

HIG6-08

Dusk

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

Version 1.0

by Greg Marks

Visions of the Tree of the Arclight lead a band of young heroes to escort Maegla the dreamer on a quest to recover the missing relic from the northern Vesve. A Highfolk regional adventure for APLs 2 to 8; Part Two of The Coming Dawn.

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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For questions specific to this document and your region, please e-mail your triad point of contact (POC) at skerrit@wi.tr.com; for LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK™ campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth one (1) point.

This adventure retires from RPGA-sanctioned play on December 31, 2007.

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important

information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

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 dogs trained for war), other than those brought

| CR | 1 | 2 | 3 | 4 | |
|---|-------------|---|---|----|----|
| by virtue of a class ability (such as animal companions, familiars, paladin's mounts) or the warhorse of a character with the Mounted | 1/4 and 1/6 | 0 | 0 | 0 | 1 |
| | 1/3 and 1/2 | 0 | 0 | 1 | 1 |
| | 1 | 1 | 2 | 3 | |
| | 2 | 2 | 3 | 4 | 5 |
| | 3 | 3 | 5 | 6 | 7 |
| | 4 | 4 | 6 | 7 | 8 |
| | 5 | 5 | 7 | 8 | 9 |
| | 6 | 6 | 8 | 9 | 10 |
| | 7 | 7 | 9 | 10 | 11 |

Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. Animals with different CRs are determined separately using the chart; then, take the highest CR animal (or animals), and add 2 (drop fractions). This result is the effective character level for a mixed-CR group of animals. A single PC may only bring four or fewer animals of this type.

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs 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 and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

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

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

TIME UNITS AND UPKEEP

This is a standard 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. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

ADVENTURE BACKGROUND

There is an ancient force in the Vesve that for good or ill, has dwelt there in relative silence for centuries. It has gone by many names, but some now call it the Dawn. Those sensitive to such things have prophesied its ascendance, although many have misinterpreted the meaning of those seers, thinking it was the Old One that they whispered of. A few powerful beings try to balance the entity, but the scales have been tipped, and Dawn is coming.

In preparation for its coming, the Dawn sent its herald, ex-Knight of the High Forest, Releshi Elethial to recover the Tree of the Arclight, a powerful living artifact tied to the Vesve once thought lost. However, as she approached the grove sacred to Obad-Hai where the tree was located, Releshi found that the changes her service had worked upon her body and soul made it so that she could not enter the clearing. Dupes were needed, and were easily found among the nascent adventuring community (*HIG5-09 Twilight*).

Now the Tree of the Arclight is in the hands of the Dawn who sought to bend it to its own purposes, but then chance revealed another use. A discovery by another group of adventurers turned up the possibility that several of the Dawn's greatest foes were in fact aspects of the same being (*HIG6-05 A Column of Five*). If this is so, the Tree of the Arclight could be used as bait for the weakest of these aspects in order to capture a portion of the Dawn's foe and possibly cripple her before the coming battle. Releshi has been sent forth once again in search of dupes.

ADVENTURE SUMMARY

The adventure begins with each PC having received a summons to the Hearth of the Unicorn's Heart, the temple to Ehlonna in Quaalsten. The message is different for those PCs who have previously participated in this series.

Introduction: The PCs arrive at the temple and are ushered into a waiting area where they may introduce themselves and speculate as to the reason for their summons.

Encounter One: The PCs meet with High Priestess Alysia Thanemantle and Maegla the Dreamer, an oracle and elderly member of the Ehlonnian clergy. They explain that Maegla has foreseen a holy quest to recover the Tree of the Arclight and as such the temple has decided to fund it. Maegla, and those PCs who accept will travel to the far north in order to seek out the tree.

Encounter Two: The PCs have the opportunity to gather information or reequip before leaving Quaalsten.

While doing so, some PCs encounter another party interested in the goings on of the expedition.

Encounter Three: While the PCs travel north towards their goal, they encounter a group of raiding humanoids intent on destroying one of Philador's Globes that patrols the area. The PCs may choose to fight, or let the powerful tool of good be destroyed.

Encounter Four: The PCs arrive in the general area described by Maegla's visions. Some reconnaissance discovers an armed encampment nearby that seems to be largely filled with grugach, but also some strange other beings. The PCs must discover a way to infiltrate the camp and recover the tree. Maegla insists on being involved in the assault.

Encounter Five: As the PCs prepare to take the tree, the true trap is sprung. The PCs' foe attempts to capture Maegla, as Releshi makes her appearance.

Conclusion: The PCs return to Quaalsten with the knowledge of what has happened and warn the Ehlonnians of what may soon befall the rest of them.

PREPARATION FOR PLAY

Before you begin play of this scenario, there are several regional certificates and AR notations to check for, as they affect the way certain encounters play out.

- PCs that possess the "*Dwarf of Dargas Mor*" regional certificate or are part of the Sacred Home of the Forest Mistress temple affiliation, elven Clan Lleyluna, elven Clan Oronodel, any Druidic Path of Enlightenment, the Fifth District, the Rangers of the Vesve, or the Knights of the High Forest, receive a special request from their respective organization during Encounter Two. Those that follow through with their organization's request may receive extra benefits upon their AR.
- PCs that possess the "*Born of the Vesve*" regional certificate or the "*Devoted of the Green and White*" regional certificate may be offered an additional role-playing opportunity during Encounter Five.
- Those PCs who possess a "*soul orb*" from the AR for *HIG5-09 Twilight* have the possibility of receiving another gift during the Conclusion.
- **Legendary Deeds:** At the beginning of this scenario, each player must determine the recognition of his Legendary Deeds. Roll percentile dice for each player and compare it to the total percentage value of all the Legendary Deeds that the player has accumulated for this character. If the percentile roll is greater than the total, a Legendary Deed is not recognized, and nothing happens. If the roll is less than the percentage total, then randomly choose one of the deeds from the hero's pool. For the entirety of the event, NPCs recognize the hero for

the deed he has accomplished, and the benefit listed on the deed may be used. After the scenario, the deed is marked "USED" and the player may keep it, as a keep a record of his deeds, but it is no longer part of his or her pool.

- **The Balance of Scales:** If any hero is present that possesses the Dragon Disciple prestige class and does not have Highfolk regional documentation giving them access (that is, they possess levels in the class from another region, or they took access exercising the core option), they will experience a modified version of Encounter Five.

INTRODUCTION

Before beginning play, give each PC the appropriate copy of **Player Handout #1**, based upon whether they have played the first part of this series *HIG5-09 Twilight*.

You have made your way to Quaalsten, the Feathered City. City indeed, the wooden walls barely enclose what might called a small town or a large village. Human, elven, and half-elven faces are readily seen, going about their daily business, most of which centers around the products gleaned from the Vesve.

A few helpful directions lead you to the Hearth of the Unicorn's Heart; a tall temple capped by the rampant silver unicorn of the Forest Mistress. Entering the temple, a young acolyte dressed in a brown cloak quickly ushers you to a side room along with several other adventurers and asks you to wait while he finds someone to speak with you.

The PCs are in a small meeting room in the Hearth of the Unicorn's Heart, the home of the Ehlonnian faith in this region and the largest place of worship for hundreds of miles. The room has a plain table and ten simple wooden stools around it. This is a perfect opportunity for the PCs to introduce themselves and learn what the others might know about the summons.

Once the PCs have had the opportunity to meet each other and role-play for a few moments, proceed with **Encounter One**.

ENCOUNTER 1: VISION QUEST

The door swings open to permit the entrance of a human woman in flowing robes of emerald green trimmed with gold. Upon her chest is a golden holy symbol of Ehlonna. She bears an elegant beauty, and her age is only just beginning to show on her face.

An ancient half-elven woman wearing simple robes of brown follows her, shuffling to a nearby stool. She looks about the room with the bright green eyes atop her withered face that is framed by wisps of once-golden hair.

The younger woman speaks, "Blessed is this day in the home of the Forest Mother, and blessed be all of her children. For those who know not, I am Alysins Thanemantle, the High Lady of the Glen, and this be Maegla, called by some The Dreamer. Please sit, we have something very important to discuss."

Alysins is a kind middle-aged woman who is friendly to all. She holds no preconceptions against any of the PCs based upon their race or choice of profession and judges solely based upon their actions here and now. She takes a somewhat motherly attitude towards the PCs and expects that the PCs will behave themselves sufficiently to participate in a polite conversation, but looks on any strange requests or mannerisms as part of the individuality that makes the people of the Vesve great. Alysins does most of the talking unless Maegla is specifically questioned about her visions.

Alysins Thanemantle: female human cleric 13 (Ehlonna).

Maegla the Dreamer is an elderly oracle that has lived in the Hearth of the Unicorn's Heart doing Ehlonna's will for as long as anyone can remember. She is very old, and often speaks in cryptic phrases of things that may never have happened or that she may have seen in her dreams. The PCs are here due to a vision in which she saw that they would play a pivotal role in what would soon come to pass.

Maegla the Dreamer: female half-elf cleric 7 (Ehlonna)/divine oracle 4; Heal +17.

Once the PCs have seated themselves, Alysins joins them, sitting next to Maegla. She then continues with why the Ehlonnian clerisy has brought them here.

"Maegla is a seer of sorts and sometimes sees things in her dreams. In a recent dream, she told me of seeing the legendary Tree of the Arclight, a artifact who's health is directly tied to the fate of the Vesve, and that was recently lost to a ex-member of the Knights of the High Forest. Apparently in this dream Maegla and a group of young heroes will take on a momentous quest to the northern Vesve and recover this holy relic. The temple of Ehlonna has decided to immediately fund this quest, and you are the heroes sent to us through the Forest Maiden's divine will. Will you embrace your destiny in the wood's hour of need?"

It is quite likely that the PCs will have many questions, and the two clerics do their best to answer them.

- *What do you want us to do? Fate and the Lady have chosen you to stand together at the beginning of this momentous quest. You must escort Maegla to the place she sees in her dreams and recovery the Tree of the Arclight that was stolen from us.*
- *What does the tree look like? The tree is said to be slender with light bark. Its leaves are a rich green lined with silver and the veins of the leaves have a silver tint, as well, despite whatever season it may be. You will be able to distinguish the tree by its leaves: they are cespitose and glabrous (smooth leaves growing in bunches).*
- *What do you know about the tree? What we know now has been pieced together by investigating members of the Rangers of the Vesve. Narsil Pathweaver, a member of the Guildsmen of the High Art with an interest in the skill of prophecy claimed that the Tree of the Arclight is apparently one of several minor magical trees sacred to Ehlonna that were all thought destroyed in ages past. Though our order didn't realize its true value at the time, the tree had been reborn as sapling in one of our Quaalsten gardens, overlooked by the acolytes that tended it's home. Narsil interpreted a prophecy to mean that should the tree remain in Quaalsten and be captured by the Old One's forces, it would cause the death of the Vesve. He died in the process of helping a rogue cleric of Ehlonna steal the tree from our church, crushed to death when tunnels under his home collapsed. You see, during the Siege of Quaalsten, one of our sisters became fearful that the tree might fall into the hands of the Old One, so she betrayed the temple and convinced a group of adventurers to uproot the tree and spirit it away to a druid of Obad-Hai.*
- *Why not get the tree from the Druid of Obad-Hai? We would, but Releshi Elethiel, an ex-Knight of the High Forest tricked a group of adventurers (possibly some of the PCs) into stealing it for her. She took it somewhere and until Maegla's dreams we had no idea where to look.*
- *Who is Releshi? She is a criminal wanted by the Knights of the High Forest and Clan Shandareth for unspecified crimes. I'm told she is quite evil and dangerous.*
- *Where is the cleric of Ehlonna? We don't know, she disappeared. We no longer speak of her name.*
- *What will you pay us? We have no intention of insulting you by offering money when this is*

your destiny. We will however give each member of the quest 50 gold pieces that they might properly equip themselves for the trials to come. I would make sure you are properly equipped for the cold of winter.

- *Can you tell us Maegla's vision?* See below.

Maegla's Vision

Eventually the PCs will want to hear of the vision that brought them all together. At this point Alysín will defer to the elder priestess and allow her to tell her tale.

The green eyes of the elderly woman glaze over as she considers the dream she has been asked to relate. Leaning forward heavily but not opening her eyes, she speaks, her voice gravely with age. "In my dream I see a unicorn with brilliant green eyes lead me from my bedchamber. Despite the cool weather, I feel no chill in only my nightgown. The unicorn leads me to the reflecting pond behind the temple and gestures that I gaze within. Inside I see faces, a band of heroes. They are lost, and I fear they may drown upon the water, so I aid them by plucking each from the water. Then the unicorn bides that I set aside my walking staff and spell components and climb upon her sturdy back. Then with the heroes in tow, we ride north. The dream ends with a vision of the Tree of the Arclight. You, youngfolk, are the heroes I saw in my vision. I must set aside my weapons and spells and undertake this great quest, and the Forest Mistress has decreed that you shall be my protectors in this holy mission."

As the dreamer speaks, some PCs may feel they know her. Those PCs who succeed in a DC 15 Intelligence check and have played any of the following modules: *HIG1-10 Grave Occurrence*, *HIG2-04 Grave Consequences*, *HIG2-07 Dark and Restless Dreams*, *HIG4-07 Cult of the Stone Serpent*, *HIG4-09 The Cauldron of Despair and Hope*, *HIG5-09 Twilight* or *HIG6-05 A Column of Five*, feel as though they have heard the dreamer speak before, possibly from a dream. Her voice and manner of speech reminds successful PCs of the fey Dreamer of Sea and Stars, as well as the grey elven priestess of Labelas Enoreth known as the Seer of All Time. Maegla does not specifically recognize any of the dreamers or their experiences unless they have previously met.

Maegla has had no further visions, but she strongly believes that Ehlonna is commanding her to undertake this quest without the aid of weapons or spells. She also does not know specifically where they are to travel but

believes once they begin, Ehlonna will further guide her with visions.

It is up to the PCs to decide whether they go or not, but the clerics of Ehlonna look down upon any that spurn their destiny. They do not take any action against such PCs beyond frowning sadly. If the PCs accept, Maegla hopes to leave early next morning, just as she saw in her dream. The party has until then to purchase supplies or seek more information. Before the party leaves, Alysín mentions that she has had rooms prepared in the temple's hospice dormitories if anyone who like to spend the night at the temple.

Treasure: Any PC who joins the fellowship is given 50 gp to equip themselves for the journey to the north.

All APLs: Coin – 50 gp.

Traveling with Maegla

Maegla is a plump, elderly woman, utterly devoted to the teachings Ehlonna. Traveling with her is often an ordeal for seasoned adventurers. Maegla sleeps late and gets tired easily. She is often gassy unless fed the blandest of foods, and she insists of treating all of the PCs like small children, regardless of their actual age.

She speaks in riddles, or insists that things should be done a certain way because Ehlonna demands it. If PCs are rude to her, she pinches their ear until they fall into line.

Her belief in the dream prophecy means that she will not lift a weapon or cast a spell for the duration of the quest. In combats, she stays near the rear of the party, staying out of danger, but being close enough to offer aid if it is needed. If any PC is knocked unconscious, she drags the downed PC way from danger and makes a Heal check to stabilize them.

None of the NPC combatants target Maegla. Assume she survives any attack that coincidentally includes her in the area of effect.

ENCOUNTER 2: ANXIOUS WAITING

Once the party has had the opportunity to hear what Maegla has to say, and accept a place on the fellowship, they may proceed with whatever preparations they require. If desired, particularly in a convention setting that is pressed for time, much of this encounter can be skipped and you may proceed directly to **A Visitor**.

Shopping

Quaalsten is a village of approximately 500 people, but given that it is the home of both the Helping Hands of Ehlonna and the Rangers of the Vesve, equipment is easier to come by than one might expect for a settlement

of similar size. Any standard items in the *Players Handbook* worth 800 gp or less are readily available (subject to DM approval).

Given the time of year, cold weather gear is strongly recommended.

In addition, the proximity of the Hearth of the Unicorn's Heart means that divine scrolls and potions of third level or lower are readily available and since the siege several years ago, the Guildsmen of the High Art have stationed several members here. They make their way by crafting arcane scrolls and potions of third level and lower.

Gathering Information

Some of the PCs may decide to question the townsfolk in order to learn more about their proposed mission. Feel free to role-play out these brief encounters, or use the Gather Information skill as fits the temperament of the table. Those that role-play these encounters may receive any of the following information as the judge sees fit based upon whom they speak with. For those rolling skill checks, PCs native to Highfolk receive a +2 bonus to this roll (representing either ability to speak with fellow natives). Members of the Rangers of the Vesve, Helping Hands of Ehlonna or the Hearth of the Unicorn's Heart Meta-organizations receive a non-cumulative +2 circumstance bonus due to their standing in the community. The PCs should receive an additional +1 to their check for every extra 5 gp they spend (up to +5 for 25 gp spent). Assume rolling Gather Information costs the PC 1d4 gp in drinks and bribes and takes three hours.

Depending on whom the PCs specifically approach, the DM may also allow Bluff or Diplomacy checks with certain NPCs.

The Tree of the Arclight: Some PCs might be especially interested in any rumors about the magical tree that they are after, and decide to ask around.

- DC 5: Tree's don't give off light boy, are you daft?
- DC 15: I heard some tree got stolen from the Hearth of the Unicorn's Heart during the siege of Quaalsten. Sorry I can't be of more help.
- DC 20: I hear that the Tree has been found again, only to be stolen by someone. It's a bad omen I tell you.
- DC 30: They say that Releshi Elethiel, a Knight of the High Forest stole the tree, but I'm not sure if I believe that. She's a famous adventurer who has done plenty of good deeds. I'm sure that if she did take the tree, she had a good reason.

Releshi Elethiel: Some may wish to learn more about the rogue Knight of the High Forest and decide to ask if anyone knows anything about her.

- DC 5: Knights of the High Forest, along with the Rangers of the Vesve, are all that stand between us and the Old One.
- DC 15: I've heard of this Releshi. She's a member of Clan Oronodel, and was a member of that Stonehouse Adventurer Company for a while. I liked them cause that had that catchy phrase... umm... "Here to smite the evil at no cost to you!" Ya that was a great bunch of girls. I think they retired after the war.
- DC 20: Releshi, I think that's the one that married that Calentir Rellen fella. I guess that makes her a Shandareth now? I hear the two of them have a baby too; one big happy family.
- DC 30: I think there was some sort of hullabaloo with that woman, but I don't rightly know. I think she got the Rellen heir to forsake his Shandareth family and run off with those Oronodels in the far away north. I hear his pa passed away too and now his step mom has a new baby, just like Releshi. Who knows whom the next scion of House Rellen will be, but I'm sure they will both claim it to be their child. Personally, I can't stand all that elven politics. Pompous flower eaters.

Maegla the Dreamer: Some might not trust Maegla for whatever reason and decide to ask if anyone knows anything about her.

- DC 10: Isn't she an Ehlonnian cleric?
- DC 15: Ah, Maegla, yes, I've heard of her. She is some sort of oracle.
- DC 20: I know her. She is a great treasure to Quaalsten. She has warned our town of great several evils before they struck several times. She spent nearly two years in a coma and with the defeat of the Old One in the Vesve, has only recently awakened.

Bardic Knowledge

If any of the PCs succeed in a DC 20 Bardic Knowledge check, they recall a poem about the Tree of the Arclight that suggests the tree is sacred to Ehlonna and the Vesve. It is somehow tied to prophecy and the night sky, though how is not known. One stanza of the poem comes to mind.

*A Raven free
Near Quaalsten be.
A tree of sight, sky, and spring
Death to the Vesve bring
Strip the sapling, live tall
Nourish the seed, die all.*

What the stanza means remains to be seen.

A Visitor

While the party prepares for their expedition, individual PCs are contacted based upon their membership in certain meta-organizations. Run these short vignettes privately with only those members of each organization present with the visiting NPC. In each case some read aloud text is provided detailing what the NPC might say, but as always use this as a guide rather than a rule for how the meeting must play out.

A PC may receive more than one visitor if they belong to multiple organizations.

Dwarf of Dargas Mor

There is a knock at your door as you prepare the last of your belongings for the quest. As the door opens, you note a dwarf dressed in dark clothing, making furtive glances up and down the hallway. "My name is Vernet Darkdelver, may I come in cousin?"

Stepping through the door, the dwarf continues, "There isn't much time. Your companions will be back shortly and it is for the best if the beardless ones never knew I was here. The Council of Wisdom has foreseen your joining of this quest and believe that you will have an opportunity to aid Dargas Mor in the process. It has become increasingly clear that our elven allies see us as fodder in their squabbles not actual allies. As such, the Council asks you contact one of the representatives of the Shandareth's enemies and deliver this invitation to one of the Oronodel. The Lore-Bringer has said that you will encounter one of their number capable of conveying the message to their highest leaders. The Thane and the Council would meet with them and hear their hearts. Their squabbles with the Shandareth suggest that they may be more worthy of our aid than those that dwell in Flameflower. The Council fears the Shandareth and their Knight allies may have too easily swayed them. Will you take this message for the Council?"

Vernet Darkdelver is a runner from Dargas Mor and he has traveled very far at the behest of the leaders of that dwarven enclave. He expects any dwarf of Dargas Mor to agree to do his duty and is shocked should any refuse. Refusals are met with under the breath comments about dwarves who spend too much time on the surface world as he leaves.

If the dwarf PC takes the invitation and delivers it to Releshi, they receive the **Duty's Reward** notation on their AR.

Sacred Home of the Forest Mistress Temple Affiliation OR Clan Lleyluna

There is a knock at your door as you prepare the last of your belongings for the quest. As the door opens, you note a half-elven woman dressed in a brown cloak. "My name is Renae Wenyd the Voice of the Voice of the Whispering Leaves. I am the high priestess of Ehlenestra in Highfolk town, may I come in and speak briefly with you, believer/clansmen?"

The woman enters your room quietly and turns to face you. "What I have to say is not easy, but I fear the ways of the Forest Mistress have been led astray here in the Hearth of the Unicorn's Heart. The fey have spoken to me and they wish to safeguard the Tree of the Arclight, but the High Lady of the Glen has refused their aid. This is lunacy as they are a powerful ally. I fear what has become of the temple. I ask you that if you encounter the Tree of the Arclight and it is already in the care of the fey, that you do what you can to see that it remains in their care. Do not recover the tree unless it is not in the care of the fey."

Renae Wenyd is the high priestess of the temple of Ehlonna in Highfolk, as opposed to the temple in Quaalsten where the PCs are now. She is disappointed if the PC refuses, but is understanding. She means them no harm and bids them safe journeys.

Those PCs that arrange for the Tree of the Arclight to remain behind, and in the care of at least one of the fey creatures in Encounter Five, succeed in this mission. Those PCs receive **Renae's Favor** on their AR.

Druidic Paths of Enlightenment

There is a knock at your door as you prepare the last of your belongings for the quest. As the door opens, you note a human woman dressed in a druidic garb similar to your own. "My name is Lista and I seek the same Path of Enlightenment as you. May I come in and speak briefly with you?"

The woman enters your room quietly and turns to face you. "What I have to say is not easy. Our order has been contacted by Renae Wenyd the Voice of the Voice of the Whispering Leaves and high priestess of Ehlenestra in Highfolk town. She claims the balance of the Forest Mistress has been led astray here in the Hearth of the Unicorn's Heart. Our order is beginning to agree. The fey have spoken to us and they wish to safeguard the Tree of the Arclight, but the High Lady of the Glen has refused their aid. This is lunacy as they are a powerful ally. I ask you that if you encounter the Tree of the Arclight and it is

already in the care of the fey, that you do what you can to see that it remains in their care. Do not recover the tree unless it is not in the care of the fey.”

Lista is a member of the same Druidic Path as the PC (whichever that may be) and you should alter the boxed text so that she is of the appropriate gender and race if required by that order. She is disappointed if the PC refuses, but is understanding. Everyone must have their own beliefs and the Druidic Paths have never been particularly forceful in requiring things of their members.

Those PCs that arrange for the Tree of the Arclight to remain behind, and in the care of at least one of the fey creatures in Encounter Five succeed in this mission. Those PCs receive **Renae’s Favor** on their AR.

Clan Oronodel

There is a knock at your door as you prepare the last of your belongings for the quest. As the door opens, you note an elven man wearing the heraldry of your clan. “My name is Sienias Lewayn. May I come in and speak briefly with you, clansmen?”

The man enters your room calmly and sits facing you. “What I tell you is of the greatest secrets. Our Clan already safeguards the Tree of the Arclight and we do not believe it is safe with the temple of Ehlonna in Quaalsten who lost it once already. We have instead enlisted the aid of Renae Wenyd the Voice of the Voice of the Whispering Leaves who is the high priestess of Ehlenestra in Highfolk town. She has spoken with the fey and they have sent us some of their warriors to safeguard the Tree of the Arclight. We are already dispatching one of number to move the tree, but if that fails, I ask that you make sure the Tree of the Arclight is left in the care of the fey. Do not recover the tree unless it is not in the care of the fey.”

Sienias Lewayn is a member of Clan Oronodel and before the appointment of Wynda Ceara, spoke for the clan at Court. Given the tensions between their clan and the Shandareth, he expects the PC to comply. He warns against Shandareth treachery if they refuse and asks that the PC swear an oath to keep this secret while they do what they must on this quest.

Those PCs that arrange for the Tree of the Arclight to remain behind, and in the care of at least one of the fey creatures in Encounter Five succeed in this mission. Those PCs receive **Renae’s Favor** on their AR.

The Fifth District OR the Rangers of the Vesve OR The Knights of the High Forest

There is a knock at your door as you prepare the last of your belongings for the quest. As the door opens, you note an elven man dressed in dark clothing, making furtive glances up and down the hallway. “My name is Yanesh. May I come in and speak briefly with you as a fellow defender of the Vesve?”

The man moves silently to the shadows of your room before speaking. “I am a member of the Rangers of the Vesve and the Knights of the High Forest and I have come to you for your aid. Since the rise of the humanoid army to the west and the great battle near Verbeeg Hill, humanoids have been traveling west from the Old One’s lands. The area you are to be traveling toward is rife with humanoids making that pilgrimage. If possible, we would like you capture alive any humanoids associated with that army and bring them back here for questioning. It is vital to the security of the Vesve that we know what is going on.”

Yanesh is a member of the Rangers of the Vesve, the Knights of the High Forest, and Clan Moonbow and is a foe of Releshi’s. Given the tensions in the wood, he expects the PC to comply, but understands that not all are cut out for being true protectors if they refuse.

Those PCs that capture one or more of the humanoids in Encounter Three and arrange for their transport back to Quaalsten succeed in this mission. Those PCs receive a **Meritorious Service Recognition** on their AR.

ENCOUNTER 3: JOURNIES

Once the PCs meet with Maegla the next morning, she leads them out Quaalsten’s gates and into the woods; heading north. She has no particular plan on how to find the Tree of the Arclight, but she is confident that the party will be lead on their journey.

The party should determine their marching order and watch order for their travels. Maegla is a frail elderly woman who sleeps through the entire night. She does not take a watch, and will not fight or cast spells due to her vision. Should a combat break out, she slowly moves away from danger and watches her protectors save her. Should a PC be about to die due to their injuries, Maegla is willing to commit what may be the smallest of sins and use her Heal skill to stabilize a downed PC. Otherwise, she takes no actions in combat.

Each morning, when she wakes Maegla claims to have had another vision and knows where they will walk that day. If this event is played in a home setting where

you have ample time, you may wish to role-play a few encounters with Maegla. In a convention setting, proceed directly to the encounter below.

The party has an encounter on the third day out of Quaalsten, while passing near the edge of those lands held by those humanoid tribes not allied with Iuz.

Three mornings have passed since you left Quaalsten, and the weather has grown increasingly colder. This morning Maegla awoke claiming that this morning the journey would give birth to the discovery of the screaming world. When asked what she meant, she would only reply, "Not yet, not yet."

Have the PCs make a Listen DC -5 Listen check. For every point that the highest result exceeds the DC, the party is ten feet from the disturbance.

Harsh voices pierce the foliage, followed a sound much like arrows bouncing after rocks. Seconds later, a shrill wailing alarm screams across the wood.

The PCs have stumbled across one of *Philidor's globes* (see details below) as it is being attacked by a group of humanoid raiders. Depending on the temperament and stealth of the party, they may choose to pass by. If the humanoids notice the PCs, or the party chooses to charge in, they attack. If asked, Maegla knows of Philidor's Globes and would prefer not to allow one to be destroyed.

The humanoids are in the center of a clearing, forty feet across, throwing rocks at the floating orb unsuccessfully attempting to shatter it. The area not inside the clearing is considered light undergrowth (each square is difficult terrain costing 2 squares of movement and increasing the difficulty of Move Silently and Tumble checks by 2). The area surrounding the clearing is filled with trees. Those in the same square as a tree gain a +2 bonus to AC and a +1 bonus to Reflex saves.

APL 2 (EL 2)

Goblins (6): hp 5 each; *Monster Manual* 133.

APL 4 (EL 4)

Orcs (6): hp 6 each; *Monster Manual* 203.

Gnoll: hp 15; *Monster Manual* 130.

APL 6 (EL 6)

Gnolls (6): hp 11 each; *Monster Manual* 130.

Ogre: hp 34; *Monster Manual* 199.

APL 8 (EL 8)

Bugbear (4): hp 21 each; *Monster Manual* 29.

Ogre Barbarian: hp 86; *Monster Manual* 199.

Tactics: The humanoids are not especially creative in their tactics. They use their melee or ranged attacks to the best of their ability and fight viciously. If a creature is armed with javelins, each possesses three.

Treasure: If the PCs confront and defeat the humanoids, they may claim what little gear the creatures have.

APL 2: Loot - 12 gp.

APL 4: Loot - 54 gp.

APL 6: Loot - 40 gp.

APL 8: Loot - 9 gp, Magic - *large greatclub* +1 - 193 gp, *large hide armor* +1 - 98 gp, *ring of protection* +1 - 167 gp.

Detect Magic Results: *large greatclub* +1 (faint transmutation), *large hide armor* +1 (faint transmutation), *ring of protection* +1 (faint abjuration).

Development: If the PCs capture any of the humanoids and attempt to interrogate them, they are welcome to. They have no knowledge of the PCs great quest, and instead were traveling from their homes in the eastern Vesve to the mountains where they have heard a great horde is gathering to raid the High Vale. They had hoped to take part in the gathering of spoils. They have no specific knowledge of the horde, or who is leading it but they have heard that many who join are granted great power. They all know that a hobgoblin named Grellukha was the one who told them the tales; just as he told dozens of others who have made the journey before them.

Philidor's Globe

The PCs have come across one of Philidor's Globes that are known to guard the Vesve. 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 the Timeless Tree and Flameflower, or whatever good folk be nearby. A master crystal ball in the Timeless Tree or Flameflower can see through any of the globes with a *true seeing* when activated due to an alarm.

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

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.

The globe radiates strong divination magic if detected for, provided the caster overcomes the globes SR of 18. In addition, the globe has 20/epic damage

reduction. 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, 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.

Philidor's Globes can be recognized with a DC 10 Knowledge (Local: Iuz Border States) or Bardic Knowledge. Success indicates the PC knows they are a fixture in the Vesve and are used by the forces of light to spy upon the evils that dwell there.

ENCOUNTER 4: TERMINUS

This encounter occurs seven days after **Encounter Three**, allowing the PCs substantial time for rest and healing.

On the morning of the seventh day, Maegla announces that you will travel your last day today. Five hours later, she leads you to a river valley in the shadow of a large hill. The stream is clear and free of ice, despite traces of snow and the bitter north wind. A slight haze of wood smoke filters through the trees, riding the breeze.

Maegla looks about, and then promptly sits upon a nearby rock. "We have arrived younglings. This is the place I have seen in my dreams, and now it is time for you to lead."

The PCs have arrived in a forested river valley in the far north. Unless they have traveled during unusual hours, it is midday. A DC 10 Knowledge (geography) reveals that the PCs are in that portion of the Vesve between those lands claimed by the Volmiryth and the Lleyluna. Those that make a DC 5 Survival check note that the relative location of some nearby camp based upon the wood smoke and the direction of the wind.

Once the PCs have decided to search for the camp, or perform a general search of the area, they will quickly come upon the camp.

The smoke becomes heavier as you follow the thin river north. The sounds of movement and people become obvious, and through the foliage the edge of some sort of camp can barely be made out to the southeast.

Once the PCs have found the camp, they must decide on how to proceed. The DM should be certain of the party's

marching order, and any precautions the PCs are taking to avoid detection. Once the PCs move forward to better examine the camp, read the following.

A low picket wall encloses the small camp on the bank, who's opening faces the shallow river. Inside the stakes, lean-tos of leather and wood are placed around a central fire pit. A green and silver tree with leaves growing in bunches is planted toward the center of the camp closer to the gate than the fire pit. Several wild elves move through the camp. With the exception of some thorny bushes and the tree, there is no vegetation inside the camp.

When the PCs arrive, the camp (see DM's Map) guarding the Tree of the Arlight is manned by several wild elves and fey. The grugach, remnants of the army that attacked Flameflower three years ago, now follow Releshi due to her obvious ties to the natural world and the Vesve. The fey in the camp have been assigned to her from the fey realm and assist due to reasons that are known only to the fey lords who sent them.

As the PCs observe, the grugach move about, but are primarily watching outside the wall. The PCs are at the tree line, eighty feet from the northwest side of the camp's wall. There is nothing but frost-covered grass and the occasional small bush between the trees and the stream.

If the PCs tarry too long, Maegla will warn that her dreams suggests a great evil approaches and they may not have the time to wait for a prolonged reconnaissance.

Wooden Wall: 6 in. thick; hardness 5; hp 60; AC 5; Break DC 20; Climb 15; Must devote a move action or a successful DC 10 Reflex saving throw to avoid 1d3 points of damage from spikes.

Wooden Gates: 3 in. thick; hardness 5; hp 30; AC 5; Break DC 25; Climb 15; these gates are barred, not locked.

Stream: The gate through the picket faces a 3-foot deep stream. Moving through the stream is considered difficult terrain. The tree line is ten feet from the south side of the river.

Creatures: The grugach are even spread out around the wall, vigilant for the approach of enemies and raise the alarm if they detect any of the PCs. The fey remain under cover hiding in the lean-tos or using their camouflage ability. They try to avoid standing in close groups, unless near the Tree of the Arlight, to avoid spell attacks. The grugach are awaiting the return of Releshi and do not parley. They have been swayed by Releshi's gifts and apparent mastery over the fey and draconic creatures. Attempts at negotiation are responded to with arrows.

APL 2 (EL 5)

Grugach Warriors (6): female and male wild elf warrior 1, hp 8; See *Appendix 1*.

Nerva: female grig adept 1, hp 8; See *Appendix 1*.

Noxious Thorn: male splinterwaif, hp 12; See *Appendix 2*.

APL 4 (EL 7)

Bent Stem: female cat familiar; hp 12; See *Appendix 1*.

Grugach Warriors (4): female and male wild elf barbarian 1/warrior 1, hp 19; See *Appendix 1*.

Nerva: female grig adept 1/cleric 2, hp 24; See *Appendix 1*.

Noxious Thorn: male splinterwaif, hp 12; See *Appendix 2*.

Prickle: female splinterwaif wizard 3, hp 24; See *Appendix 1*.

APL 6 (EL 9)

Bent Stem: female cat familiar; hp 16; See *Appendix 1*.

Grugach Warriors (4): female and male wild elf barbarian 2/fighter 1/warrior 1, hp 36; See *Appendix 1*.

Nerva: female grig adept 1/cleric 4, hp 38; See *Appendix 1*.

Noxious Thorn: male splinterwaif rogue 1, hp 20; See *Appendix 1*.

Prickle: female splinterwaif wizard 5, hp 32; See *Appendix 1*.

APL 8 (EL 11)

Bent Stem: female cat familiar; hp 20; See *Appendix 1*.

Grugach Warriors (3): female and male wild elf barbarian 2/fighter 2/ranger 1/warrior 1, hp 51; See *Appendix 1*.

Nerva: female grig adept 1/cleric 6, hp 52; See *Appendix 1*.

Noxious Thorn: male splinterwaif rogue 3, hp 32; See *Appendix 1*.

Prickle: female splinterwaif wizard 5/arcane trickster 2, hp 40; See *Appendix 1*.

Tactics: The grugach prefer to enter melee if possible, but are happy to use the wall for cover and employ their bows if the PCs approach cautiously. The elves do not negotiate. Their wars against the other elves of the Vesve leave them little hope for quarter from their enemies and they do not offer any. The fey use their spells to the best of their ability, with the splinterwaifs employing their camouflage ability for an additional +10 to their Hide checks. Note that as they always have concealment while

under camouflage, they can employ sniping techniques and conceivably remain hidden from some PCs. The splinterwaifs also use their call brambles ability on anyone near a wall, lean-to, or wielding a wooden weapon or shield.

During the fight, Maegla moves closer as the bulk of the PCs, keeping to the rear of their formation. She does not engage in any combat as before, but will stabilize anyone who falls unconscious with Heal checks. Maegla will not accept any situation where she cannot witness the melee. She believes that Ehlonna wants her to be present.

Treasure: Should the PCs defeat the fey and grugach that staff the camp, they may claim their possessions; though they may have to wait until they resolve Encounter Five.

APL 2: Loot – 170 gp; Magic – *brooch of shielding* – 125 gp, masterwork dragonbone mighty [+3] composite longbow – 67 gp, *potion of cure moderate wounds* – 25 gp; *scroll of cure light wounds* – 2 gp.

APL 4: Loot – 131 gp; Magic – *amulet of natural armor +1* – 166 gp, *brooch of shielding* – 125 gp, masterwork dragonbone mighty [+3] composite longbow – 67 gp, *potion of cure moderate wounds* – 25 gp; *scroll of cure light wounds* – 2 gp, *scroll of wracking touch* – 12 gp, spellbook A – 30 gp.

APL 6: Loot – 131 gp; Magic – *amulet of natural armor +1* – 166 gp, *brooch of shielding* – 125 gp, *cloak of elvenkind* – 208 gp, masterwork dragonbone mighty [+3] composite longbow – 67 gp, *potion of cure moderate wounds* – 25 gp; *scroll of cure light wounds* – 2 gp, *scroll of wracking touch* – 12 gp, spellbook A – 30 gp, spellbook B – 26 gp.

APL 8: Loot – 106 gp; Magic – *amulet of natural armor +1* – 166 gp, *brooch of shielding* – 125 gp, *cloak of elvenkind* – 208 gp, masterwork dragonbone mighty [+3] composite longbow – 67 gp, *potion of cure moderate wounds* – 25 gp; *scroll of cure light wounds* – 2 gp, *scroll of wracking touch* – 12 gp, spellbook A – 30 gp, spellbook B – 26 gp, spellbook C – 43 gp.

Detect Magic Results: *amulet of natural armor +1* (faint transmutation), *brooch of shielding* (faint abjuration), *cloak of elvenkind* (faint illusion), *potion of cure moderate wounds* (faint conjuration), *scroll of cure light wounds* (faint conjuration), *scroll of wracking touch* (faint necromancy).

Development: Based upon the DM's judge of pacing, this encounter should end prematurely. Once the PCs have breached the camp walls and are moments from securing the tree, or three-quarters of the camp have been defeated, proceed IMMEDIATELY to **Encounter Five** for the arrival of Releshi. The goal is to make the situation as exciting and epic as possible for the PCs.

ENCOUNTER 5: DUSK

This encounter occurs immediately once the outcome of the battle of Encounter Four has been decided, but before it has been concluded.

The tide of combat is clearly yours, when your attention is drawn to a woman and several creatures emerging from the tree line. The woman is a short, red-haired elven woman in woodsman's clothes stepping from the forest. Copper scales cover her skin and reptilian wings rise from her back, reflexively beating on the wind. She wears two elven thin blades at her hips and her gloves display a crest of antlers upon a field of green. A pin upon her cloak shows a field of black, with the two moons of Oerth and the silhouette of an owl perched upon a branch before them. Her demeanor is more curious than concerned.

The dragonlike creatures that encircle her are about the size of an adult human and bear distinctly lupine features in place of the more common feline attributes of traditional dragons. Their jaws are elongated and their build muscular, although their wings seem stunted for their size. The creatures follow the elven woman as a pack of pet dogs.

As the woman inquires, "What goes on here?" you foes pause to watch this new development.

A successful DC 5 Knowledge (local: Iuzian Border States) recognizes the heraldry upon her gloves as belonging to the Knights of the High Forest; the elven branch of the Knights of the Hart. A second successful DC 5 Knowledge (local: Iuzian Border States) recognizes the heraldry in her pin as belonging to that of Clan Oronodel; a clan of Vesve grey elves that live far to the north. PCs who are Vesve elves receive a +5 competence bonus to this check. Anyone who has played *HIG5-09 Twilight* recognizes Releshi.

Releshi Elethiel: Female grey elf, Barbarian 1/Fighter 2/Ranger 2/Sorcerer 1/Marshal 2/Dragon Disciple 10.

Releshi and a pack of ambush drakes have returned to claim the Tree of the Arclight. She is amused to see the PCs have managed to find the tree, and offers them the chance to explain themselves. Any surviving grugach and fey are pleased for the respite and back away from the PCs. Releshi enters the camp through the gate if the PCs have successfully breached the walls, or moves toward their position from across the stream if they have not. If the PCs cast spells on themselves or heal their wounds while speaking with Releshi, any surviving fey and grugach do the same. Anyone attempting cast a spell

while standing next to the Tree of the Arclight will be warned to stop and move away from the tree. If they continue, they will be attacked by any available foes.

Note that if any of the PCs possess the regional certificates *Born of the Vesve* or *Devoted of the Green and White* she offers them a special role-playing opportunity listed below under **Jye's Present**.

To aid you, here are some responses to likely questions that Releshi may encounter while role-playing this encounter. She takes an automatic disliking to any non-Highfolk Dragon Disciple as described in the Balance of Scales subheading under **Preparation for Play**.

- *Where are you taking Maegla the Dreamer? She needed for an important meeting and I am sworn to protect her and bring her to this meeting. There can be no delay in her arrival.*
- *Who wants her? The true Lady of the Wood. I can say no more.*
- *What if we refuse to let you take her? I am foresworn to bring her. She must come. I do not wish violence, but if necessary I will wet my blades.*
- *We're going to kill you! There is no need for more blood. If you insist, let us settle this via the old ways. I will duel a champion of choosing. The winner will decide the fate of the tree and the Dreamer. Which of you will face me unto death?*
- *Are you going to kill her? No harm shall come to the Dreamer on our journey. What her final fate may be is unknown to me nor any but the gods, but I shall die if necessary to see her safely on her way.*
- *What are those dragon things? These? Ah, simple creatures, drakes are distantly related to dragons. I find them pleasant and loyal, like fierce dogs.*
- *Why did you take the Tree of the Arclight? I did not take it. It was given to me. Too long have the elves of Flameflower sat in their marble city and mismanaged the needs of the wood. No longer. The Old Ways will return and safeguard the Vesve. The tree must be protected in order that the Vesve may be protected.*
- *We must take the Tree of the Arclight back to Quaalsten? I admire conviction. Do as you think you must and I will not hold it against you, though I may make your path may be difficult.*
- *You're not a Knight; the Knights are hunting you! Lies proffered by the Shandareth. I assure you that I hold true to the beliefs of the Knights of the High Forest even if falsehoods spread have lead some of my brothers to believe I have gone astray.*

- *Are you a horrible, evil liar? Do not believe the Shandareth lies. What they tell you is honey they drip in your ear is simply the poison they use to control you.*
- *What beliefs do you hold? The same beliefs as always. I protect my friends, family and home. I believe in the Old Ways of the wood. We will have strength through balance.*
- *Why is it your child was declared the heir of House Rellen when Mnemosyne's baby is the chosen heir? My child is the true heir. Everyone knows that Mnemosyne's child is the pretender. It is likely that child is not even the blood of Ixtacious Rellen. There are plenty who know my child's claim is true and just. The Speaker of the Whispering Leaves herself sanctified my boy's claim before Ehlenestra. The Shandareth simply fight my child's rights because of their hatred of the Oronodel.*
- *Would you be interested in visiting Dargas Mor? I have been there in the past and was greatly impressed with the dwarves' sense of tradition and keeping to their Old Ways. I would enjoy another visit.*

Once she has their discussed the situation with the party she continues. The following read aloud text is provided as an example of how this encounter might play out if the PCs do nothing. Use it as a guide rather than reading it. This is meant to be an opportunity for the PCs to role-play a major event in the region with several very important persons.

"I am Releshi Elethial of the Knights of the High Forest and I have come to escort this woman. It is time grandmother. She awaits you."

Maegla's shoulders slump, her back to the elven woman, you witness the emotions play out on her elderly face. Her look of defeat melts into one of distant concentration, and then the faintest of smiles. Her quiet, elderly voice carries to you. "Save the tree younglings, I have another appointment. You must succeed where I have failed."

"Yes adventurers, rescue the tree... if you can." Sliding a arm around the waist of the elderly seer, the elf turns away and speaks a out a few words in a deep guttural language and some of the dragonlike creatures gallop towards you, fangs bared.

Releshi has come for Maegla the Dreamer. That is her primary goal and she plans to spirit her away as quickly as possible to avoid any chance of the PCs preventing her success; if her minions can maintain control of the Tree of the Arclight, so much the better. The words she

speaks in Draconic are *"Protect the tree. Leave those who flee to live."*

Maegla first realizes that there is little chance that they can defeat Releshi and her death is close at hand; but then she receives a vision suggesting that it her destiny to go with Releshi and Maegla has a deep faith that all will be right if she follows Ehlonna's will. She urges any PCs who might try to attack Releshi to avoid doing so and instead recover the tree and bring it back to Quaalsten.

If the PCs are insistent about rescuing Maegla, Releshi is happy to offer a duel. The party may send forth their greatest champion (even after they cast spells upon him or her) and she will fight him to the death; winner takes the tree and the Dreamer. She has no particular wish to harm any of the PCs, but she will not accept failure and feels a duel in the manner of the old ways will settle any dispute. See Appendix One for an abbreviated statistic block describing Releshi. For the sake of this plot line, much of her information is purposely missing.

Development: It quite possible that after hearing Releshi out, that some parties may agree with her and decide that the tree and the Dreamer should be handed over to Releshi. Those parties that successfully negotiate their way out of a fight should still be awarded full experience for these fights.

Creatures: Any of the grugach or fey still alive will attack the PCs if they do not agree with Releshi. In addition some of her ambush drakes bound forward to drive off the PCs. This fight may be avoided if the PCs decide to agree with Releshi and give the tree and the Dreamer over to her.

APL 2 (EL 5)

Ambush Drake: hp 73; *See Appendix Two.*

APL 4 (EL 7)

Ambush Drake (2): hp 73 each; *See Appendix Two.*

APL 6 (EL 9)

Advanced Ambush Drake (2): hp 126 each; *See Appendix One.*

APL 8 (EL 11)

Advanced Ambush Drake (4): hp 126 each; *See Appendix One.*

Tactics: The ambush drakes concentrate on anyone nearest to the Tree of the Arclight using their breath weapons liberally. They behave as pack animals, though they are familiar with any grugach or fey from the camp and will work with them within the limits of their small intelligence. The drakes take to the air only foes attack them from the air. The drakes try to drive the PCs away from the tree and true to Releshi's word, do not kill

anyone attempting to flee. The one exception to this is if any of the PCs are non-Highfolk Dragon Disciples as described under Balance of Scales. In this case the ambush drakes ruthlessly concentrate all attacks on such a PC and pursue them until they or the PC are dead.

Treasure: At some APLs, the drakes wear barding which the PCs may sell after defeating them.

APL 2-4: Nothing.

APL 6: Loot – 33 gp.

APL 8: Loot – 66 gp.

Development: Once the PCs have defeated the camp and any ambush drake reinforcements (assuming they did not side with Releshi), they must still uproot the Tree of the Arclight safely and transport it to Quaalsten. If they are doing this on their own, the PCs must make a DC 10 Knowledge (nature), Profession (herbalist), or Survival check to know how to transplant the tree so that it will survive. Otherwise, the tree will be badly damaged by the time they return to Quaalsten. The PCs may not take 10 or 20 on this check.

Jye's Present

This modification to the encounter only occurs if one of the PCs possesses one or more of the regional certificates *Born of the Vesve* or *Devoted of the Green and White*. She chooses a PC with both certificates over one with only one. If there is more than one PC with both, she focuses on a PC in Clan Oronodel and then Clan Lleyluna as a second choice. Failing that, choose the PC that is over all the nicest to her.

"Before I go, I was hoping you might help me. I seem to have lost my cat. He's large, maybe as big as some dogs, and there is a green sheen to his coat. I was hoping if you see him, that you might ask him to come home, and maybe you might give him this." Releshi pulls out a small toy mouse with a bell on its tail and offers it to you. It smells strongly of catnip.

The description Releshi has offered matches that of the elven cat that some PCs may have seen in *HIG5-09 Twilight*. Releshi does not know if it was the same cat or not if she is asked, but claims Jye likes to be helpful and she misses him very much.

Treasure: The PC may choose to accept or refuse, as they like. Those that accept receive **Jye's Toy** upon their AR. Only one PC can receive this AR notation.

CONCLUSION

Once the PCs have completed their mission, all that remains is to return to Quaalsten. The Conclusion the party receives depends upon the final results of their Quest. Read the appropriate choice for your table.

Success for those PCs given additional duties by a meta-organization is also determined at this time. Requirements for success are described in **Encounter Two**. Make the appropriate notes on individual ARs.

The PCs return with the Tree and the Dreamer

To receive this unlikely conclusion the party had to spirit away both the Tree of the Arclight and Maegla the Dreamer.

You are greeted with as much pomp and circumstance as the little forest town can muster, for you have achieved a great victory this day. The Hearth of the Unicorn's Heart welcomes you inside and after listening to your story, you are asked to attend the replanting of the Tree of the Arclight in the temple garden.

The entire time, Maegla the Dreamer seems lost, as if her thoughts are elsewhere. "Oh its nothing deary, just an old lady lost in memories," she says a with a weak smile. She is not convincing and you sense that all is not well with the aged seer.

Parties with this conclusion gain the **Favor of the Hearth of the Unicorn's Heart**. They also receive **Maegla's Blessing**.

The PCs return with the Tree

To receive this conclusion the party has to recover the Tree of the Arclight, but lose Maegla the Dreamer to Releshi.

You are greeted with as much pomp and circumstance as the little forest town can muster, for you have achieved a great victory this day. The Hearth of the Unicorn's Heart welcomes you inside and after listening to your story, you are asked to attend the replanting of the Tree of the Arclight in the temple garden.

As you leave, several elves bearing the heraldry of the Knights of the High Forest or Clan Shandareth pass you. They do not spare you a second glance as they proceed deeper into the temple.

The entire time, there is a sadness at the absence of Maegla the Dreamer. That evening as your head lies upon the pillow of the bed provided by the temple, you hear a whisper in your dream-fogged head. It is almost as if the aged seer was sitting next to you, whispering in your ear. "It begins youngling. Safeguard the Tree. The Dawn comes for you next."

Parties with this conclusion gain the **Favor of the Hearth of the Unicorn's Heart**. They also receive **Maegla's Blessing**.

The PCs return without the Tree

To receive this conclusion the party must fail to recover the Tree of the Arclight, and lose Maegla the Dreamer to Releshi.

You are greeted with sadness at your failure. But still, the little forest town manages to muster up a small smile for your efforts and those you meet greet you will thanks for your trials. The Hearth of the Unicorn's Heart welcomes you inside quietly and after listening to your story, you are thanked for trying. It seems that there were more forces at work here than even the seer of Ehlonna could foresee.

As you leave, several elves bearing the heraldry of the Knights of the High Forest or Clan Shandareth pass you. They do not spare you a second glance as they proceed deeper into the temple.

The entire time, there is a sadness at the absence of Maegla the Dreamer. That evening as your head lies upon the pillow of the bed provided by the temple, you hear a whisper in your dream-fogged head. It is almost as if the aged seer was sitting next to you, whispering in your ear. "It begins youngling. Beware, she feasts. The Dawn comes for you next."

Parties with this conclusion DO NOT gain the **Favor of the Hearth of the Unicorn's Heart** or **Maegla's Blessing**.

The PCs choose to side with Releshi

To receive this conclusion the party must choose to hand over the Tree of the Arclight and Maegla the Dreamer to Releshi.

You are greeted with as much pomp and circumstance as the little forest town can muster, but all the joy quickly gives way to confusion and grief. The clerics of the Hearth of the Unicorn's Heart sit in stunned silence as you relate the tales of your quest. None can believe the choices you have made and you are quietly asked to leave before you can do more harm.

As you leave, several elves bearing the heraldry of the Knights of the High Forest or Clan Shandareth pass you. They do not spare you a second glance as they proceed deeper into the temple.

The entire time, there is a sadness at the absence of Maegla the Dreamer. That evening as your head

lies upon the pillow of an inn's hard bed, you hear a whisper in your dream-fogged head. It is almost as if the aged seer was sitting next to you, whispering in your ear along with a second woman. "What have you done, youngling?"

"They have done what must be done if we are to be saved. They are the future."

Parties with this conclusion DO NOT gain the **Favor of the Hearth of the Unicorn's Heart** or **Maegla's Blessing**.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 3

Defeat the humanoids

| | |
|-------|--------|
| APL 2 | 60 XP |
| APL 4 | 120 XP |
| APL 6 | 180 XP |
| APL 8 | 240 XP |

OR

Sneak past the humanoids

| | |
|-------|-------|
| APL 2 | 20 XP |
| APL 4 | 40 XP |
| APL 6 | 60 XP |
| APL 8 | 80 XP |

Encounter 4

Defeat the grugach and fey

| | |
|-------|--------|
| APL 2 | 150 XP |
| APL 4 | 210 XP |
| APL 6 | 270 XP |
| APL 8 | 330 XP |

Encounter 5

Defeat the ambush drakes

| | |
|-------|--------|
| APL 2 | 150 XP |
| APL 4 | 210 XP |
| APL 6 | 270 XP |
| APL 8 | 330 XP |

Story Award

Recover the Tree of the Arclight or Choose to Side with Releshi

| | |
|-------|--------|
| APL 2 | 90 XP |
| APL 4 | 135 XP |
| APL 6 | 180 XP |
| APL 8 | 225 XP |

Total possible experience:

| | |
|-------|----------|
| APL 2 | 450 XP |
| APL 4 | 675 XP |
| APL 6 | 900 XP |
| APL 8 | 1,125 XP |

TREASURE SUMMARY

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value

increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

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

Encounter 1

Accept the Quest

APL 2: Coin: 50 gp.

APL 4: Coin: 50 gp.

APL 6: Coin: 50 gp.

APL 8: Coin: 50 gp.

Encounter 3

Defeat the Humanoids

APL 2: Loot – 12 gp.

APL 4: Loot – 54 gp.

APL 6: Loot – 40 gp.

APL 8: Loot – 9 gp, Magic – *large greatclub +1* – 193 gp, *large hide armor +1* – 98 gp, *ring of protection +1* – 167 gp.

Encounter 4

Defeat the Grugach and Fey

APL 2: Loot – 170 gp; Magic – *brooch of shielding* – 125 gp, *masterwork dragonbone mighty [+3] composite longbow* – 67 gp, *potion of cure moderate wounds* – 25 gp; *scroll of cure light wounds* – 2 gp.

APL 4: Loot – 131 gp; Magic – *amulet of natural armor +1* – 166 gp, *brooch of shielding* – 125 gp, *masterwork dragonbone mighty [+3] composite longbow* – 67 gp, *potion of cure moderate wounds* – 25 gp; *scroll of cure light wounds* – 2 gp, *scroll of wracking touch* – 12 gp, *spellbook A* – 30 gp.

APL 6: Loot – 131 gp; Magic – *amulet of natural armor +1* – 166 gp, *brooch of shielding* – 125 gp, *cloak of elvenkind* – 208 gp, *masterwork dragonbone mighty [+3] composite longbow* – 67 gp, *potion of cure moderate wounds* – 25 gp; *scroll of cure light wounds* – 2 gp, *scroll of wracking touch* – 12 gp, *spellbook A* – 30 gp, *spellbook B* – 26 gp.

APL 8: Loot – 106 gp; Magic – *amulet of natural armor +1* – 166 gp, *brooch of shielding* – 125 gp, *cloak of elvenkind* – 208 gp, *masterwork dragonbone mighty [+3] composite longbow* – 67 gp, *potion of cure moderate wounds* – 25 gp; *scroll of cure light wounds* – 2 gp, *scroll of wracking touch* – 12 gp, *spellbook A* – 30 gp, *spellbook B* – 26 gp, *spellbook C* – 43 gp.

Encounter 5

Defeat the Ambush Drakes

APL 2: Nothing.

APL 4: Nothing.

APL 6: Loot – 33 gp.

APL 8: Loot – 66 gp.

Total Possible Treasure

APL 2: Loot: 182 gp; Coin: 50 gp; Magic: 219 gp;
Total: 450 gp. (actual total 451 gp)

APL 4: Loot: 185 gp; Coin: 50 gp; Magic: 427 gp;
Total: 650 gp. (actual total 662 gp)

APL 6: Loot: 204 gp; Coin: 50 gp; Magic: 661 gp;
Total: 900 gp. (actual total 915 gp)

APL 8: Loot: 181 gp; Coin: 50 gp; Magic: 1162 gp;
Total: 1300 gp. (actual total 1393 gp)

Special

Death By Releshi: Releshi feels very bad about decapitating you and has asked her friends in the Stone House adventuring company to make sure you have sufficient funds to pay for your *raise dead*. They have donated enough money that you receive a 25% discount on the monetary costs associated with this death.

Duty's Reward: You have done as asked by the Council of Wisdom and have been rewarded. You may expend this favor to purchase one dwarvencraft warhammer or suit of metal armor (*Races of Stone*) for normal cost.

Favor of the Hearth of the Unicorn's Heart: You may expend this favor to gain the starred (*) access below, or use this favor as an Influence Point with the Church of Ehlonna.

Jye's Toy: You have a small toy mouse stuffed with catnip with a bell on its tail. Releshi has asked you to give it to her cat Jye, should you see him.

Maegla's Blessing: In your dreams, you feel infused by Maegla's faith. If you possess a soul orb from *HIG5-09 Twilight*, you may use its ability, or each of its abilities if it has more than one, an additional one time. If it has an ability that is used once per day, you gain an additional use per day.

Meritorious Service Recognition: You have received a meritorious service recognition for one meta-organization to which you belong already from the following list: the Fifth District, the Rangers of the Vesve, and the Knights of the High Forest.

Rena's Favor: You may expend this favor to gain the starred (*) access below, or use this favor as an Influence Point with the Church of Ehlonna (usable in Highfolk town only).

Splinterwaif Spellbook: These spellbooks are printed on fibrous paper and bound in thorn-covered wood.

Spellbook A (APL 4): 1st – *mage armor, magic missile, ray of enfeeblement*; 2nd – *glitterdust, scorching ray*.

Spellbook B (APL 6): 1st – *silent image*; 2nd – *see invisibility*; 3rd – *fireball*.

Spellbook C (APL 8): 1st – *shield*; 2nd – *rope trick*; 3rd – *fly*; 4th – *Evard's black tentacles*.

ITEMS FOR THE ADVENTURE RECORD

Item Access

APL 2:

- Masterwork dragonbone mighty [+3] composite longbow (Adventure; Draconomicon; 800 gp).
- Tiny longbow (Adventure; PHB; 75 gp).
- Tiny short sword (Adventure; PHB; 10 gp).
- * *Wand of comprehend languages* (Adventure; CL 1st; DMG; 750 gp).
- * *Wand of guidance* (Adventure; CL 1st; DMG; 375 gp).
- * *Wand of lesser restoration* (Adventure; CL 3rd; DMG; 4,500 gp).

APL 4 (all of APL 2 plus the following):

- *Scroll of wracking touch* (Adventure; CL 3rd; CV; 150 gp).
- Spellbook A (Adventure; PHB; 365 gp).

APL 6 (all of APLs 2-4 plus the following):

- *Cloak of elvenkind* (Adventure; DMG; 2,500 gp).
- Large greatclub (Adventure; PHB; 10 gp).
- Large hide armor (Adventure; PHB; 30 gp).
- Large javelin (Adventure; PHB; 2 gp).
- Spellbook B (Adventure; PHB; 315 gp).

APL 8 (all of APLs 2-6 plus the following):

- *Large greatclub +1* (Adventure; DMG; 2,610 gp).
- *Large hide armor +1* (Adventure; DMG; 1,330 gp).
- Spellbook C (Adventure; PHB; 515 gp).

APPENDIX 1: APL 2

ENCOUNTER 4: TERMINUS

Grugach Warriors: female and male wild elf warrior 1; CR 1/2; Medium humanoid (elf); HD 1d8+2; hp 8; Init +2; Spd 30 ft.; AC 15 [+2 Dex, +3 armor], touch 12, flat-footed 13; Base Atk +1; Grp +4; Atk +5 melee (2d6+4/19-20, greatsword) or +4 ranged (1d8/x3, longbow); Full Atk +5 melee (2d6+4/19-20, greatsword) or +4 ranged (1d8/x3, longbow); SQ Elf traits; AL CN; SV Fort +4, Ref +2, Will -1; Str 16, Dex 15, Con 14, Int 10, Wis 8, Cha 8.

Skills and Feats: Climb +5, Handle Animal +1, Listen +1, Search +2, Spot +1; Weapon Focus (greatsword).

Languages: Common, Elven.

Possessions: Greatsword, dagger, longbow (one has a masterwork dragonbone mighty [+3] composite longbow instead), 20 masterwork arrows, studded leather armor.

Nerva: female grig adept 1; CR 1; Tiny fey; HD 1/2d6+1 plus 1d6+1; hp 8; Init +4; Spd 20 ft., fly 40 ft. [poor]; AC 22 [+2 size, +4 Dex, +2 natural, +4 armor], touch 16, flat-footed 18; Base Atk +0; Grp -11; Atk +6 melee (1d3-3/19-20, short sword) or +7 ranged (1d4-3/x3, longbow); Full Atk +6 melee (1d3-3/19-20, short sword) or +7 ranged (1d4-3/x3, longbow); Space/Reach 2 ½ ft./0 ft.; SA Fiddle, spell-like abilities; SQ DR 5/cold iron, low-light vision, SR 17; AL N; SV Fort +1, Ref +6, Will +5; Str 5, Dex 18, Con 12, Int 10, Wis 14, Cha 14.

Skills and Feats: Concentration +2, Craft (woodworking) +4, Escape Artist +8, Hide +16, Jump +3, Listen +3, Move Silently +8, Perform (string instruments) +6, Search +2, Spot +3; Dodge, Practiced Spellcaster (adept), Weapon Finesse.

Languages: Sylvan.

Spell-Like Abilities: Caster level 9th. The save DCs are Charisma-based. 3/day - *disguise self*, *entangle* (DC 13), *invisibility* (self only), *pyrotechnics* (DC 14), *ventriloquism* (DC 13).

Fiddle (Su): One grig in each band carries a tiny, grig-sized fiddle. When the fiddler plays, any nonsprite within 30 feet of the instrument must succeed on a DC 12 Will save or be affected as though by *otto's irresistible dance* for as long as the playing continues. The save DC is Charisma-based.

Spells Prepared (3/2; CL 2nd; base DC = 12 + spell level): 0th - *detect magic*, *ghost sound*, *touch of fatigue*, 1st - *burning hands*, *sleep*.

Possessions: Tiny short sword, tiny longbow, 20 masterwork arrows, chain shirt, fiddle, holy symbol

(x2), spell component pouch, *brooch of shielding*, vial of acid, vial of alchemist fire, *potion of cure moderate wounds*, *scroll of cure light wounds*.

ENCOUNTER 5: DUSK

DM's Note: This abbreviated statistics block is provided only for use against those PC's who duel with Releshi. Much of her details have been omitted for story purposes.

Releshi Elethial: female grey elf Barbarian 1/Fighter 2/Ranger 2/Sorcerer 1/Marshal 2/Dragon Disciple 10; Medium dragon (augmented elf); hp 242; Init +7; Spd 40 ft., fly 40 ft. [good]; AC 38, touch 19, flat-footed 31; Base Atk +16; Grp +25; Full Atk +32/+27/+22/+17 melee (1d8+15/15/20, *Purpose (keen cold iron elven thinblade +3 of speed, bane (elves))*) and +32 (1d8+13/15-20, *acid burst dragon fang maiming Thinblade +1*) and +24 (1d6+5, bite) SQ Immune to acid, paralysis, and sleep, Moderate fortification (75% chance to ignore critical hits or sneak attacks); SV Fort +32, Ref +20, Will +26; Str 34, Dex 24, Con 24, Int 14, Wis 10, Cha 20.

Languages: Abyssal, Ancient Suel, Celestial, Common, Draconic, Dwarven, Elven, Halfling, Kua-toa, Orc, Suel, Undercommon.

ENCOUNTER 4: TERMINUS

Grugach Warriors: female and male wild elf barbarian 1/warrior 1; CR 1; Medium humanoid (elf); HD 1d8+1d12+4; hp 19; Init +2; Spd 40 ft.; AC 15 [+2 Dex, +3 armor], touch 12, flat-footed 13; Base Atk +2; Grp +5; Atk +6 melee (2d6+4/19-20, greatsword) or +5 ranged (1d8/x3, longbow); Full Atk +6 melee (2d6+4/19-20, greatsword) or +5 ranged (1d8/x3, longbow); SA Rage 1/day; SQ Elf traits; AL CN; SV Fort +6, Ref +2, Will -1; Str 16, Dex 15, Con 14, Int 10, Wis 8, Cha 8.

Skills and Feats: Climb +5, Handle Animal +3, Listen +3, Search +2, Spot +1; Weapon Focus (greatsword).

Languages: Common, Elven.

Possessions: Greatsword, dagger, longbow (one has a masterwork dragonbone mighty [+3] composite longbow instead), 20 masterwork arrows, studded leather armor.

Nerva: female grig adept 1/cleric 2; CR 3; Tiny fey; HD 1/2d6+1d6+2d8+8; hp 24; Init +4; Spd 20 ft., fly 40 ft. [poor]; AC 22 [+2 size, +4 Dex, +2 natural, +4 armor], touch 16, flat-footed 18; Base Atk +1; Grp -9; Atk +7 melee (1d3-2/19-20, short sword) or +8 ranged (1d4-2/x3, longbow); Full Atk +7 melee (1d3-2/19-20, short sword) or +8 ranged (1d4-2/x3, longbow); Space/Reach 2 ½ ft./0 ft.; SA Fiddle, spell-like abilities; SQ DR 5/cold iron, low-light vision, rebuke undead (5/day), SR 17; AL NE; SV Fort +4, Ref +6, Will +8; Str 6, Dex 18, Con 12, Int 10, Wis 14, Cha 14.

Skills and Feats: Concentration +6, Craft (woodworking) +4, Escape Artist +8, Hide +16, Jump +4, Listen +3, Move Silently +8, Perform (string instruments) +6, Search +2, Spot +3; Dodge, Improved Toughness, Practiced Spellcaster (adept), Weapon Finesse.

Languages: Sylvan.

Spell-Like Abilities: Caster level 9th. The save DCs are Charisma-based. 3/day- *disguise self*, *entangle* (DC 13), *invisibility* (self only), *pyrotechnics* (DC 14), *ventriloquism* (DC 13).

Fiddle (Su): One grig in each band carries a tiny, grig-sized fiddle. When the fiddler plays, any nonsprite within 30 feet of the instrument must succeed on a DC 12 Will save or be affected as though by *otto's irresistible dance* for as long as the playing continues. The save DC is Charisma-based.

Adept Spells Prepared (3/2; CL 4th; base DC = 12 + spell level): 0th – *detect magic*, *ghost sound*, *touch of fatigue*, 1st – *burning hands*, *sleep*.

Cleric Spells Prepared (4/3+1; CL 2nd; base DC = 12 + spell level): 0th – *create water*, *detect poison*, *guidance*, *light*, 1st – *bless*, *cause fear*, *command**, *shield of faith*.

*Domain Spells; Magic (can use wizard scrolls and wands); Tyranny (+1 DC to compulsion spells).

Possessions: Tiny short sword, tiny longbow, 20 masterwork arrows, chain shirt, fiddle, holy symbol (x2), spell component pouch, *brooch of shielding*, vial of acid, vial of alchemist fire, *scroll of cure light wounds*.

Prickle: female splinterwaif wizard 3; CR 4; Medium Fey; HD 2d6+3d4+5; hp 24; Init +9; Spd 50 ft., climb 50 ft.; AC 18 [+5 Dex, +3 natural], touch 15, flat-footed 13; Base Atk +2; Grp +2; Atk +7 melee (1d4, claw) or +7 ranged (1d6, splinterspit); Full Atk +7 melee (1d4, 2 claws) or +7 ranged (1d6, splinterspit); SA Call brambles, sneak attack +2d6, splinterspit, transformation; SQ Camouflage, DR 5/silver, low-light vision, SR 7, superior woodland stride; AL NE; SV Fort +2, Ref +9, Will +8; Str 11, Dex 20, Con 12, Int 19, Wis 14, Cha 16.

Skills and Feats: Balance +12, Bluff +8, Climb +13, Concentration +9, Diplomacy +5, Disguise +8 (+10 acting), Hide +20, Intimidate +5, Jump +10, Knowledge (local) +8, Listen +6, Move Silently +13, Search +7, Sense Motive +5, Spellcraft +12, Spot +6, Survival +5, Tumble +10; Alertness, Danger Sense, Improved Initiative, Practiced Spellcaster (wizard), Scribe Scroll, Weapon Finesse

Languages: Common, Elven, Halfling, Orc, Sylvan.

Call Brambles (Su): As a standard action, a splinterwaif can cause a thorny branch to grow out of any nonmagical wooden surface within 30 feet. Treat this branch as a Medium animated object with a speed of 0 feet and the constrict exceptional ability. Splinterwaifs are fond of creating animated brambles to help flank opponents or to hold them immobile for sneak attacks. Controlling an animated bramble is a free action. A splinterwaif can animate and control only one bramble at a time.

Camouflage (Su): A splinterwaif's skin changes color to match its surroundings. Doing this requires a full-round action on the part of the splinterwaif and grants it a +10 circumstance bonus on Hide checks. While camouflaged, a splinterwaif also gains concealment. As soon as the splinterwaif moves or attacks, it loses these benefits until it takes another full-round action to camouflage again.

Sneak Attack (Ex): A splinterwaif can sneak attack as a rogue, dealing an extra 2d6 points of damage on a successful sneak attack.

Splinterspit (Su): A splinterwaif can spit a splinter of wood at a foe as a ranged attack with a range increment of 30 feet. The act of spitting a splinter provokes attacks of opportunity from any creatures that threaten the splinterwaif. A hiding splinterwaif can attempt to snipe at targets with its splinter spit attack by taking a move action to immediately hide after making a ranged attack. It takes a—20 circumstance penalty on its Hide check to conceal itself after the shot. As long as the target is within 30 feet and unaware of the splinterwaif's position, the splinterwaif can take full advantage of its sneak attack with this ranged weapon.

Superior Woodland Stride (Su): A splinterwaif can move through natural thorns, briars, overgrown areas, and similar terrain at its normal speed without taking damage or suffering other impairment. This includes thorns, briars, and overgrown areas that are magically manipulated to impede motion.

Transformation (Su): A splinterwaif can transform a dead humanoid or fey into a Medium thorny bush at will. Doing this requires a full minute of concentration; if the splinterwaif is interrupted during this rite, it must start the transformation over from the beginning. A transformed body does not radiate magic, and is treated as a normal plant. Creatures that have been transformed into plants in this manner cannot be restored to life via raise dead or resurrection, although *true resurrection*, *miracle*, or *wish* can revive a dead character.

Spells Prepared (4/3/2; CL 5th; base DC = 14 + spell level): 0th – *acid splash*, *daze*, *detect magic*, *mage hand*; 1st – *mage armor*, *magic missile*, *ray of enfeeblement*; 2nd – *glitterdust*, *scorching ray*.

Possessions: Spell component pouch (x2), spellbook A, *scroll of wracking touch*, vial of alchemist fire, *potion of cure moderate wounds*, *amulet of natural armor +1*.

Bent Stem: cat familiar; CR -; Tiny magical beast; HD 3d8; hp 12; Init +2; Spd 30 ft.; AC 16 [+2 size, +2 Dex, +2 natural], touch 14, flat-footed 14; Base Atk +2; Grp -10; Atk +6 melee (1d2-4, claw); Full Atk +6 melee (1d2-4, 2 claws) and +1 melee (1d3-4, bite); Space/Reach 2 ½ ft./0 ft.; SQ Deliver touch spells, empathic link, improved evasion, low-light vision, scent, share spells; AL NE; SV Fort +2, Ref +4, Will +3; Str 3, Dex 15, Con 10, Int 7, Wis 12, Cha 7.

Skills and Feats: Balance +13, Bluff +3, Climb +6, Concentration +8, Diplomacy +0, Disguise +3 (+5 acting), Hide +17, Intimidate +0, Jump +10, Knowledge (local) +2, Listen +6, Move Silently +11, Search +1,

Sense Motive +4, Spot +5, Survival +4, Tumble +7; Stealthy, Weapon Finesse.

ENCOUNTER 5: DUSK

DM's Note: This abbreviated statistics block is provided only for use against those PC's who duel with Releshi. Much of her details have been omitted for story purposes.

Releshi Elethial: female grey elf Barbarian 1/Fighter 2/Ranger 2/Sorcerer 1/Marshal 2/Dragon Disciple 10; Medium dragon (augmented elf); hp 242; Init +7; Spd 40 ft., fly 40 ft. [good]; AC 38, touch 19, flat-footed 31; Base Atk +16; Grp +25; Full Atk +32/+27/+22/+17 melee (1d8+15/15/20, *Purpose (keen cold iron elven thinblade +3 of speed, bane (elves))*) and +32 (1d8+13/15-20, *acid burst dragon fang maiming Thinblade +1*) and +24 (1d6+5, bite) SQ Immune to acid, paralysis, and sleep, Moderate fortification (75% chance to ignore critical hits or sneak attacks); SV Fort +32, Ref +20, Will +26; Str 34, Dex 24, Con 24, Int 14, Wis 10, Cha 20.

Languages: Abyssal, Ancient Suel, Celestial, Common, Draconic, Dwarven, Elven, Halfling, Kua-toa, Orc, Suel, Undercommon.

ENCOUNTER 4: TERMINUS

Grugach Warriors: female and male wild elf barbarian 2/fighter 1/warrior 1; CR 3; Medium humanoid (elf); HD 1d8+1d10+2d12+8; hp 36; Init +3; Spd 40 ft.; AC 16 [+3 Dex, +3 armor], touch 13, flat-footed 13; Base Atk +4; Grp +7; Atk +8 melee (2d6+4/19-20, greatsword) or +8 ranged (1d8/x3, longbow); Full Atk +8 melee (2d6+4/19-20, greatsword) or +8 ranged (1d8/x3, longbow); SA Rage 1/day; SQ Elf traits, uncanny dodge; AL CN; SV Fort +9, Ref +3, Will -1; Str 16, Dex 16, Con 14, Int 10, Wis 8, Cha 8.

Skills and Feats: Climb +5, Handle Animal +6, Listen +6, Search +2, Spot +1; Instantaneous Rage, Powerful Charge, Weapon Focus (greatsword).

Languages: Common, Elven.

Possessions: Greatsword, dagger, longbow (one has a masterwork dragonbone mighty [+3] composite longbow instead), 20 masterwork arrows, studded leather armor.

Nerva: female grig adept 1/cleric 4; CR 5; Tiny fey; HD 1/2d6+1d6+4d8+12; hp 38; Init +4; Spd 20 ft., fly 40 ft. [poor]; AC 22 [+2 size, +4 Dex, +2 natural, +4 armor], touch 16, flat-footed 18; Base Atk +3; Grp -7; Atk +9 melee (1d3-2/19-20, short sword) or +10 ranged (1d4-2/x3, longbow); Full Atk +9 melee (1d3-2/19-20, short sword) or +10 ranged (1d4-2/x3, longbow); Space/Reach 2 ½ ft./0 ft.; SA Fiddle, spell-like abilities; SQ DR 5/cold iron, low-light vision, rebuke undead (5/day), SR 17; AL NE; SV Fort +5, Ref +7, Will +9; Str 6, Dex 18, Con 12, Int 10, Wis 14, Cha 14.

Skills and Feats: Concentration +10, Craft (woodworking) +4, Escape Artist +8, Hide +16, Jump +4, Listen +3, Move Silently +8, Perform (string instruments) +6, Search +2, Spot +3; Dodge, Improved Toughness, Practiced Spellcaster (cleric), Weapon Finesse.

Languages: Sylvan.

Spell-Like Abilities: Caster level 9th. The save DCs are Charisma-based. 3/day- *disguise self*, *entangle* (DC 13), *invisibility* (self only), *pyrotechnics* (DC 14), *ventriloquism* (DC 13).

Fiddle (Su): One grig in each band carries a tiny, grig-sized fiddle. When the fiddler plays, any nonsprite within 30 feet of the instrument must succeed on a DC 12 Will save or be affected as though by *otto's irresistible dance* for as long as the playing continues. The save DC is Charisma-based.

Adept Spells Prepared (3/2; CL 1st; base DC = 12 + spell level): 0th – *detect magic*, *ghost sound*, *touch of fatigue*, 1st – *burning hands*, *protection from good*.

Cleric Spells Prepared (5/4+1/3+1; CL 6th; base DC = 12 + spell level): 0th – *create water*, *detect magic*, *detect poison*, *guidance*, *light*, 1st – *bless*, *cause fear*, *command**, *cure light wounds*, *shield of faith*; 2nd – *enthrall**, *frost breath*, *hold person*.

*Domain Spells; Magic (can use wizard scrolls and wands); Tyranny (+1 DC to compulsion spells).

Possessions: Tiny short sword, tiny longbow, 20 masterwork arrows, chain shirt, fiddle, holy symbol (x2), spell component pouch, *brooch of shielding*, vial of acid, vial of alchemist fire, *scroll of cure light wounds*.

Noxious Thorn: male splinterwaif rogue 1; CR 3; Medium fey; HD 3d6+6; hp 20; Init +9; Spd 50 ft., climb 50 ft.; AC 21 [+5 Dex, +2 natural, +4 armor], touch 15, flat-footed 16; Base Atk +1; Grp +1; Atk +6 melee (1d4, claw) or +7 ranged (1d6, splinterspit); Full Atk +6 melee (1d4, 2 claws) or +7 ranged (1d6, splinterspit); SA Call brambles, sneak attack +3d6, splinterspit, transformation; SQ Camouflage, DR 5/silver, low-light vision, SR 7, superior woodland stride, trapfinding; AL NE; SV Fort +1, Ref +10, Will +5; Str 11, Dex 20, Con 12, Int 18, Wis 14, Cha 16.

Skills and Feats: Balance +12, Bluff +8, Climb +13, Diplomacy +5, Disguise +8 (+10 acting), Hide +21, Intimidate +5, Jump +10, Knowledge (local) +6, Listen +8, Move Silently +11, Search +7, Sense Motive +6, Spot +8, Survival +5, Tumble +11; Improved Initiative, Toughness, Weapon Finesse, Weapon Focus (splinterspit).

Languages: Common, Dwarven, Elven, Orc, Sylvan.

Call Brambles (Su): As a standard action, a splinterwaif can cause a thorny branch to grow out of any nonmagical wooden surface within 30 feet. Treat this branch as a Medium animated object with a speed of 0 feet and the constrict exceptional ability. Splinterwaifs are fond of creating animated brambles to help flank opponents or to hold them immobile for sneak attacks. Controlling an animated bramble is a free action. A splinterwaif can animate and control only one bramble at a time.

Camouflage (Su): A splinterwaif's skin changes color to match its surroundings. Doing this requires a full-round action on the part of the splinterwaif and grants it a +10 circumstance bonus on Hide checks. While camouflaged, a splinterwaif also gains concealment. As soon as the splinterwaif moves or attacks, it loses these benefits until it takes another full-round action to camouflage again.

Sneak Attack (Ex): A splinterwaif can sneak attack as a rogue, dealing an extra 2d6 points of damage on a successful sneak attack.

Splinterspit (Su): A splinterwaif can spit a splinter of wood at a foe as a ranged attack with a range increment of 30 feet. The act of spitting a splinter provokes attacks of opportunity from any creatures that threaten the splinterwaif. A hiding splinterwaif can attempt to snipe at targets with its splinter spit attack by taking a move action to immediately hide after making a ranged attack. It takes a—20 circumstance penalty on its Hide check to conceal itself after the shot. As long as the target is within 30 feet and unaware of the splinterwaifs position, the splinterwaif can take full advantage of its sneak attack with this ranged weapon.

Superior Woodland Stride (Su): A splinterwaif can move through natural thorns, briars, overgrown areas, and similar terrain at its normal speed without taking damage or suffering other impairment. This includes thorns, briars, and overgrown areas that are magically manipulated to impede motion.

Transformation (Su): A splinterwaif can transform a dead humanoid or fey into a Medium thorny bush at will. Doing this requires a full minute of concentration; if the splinterwaif is interrupted during this rime, it must start the transformation over from the beginning. A transformed body does not radiate magic, and is treated as a normal plant. Creatures that have been transformed into plants in this manner cannot be restored to life via raise dead or resurrection, although *true resurrection*, *miracle*, or *wish* can revive a dead character.

Possessions: Chain shirt, vial of alchemist fire.

Prickle: female splinterwaif wizard 5; CR 6; Medium Fey; HD 2d6+5d4+7; hp 32; Init +9; Spd 50 ft., climb 50 ft.; AC 18 [+5 Dex, +3 natural], touch 15, flat-footed 13; Base Atk +3; Grp +3; Atk +8 melee (1d4, claw) or +8 ranged (1d6, splinterspit); Full Atk +8 melee (1d4, 2 claws) or +8 ranged (1d6, splinterspit); SA Call brambles, sneak attack +2d6, splinterspit, transformation; SQ Camouflage, DR 5/silver, low-light vision, SR 7, superior woodland stride; AL NE; SV Fort +2, Ref +9, Will +9; Str 11, Dex 20, Con 12, Int 19, Wis 14, Cha 16.

Skills and Feats: Balance +12, Bluff +8, Climb +13, Concentration +10, Decipher Script +11, Diplomacy +5, Disguise +8 (+10 acting), Hide +25, Intimidate +5, Jump +10, Knowledge (arcana) +8, Knowledge (local) +8, Listen +6, Move Silently +13, Search +7, Sense Motive +5, Spellcraft +12, Spot +6, Survival +5, Tumble +10; Alertness, Danger Sense, Empower Spell, Improved Initiative, Practiced Spellcaster (wizard), Scribe Scroll, Sudden Maximize, Weapon Finesse.

Languages: Common, Elven, Halfling, Orc, Sylvan.

Call Brambles (Su): As a standard action, a splinterwaif can cause a thorny branch to grow out of any nonmagical wooden surface within 30 feet. Treat this branch as a Medium animated object with a speed of 0 feet and the constrict exceptional ability. Splinterwaifs are fond of creating animated brambles to help flank opponents or to hold them immobile for sneak attacks. Controlling an animated bramble is a free action. A splinterwaif can animate and control only one bramble at a time.

Camouflage (Su): A splinterwaifs skin changes color to match its surroundings. Doing this requires a full-round action on the part of the splinterwaif and grants it a +10 circumstance bonus on Hide checks. While camouflaged, a splinterwaif also gains concealment. As soon as the splinterwaif moves or attacks, it loses these benefits until it takes another full-round action to camouflage again.

Sneak Attack (Ex): A splinterwaif can sneak attack as a rogue, dealing an extra 2d6 points of damage on a successful sneak attack.

Splinterspit (Su): A splinterwaif can spit a splinter of wood at a foe as a ranged attack with a range increment of 30 feet. The act of spitting a splinter provokes attacks of opportunity from any creatures that threaten the splinterwaif. A hiding splinterwaif can attempt to snipe at targets with its splinter spit attack by taking a move action to immediately hide after making a ranged attack. It takes a—20 circumstance penalty on its Hide check to conceal itself after the shot. As long as the target is within 30 feet and unaware of the splinterwaifs position, the splinterwaif can take full advantage of its sneak attack with this ranged weapon.

Superior Woodland Stride (Su): A splinterwaif can move through natural thorns, briars, overgrown areas, and similar terrain at its normal speed without taking damage or suffering other impairment. This includes thorns, briars, and overgrown areas that are magically manipulated to impede motion.

Transformation (Su): A splinterwaif can transform a dead humanoid or fey into a Medium thorny bush at will. Doing this requires a full minute of concentration; if the splinterwaif is interrupted during this rime, it must start the transformation over from the beginning. A transformed body does not radiate magic, and is treated as a normal plant. Creatures that have been transformed into plants in this manner cannot be restored to life via raise dead or resurrection, although *true resurrection*, *miracle*, or *wish* can revive a dead character.

Spells Prepared (4/4/3/2; CL 7th; base DC = 14 + spell level): 0th – *acid splash*, *daze*, *detect magic*, *mage*

hand; 1st – *mage armor*, *magic missile*, *ray of enfeeblement*, *silent image*; 2nd – *glitterdust*, *scorching ray*, see *invisibility*; 3rd – *fireball*, empowered *magic missile*.

Possessions: Spell component pouch (x2), spellbook A and B, *scroll of wracking touch*, *potion of cure moderate wounds*, *amulet of natural armor +1*, *cloak of elvenkind*.

Bent Stem: cat familiar; CR -; Tiny magical beast; HD 3d8; hp 16; Init +2; Spd 30 ft.; AC 17 [+2 size, +2 Dex, +3 natural], touch 14, flat-footed 15; Base Atk +3; Grp -9; Atk +7 melee (1d2-4, claw); Full Atk +7 melee (1d2-4, 2 claws) and +2 melee (1d3-4, bite); Space/Reach 2 ½ ft./0 ft.; SQ Deliver touch spells, empathic link, improved evasion, low-light vision, scent, share spells, speak with master; AL NE; SV Fort +2, Ref +4, Will +4; Str 3, Dex 15, Con 10, Int 8, Wis 12, Cha 7.

Skills and Feats: Balance +13, Bluff +3, Climb +6, Concentration +8, Decipher Script +6, Diplomacy +0, Disguise +3 (+5 acting), Hide +17, Intimidate +0, Jump +10, Knowledge (arcana) +3, Knowledge (local) +3, Listen +6, Move Silently +11, Search +2, Sense Motive +4, Spot +5, Survival +4, Tumble +7; Stealthy, Weapon Finesse.

ENCOUNTER 5: DUSK

Advanced Ambush Drake: CR 7; Medium dragon; HD 11d12+44; hp 126; Init +7; Spd 40 ft, fly 30 ft. [poor]; AC 23 (+3 Dex, +4 armor, +6 natural), touch 13, flat-footed 20; Base Atk +11; Grp +14; Atk +14 melee (bite, 1d8+3 plus poison); Full Atk +14 melee (bite, 1d8+3 plus poison) and +12 melee (2 claws, 1d6+1); SA Breath weapon, poison; SQ Darkvision 60 ft., immunity to magic sleep effects and paralysis, low-light vision, scent, SR 16, telepathic link 30 ft.; AL NE; SV Fort +11, Ref +10, Will +7; Str 16, Dex 16, Con 18, Int 7, Wis 10, Cha 9.

Skills and Feats: Hide +21, Listen +16, Move Silently +16, Spot +16; Alertness, Hover, Improved Initiative, Multiattack.

Languages: Common, Draconic.

Breath Weapon (Su): 30-foot cone, once every 1d4 rounds, *slow* (duration 7 rounds), Will DC 17 negates. Ambush drakes are immune to the breath weapons of other ambush drakes. The save DC is Constitution-based.

Poison (Ex): Injury, Fortitude DC 17, initial and secondary damage 1d6 Dex. The save DC is Constitution-based.

Telepathic Link (Ex): Ambush drakes share a communal consciousness, enabling them to communicate telepathically with other ambush drakes.

A group of ambush drakes within 30 feet of each other are in constant contact. If one is aware of a particular danger, they all are. If one in the group is not flat-footed, none of them are. No ambush drake in the group is considered flanked unless all are.

Possessions: Chain shirt barding.

DM's Note: This abbreviated statistics block is provided only for use against those PC's who duel with Releshi. Much of her details have been omitted for story purposes.

Releshi Elethial: female grey elf Barbarian 1/Fighter 2/Ranger 2/Sorcerer 1/Marshal 2/Dragon Disciple 10; Medium dragon (augmented elf); hp 242; Init +7; Spd 40 ft., fly 40 ft. [good]; AC 38, touch 19, flat-footed 31; Base Atk +16; Grp +25; Full Atk +32/+27/+22/+17 melee (1d8+15/15/20, *Purpose (keen cold iron elven thinblade +3 of speed, bane (elves))*) and +32 (1d8+13/15-20, *acid burst dragon fang maiming Thinblade +1*) and +24 (1d6+5, bite) SQ Immune to acid, paralysis, and sleep, Moderate fortification (75% chance to ignore critical hits or sneak attacks); SV Fort +32, Ref +20, Will +26; Str 34, Dex 24, Con 24, Int 14, Wis 10, Cha 20.

Languages: Abyssal, Ancient Suel, Celestial, Common, Draconic, Dwarven, Elven, Halfling, Kua-toa, Orc, Suel, Undercommon.

ENCOUNTER 4: TERMINUS

Grugach Warriors: female and male wild elf barbarian 2/fighter 2/warrior 1; CR 5; Medium humanoid (elf); HD 2d8+2d10+2d12+12; hp 51; Init +3; Spd 40 ft.; AC 16 [+3 Dex, +3 armor], touch 13, flat-footed 13; Base Atk +6; Grp +9; Atk +10 melee (2d6+4/19-20, greatsword) or +10 ranged (1d8/x3, longbow); Full Atk +10/+5 melee (2d6+4/19-20, greatsword) or +10/+5 ranged (1d8/x3, longbow); SA Favored Enemy (Human, +2), rage 1/day; SQ Elf traits, uncanny dodge, wild empathy; AL CN; SV Fort +12, Ref +5, Will -1; Str 16, Dex 16, Con 14, Int 10, Wis 8, Cha 8.

Skills and Feats: Climb +6, Handle Animal +8, Listen +6, Search +2, Spot +6; Instantaneous Rage, Powerful Charge, Reckless Rage, Track, Weapon Focus (greatsword).

Languages: Common, Elven.

Possessions: Greatsword, dagger, longbow (one has a masterwork dragonbone mighty [+3] composite longbow instead), 20 masterwork arrows, studded leather armor.

Nerva: female grig adept 1/cleric 6; CR 7; Tiny fey; HD 1/2d6+1d6+6d8+16; hp 52; Init +4; Spd 20 ft., fly 40 ft. [poor]; AC 22 [+2 size, +4 Dex, +2 natural, +4 armor], touch 16, flat-footed 18; Base Atk +4; Grp -8; Atk +10 melee (1d3-2/19-20, short sword) or +11 ranged (1d4-2/x3, longbow); Full Atk +10 melee (1d3-2/19-20, short sword) or +11 ranged (1d4-2/x3, longbow); Space/Reach 2 1/2 ft./0 ft.; SA Fiddle, spell-like abilities; SQ DR 5/cold iron, low-light vision, rebuke undead (5/day), SR 17; AL NE; SV Fort +6, Ref +8, Will +10; Str 7, Dex 18, Con 12, Int 10, Wis 14, Cha 14.

Skills and Feats: Concentration +10, Craft (woodworking) +4, Escape Artist +8, Hide +16, Jump +4, Listen +3, Move Silently +8, Perform (string instruments) +6, Search +2, Spot +3; Dodge, Improved Toughness, Practiced Spellcaster (cleric), Weapon Finesse.

Languages: Sylvan.

Spell-Like Abilities: Caster level 9th. The save DCs are Charisma-based. 3/day- *disguise self*, *entangle* (DC 13), *invisibility* (self only), *pyrotechnics* (DC 14), *ventriloquism* (DC 13).

Fiddle (Su): One grig in each band carries a tiny, grig-sized fiddle. When the fiddler plays, any nonsprite within 30 feet of the instrument must succeed on a DC 12 Will save or be affected as though by *otto's irresistible dance* for as long as the playing continues. The save DC is Charisma-based.

Adept Spells Prepared (3/2; CL 1st; base DC = 12 + spell level): 0th – *detect magic*, *ghost sound*, *touch of fatigue*, 1st – *burning hands*, *protection from good*.

Cleric Spells Prepared (5/4+1/4+1/2+1; CL 8th; base DC = 12 + spell level): 0th – *create water*, *detect magic*, *detect poison*, *guidance*, *light*; 1st – *bles*, *cause fear*, *command**, *cure light wounds*, *shield of faith*; 2nd – *enthrall**, *frost breath*, *hold person*, *silence*; 3rd – *cure serious wounds*, *dispel magic**, *wind wall*.

*Domain Spells; Magic (can use wizard scrolls and wands); Tyranny (+1 DC to compulsion spells).

Possessions: Tiny short sword, tiny longbow, 20 masterwork arrows, chain shirt, fiddle, holy symbol (x2), spell component pouch, *brooch of shielding*, vial of acid, *scroll of cure light wounds*.

Noxious Thorn: male splinterwaif rogue 3; CR 5; Medium fey; HD 5d6+10; hp 32; Init +9; Spd 50 ft., climb 50 ft.; AC 21 [+5 Dex, +2 natural, +4 armor], touch 15, flat-footed 16; Base Atk +3; Grp +3; Atk +8 melee (1d4, claw) or +9 ranged (1d6, splinterspit); Full Atk +8 melee (1d4, 2 claws) or +9 ranged (1d6, splinterspit); SA Call brambles, sneak attack +4d6, splinterspit, transformation; SQ Camouflage, DR 5/silver, evasion, low-light vision, SR 7, superior woodland stride, trapfinding, trap sense +1; AL NE; SV Fort +2, Ref +11, Will +6; Str 11, Dex 20, Con 12, Int 18, Wis 14, Cha 16.

Skills and Feats: Balance +12, Bluff +10, Climb +13, Diplomacy +5, Disguise +10 (+12 acting), Escape Artist +13, Hide +23, Intimidate +5, Jump +10, Knowledge (local) +6, Listen +10, Move Silently +13, Search +7, Sense Motive +8, Spot +10, Survival +5, Tumble +13; Improved Initiative, Toughness, Weapon Finesse, Weapon Focus (splinterspit).

Languages: Common, Dwarven, Elven, Orc, Sylvan.

Call Brambles (Su): As a standard action, a splinterwaif can cause a thorny branch to grow out of any nonmagical wooden surface within 30 feet. Treat this branch as a Medium animated object with a speed of 0 feet and the constrict exceptional ability. Splinterwaifs are fond of creating animated brambles to help flank opponents or to hold them immobile for sneak attacks. Controlling an animated bramble is a free action. A splinterwaif can animate and control only one bramble at a time.

Camouflage (Su): A splinterwaif's skin changes color to match its surroundings. Doing this requires a full-round action on the part of the splinterwaif and grants it a +10 circumstance bonus on Hide checks. While camouflaged, a splinterwaif also gains

concealment. As soon as the splinterwaif moves or attacks, it loses these benefits until it takes another full-round action to camouflage again.

Sneak Attack (Ex): A splinterwaif can sneak attack as a rogue, dealing an extra 2d6 points of damage on a successful sneak attack.

Splinterspit (Su): A splinterwaif can spit a splinter of wood at a foe as a ranged attack with a range increment of 30 feet. The act of spitting a splinter provokes attacks of opportunity from any creatures that threaten the splinterwaif. A hiding splinterwaif can attempt to snipe at targets with its splinter spit attack by taking a move action to immediately hide after making a ranged attack. It takes a—20 circumstance penalty on its Hide check to conceal itself after the shot. As long as the target is within 30 feet and unaware of the splinterwaifs position, the splinterwaif can take full advantage of its sneak attack with this ranged weapon.

Superior Woodland Stride (Su): A splinterwaif can move through natural thorns, briars, overgrown areas, and similar terrain at its normal speed without taking damage or suffering other impairment. This includes thorns, briars, and overgrown areas that are magically manipulated to impede motion.

Transformation (Su): A splinterwaif can transform a dead humanoid or fey into a Medium thorny bush at will. Doing this requires a full minute of concentration; if the splinterwaif is interrupted during this rime, it must start the transformation over from the beginning. A transformed body does not radiate magic, and is treated as a normal plant. Creatures that have been transformed into plants in this manner cannot be restored to life via raise dead or resurrection, although *true resurrection*, *miracle*, or *wish* can revive a dead character.

Possessions: Chain shirt, vial of alchemist fire.

Prickle: female splinterwaif wizard 5/arcane trickster 2; CR 8; Medium Fey; HD 2d6+7d4+9; hp 40; Init +9; Spd 50 ft., climb 50 ft.; AC 18 [+5 Dex, +3 natural], touch 15, flat-footed 13; Base Atk +4; Grp +4; Atk +9 melee (1d4, claw) or +9 ranged (1d6, splinterspit); Full Atk +9 melee (1d4, 2 claws) or +9 ranged (1d6, splinterspit); SA Call brambles, sneak attack +3d6, splinterspit, transformation; SQ Camouflage, DR 5/silver, low-light vision, ranged legerdemain 1/day, SR 7, superior woodland stride; AL NE; SV Fort +2, Ref +9, Will +9; Str 11, Dex 20, Con 12, Int 20, Wis 14, Cha 16.

Skills and Feats: Bluff +8, Climb +13, Concentration +11, Decipher Script +12, Diplomacy +5, Disable Device +12, Disguise +8 (+10 acting), Escape Artist +14, Hide +30, Intimidate +5, Jump +10, Knowledge (arcana) +9, Knowledge (local) +9, Listen

+6, Move Silently +15, Search +7, Spellcraft +14, Spot +9, Tumble +14; Alertness, Danger Sense, Empower Spell, Improved Initiative, Practiced Spellcaster (wizard), Scribe Scroll, Sudden Empower, Sudden Maximize, Weapon Finesse.

Languages: Common, Elven, Halfling, Orc, Sylvan.

Call Brambles (Su): As a standard action, a splinterwaif can cause a thorny branch to grow out of any nonmagical wooden surface within 30 feet. Treat this branch as a Medium animated object with a speed of 0 feet and the constrict exceptional ability. Splinterwaifs are fond of creating animated brambles to help flank opponents or to hold them immobile for sneak attacks. Controlling an animated bramble is a free action. A splinterwaif can animate and control only one bramble at a time.

Camouflage (Su): A splinterwaifs skin changes color to match its surroundings. Doing this requires a full-round action on the part of the splinterwaif and grants it a +10 circumstance bonus on Hide checks. While camouflaged, a splinterwaif also gains concealment. As soon as the splinterwaif moves or attacks, it loses these benefits until it takes another full-round action to camouflage again.

Ranged Legerdemain: An arcane trickster can perform one of the following class skills at a range of 30 feet: Disable Device, Open Lock, or Sleight of Hand. Working at a distance increases the normal skill check DC by 5, and an arcane trickster cannot take 10 on this check. Any object to be manipulated must weigh 5 pounds or less.

Sneak Attack (Ex): A splinterwaif can sneak attack as a rogue, dealing an extra 2d6 points of damage on a successful sneak attack.

Splinterspit (Su): A splinterwaif can spit a splinter of wood at a foe as a ranged attack with a range increment of 30 feet. The act of spitting a splinter provokes attacks of opportunity from any creatures that threaten the splinterwaif. A hiding splinterwaif can attempt to snipe at targets with its splinter spit attack by taking a move action to immediately hide after making a ranged attack. It takes a—20 circumstance penalty on its Hide check to conceal itself after the shot. As long as the target is within 30 feet and unaware of the splinterwaifs position, the splinterwaif can take full advantage of its sneak attack with this ranged weapon.

Superior Woodland Stride (Su): A splinterwaif can move through natural thorns, briars, overgrown areas, and similar terrain at its normal speed without taking damage or suffering other impairment. This includes thorns, briars, and overgrown areas that are magically manipulated to impede motion.

Transformation (Su): A splinterwaif can transform a dead humanoid or fey into a Medium thorny bush at will. Doing this requires a full minute of concentration; if the splinterwaif is interrupted during this rite, it must start the transformation over from the beginning. A transformed body does not radiate magic, and is treated as a normal plant. Creatures that have been transformed into plants in this manner cannot be restored to life via raise dead or resurrection, although *true resurrection*, *miracle*, or *wish* can revive a dead character.

Spells Prepared (4/4/3/2; CL 9th; base DC = 15 + spell level): 0th – *acid splash*, *daze*, *detect magic*, *mage hand*; 1st – *mage armor*, *magic missile* (x2), *ray of enfeeblement*, *silent image*, *shield*; 2nd – *glitterdust*, *scorching ray* (x2), *see invisibility*; 3rd – *fireball*, *fly*, empowered *magic missile*; 4th – *evard's black tentacles*, empowered *scorching ray*.

Possessions: Spell component pouch (x2), spellbook A, B, and C, *scroll of wracking touch*, *potion of cure moderate wounds*, *amulet of natural armor +1*, *cloak of elvenkind*.

Bent Stem: cat familiar; CR -; Tiny magical beast; HD 3d8; hp 20; Init +2; Spd 30 ft.; AC 17 [+2 size, +2 Dex, +3 natural], touch 14, flat-footed 15; Base Atk +3; Grp -9; Atk +7 melee (1d2-4, claw); Full Atk +7 melee (1d2-4, 2 claws) and +2 melee (1d3-4, bite); Space/Reach 2 ½ ft./0 ft.; SQ Deliver touch spells, empathic link, improved evasion, low-light vision, scent, share spells, speak with master; AL NE; SV Fort +2, Ref +4, Will +4; Str 3, Dex 15, Con 10, Int 8, Wis 12, Cha 7.

Skills and Feats: Balance +10, Bluff +3, Climb +10, Concentration +10, Decipher Script +6, Diplomacy +0, Disable Device +6, Disguise +3 (+5 acting), Hide +20, Intimidate +0, Jump +10, Knowledge (arcana) +3, Knowledge (local) +3, Listen +5, Move Silently +12, Search +1, Spot +8, Tumble +11; Stealthy, Weapon Finesse.

DM's Note: This abbreviated statistics block is provided only for use against those PC's who duel with Releshi. Much of her details have been omitted for story purposes.

Releshi Elethial: female grey elf Barbarian 1/Fighter 2/Ranger 2/Sorcerer 1/Marshal 2/Dragon Disciple 10; Medium dragon (augmented elf); hp 242; Init +7; Spd 40 ft., fly 40 ft. [good]; AC 38, touch 19, flat-footed 31; Base Atk +16; Grp +25; Full Atk +32/+27/+22/+17 melee (1d8+15/15/20, *Purpose (keen cold iron elven thinblade +3 of speed, bane (elves))*) and +32 (1d8+13/15-20, *acid burst dragon fang maiming Thinblade +1*) and +24 (1d6+5, bite) SQ Immune to

acid, paralysis, and sleep, Moderate fortification (75% chance to ignore critical hits or sneak attacks); SV Fort +32, Ref +20, Will +26; Str 34, Dex 24, Con 24, Int 14, Wis 10, Cha 20.

Languages: Abyssal, Ancient Suel, Celestial, Common, Draconic, Dwarven, Elven, Halfling, Kua-toa, Orc, Suel, Undercommon.

APPENDIX 2: NEW RULES

NEW CREATURES

AMBUSH DRAKE

Reference: Monster Manual; p. 8.

Medium Dragon

Hit Dice: 7d12+28 (73 hp)

Initiative: +6

Speed: 40 ft (8 squares), fly 30 ft. (poor)

Armor Class: 18 (+2 Dex, +6 natural), touch 12, flat-footed 16

Base Attack/Grapple: +7/+10

Attack: Bite +10 melee (1d8+3 plus poison)

Full Attack: Bite +10 melee (1d8+3 plus poison) and 2 claws +8 melee (1d6+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Breath weapon, poison

Special Qualities: Darkvision 60 ft., immunity to magic sleep effects and paralysis, low-light vision, scent, spell resistance 16, telepathic link 30 ft.

Saves: Fort +9, Ref +7, Will +5

Abilities: Str 16, Dex 15, Con 18, Int 7, Wis 10, Cha 9

Skills: Hide +16, Listen +12, Move Silently +12, Spot +12

Feats: Alertness, Improved Initiative, Multiattack

Environment: Temperate plains

Organization: Solitary, pair, or pack (3-12)

Challenge Rating: 5

Treasure: Standard

Alignment: Usually neutral evil

Advancement: 8-14 HD (Medium); 15-21 HD (Large)

Level Adjustment: —

About the size of an adult human, this dragonlike creature bears distinctly lupine features in place of the more common feline attributes of traditional dragons. Its jaw is elongated and its build muscular, although its wings seem stunted for its size.

Most creatures perceive ambush drakes as deadly draconic hunters of limited intelligence. However, they are social creatures among their own kind. Ambush drakes share the classic dragon mentality of hoarding treasure, but a pack doesn't believe in individual ownership. While one ambush drake might use an item at any given moment, the pack owns the treasure, and tomorrow another ambush drake might use it.

An ambush drake prefers to move about on all fours, only using its undersized wings when necessary.

An ambush drake typically weighs 200 pounds and has a 5-foot-long body. Its scales display dark shades of gray or black.

Ambush drakes can speak Common and Draconic, but rarely choose to do so. Instead, they communicate telepathically with their kind.

COMBAT

Ambush drakes generally stalk their prey as a coordinated pack. They start by using their breath weapons and focus attacks on affected creatures, ignoring quicker fleeing prey.

Breath Weapon (Su): 30-foot cone, once every 1d4 rounds, *slow* (duration 7 rounds), Will DC 17 negates. Ambush drakes are immune to the breath weapons of other ambush drakes. The save DC is Constitution-based.

Poison (Ex): Injury, Fortitude DC 17, initial and secondary damage 1d6 Dex. The save DC is Constitution-based.

Telepathic Link (Ex): Ambush drakes share a communal consciousness, enabling them to communicate telepathically with other ambush drakes. A group of ambush drakes within 30 feet of each other are in constant contact. If one is aware of a particular danger, they all are. If one in the group is not flat-footed, none of them are. No ambush drake in the group is considered flanked unless all are.

Skills: Ambush drakes have a +4 racial bonus on Hide checks.

SPLINTERWAIF

Reference: Monster Manual; p. 164.

Medium Fey

Hit Dice: 2d6+5 (12 hp)

Initiative: +9

Speed: 50 ft. (10 squares), climb 50 ft.

Armor Class: 17 (+5 Dex, +2 natural), touch 15, flat-footed 12

Base Attack/Grapple: +1/+1

Attack: Claw +6 melee (1d4) or splinterspit +6 ranged (1d6)

Full Attack: 2 claws +6 melee (1d4) or splinterspit +6 ranged (1d6)

Space/Reach: 5 ft./5 ft.

Special Attacks: Call brambles, sneak attack +2d6, splinterspit, transformation

Special Qualities: Camouflage, damage reduction 5/silver, low-light vision, spell resistance 7, superior woodland stride

Saves: Fort +1, Ref +8, Will +5

Abilities: Str 11, Dex 20, Con 12, Int 18, Wis 14, Cha 16

Skills: Balance +12, Bluff +8, Climb +13, Diplomacy +5, Disguise +8 (+10 acting), Hide +20, Intimidate +5, Jump +10, Knowledge (local) +6, Listen +4, Move Silently +10, Search +7, Sense Motive +5, Spot +4, Survival +5, Tumble +10

Feats: Improved Initiative^B, Toughness, Weapon Finesse^B

Environment: Temperate hills

Organization: Solitary or band (2-5 plus 1 splinterwaif knave)

Challenge Rating: 2

Treasure: Standard

Alignment: Always neutral evil

Advancement: 3-6 HD(Medium)

Level Adjustment: +4

SPLINTERWAIF KNAVE

Medium Fey

Hit Dice: 6d6+5 (12 hp)

Initiative: +9

Speed: 50 ft. (10 squares), climb 50 ft.

Armor Class: 17 (+5 Dex, +2 natural), touch 15, flat-footed 12

Base Attack/Grapple: +3/+3

Attack: Claw +8 melee (1d4) or splinterspit +8 ranged (1d6)

Full Attack: 2 claws +8 melee (1d4) or splinterspit +8 ranged (1d6)

Space/Reach: 5 ft./5 ft.

Special Attacks: Call brambles, sneak attack +4d6, splinterspit, transformation

Special Qualities: Camouflage, damage reduction 5/silver, low-light vision, spell resistance 11, superior woodland stride

Saves: Fort +3, Ref +10, Will +7

Abilities: Str 11, Dex 21, Con 12, Int 18, Wis 14, Cha 16

Skills: Balance +12, Bluff +12, Climb +13, Diplomacy +7, Disguise +8 (+10 acting), Gather Information +5, Hide +24, Intimidate +5, Jump +10, Knowledge (local) +10, Listen +8, Move Silently +14, Search +12, Sense Motive +9, Spot +8, Survival +9 (+11 following tracks), Tumble +14

Feats: Dodge, Improved Initiative^B, Toughness, Track, Weapon Finesse^B

Environment: Temperate hills

Organization: Solitary or band (2-5 plus 1 splinterwaif knave)

Challenge Rating: 6

Treasure: Standard

Alignment: Always neutral evil

Advancement: --

Level Adjustment: +4

This frightfully thin humanoid has long, pointed fingers and a forest of razor-sharp wooden spines for hair. Its tongue is overly long and studded with wooden splinters and barbs. Its thick skin has a barklike texture and patches of thorns jutting from it, and its black eyes dart about wildly.

Unlike most fey, who are most at home in the wilderness, the sinister splinter-waif lurks in the narrow alleyways and tangled slums of large cities. As long as its environment contains large amounts of old weathered wood in which to hide and a fair amount of young children to catch, transform, and eat, a splinterwaif is happy.

Splinterwaifs are masters of camouflage, and they are rarely seen except by their victims. A splinterwaif moves with remarkable speed, clambering up vertical surfaces with ease. A splinterwaif appears superficially like a thin, lithe humanoid. Its skin can change between a multitude of colors. Thorns jut from the skin, some dropping off while others rapidly grow to replace those that have tall-en away. A typical splinterwaif is 5 feet tall and weighs about 70 pounds.

Splinterwaifs speak Sylvan.

COMBAT

Splinterwaifs lie in wait in piles of discarded lumber, ramshackle buildings, or decommissioned ships, attacking with surprise and sneak attacks. While they are rather adroit with their claws, their favorite attack is to spit a long, thin wooden splinter at a target from hiding. When forced into physical combat, a splinterwaif is somewhat cowardly and tries to escape so it can stalk its prey and attack later on its own terms.

Call Brambles (Su): As a standard action, a splinterwaif can cause a thorny branch to grow out of any nonmagical wooden surface within 30 feet. Treat this branch as a Medium animated object with a speed of 0 feet and the constrict exceptional ability. Splinterwaifs are fond of creating animated brambles to help flank opponents or to hold them immobile for sneak attacks. Controlling an animated bramble is a free action. A splinterwaif can animate and control only one bramble at a time.

Camouflage (Su): A splinterwaifs skin changes color to match its surroundings. Doing this requires a

full-round action on the part of the splinterwaif and grants it a +10 circumstance bonus on Hide checks. While camouflaged, a splinterwaif also gains concealment. As soon as the splinterwaif moves or attacks, it loses these benefits until it takes another full-round action to camouflage again.

Sneak Attack (Ex): A splinterwaif can sneak attack as a rogue, dealing an extra 2d6 points of damage on a successful sneak attack. As a splinterwaif advances in Hit Dice, its sneak attack ability improves. A splinterwaif with 4 or 5 Hit Dice deals an extra 3d6 points of damage with a successful sneak attack, while a splinterwaif with 6 Hit Dice deals an extra 4d6 points of damage with a successful sneak attack.

Splinterspit (Su): A splinterwaif can spit a splinter of wood at a foe as a ranged attack with a range increment of 30 feet. The act of spitting a splinter provokes attacks of opportunity from any creatures that threaten the splinterwaif. A hiding splinterwaif can attempt to snipe at targets with its splinter spit attack by taking a move action to immediately hide after making a ranged attack. It takes a—20 circumstance penalty on its Hide check to conceal itself after the shot. As long as the target is within 30 feet and unaware of the splinterwaifs position, the splinterwaif can take full advantage of its sneak attack with this ranged weapon.

Superior Woodland Stride (Su): A splinterwaif can move through natural thorns, briars, overgrown areas, and similar terrain at its normal speed without taking damage or suffering other impairment. This includes thorns, briars, and overgrown areas that are magically manipulated to impede motion.

Transformation (Su): A splinterwaif can transform a dead humanoid or fey into a Medium thorny bush at will. Doing this requires a full minute of concentration; if the splinterwaif is interrupted during this rime, it must start the transformation over from the beginning. A transformed body does not radiate magic, and is treated as a normal plant. Creatures that have been transformed into plants in this manner cannot be restored to life via raise dead or resurrection, although *true resurrection*, *miracle*, or *wish* can revive a dead character.

Skills: A splinterwaif has a +10 racial bonus on Hide checks. It also has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

SPLINTERWAIF KNAVE

Splinterwaif knaves have adapted fully to their urban surroundings and display an uncanny knack for survival. They are the most vicious and cruel of their kind. Some lead bands of weaker splinterwaifs, while

others are solitary hermits who despise all others, including their own kin.

Combat

A splinterwaif knave likes to make ranged sneak attacks using its splinterspit ability. If it can't kill its mark quickly, it withdraws and seeks out easier prey. A knave accompanied by weaker splinterwaifs doesn't flee as quickly, rushing into melee if it sees an opportunity to flank a foe and make sneak attacks.

SPLINTERWAIF SOCIETY

No one is sure how splinterwaifs originated; the most popular theory is that they are little more than insane dryads that somehow managed to survive the harvesting of their chosen trees. It is said the act of harvesting her tree forces a dryad into a state of incorporeal hibernation, during which she transforms and twists into a mockery of her former self. Once her tree is converted to lumber and used to build ships, houses, or fences, she awakens and lays claim to the region into which she has been transplanted.

This theory starts to break down upon close examination. For example, splinterwaifs don't seem to exhibit any particular symbiotic attachment to anything in their environment, and they are not bound to specific regions. Indeed, splinterwaifs are often unknowingly transported to new cities when they stow away on ships.

A splinterwaifs lair is hard to detect, but one sure sign of splinterwaif activity is a predominance of small, thorny shrubs in a vacant lot or lumberyard. These shrubs invariably turn out to be the bodies of people the Local splinterwaifs have captured, killed, and transformed. Splinterwaifs are careful to gather these victims from random Locations throughout the city, and they tend to focus on orphans or other children who won't particularly be missed. Splinterwaifs have a singularly horrible reason for transforming the bodies of those they capture and kill—they relish the taste of slain children who have been transformed into dry thorny shrubs. Sometimes splinterwaifs are forced to kill adults. They transform these victims into shrubbery as well, if only to disguise the dead bodies. Splinterwaifs find transformed adults to be sour and unpalatable, however, so the shrubs of adult victims tend to accumulate over time and mark a region as one of splinterwaif activity. Curiously, splinterwaifs loathe destroying these shrubs, and once they become too dense or obviously denote an area as a splinterwaif lair, the creatures simply move on to a new home rather than destroy the shrubs.

NEW FEATS

Danger Sense [General]

Reference: Complete Adventurer; p. 107.

You are one twitchy individual.

Prerequisites: Improved Initiative.

Benefits: Once per day, you can reroll an initiative check you have just made. You use the better of your two rolls. You must decide to reroll before the round starts.

Improved Toughness [General]

Reference: Complete Warrior; p. 101.

You are significantly tougher than normal.

Prerequisites: Base Fortitude save bonus +2.

Benefits: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level) you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

Instantaneous Rage [General]

Reference: Complete Warrior; p. 102.

You activate your rage instantly.

Prerequisites: Rage or frenzy ability.

Benefits: Your rage begins at any time you wish, even when its not your turn or when your surprised. You can activate your rage as a free action in response to another's action. Thus, you can gain the benefits of rage in time to prevent or ameliorate an undesirable event. For example, you can choose to enter rage when an enemy attacks you, or casts a spell at you (to gain the benefits of a higher Constitution or your bonus on Will saves) before you know the results of the attack. You must be aware of the attack, but you may be flat-footed.

Normal: You enter rage only during your turn.

Powerful Charge [General]

Reference: Miniature's Handbook; p. 27.

You can charge with extra force.

Prerequisites: Medium or larger, base attack bonus +1

Benefits: When you charge, if your melee attack hits, it deals an extra 1d8 points of damage (if you're Medium). For Large creatures, the extra damage is 2d6; for Huge, 3d6; for Gargantuan, 4d6; and for Colossal, 6d6.

This feat only works when you make a charge. It does not work when you're mounted. If you have the ability to make multiple attacks on a charge, you may apply

this extra damage to only one of those attacks in a round.

Special: A fighter may select Powerful Charge as one of his fighter bonus feats.

Practiced Spellcaster [General]

Reference: Complete Arcane; p. 82.

Choose a spellcasting class that you possess. Your spells cast from that class are more powerful.

Prerequisites: Spellcraft 4 ranks

Benefits: Your caster level for the chosen spellcasting class increases by 4. This benefit can't increase your caster level to higher than your Hit Dice. However, even if you can't gain from the full bonus immediately, if you later gain Hit Dice in levels of nonspellcasting classes, you might be able to apply the rest of the bonus.

For example, a human 5th-level sorcerer/3rd-level fighter who selects this feat would increase his sorcerer caster level from 5th to 8th (since he has 8 Hit Dice). If he later gained a fighter level he would gain the remainder of the bonus and his sorcerer caster level would become 9th (since he now has 9 Hit Dice).

A character with two or more spellcasting classes (such as a bard/sorcerer or a ranger/druid) must choose which class gains the feat's effect.

This feat does not affect your spells per day or spells known. It increases your caster level only, which would help you penetrate spell resistance and increase the duration and other effects of your spells.

Special: You may select this feat multiple times. Each time you choose it, you must apply it to a different spellcasting class. For instance, a 4th-level cleric/5th-level wizard who had selected this feat twice would cast cleric spells as an 8th-level caster and wizard spells as a 9th-level caster.

Reckless Rage [General]

Reference: Races of Stone; p. 143.

You are considered extreme even among other barbaric warriors, and you enter a deeper state of rage than others. Goliath barbarians favor this feat.

Prerequisites: Con 13, rage ability

Benefits: Whenever you activate your rage ability, you take an additional -2 penalty to your armor class, but you gain an additional +2 bonus to Strength and Constitution. These bonuses and penalties stack with the effects of rage, greater rage, and mighty rage.

Sudden Empower [Metamagic]

Reference: Complete Arcane; p. 83.

You can cast a spell to greater effect without special preparation.

Prerequisites: Any metamagic feat.

Benefits: Once per day, you can apply the effect of the Empower Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Empower Spell normally if you have it.

Sudden Maximize [Metamagic]

Reference: Complete Arcane; p. 83.

You can cast a spell to maximum effect without special preparation.

Prerequisites: Any metamagic feat.

Benefits: Once per day, you can apply the effect of the Maximize Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Maximize Spell normally if you have it.

NEW ITEMS

Dragonbone Bow

Reference: Draconomicon; p. 117.

A bow carved from a single bone of a dragon (a thigh bone or similarly large bone) displays superior tensile strength and power. Such a bow is considered a composite bow (short or long) with a strength rating set by the crafter. In addition, the bow's range increment is 20 feet longer than normal for the bow's type (90 feet for a composite short bow or 130 feet for a composite longbow).

Dragoncraft Price: as composite bow +100 gp;
Dragon Part: dragon bone; *Skill:* Craft (bowyer);
Weight: 3 lb.

NEW SPELLS

Frost Breath

Reference: Spell Compendium; p. 100.

Evocation [Cold]

Level: Cleric 2, druid 2, sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Giving a forceful exhale across your cupped hand, your breath shoots forth tinged with frost and crystals of ice.

You breathe a cone of intense cold at your foes. The spell deals 1d4 points of cold damage per two caster levels (maximum 5d4). In addition, all creatures damaged by the frost breath that fail their Reflex save are dazed for 1 round by the sudden shock of cold.

Material Component: Three drops of water or fragments of ice (which are held in a cupped palm and blown toward the target).

Wracking Touch

Reference: Complete Adventurer; p. 158.

Necromancy

Level: Druid 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

Your touch causes horrible agony in a creature's vital area. You lay your hand upon a creature and deal 1d6 points of damage +1 point per caster level (maximum +10). In addition, if you have the sneak attack ability, you also deal sneak attack damage to the affected creature unless the creature is immune to extra damage from critical hits. The creature still takes the spell damage even if it does not take the sneak attack damage. Unlike a normal use of sneak attack, your target need not be flanked or denied its Dexterity bonus to take sneak attack damage from this spell.

APPENDIX THREE: HIGHFOLK INFLUENCE CHART

Regional Influence Points

The following lists are the Highfolk region's Influence Points (abbreviated "IP"), and their uses in the region. Influence Points are normally gained through scenarios, and are a way of keeping track of favors that others owe the hero. Some influence may also be purchased with gold.

In addition to the uses listed below, certain events may have special opportunities for characters to use accumulated Influence Points. Heroes may also pool influence to receive a better effect. Adventuring Companies receive additional benefits with certain Influence Point uses. Influence points may be turned in during any Highfolk Regional as follows.

Church of Ehlonna

While not an overly religious people, the folk of the Fairdells do favor certain deities, most agricultural or nature-oriented. Ehlonna is most revered of all, as her areas of emphasis mesh well with the lifestyle of the people in the Highfolk region.

1 Influence Point (purchase price: 40 gold)

- Lodging at the temple in Highfolk or Quaalsten for one scenario (lifestyle cost halved)
- Requirement for 3rd- or 4th-level spells to be cast, except *reincarnate* (see the Judge Guidelines for more details)

3 Influence Points (purchase price: 160 gold)

- Requirement for 5th-level spells to be cast, also *reincarnate* (see the Judge Guidelines for more details)

6 Influence Points (purchase price: 400 gold)

- Requirement for 6th-level spells to be cast (see the Judge Guidelines for more details)

10 Influence Points (purchase price: 1600 gold)

- Requirement for 7th-level spells to be cast (see the Judge Guidelines for more details)

Followers of the Seldarine Pantheon

The elves are everywhere in the Fairdells, and their gods walk with them. Second only to the Church of Ehlonna in religious followers, the clerics who follow the Seldarine can bestow gifts on the people of Highfolk as well (for a price).

General Note. Humans, Halflings, and Gnomes must pay one level higher to purchase these perks. Dwarves must pay two levels higher. Half-Orcs may not purchase anything from this list. Elf Friend status negates this penalty (although Half-Orcs still cannot use this list).

1 Influence Point (purchase price: 50 gold)

- Requirement for 3rd- or 4th-level spells to be cast, except *reincarnate* (see the Judge Guidelines for more details)

3 Influence Points (purchase price: 200 gold)

- Requirement for 5th-level spells to be cast, also *reincarnate* (see the Judge Guidelines for more details)

6 Influence Points (purchase price: 500 gold)

- "Elf Friend" status can be gained by any PC (except dwarves and half-orcs), allowing the PC to freely travel to Flameflower (Influence cannot be purchased)
- Requirement for 6th-level spells to be cast (see the Judge Guidelines for more details)

10 Influence Points

- "Elf Friend" status can be gained by any dwarven PC, allowing the PC to freely travel to Flameflower (Influence cannot be purchased)

15 Influence Points

- Entry can be gained into the Lands of the Tree for a short while (e.g., one scenario)

Gnomish Consortium of Merchants, Moneylenders, Miners, and Gemcutters

The gnomes are well regarded in the Highfolk region as the race with the most business acumen. The Gnomish Consortium embodies that ideal. Having "family" seemingly all over the region, these wily gnomes deal in goods otherwise hard to come by. They also are strong advocates of acceptance for all races (including half-orcs).

1 Influence Point (purchase price: 50 gold)

- Trade license in Gildenhand (PC must also possess 4+ ranks in Craft or Profession skill that he/she is seeking license for)
- Letter of introduction, useful for one scenario

3 Influence Points (purchase price: 200 gold)

- Backing of PC for Town Council position

6 Influence Points (purchase price: 500 gold)

- Consortium Membership (20% discount on all standard PHB alchemical items purchased in Gildenhand)

Guildsmen of the High Art

Arcane spellcasters are relatively common in and around Highfolk, and recently, they have decided to share some secrets with each other. Even though it is

somewhat cliquish and chaotic, the magical might they collectively possess cannot be denied.

General note: All services are only performed within the town of Highfolk.

1 Influence Point (purchase price: 50 gold)

- Requirement for 3rd- or 4th-level spells to be cast (see the Judge Guidelines for more details)

3 Influence Points (purchase price: 200 gold)

- Requirement for 5th-level spells to be cast (see the Judge Guidelines for more details)
- Members of the Guildsmen will research a topic for you. After one day they report back on one topic (Knowledge skill check) with all information available to them (DC 25 or less).

6 Influence Points (purchase price: 500 gold)

- Requirement for 6th-level spells to be cast (see the Judge Guidelines for more details)

Highfolk Town Council

Known for arguing about everything under the sun and getting little accomplished, the Town Council still can be considered an influential organization, if one knows the right people. One of the council's main tasks is the parceling of land in and around Highfolk Town.

General Note: These points may also be spent on political campaigning. They may only be spent at interactives or directly through the Wisconsin Triad. All land purchases are subject to approval.

1 Influence Point (purchase price: 50 gold)

- Business license to operate in the Town of Highfolk

3 Influence Point (purchase price: 200 gold)

- Additional requirement to purchase a plot of land outside the Town of Highfolk (land for sale by the Triad only)

6 Influence Points (purchase price: 500 gold)

- Additional requirement to purchase a plot of land in the town's Poor District (land for sale by the Triad only)

10 Influence Points (purchase price: 2000 gold)

- Additional requirement to purchase a plot of land in the town's Merchant District (land for sale by the Triad only)

15 Influence Points (purchase price: 5000 gold)

- Additional requirement to purchase a plot of land in the town's Temple or Elven Districts (land for sale by the Triad only)

Kashafen Tamarel, Lord of the High Elves

The leader of Clan Shandareth has a long reach, and it extends throughout the Highfolk region. He is regarded as the noblest of all elves, and his word commands respect and order. Note that Influence Points with the Lord of the High Elves cannot be purchased; they must be earned through interaction. Kashafen's influence may also be used for favors from the Followers of the Seldarine Pantheon.

1 Influence Point

- "Elf Friend" status can be gained by any PC (except dwarves and half-orcs), allowing the PC to freely travel to Flameflower

3 Influence Points

- Admission to the Elven Court at Flameflower for one event (for non-elf (except dwarves or half-orcs) PCs only; elves and half-elves can do this if the situation warrants it without spending IPs)
- May freely come and go in the Elven Court (for elf and half-elf PCs only)
- "Elf Friend" status can be gained by any dwarven PC, allowing the PC to freely travel to Flameflower

6 Influence Points

- Racial representative to the Elven Court; a non-elf PC (except dwarves or half-orcs) may come and go freely

10 Influence Points

- Racial representative to the Elven Court; a dwarven PC may come and go freely

Merchant Guilds of Highfolk

The various merchant guilds spread out in Highfolk and the Highvale. They see much of the activities of both common and uncommon men and women. Merchant guilds may also allow the use of Influence Points to buy certain items at a lower price (such cases will be noted in specific events).

1 Influence Point (purchase price: 50 gold)

- Perfect Gather Information skill check (all information available on subject is learned); can only be used in Highfolk or Verbeeg Hill, and one day must be spent in town

3 Influence Points (purchase price: 200 gold)

- Trade license (PC must also possess 4+ ranks in Craft or Profession skill that he/she is seeking license for)

6 Influence Points (purchase price: 500 gold)

- Backing of PC for Town Council position

10 Influence Points (purchase price: 2000 gold)

- Guild Membership (20% discount on all standard PHB goods purchased in Highfolk)

Patron's Guild of Norebo

The Smiling Halls of Good Fortune smile upon those who give generously at their worship services - the dice tables and other games of the gambling halls in Verbeeg Hill. The High Roller (high priest) is very wealthy as a result; and with wealth, comes power.

General Note. These points may only be spent during a module. None of the benefits are permanent. All benefits must be gotten in Verbeeg Hill.

1 Influence Point (purchase price: 50 gold)

- 1 Fortune Lotto Ticket (may only be purchased at specific events)

3 Influence Points (purchase price: 200 gold)

- Favor of the House - for one scenario, no "bad luck" will occur to you at the gambling table, and your games will be blessed with "good luck" while you play (+2 sacred bonus to Profession (Gambler))
- Lodging at the temple in Verbeeg Hill for one scenario (lifestyle cost halved)

6 Influence Points (purchase price: 1000 gold)

- Lucky Nines - you are allowed one (and only one) reroll during one (and only one) Highfolk regional scenario (Does not stack with other rerolls.)

10 Influence Points (purchase price: 5000 gold)

- Winner on Double Down - you are allowed one reroll per day of one (and only one) Highfolk regional scenario (Does not stack with other rerolls.)

Tavin Ersteader, Mayor of Highfolk Town

The Mayor is an old adventurer himself, and still has a soft spot for heroes of renown. Note that Influence Points with the Mayor cannot be purchased; they must be earned through interaction. Tavin's influence may also be used for favors from the Church of Ehlonna, Gnomish Consortium, Guildsmen of the High Art, Highfolk Town Council, and the Merchant Guilds.

1 Influence Point

- Letter of introduction, useful for one scenario

3 Influence Points

- Personal backing of PC for Town Council position
- Writ of Investigation for one scenario (Subject to refusal)

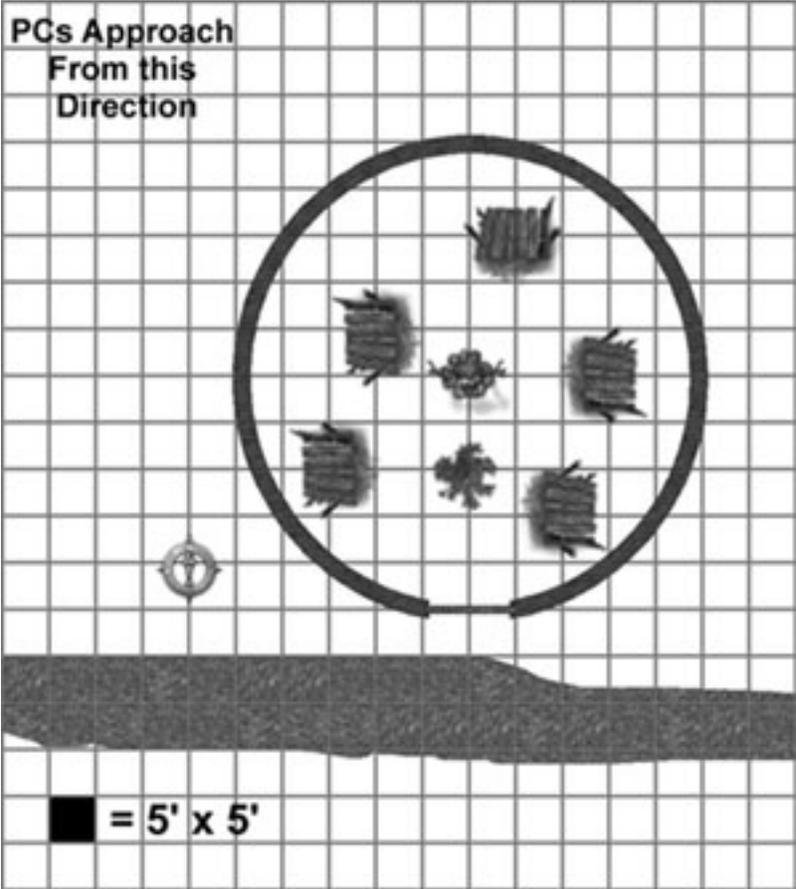
6 Influence Points

- Life imprisonment sentence may be reviewed and possibly lessened

10 Influence Points

- Death sentence may be commuted to exile from the lands of Highfolk

DM MAP: GRUGACH CAMP



PLAYER HANDOUT 1: SUMMONS

For PCs who have played *HIG5-09 Twilight*

Dear Adventurer,

I hope this missive finds you well. Your presence is requested at the Hearth of the Unicorn's Heart in Quaalsten. Since your involvement with the Tree of the Arclight, your likeness has troubled the visions by one of our seers. It seems likely that you have been chosen for a great destiny, which we would impart unto you so you might better prepare yourself for the coming trials. You may yet have the opportunity to right past mistakes.

Alysin Thanemantle
High Lady of the Glen

For PCs who have not played *HIG5-09 Twilight*

Dear Adventurer,

I hope this missive finds you well. Your presence is requested at the Hearth of the Unicorn's Heart in Quaalsten. Your likeness has been recorded in a vision by one of our seers. You have been chosen for a great destiny, which we would impart unto you so you might better prepare yourself for the coming trials.

Alysin Thanemantle
High Lady of the Glen