 13, Int 8, Wis 11, Cha 10.

Skills: Climb +7, Intimidate +6, Listen +6, Wilderness Lore +6. *Feats:* Iron Will, Power Attack, Sunder, Weapon Focus (greataxe).

SA: *Rage (Ex)*–1/day, Grugach Warrior can fly into a screaming blood frenzy for 6 rounds. Grugach Warrior gains +4 Str, +4 Con, and a +2 morale bonus vs. fear, but suffers -2 to AC. After the rage, Grugach Warrior is winded.

SQ: *Elven Traits (Ex)*–Sleep immunity, +2 save vs. Enchantment, low-light vision, proficient: long sword or rapier, proficient: longbows and shortbows. *Uncanny Dodge*–Dex bonus to AC.

Equipment: greataxe, mighty longbow [+2], quiver w/20 arrows, chain shirt, flask of oil (x2), torch (x2), tinderbox, large sack.

➤ **Copperflame, female wild elf Drd8:** Medium-size Humanoid; HD 8d8; hp 43; Init +2 (Dex); Spd 30 ft; AC 16 (+2 leather, +2 large wooden shield, +2 Dex); Atks +6/+1 melee (1d6/crit 18-20, scimitar), or +8/+3 ranged (1d4, sling); SA spells; SQ animal companion, elven traits, nature sense, resist nature's lure, trackless step, wild shape, woodland stride; AL CN; SV Fort +6, Ref +4, Will +10; Str 10, Dex 14, Con 10, Int 10, Wis 18, Cha 11.

Skills: Animal Empathy +11, Concentration +11, Spellcraft +11, Wilderness Lore +15. *Feats:* Animal Control, Animal Defiance, Natural Spell.

SQ: *Elven Traits (Ex)*–Sleep immunity, +2 save vs. Enchantment, low-light vision, proficient: long sword

or rapier, proficient: longbows and shortbows. *Wild Shape (Sp)*–3/day, Copperflame may assume the form of a natural animal, from Small to Large.

Equipment: Leather armor, scimitar, sling, 20 sling bullets, large wooden shield.

Druid Spells Prepared (6/5/4/4/3, base DC = 14 + spell level): 0th – *cure minor wounds (x2)*, *detect magic*, *flare*, *guidance*, *resistance*; 1st – *calm animals*, ~~*endure elements*~~, *faerie fire*, ~~*invisibility to animals*~~, *summon nature's ally I*; 2nd – ~~*barkskin*~~, *creeping cold*, *flaming sphere*, *produce flame*; 3rd – ~~*greater magic fang*~~, ~~*nature's favor*~~, *poison*, *summon nature's ally III*; 4th – *dispel magic*, *flame strike*, *langor*.

➤ **Nymph**, for statistics see Monster Manual

Druid Spells Prepared (6/5/4/3/1, base DC = 13 + spell level): 0th – *cure minor wounds (x2)*, *detect magic*, *flare*, *light*, *resistance*; 1st – *calm animals*, ~~*endure elements*~~, *faerie fire*, ~~*invisibility to animals*~~, *obscuring mist*; 2nd – ~~*barkskin*~~, *charm person or mammal*, *creeping cold*, ~~*resist elements*~~; 3rd – *cure moderate wounds*, *dominate animal*, ~~*protection from elements*~~; 4th – *dispel magic*.

APL 10

➤ **Grugach Warrior, male wild elf Bbn4, Ftr4:** Medium-size Humanoid; HD 4d10+4d12+16; hp 73; Init +1 (Dex); Spd 40 ft; AC 15 (+4 chain shirt, +1 Dex); Atks +12/+7 melee (1d12+6/crit x3, greataxe), or +9/+4 ranged (1d8+2/crit x3, longbow); SA rage; SQ elven traits, fast movement, uncanny dodge; AL CN; SV Fort +10, Ref +3, Will +4; Str 16, Dex 12, Con 14, Int 8, Wis 11, Cha 10.

Skills: Climb +8, Intimidate +6, Listen +6, Wilderness Lore +6. *Feats:* Blind-Fight, Improved Sunder, Iron Will, Power Attack, Sunder, Weapon Focus (greataxe), Weapon Specialization (greataxe).

SA: *Rage (Ex)*–2/day, Grugach Warrior can fly into a screaming blood frenzy for 6 rounds. Grugach Warrior gains +4 Str, +4 Con, and a +2 morale bonus vs. fear, but suffers -2 to AC. After the rage, Grugach Warrior is winded.

SQ: *Elven Traits (Ex)*–Sleep immunity, +2 save vs. Enchantment, low-light vision, proficient: long sword or rapier, proficient: longbows and shortbows. *Uncanny Dodge*–Dex bonus to AC.

Equipment: greataxe, mighty longbow [+2], quiver w/20 arrows, chain shirt, flask of oil (x2), torch (x2), tinderbox, large sack.

➤ **Copperflame, female wild elf Drd10:** Medium-size Humanoid; HD 10d8; hp 53; Init +2 (Dex); Spd 30 ft; AC 16 (+2 leather, +2 large wooden shield, +2 Dex); Atks +7/+2 melee (1d6/crit 18-20, scimitar), or +9/+4 ranged (1d4, sling); SA spells; SQ animal companion,

elven traits, nature sense, resist nature's lure, trackless step, venom immunity, wild shape, woodland stride; AL CN; SV Fort +7, Ref +5, Will +11; Str 10, Dex 14, Con 10, Int 10, Wis 18, Cha 11.

Skills: Animal Empathy +13, Concentration +13, Spellcraft +13, Wilderness Lore +17. **Feats:** Animal Control, Animal Defiance, Empower Spell, Natural Spell.

SQ: *Elven Traits (Ex)*—Sleep immunity, +2 save vs. Enchantment, low-light vision, proficient: long sword or rapier, proficient: longbows and shortbows. *Wild Shape (Sp)*—4/day, Copperflame may assume the form of a natural animal, from Small to Large.

Equipment: Leather armor, scimitar, sling, 20 sling bullets, large wooden shield.

Druid Spells Prepared (6/5/5/4/4/2, base DC = 14 + spell level): 0th — *cure minor wounds (x2)*, *detect magic*, *flare*, *guidance*, *resistance*, 1st — *calm animals*, ~~*endure elements*~~, *faerie fire*, ~~*invisibility to animals*~~, *summon nature's ally I*; 2nd — ~~*barkskin*~~, *creeping cold*, *flaming sphere*, *produce flame*, ~~*resist elements*~~; 3rd — ~~*greater magic fang*~~, ~~*nature's favor*~~, *poison*, *summon nature's ally III*; 4th — *dispel magic*, *empowered creeping cold*, *flame strike*, *languor*; 5th — ~~*animal growth*~~, *empowered poison*.

➤ **Nymph**, for statistics see Monster Manual

Druid Spells Prepared (6/5/4/3/1, base DC = 13 + spell level): 0th — *cure minor wounds (x2)*, *detect magic*, *flare*, *light*, *resistance*, 1st — *calm animals*, ~~*endure elements*~~, *faerie fire*, ~~*invisibility to animals*~~, *obscuring mist*; 2nd — ~~*barkskin*~~, *charm person or mammal*, *creeping cold*, ~~*resist elements*~~; 3rd — *cure moderate wounds*, *dominate animal*, ~~*protection from elements*~~; 4th — *dispel magic*.

➤ **Carwin, male satyr Rog1/Shd1:** Medium-size Fey; HD 6d6+1d8+7; hp 38; Init +1 (Dex); Spd 40 ft; AC 17 (+2 leather, +4 natural, +1 Dex); Atks +2 melee (1d6, gore) and -3 melee (1d6/crit 19-20, short sword), or +3 ranged (1d6/crit x3, shortbow); SA sneak attack; SQ hide in plain sight; AL CN; SV Fort +2, Ref +9, Will +5; Str 10, Dex 13, Con 12, Int 12, Wis 13, Cha 13.

Skills: Bluff +9, Hide +25, Listen +16, Move Silently +15, Perform +9, Spot +16, Tumble +11. **Feats:** Alertness, Combat Reflexes, Dodge, Mobility.

SA: *Sneak Attack (Ex)*—Carwin deals +1d6 damage against an opponent with a discernable anatomy who is denied a Dex bonus or is flanked; *Pipes (Su)*—Satyrs can play a variety of magical tunes on their panpipes. Usually, only one satyr in a group carries pipes. When it plays, all creatures within a 60-foot spread (except satyrs) must succeed at a Will save (DC 14) or be affected by charm person, sleep, or fear, as the spells cast by a 10th-level sorcerer (the satyr chooses the tune

and its effect). In the hands of other beings, these pipes have no special powers. A creature that successfully saves against any of the pipe's effects cannot be affected by the same set of pipes again for one day. A satyr often uses its pipes to charm and seduce especially comely women or to put a party of adventurers to sleep and then steal their valuables.

SQ: *Hide in Plain Sight (Su)*—Shadowdancers can use the Hide skill even while being observed. As long as they are within 10 feet of some sort of shadow, shadowdancers can hide themselves from view in the open without anything to actually hide behind. They cannot, however, hide in their own shadows.

Equipment: Short sword, shortbow, 20 arrows, panpipes, leather armor, thunderstone, *cloak of elvenkind*.

APL 12

➤ **Grugach Warrior, male wild elf Bbn5, Ftr5:** Medium-size Humanoid; HD 5d10+5d12+20; hp 90; Init +1 (Dex); Spd 40 ft; AC 15 (+4 chain shirt, +1 Dex); Atks +14/+9 melee (1d12+6/crit x3, greataxe), or +11/+6 ranged (1d8+2/crit x3, longbow); SA rage; SQ elven traits, fast movement, uncanny dodge; AL CN; SV Fort +10, Ref +3, Will +4; Str 16, Dex 12, Con 14, Int 8, Wis 11, Cha 10.

Skills: Climb +8, Intimidate +8, Listen +8, Wilderness Lore +8. **Feats:** Blind-Fight, Improved Sunder, Iron Will, Power Attack, Sunder, Weapon Focus (greataxe), Weapon Specialization (greataxe).

SA: *Rage (Ex)*—2/day, Grugach Warrior can fly into a screaming blood frenzy for 7 rounds. Grugach Warrior gains +4 Str, +4 Con, and a +2 morale bonus vs. fear, but suffers -2 to AC. After the rage, Grugach Warrior is winded.

SQ: *Elven Traits (Ex)*—Sleep immunity, +2 save vs. Enchantment, low-light vision, proficient: long sword or rapier, proficient: longbows and shortbows. *Uncanny Dodge*—Dex bonus to AC, can't be flanked.

Equipment: greataxe, mighty longbow [+2], quiver w/20 arrows, chain shirt, flask of oil (x2), torch (x2), tinderbox, large sack.

➤ **Copperflame, female wild elf Drd12:** Medium-size Humanoid; HD 12d8; hp 53; Init +2 (Dex); Spd 30 ft; AC 16 (+2 leather, +2 large wooden shield, +2 Dex); Atks +9/+4 melee (1d6/crit 18-20, scimitar), or +11/+6 ranged (1d4, sling); SA spells; SQ animal companion, elven traits, nature sense, resist nature's lure, trackless step, venom immunity, wild shape, woodland stride; AL CN; SV Fort +8, Ref +6, Will +12; Str 10, Dex 14, Con 10, Int 10, Wis 18, Cha 12.

Skills: Animal Empathy +16, Concentration +15, Spellcraft +15, Wilderness Lore +19. **Feats:** Animal

Control, Animal Defiance, Empower Spell, Natural Spell, Spell Focus (evocation).

SQ: *Elven Traits (Ex)*–Sleep immunity, +2 save vs. Enchantment, low-light vision, proficient: long sword or rapier, proficient: longbows and shortbows. *Wild Shape (Sp)*–4/day, Copperflame may assume the form of a natural or dire animal, from Tiny to Large.

Equipment: Leather armor, scimitar, sling, 20 sling bullets, large wooden shield.

Druid Spells Prepared (6/6/5/5/4/3/2, base DC = 14 + spell level, 16 + spell level for evocation): 0th – *cure minor wounds* (x2), *detect magic*, *flare*, *guidance*, *resistance*, 1st – *calm animals*, ~~*endure elements*~~, *faerie fire* (x2), ~~*invisibility to animals*~~, *summon nature's ally I*; 2nd – ~~*barkskin*~~, *creeping cold*, *flaming sphere*, *produce flame*, ~~*resist elements*~~; 3rd – ~~*embrace the wild*~~, ~~*greater magic fang*~~, ~~*nature's favor*~~, *poison*, *summon nature's ally III*; 4th – *dispel magic*, *empowered creeping cold*, *flame strike*, *languor*; 5th – ~~*animal growth*~~, *ice storm*, *empowered poison*; 6th – ~~*antilife shell*~~, *repel wood*.

🐾 **Nymph**, for statistics see Monster Manual

Druid Spells Prepared (6/5/4/3/1, base DC = 13 + spell level): 0th – *cure minor wounds* (x2), *detect magic*, *flare*, *light*, *resistance*, 1st – *calm animals*, ~~*endure elements*~~, *faerie fire*, ~~*invisibility to animals*~~, *obscuring mist*; 2nd – ~~*barkskin*~~, *charm person or mammal*, *creeping cold*, ~~*resist elements*~~; 3rd – *cure moderate wounds*, *dominate animal*, ~~*protection from elements*~~; 4th – *dispel magic*.

🐾 **Carwin, male satyr Rog5/Shd1**: Medium-size Fey; HD 10d6+1d8+11; hp 50; Init +6 (Dex, Imp. Init.); Spd 40 ft; AC 18 (+2 leather, +4 natural, +2 Dex); Atks +5 melee (1d6, gore) and +1 melee (1d6/crit 19-20, short sword), or +7 ranged (1d6/crit x3, shortbow); SA sneak attack; SQ hide in plain sight; AL CN; SV Fort +3, Ref +12, Will +7; Str 10, Dex 14, Con 12, Int 12, Wis 13, Cha 13.

Skills: Bluff +15, Hide +30, Listen +20, Move Silently +20, Perform +15, Read Lips +5, Spot +20, Tumble +16. *Feats*: Alertness, Combat Reflexes, Dodge, Improved Initiative, Mobility, Weapon Focus (short sword).

SA: *Sneak Attack (Ex)*–Carwin deals +3d6 damage against an opponent with a discernable anatomy who is denied a Dex bonus or is flanked; *Pipes (Su)*– Satyrs can play a variety of magical tunes on their panpipes. Usually, only one satyr in a group carries pipes. When it plays, all creatures within a 60-foot spread (except satyrs) must succeed at a Will save (DC 14) or be affected by charm person, sleep, or fear, as the spells cast by a 10th-level sorcerer (the satyr chooses the tune and its effect). In the hands of other beings, these pipes

have no special powers. A creature that successfully saves against any of the pipe's effects cannot be affected by the same set of pipes again for one day. A satyr often uses its pipes to charm and seduce especially comely women or to put a party of adventurers to sleep and then steal their valuables.

SQ: *Hide in Plain Sight (Su)*–Shadowdancers can use the Hide skill even while being observed. As long as they are within 10 feet of some sort of shadow, shadowdancers can hide themselves from view in the open without anything to actually hide behind. They cannot, however, hide in their own shadows; *Uncanny Dodge*: Dex bonus to AC.

Equipment: Short sword, shortbow, 20 arrows, panpipes, leather armor, thunderstone, *cloak of elvenkind*.

Encounter Seven

APL 4

🐾 **Grugach Warrior, male wild elf Bbn1, Ftr1**: Medium-size Humanoid; HD 1d10+1d12+2; hp 20; Init +1 (Dex); Spd 40 ft; AC 15 (+4 chain shirt, +1 Dex); Atks +4 melee (1d12+3/crit x3, greataxe), or +3 ranged (1d8+2/crit x3, longbow); SA rage; SQ elven traits, fast movement; AL CN; SV Fort +5, Ref +1, Will +0; Str 15, Dex 12, Con 13, Int 8, Wis 11, Cha 10.

Skills: Climb +4, Intimidate +4, Listen +4, Wilderness Lore +4. *Feats*: Power Attack, Sunder.

SA: *Rage (Ex)*–1/day, Grugach Warrior can fly into a screaming blood frenzy for 6 rounds. Grugach Warrior gains +4 Str, +4 Con, and a +2 morale bonus vs. fear, but suffers -2 to AC. After the rage, Grugach Warrior is winded.

SQ: *Elven Traits (Ex)*–Sleep immunity, +2 save vs. Enchantment, low-light vision, proficient: long sword or rapier, proficient: longbows and shortbows.

Equipment: greataxe, mighty longbow [+2], quiver w/20 arrows, chain shirt, flask of oil (x2), torch (x2), tinderbox, large sack.

🐾 **Horned Felldrake**: Medium-size Dragon; HD 4d12+8; hp 34; Init +0; Spd 30 ft; AC 17 (+7 natural); Atks +8 melee (2d6+4, bite); SA charge; SQ dragon traits; AL NG; SV Fort +6, Ref +4, Will +5; Str 17, Dex 10, Con 15, Int 5, Wis 12, Cha 8.

Skills: Hide +3, Jump +6, Listen +6, Spot +6. *Feats*: Alertness, Weapon Focus (Horn).

SA: *Charge (Ex)* – A horned felldrake typically begins a battle by charging at its opponent. In addition to the normal benefits and hazards of a charge, this allows the horned felldrake to make a single horn attack (+8 melee) that deals 4d6+6 points of damage.

🐉 **Riverain, male wild elf Sor4:** Medium-size Humanoid; HD 4d4+4; hp 17; Init +2 (Dex); Spd 30 ft; AC 12 (+2 Dex); Atks +3 melee (1d6/crit x3, halfspear), or +5 ranged (1d6/crit x3, halfspear), or +4 ranged (1d6, javelin); SA spells; SQ elven traits, summon familiar; AL CN; SV Fort +4, Ref +3, Will +4; Str 10, Dex 14, Con 12, Int 10, Wis 10, Cha 17.

Skills: Concentration +8, Spellcraft +7. *Feats:* Greater Spell Focus (evocation), Spell Focus (evocation).

SQ: *Elven Traits (Ex)*–Sleep immunity, +2 save vs. Enchantment, low-light vision, proficient: long sword or rapier, proficient: longbows and shortbows.

Equipment: Masterwork halfspear, 10 javelins, rat familiar (Render), spell component pouch, *brooch of shielding*, *wand of color spray*, *potion of cure moderate wounds*, *scroll of cat's grace*.

Sorcerer Spells Known (cast 6/7/4, base DC = 13 + spell level, 17 + spell level for evocation): 0th – *dancing lights*, *daze*, *detect magic*, *ghost hand*, *flare*, *ray of frost*; 1st – *mage armor*, *magic missile*, *sleep*; 2nd – *shatter*.

APL 6

🐉 **Grugach Warrior, male elf Bbn2, Ftr2:** Medium-size Humanoid; HD 2d10+2d12+4; hp 35; Init +1 (Dex); Spd 40 ft; AC 15 (+4 chain shirt, +1 Dex); Atks +8 melee (1d12+4/crit x3, greataxe), or +3 ranged (1d8+2/crit x3, longbow); SA rage; SQ elven traits, fast movement, uncanny dodge; AL CN; SV Fort +7, Ref +1, Will +2; Str 16, Dex 12, Con 13, Int 8, Wis 11, Cha 10.

Skills: Climb +4, Intimidate +6, Listen +5, Wilderness Lore +5. *Feats:* Iron Will, Power Attack, Sunder, Weapon Focus (greataxe).

SA: *Rage (Ex)*–1/day, Grugach Warrior can fly into a screaming blood frenzy for 6 rounds. Grugach Warrior gains +4 Str, +4 Con, and a +2 morale bonus vs. fear, but suffers -2 to AC. After the rage, Grugach Warrior is winded.

SQ: *Elven Traits (Ex)*–Sleep immunity, +2 save vs. Enchantment, low-light vision, proficient: long sword or rapier, proficient: longbows and shortbows. *Uncanny Dodge*–Dex bonus to AC.

Equipment: greataxe, mighty longbow [+2], quiver w/20 arrows, chain shirt, flask of oil (x2), torch (x2), tinderbox, large sack.

🐉 **Horned Felldrake:** Medium-size Dragon; HD 4d12+8; hp 34; Init +0; Spd 30 ft; AC 17 (+7 natural); Atks +8 melee (2d6+4, bite); SA charge; SQ dragon traits; AL NG; SV Fort +6, Ref +4, Will +5; Str 17, Dex 10, Con 15, Int 5, Wis 12, Cha 8.

Skills: Hide +3, Jump +6, Listen +6, Spot +6. *Feats:* Alertness, Weapon Focus (Horn).

SA: *Charge (Ex)* – A horned felldrake typically begins a battle by charging at its opponent. In addition to the normal benefits and hazards of a charge, this allows the horned felldrake to make a single horn attack (+8 melee) that deals 4d6+6 points of damage.

🐉 **Riverain, male wild elf Sor6:** Medium-size Humanoid; HD 6d4+6; hp 25; Init +2 (Dex); Spd 30 ft; AC 12 (+2 Dex); Atks +4 melee (1d6/crit x3, halfspear), or +6 ranged (1d6/crit x3, halfspear), or +5 ranged (1d6, javelin); SA spells; SQ elven traits, summon familiar; AL CN; SV Fort +5, Ref +4, Will +5; Str 10, Dex 14, Con 12, Int 10, Wis 10, Cha 17.

Skills: Concentration +10, Spellcraft +9. *Feats:* Greater Spell Focus (necromancy), Spell Focus (necromancy), Weapon Focus (ray).

SQ: *Elven Traits (Ex)*–Sleep immunity, +2 save vs. Enchantment, low-light vision, proficient: long sword or rapier, proficient: longbows and shortbows.

Equipment: Masterwork halfspear, 10 javelins, rat familiar (Render), spell component pouch, *brooch of shielding*, *wand of color spray*, *potion of cure moderate wounds*, *scroll of cat's grace*.

Sorcerer Spells Known (cast 6/7/6/4, base DC = 13 + spell level, 17 + spell level for necromancy): 0th – *dancing lights*, *daze*, *detect magic*, *ghost hand*, *flare*, *ray of frost*, *resistance*; 1st – *mage armor*, *magic missile*, *ray of enfeeblement*, *sleep*; 2nd – *endurance*, *shatter*; 3rd – *haste*.

APL 8

🐉 **Grugach Warrior, male wild elf Bbn3, Ftr3:** Medium-size Humanoid; HD 3d10+3d12+6; hp 50; Init +1 (Dex); Spd 40 ft; AC 15 (+4 chain shirt, +1 Dex); Atks +10/5 melee (1d12+4/crit x3, greataxe), or +7/2 ranged (1d8+2/crit x3, longbow); SA rage; SQ elven traits, fast movement, uncanny dodge; AL CN; SV Fort +7, Ref +3, Will +4.

Str 16, Dex 12, Con 13, Int 8, Wis 11, Cha 10.

Skills: Climb +7, Intimidate +6, Listen +6, Wilderness Lore +6. *Feats:* Iron Will, Power Attack, Sunder, Weapon Focus (greataxe).

SA: *Rage (Ex)*–1/day, Grugach Warrior can fly into a screaming blood frenzy for 6 rounds. Grugach Warrior gains +4 Str, +4 Con, and a +2 morale bonus vs. fear, but suffers -2 to AC. After the rage, Grugach Warrior is winded.

SQ: *Elven Traits (Ex)*–Sleep immunity, +2 save vs. Enchantment, low-light vision, proficient: long sword or rapier, proficient: longbows and shortbows. *Uncanny Dodge*–Dex bonus to AC.

Equipment: greataxe, mighty longbow [+2], quiver w/20 arrows, chain shirt, flask of oil (x2), torch (x2), tinderbox, large sack.

➤ **Riverain, male wild elf Sor8:** Medium-size Humanoid; HD 8d4+8; hp 33; Init +2 (Dex); Spd 30 ft; AC 12 (+2 Dex); Atks +5 melee (1d6/crit x3, halfspear), or +7 ranged (1d6/crit x3, halfspear), or +6 ranged (1d6, javelin); SA spells; SQ elven traits, summon familiar; AL CN; SV Fort +5, Ref +4, Will +6; Str 10, Dex 14, Con 12, Int 10, Wis 10, Cha 19.

Skills: Concentration +12, Spellcraft +11. *Feats:* Greater Spell Focus (necromancy), Spell Focus (necromancy), Spell Specialization (ray), Weapon Focus (ray).

SQ: *Elven Traits (Ex)*–Sleep immunity, +2 save vs. Enchantment, low-light vision, proficient: long sword or rapier, proficient: longbows and shortbows.

Equipment: Masterwork halfspear, 10 javelins, rat familiar (Render), spell component pouch, *brooch of shielding*, *wand of color spray*, *potion of cure moderate wounds*, *helm of comprehend languages and read magic*, *scroll of cat's grace*.

Sorcerer Spells Known (cast 6/7/7/6/4, base DC = 13 + spell level, 17 + spell level for necromancy): 0th – *dancing lights*, *daze*, *detect magic*, *detect poison*, *ghost hand*, *flare*, *ray of frost*, *resistance*; 1st – *burning hands*, *mage armor*, *magic missile*, *ray of enfeeblement*, *sleep*; 2nd – *endurance*, *see invisibility*, *shatter*; 3rd – *fly*, *haste*; 4th – *improved invisibility*.

APL 10

➤ **Grugach Warrior, male wild elf Bbn4, Ftr4:** Medium-size Humanoid; HD 4d10+4d12+16; hp 73; Init +1 (Dex); Spd 40 ft; AC 15 (+4 chain shirt, +1 Dex); Atks +12/+7 melee (1d12+6/crit x3, greataxe), or +9/+4 ranged (1d8+2/crit x3, longbow); SA rage; SQ elven traits, fast movement, uncanny dodge; AL CN; SV Fort +10, Ref +3, Will +4; Str 16, Dex 12, Con 14, Int 8, Wis 11, Cha 10.

Skills: Climb +8, Intimidate +6, Listen +6, Wilderness Lore +6. *Feats:* Blind-Fight, Improved Sunder, Iron Will, Power Attack, Sunder, Weapon Focus (greataxe), Weapon Specialization (greataxe).

SA: *Rage (Ex)*–2/day, Grugach Warrior can fly into a screaming blood frenzy for 6 rounds. Grugach Warrior gains +4 Str, +4 Con, and a +2 morale bonus vs. fear, but suffers -2 to AC. After the rage, Grugach Warrior is winded.

SQ: *Elven Traits (Ex)*–Sleep immunity, +2 save vs. Enchantment, low-light vision, proficient: long sword or rapier, proficient: longbows and shortbows. *Uncanny Dodge*–Dex bonus to AC.

Equipment: greataxe, mighty longbow [+2], quiver w/20 arrows, chain shirt, flask of oil (x2), torch (x2), tinderbox, large sack.

➤ **Riverain, male wild elf Sor10:** Medium-size Humanoid; HD 10d4+10; hp 41; Init +2 (Dex); Spd 30 ft; AC 12 (+2 Dex); Atks +6 melee (1d6/crit x3, halfspear), or +8 ranged (1d6/crit x3, halfspear), or +7 ranged (1d6, javelin); SA spells; SQ elven traits, summon familiar; AL CN; SV Fort +6, Ref +5, Will +7; Str 10, Dex 14, Con 12, Int 10, Wis 10, Cha 19.

Skills: Concentration +14, Spellcraft +13. *Feats:* Greater Spell Focus (evocation), Point Blank Shot, Spell Focus (evocation), Spell Specialization (ray), Weapon Focus (ray).

SQ: *Elven Traits (Ex)*–Sleep immunity, +2 save vs. Enchantment, low-light vision, proficient: long sword or rapier, proficient: longbows and shortbows.

Equipment: Masterwork halfspear, 10 javelins, rat familiar (Render), spell component pouch, *brooch of shielding*, *wand of color spray*, *potion of cure moderate wounds*, *helm of comprehend languages and read magic*, *scroll of shadow evocation*, *scroll of cat's grace*.

Sorcerer Spells Known (cast 6/7/7/7/6/3, base DC = 13 + spell level, 17 + spell level for evocation): 0th – *dancing lights*, *daze*, *detect magic*, *detect poison*, *ghost hand*, *flare*, *ray of frost*, *read magic*, *resistance*; 1st – *enlarge*, *mage armor*, *magic missile*, *ray of enfeeblement*, *sleep*; 2nd – *blindness/deafness*, *endurance*, *see invisibility*, *shatter*; 3rd – *fly*, *haste*, *lightning bolt*; 4th – *improved invisibility*, *stoneskin*; 5th – *cone of cold*.

➤ **Griffon, Advanced:** Large-size Magical Beast; HD 10d10+30; hp 86; Init +3 (Dex); Spd 30 ft, fly 80 ft. (average); AC 18 (-1 size, +3 Dex, +6 natural); Atks +11 melee (2d6+4, Bite), +6 melee (1d4+2, 2 claws); Face/Reach 5 ft. by 10 ft./5 ft.; SA Pounce, rake; SQ Scent; AL N; SV Fort +10, Ref +10, Will +4; Str 18, Dex 16, Con 16, Int 5, Wis 13, Cha 8.

Skills: Jump +8, Listen +6, Spot +14*. *They also receive a +4 racial bonus to Spot checks in daylight.

SA: *Pounce (Ex)*– If a griffon dives or leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action; *Rake (Ex)*– A griffon that pounces on an opponent can make two rake attacks (+11 melee) with its hind legs for 1d6+2 slashing damage each.

APL 12

➤ **Grugach Warrior, male wild elf Bbn5, Ftr5:** Medium-size Humanoid; HD 5d10+5d12+20; hp 90; Init +1 (Dex); Spd 40 ft; AC 15 (+4 chain shirt, +1 Dex); Atks +14/+9 melee (1d12+6/crit x3, greataxe), or +11/+6 ranged (1d8+2/crit x3, longbow); SA rage; SQ elven traits, fast movement, uncanny dodge; AL CN;

SV Fort +10, Ref +3, Will +4; Str 16, Dex 12, Con 14, Int 8, Wis 11, Cha 10.

Skills: Climb +8, Intimidate +8, Listen +8, Wilderness Lore +8. **Feats:** Blind-Fight, Improved Sunder, Iron Will, Power Attack, Sunder, Weapon Focus (greataxe), Weapon Specialization (greataxe).

SA: *Rage (Ex)*–2/day, Grugach Warrior can fly into a screaming blood frenzy for 7 rounds. Grugach Warrior gains +4 Str, +4 Con, and a +2 morale bonus vs. fear, but suffers -2 to AC. After the rage, Grugach Warrior is winded.

SQ: *Elven Traits (Ex)*–Sleep immunity, +2 save vs. Enchantment, low-light vision, proficient: long sword or rapier, proficient: longbows and shortbows. *Uncanny Dodge*–Dex bonus to AC, can't be flanked.

Equipment: greataxe, mighty longbow [+2], quiver w/20 arrows, chain shirt, flask of oil (x2), torch (x2), tinderbox, large sack.

🐉 **Riverain, male wild elf Sor12:** Medium-size Humanoid; HD 12d4+12; hp 49; Init +2 (Dex); Spd 30 ft; AC 14 (+2 natural, +2 Dex); Atks +7/+2 melee (1d6/crit x3, halfspear), or +9/+4 ranged (1d6/crit x3, halfspear), or +8/+3 ranged (1d6, javelin); SA spells; SQ elven traits, summon familiar; AL CN; SV Fort +7, Ref +6, Will +8; Str 10, Dex 14, Con 12, Int 10, Wis 10, Cha 22.

Skills: Concentration +16, Spellcraft +15. **Feats:** Greater Spell Focus (evocation), Point Blank Shot, Precise Shot, Spell Focus (evocation), Spell Specialization (ray), Weapon Focus (ray).

SQ: *Elven Traits (Ex)*–Sleep immunity, +2 save vs. Enchantment, low-light vision, proficient: long sword or rapier, proficient: longbows and shortbows.

Equipment: Masterwork halfspear, 10 javelins, rat familiar (Render), spell component pouch, *brooch of shielding*, *wand of color spray*, *potion of cure moderate wounds*, *helm of comprehend languages and read magic*, *scroll of shadow evocation*, *cloak of charisma* +2, *amulet of natural armor* +2.

Sorcerer Spells Known (cast 6/8/8/7/7/6/4, base DC = 15 + spell level, 19 + spell level for evocation): 0th – *dancing lights*, *daze*, *detect magic*, *detect poison*, *ghost hand*, *flare*, *ray of frost*, *read magic*, *resistance*, 1st – *enlarge*, *mage armor*, *magic missile*, *ray of enfeeblement*, *sleep*, 2nd – *blindness/deafness*, *cat's grace*, *endurance*, *see invisibility*, *shatter*, 3rd – *fly*, *greater magic weapon*, *haste*, *lightning bolt*, 4th – *improved invisibility*, *Otiluke's resilient sphere*, *stoneskin*, 5th – *cone of cold*, *feeblemind*, 6th – *chain lightning*.

🐉 **Griffon, Advanced:** Huge-size Magical Beast; HD 14d10+70; hp 158; Init +2 (Dex); Spd 30 ft, fly 80 ft.

(average); AC 19 (-2 size, +2 Dex, +9 natural); Atks +18 melee (2d8+8,Bite), +13 melee (1d6+4, 2 claws); Face/Reach 10 ft. by 20 ft./10 ft.; SA Pounce, rake; SQ Scent; AL N; SV Fort +14, Ref +12, Will +6; Str 26, Dex 14, Con 20, Int 5, Wis 14, Cha 8.

Skills: Jump +12, Listen +6, Spot +18*. *They also receive a +4 racial bonus to Spot checks in daylight.

SA: *Pounce (Ex)*– If a griffon dives or leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action; *Rake (Ex)* – A griffon that pounces on an opponent can make two rake attacks (+19 melee) with its hind legs for 1d8+4 slashing damage each.

Appendix Two: New Rules

New Feats

Animal Defiance [General]

(from *Masters of the Wild*, p. 20)

You channel the power of nature to drive off animals

Prerequisite: Ability to cast *detect animals* or *plants*.

Benefit: You can turn (but not destroy) animals as a good cleric turns undead. The number of times per day that you can use this ability is equal to 3 + your Charisma modifier. Your highest divine caster level is the level at which you turn animals.

Animal Control [General]

(from *Masters of the Wild*, p. 20)

You can channel the power of nature to gain mastery over animal creatures.

Prerequisites: Animal Defiance, ability to cast *speak with animals* and *animal friendship*.

Benefit: You can rebuke or command animals as an evil cleric rebukes undead. To command an animal, you must be able to speak with it via a *speak with animals* effect, though you may issue your commands mentally if desired. The number of times per day that you can use this ability is equal to 3 + your Charisma modifier. Your highest divine caster level is the level at which you rebuke animals.

Special: Animals you command through this ability count against the HD limit of animals you can befriend with *animal friendship*.

Greater Spell Focus [General]

(from *Tomb & Blood*, p. 40)

Choose a school of magic to which you already have applied the Spell Focus feat. Your magic spells of that school are now even more potent.

Prerequisites: Spell Focus.

Benefit: Add +4 DC for all saving throws against spells from the school of magic you select to focus on. This supersedes (does not stack with) the bonus from Spell focus.

Special: You can select this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

Improved Sunder [General]

(from *Sword & Fist*, p. 7)

You are adept at placing your attacks precisely where you want them to land.

Prerequisites: Base attack bonus +2, Sunder.

Benefit: When you strike an opponent's weapon, you inflict double damage.

Natural Spell [Wild]

(from *Masters of the Wild*, p. 24)

You can cast spells while in a *wild shape*.

Prerequisite: Ability to use *wild shape*, Wis 13.

Benefit: You complete the verbal and somatic components of spells while in a *wild shape*. For example, while in the form of a hawk, you could substitute screeches and gestures with your talons for the normal verbal and somatic components of a spell. You can use any material components or focuses that you can hold with an appendage of your current form, but you cannot make use of any such items that are melded within that form. This feat does not permit the use of magic items while in a form that could not ordinarily use them, and you do not gain the ability to speak while in a *wild shape*.

Spell Specialization [General]

(from *Tomb & Blood*, p. 42)

You deal more damage with ray or energy missile spells.

Prerequisite: Weapon Focus (ray or energy missile spells), spellcaster level 4th+

Benefit: Your damage-dealing spells that make a ranged touch attack gain a +2 damage modifier. The damage bonus only applies if the target is within 30 feet, because only at that range can you strike precisely enough to hit effectively.

Special: You can gain this feat twice; once for ray spells and once for energy missile spells. Its effects do not stack.

New Items

Planar Fork (Elemental Plane of Air)

This thin, forked piece of metal ripples constantly in the light as if clouds were steaming past its surface.

This item can be used as the necessary focus for the spell *plane shift*. This particular fork only allows for travel to the Elemental Plane of Air.

Market Price: 300 gp; *Frequency:* Adventure.

Rope, Elven

(from *Arms & Equipment*, p. 24)

Elven rope is finer than silk. It has 4 hit points and can be burst with a successful Strength check (DC 25). It is so supple it grants a +3 circumstance bonus on Use Rope checks. Coils of elven rope are sold in 20-foot lengths and are extremely rare outside of elven communities.

Market Price: 50 gp; *Frequency:* Adventure.

New Spells

Creeping Cold

(from *Masters of the Wild*, p. 86)

Transmutation [Cold]

Level: Drd 2

Components: V, S, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 3 rounds

Saving Throw: Fortitude half

Spell Resistance: Yes

You turn the subject's sweat to ice, creating blisters as the ice forms on and inside the skin. The spell deals 1d6 cumulative points of cold damage per round it is in effect (that is, 1d6 on the 1st round, 2d6 on the second, and 3d6 on the third). Only one save is allowed against the spell; if successful it halves the damage each round.

Focus: A small glass or pottery vessel worth at least 25 gp filled with ice, snow, or water.

Embrace the Wild

(from *Masters of the Wild*, p. 87)

Transmutation

Level: Drd 3, Rgr 3

Components: V, F

Casting Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level

This spell allows you to adopt the nature and some abilities of a wild animal. You retain your own form, but you gain the natural and extraordinary senses of the creature you choose, as well as its skill ranks (though these do not stack with any ranks you already have in the same skills), for the duration of the spell. Thus depending on your choice of animal, you could gain blindsight, scent, and ranks in listen, spot, or other skills. *Embrace the wild* does not grant you the animal's natural attacks, methods of locomotion, feats, or nonsensory extraordinary abilities, such as trample or improved grab.

Focus: Hide, skin, or feathers of the selected animal, or an item or component of its lair. You must have obtained the focus from the animal yourself.

Languor

(from *Masters of the Wild*, p. 89)

Transmutation

Level: Drd 4

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell causes creatures it hits to become weak and slow. A subject who fails a Will save is *slowed* as the spell and suffers a cumulative enhancement penalty to Strength equal to 1d6-1 per two caster levels (minimum additional penalty of 0, maximum of -10) each round. If the subject's Strength drops below 1, it is helpless. This spell does not counter *haste* nor is it countered by it, but a *hasted* creature can be brought to normal speed by *languor*, and a creature affected by *languor* can be brought to normal speed by *haste*.

New Creatures

Horned Felldrake

(from *Monster Manual II*, p. 98)

Medium-Size Dragon

Hit Dice: 4d12+8 (34 hp)

Initiative: +0

Speed: 30 ft.

AC: 17 (+7 natural)

Attacks: Horn +8 melee

Damage: Bite 2d6+4

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Charge 4d6+6

Special Qualities: Dragon traits

Saves: Fort +6, Ref +4, Will +5

Abilities: Str 17, Dex 10, Con 15, Int 5, Wis 12, Chr 8

Skills: Hide +3, Jump +6, Listen +6, Spot +6

Feat: Alertness, Weapon Focus (Horn)

Climate/Terrain: Any land or underground

Organization: Solitary, pair, gang (3-5), or pack (4-16)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral good

Advancement: 5-8 HD (Medium-size)
9-12 HD (Large)

Horned felldrakes are often used to protect important individuals or cities. This creature is larger than the other felldrakes. Its head sports several horns, which it uses to impale foes.

Combat: Horned felldrakes usually charge foes first, then use their horns in melee.

Charge (Ex): A horned felldrake typically begins a battle by charging at its opponent. In addition to the normal benefits and hazards of a charge, this allows the horned felldrake to make a single horn attack (+8 melee) that deals 4d6+6 points of damage.

Spriggan

(from *Fiend Folio*, p. 162)

Natural Form

Small Fey

Hit Dice: 5d6+5 (22 hp)

Initiative: +9

Speed: 20 ft.

AC: 19 (+1 size, +4 Dex, +4 chain shirt)

Attacks: Short sword +6 melee

Damage: Short sword 1d6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Sneak attack +3d6, spell-like abilities

Special Qualities: Low-light vision, size change

Saves: Fort +2, Ref +9, Will +3

Abilities: Str 10, Dex 20, Con 12, Int 11, Wis 9, Chr 11

Skills: Climb +5, Disable Device +7, Hide +14, Listen +6, Move Silently +10, Open Lock +12, Sleight of Hand +10

Feat: Improved Initiative, Weapon Finesse (short sword)

Climate/Terrain: Any forest

Organization: Solitary, or pack (3-12)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually chaotic (any)

Advancement: By character class

Level Adjustment +2

Enlarged Form

Large Fey

Hit Dice: 5d6+20 (37 hp)

Initiative: +7

Speed: 30 ft.

AC: 16 (-1 size, +3 Dex, +4 chain shirt)

Attacks: Short sword +6 melee

Damage: Short sword 1d8+6

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: -

Special Qualities: Low-light vision, size change

Saves: Fort +5, Ref +7, Will +3

Abilities: Str 18, Dex 16, Con 18, Int 11, Wis 9, Chr 11

Skills: Climb +9, Disable Device +4, Hide +4, Listen +6, Move Silently +8, Open Lock +10, Sleight of Hand +8

Feat: Improved Initiative, Weapon Finesse (short sword)

Climate/Terrain: Any forest

Organization: Solitary, or pack (3-12)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually chaotic (any)

Advancement: By character class

Level Adjustment +2

Spriggans are evil, nomadic gnomekin with the strange ability to grow to a large size at will. They wander in packs through wooded areas, sometimes venturing into towns and villages. Spriggans love to rob and pillage as they journey. They are a numerous people, but pose little threat to civilized races because of their inability to organize.

Spriggans resemble ugly, mean gnomes with greasy, reddish-brown hair and dull, yellow skin. They grow their hair to ridiculous proportions, proudly sporting bushy mustaches, sideburns, and ponytails. They are disgustingly unclean things, exuding the most nauseating smell of rancid flesh.

Combat: Spriggans employ tactics intended to startle or unnerve their foes. They swarm around opponents when small, only to enlarge at the last minute. This allows spriggans to use their greater reach for attacks of opportunity on advancing enemies. More dexterous spriggans serve as back-up to their kin in melee, remaining in the shadows to thwart foes by sneak attacks, stealthy thieving, or casting their *shatter* ability.

A spriggan can be summoned using a *summon nature's ally IV* spell.

Sneak Attack (Ex): Anytime a spriggan's target is denied a Dexterity bonus, or when a target is flanked by a spriggan, the spriggan deals an additional 3d6 points of damage on a successful melee attack. This damage stacks with sneak attack damage from other sources, such as rogue levels.

Spell-Like Abilities: At will – *produce flame*, *scare*, *shatter*. Caster level 8th; save DC 10 + spell level.

Size Change (Su): At will, spriggans can change their size in a fashion similar to the effect of an *enlarge* spell. The size change from Small to Large gains +8 Strength, -4 Dexterity, +6 Constitution, and -2 to attack bonus and Armor class. A spriggan's short sword has the same attribute as a Large short sword

when enlarged. An enlarged spriggan is unable to make a sneak attack or use its spell-like abilities.

Skills: Spriggans have a +4 racial bonus on Climb, Disable Device, Move Silently, Open Lock, and Sleight of Hand checks.

Appendix Three: The Defenses of Flameflower

The defenses of Flameflower are many fold, from its elven patrols to magical alarms that detect the approach of any non-elves. Perhaps the most famous are the globes left by the archmage Philidor. These are discussed elsewhere within this module. Two of the enchantments of the city bare further discussion as they may affect the PCs, teleportation and illusion.

1. Teleportation: The use of many transportive magics fail within the bounds of Flameflower. The caster of any spell that moves the caster or another being instantly from one place (such as *dimension door*, *gate*, *plane shift*, or *teleportation*) to another must make a DC 40 level check to succeed. There are several prepared places where this restriction does not hold, but only a few members of the Court, guard, and clergy, know these places. One example would be the teleportation circles located in the temple of Aerdrie Faenya.
2. Illusion Magic: Those illusionary magics that attempt to hide the identity of the barer appear to function normally, however, all elves within the borders of Flameflower see through them as if they were under the affect of a *true seeing*. So while illusions may create dancing lights or glowing dragons to amuse elven children, a halfling wearing a *hat of disguise* attempting to appear as an elven child will appear as a halfling to all elves.

Appendix Four: The Politics of Court and Shandareth PCs

The politics of the elven Court are intricate; more intricate than the PCs might realize. While many PCs can ignore the complex rules of behavior, not so for Shandareth PCs. Every conversation is a test, particularly when you are a member of the clan, but not of the blood (as all PCs are). As such, Shandareth PCs are tested at several points during this module to see whether are deserving of advancement, or if they are especially incompetent, banishment. Note that not having the opportunity to commit an act counts as having not committed it at all.

Doing any of the following major acts results in the Shandareth PC to receive **Banished from Clan Shandareth** on the PC's Adventure Record:

- Enc 1: Causing problems with the patrol (lying, being rude, attacking them)
- Enc 2: Being rude to Kashafen
- Enc 3: Conspiring with Radiane to dishonor Kashafen
- Enc 5: Refusing to obey Kashafen's request to lead the counterattack
- Enc 7: Refusing to obey Kashafen's request to lead the flight from Flameflower

Doing three or more of the following minor acts results in the Shandareth PC to receive **Banished from Clan Shandareth** on the PC's Adventure Record:

- Enc 3: Causing Enias to lose his temper
- Enc 3: Being publicly embarrassed by Quivol
- Enc 3: Being rude to Rowana
- Enc 3: Not using the dinner to lobby for aid to Quaalsten
- Enc 3: Doing anything embarrassing in Court
- Enc 4: Refusing to aid Rowana in saving the children
- Enc 7: Not offering to stay behind with Kashafen

Any Shandareth PC that commits none of the major or minor acts receives **Clan Shandareth Advancement** on the PC's Adventure Record.

Any Shandareth PC that is especially "high elven" in nature (somewhat arrogant, full blooded high elven subrace, calculating yet graceful, skill with arms or magic, etc...) and does not commit any major acts or any of the following minor acts may receive **Sponsorship of House Menanine** on the PC's Adventure Record:

- Enc 3: Being publicly embarrassed by Quivol
- Enc 3: Being rude to Rowana
- Enc 3: Doing anything embarrassing in Court
- Enc 3: Insulting Tymir

Appendix Five: Members of Court

The large numbers of NPCs can be difficult for some PCs, but visual representations can help. Cut out these one-inch square tokens for use during the role-playing encounters with the court and combat with the grugach.

Alisnata Rellen	Annugrial Stallodel	Avereen Volmiryth	Enias Amastodel	Evnal Hharp	Ixtacious Rellen	Lord Kashafen Tamarel
Our Lady of Dreams	Radiance	Quival Menanine	Rowana Menanine	Loslain Talus Wintershale	Tymir Menanine	Elven Soldier #1
Elven Soldier #2	Elven Soldier #3	Elven Soldier #4	Elven Soldier #5	Elven Courtier #1	Elven Courtier #2	Elven Courtier #3
Elven Courtier #4	Elven Courtier #5	Grugach #1	Grugach #2	Grugach #3	Grugach #4	Grugach #5
Grugach #6	Grugach #7	Grugach #8	Grugach #9	Grugach #10	Copperflame	Riverain

Appendix Six: Families of the Shandareth

The politics of the noble families of Clan Shandareth play an important part in this scenario. To better understand these families, or invent NPC courtiers, a brief synopsis of those families is provided here. The DM may choose to share this information with any players of Shandareth PCs who are not familiar with the politics of their PC's clan.

Family Names: Isalos, Menanine, Rellen, Stallodel, Tamarel

Isalos: Touched by the gods, those of Isalos are often chosen by Sehanine to become scholars or clerics seeking knowledge. Children of Isalos are as well versed in the lore of the night sky, as well as the songs of ancient courts. Those who are less concerned with ancient stories often put their childhood lessons to use by become well-known minstrels or bards.

Menanine: Strong and fiercely proud, House Menanine has been long seen by some elves as an example of what is wrong with elven politics. Often isolationist, and frequently haughty, those of Menanine rarely have any wish to associate with non-elves, and bare a certain prejudice against those not of high elven blood. Despite these flaws, the youth of Menanine are well schooled in the arts of both poetry and war. Many of the leaders of the military that the elves maintain come from the elves of this family.

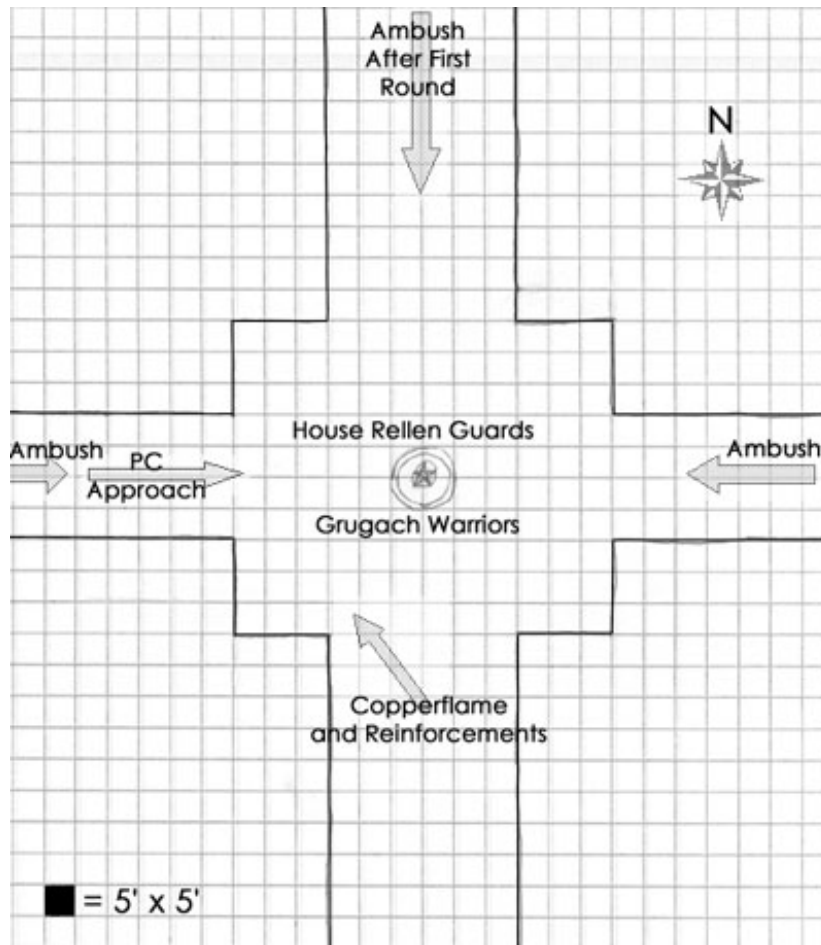
Rellen: Members of House Rellen are known among the other clans as the listeners of Shandareth. While other houses might expound their inherent superiority, those elves of Rellen are known for being councilors willing to listen and consider many proposals. Young Oronodel clansmen claim this makes them spies, but the Rellens would say it simply makes them well informed. While many elves of this family have served well as sage advisers at court, their numbers have been shrinking of late and the sun is setting on the prominence of this family.

Stallodel: House Stallodel are known for their loyalty. Once an oath is given, they will never go back on it. As such, they have never risen to great prominence in the politics of Court. The children of this prolific House are often seen in support positions of soldiers and craftsmen. While other elves sit under shady trees and watch the clouds float by, the children of Stallodel are capably seeing that their brothers are fed and their sisters protected. As such, they are well trusted, but rarely rise to a position of power.

Tamarel: The shining beacon of elvendom, House Tamarel rules the elves of the Vesve with a steady hand. Great compromisers, orators, and leaders; House Tamarel has been seen as perfect paragons of what elves should be. Many see them as evenhanded and wise, but many are also excellent generals and skilled mages.

Appendix Seven: DM Map of the Lilyway Plaza

Encounter Six



Player Handout #1: Members of Court

In the many weeks that you have spent in Flameflower attempting to gain access to Court, you have managed to learn who many of the notables are. While there are dozens more members, this list comprises those you have managed to meet or hear about.

Alisnata Rellen: The wife of Ixtacious Rellen is rarely seen at court, and still wears black mourning the death of her only son, Cenet Rellen during Reaping CY 592. Rumor has it that she does not favor her husband's move to adopt some of her son's companions as his heirs.

Annugrial Stallodel: The newly appointed Captain of the Lord's Guard, Annugrial is a young high elf devoted to his duties. He is very involved in the policing of Flameflower and its surroundings, often far from court making certain all is well. He is straightforward and to the point, rarely hedging his words. When seen he is always wearing the white sash that denotes his position in the Lord's Guard.

Avereen Volmiryth: Clan Volmiryth is currently governed by the High Mage Avereen Volmiryth and she is only the second ruler the clan since it's founding. Her age is great, but her knowledge and power are greater still. She serves as a chief advisor to the throne in Flameflower. Avereen is growing old though, and many of her clan are beginning to wonder if her time has already come and gone. She reminds many of a kindly grandmother.

Enias Amastodel: If anyone could be considered a leader among the members of Clan Moonbow, it is Enias Amastodel who speaks for the clan at Court. His absences from court are frequent, as he cannot bare to be away from the conflict for too long. He is currently in residence, but who knows for how long. When seen, Enias is often at the edges of Court, not truly participating until moved to action by some issue he feels the passionately about, and then he is like a raging inferno burning across the floor, and hearts, of Court. He is likely to support sending troops to Quaalsten.

Evnal Hharp, Head Constable and Steward of the Krysalyn: Evnal has long gray hair pulled back, and twin scars run down his left cheek. He is very skinny and always wears leather armor, two short swords and a slender club. Evnal is very observant and always to the point. He makes has clear that he hates thieves even more so than orcs and is more concerned with safe-guarding the roads against brigands and vagabonds than dealing with the humanoids of the Vesve.

Ixtacious Rellen: Ixtacious is the head of House Rellen, a powerful house of Clan Shandareth. He is also currently in favor with Lord Kashafen. That gives him an important position as a advisor in court. One that House Menanine is not pleased with. However fortune is not with Ixtacious as his heir passed while adventuring during Reaping CY 592. While he grieves for his son, he also realizes that he is advisor to the King and must speak for his people. He has adopted some of Cenet's companions in order to continue his line. The future of House Rellen is uncertain, but seems likely to be grim. Of all the members of Court you have been able to contact, Ixtacious has spoken with you the most. He seems very concerned and frequently asks for more details that he may bring to Court.

Kashafen Tamarel, Lord of the High Elves and Protector of the Vesve: Lord of the High Elves, and Protector of the Vesve, Kashafen rules the elves of the Vesve from his court at Flameflower. His rule has been one of the wisest and most just in the memory of Shandareth rulers. He is well aware of the danger of initiating large battles with the forces of Iuz, and has so far done what was possible to confuse or delay the Old One. Unfortunately, the situation has worsened and more drastic measures may be needed. At the moment he appears to be listening to the varied voices of his Court.

Our Lady of Dreams, the high priestess of Sehanine: Our Lady of Dreams is the high priestess of Sehanine Moonbow. She is possessed of an odd demeanor that leads to one to expect that she is staring off to view a scene far distant from whatever is taking place before her. While she may appear distracted, she is well aware of the comings and goings of Court, but often chooses to not involve herself unless it is an especially important cause. Those that question her often feel that it is themselves who are quizzed. and come away with more questions than answers.

Radiance: Radiance the Seelie Sidhe is Kashafen's Minister of Protocol. She prefers to deal with those who are honorable and keep their word. Despite her race's inherently chaotic nature, to her, words have power, and promises mean things. The way of the fey is one of often-unnoticed rules and oaths. There are rumors that if she wills it, she

cannot be lied to, and that her power as one of the rulers of the fey is immense. She does not choose to dabble in the affairs of mortals except at the behest of Kashafen. Radiance wears a crown that sheds moonlight that you have been told, is part of her being.

Quival Menanine: Son of Tymir and Rosisa Menanine, Quival is passionate about nearly anything, as he is happy to tell all that ask him, as well as many that do not. The arrogant heir to House Menanine dislikes non-elves and waiting, loves dueling and archery, and cares very deeply about any slight against his family real or imagined. However, despite these character flaws, he is possessed a great gift for leading men in battle and his prowess on the field is well known. In spite of his young age, he has successfully won several small skirmishes with the Old One's troops.

Rowana Menanine: Daughter of Tymir and Rosisa Menanine, Rowana is not found frequently at Court, but often causes a stir when she does. Her pale beauty and quiet grace despite mourning for her deceased betrothed Cenet Rellen are well known. While some feel she is cold and distant, other point to her mediations in the temple and wood as to her lack of motivation for courtly matters.

Talus Wintershale, the Loslain: The undisputed leader of Clan Seldorian is Loslain Talus Wintershale. It is said that for centuries the Clan Seldorian High Priest of Corellon Larethian, called the Loslain, has been given visions that he has used to guide his flock. Often this entails a few chosen words to the Court, but when Iuz rose to the East, the current Loslain, Talus Wintershale, saw nothing. This lack of foreknowledge has resulted in a loss of face at court. Many of the eastern clans that share a border with the Plaguehold of Iuz whisper that the Loslain withheld the vision to weaken them and improve his clan's position. The truth of this is known only to Talus Wintershale and Corellon Larethian. However, in these dark times, he has returned to Court and his political acumen is obvious. Talus is tall, and rail thin, and his advancing age is obvious.

Tymir Menanine: House Menanine maintains that the Houses of Shandareth as the eternal rightful rulers of the Vesve. As the leader of House Menanine Tymir is the champion of these beliefs. Appearing gruff and unyielding do to his quiet, patient nature, he is actually a very skilled politician who seeks the advancement of the elves above other races, and the advancement of Shandareth above the elves, and Menanine above the Shandareth.

Critical Events

For Milwaukee Summer Revel September 4-7, 2003

1. Was any PC banished from Clan Shandareth? YES NO
-If Yes, Who? (PC name, player name, player RPGA#)

2. Did any PC receive the notice of Rowana Menanine? YES NO
-If Yes, Who? (PC name, player name, player RPGA#)
-Must be a male Vesve elf with a CHA $\geq$ 10, one PC only

3. Did any PC receive the Sponsorship of House Menanine? YES NO
-If Yes, Who? (PC name, player name, player RPGA#)