

HIG5-03

All Good Things

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

Version 1.0

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The King has returned. The Vesve is nearly once again under the control of the elves and the free folk of the wood. The elven Court looks to return to their ancestral home in lost Flameflower, but they will need the aid of impartial heroes to watch for trouble. There is still a traitor in their midst. The fifth and final part of the House Divided module series. It is strongly recommended that all available previous scenarios in this series be played before playing this event. This is a Highfolk regional scenario with an extended play opportunity for APLs 6 to 16.

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.rr.com; for LIVING GREYHAWK campaign questions, email rpgahq@wizards.com.

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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 DM (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, 2006.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

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.
1. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted 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. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
2. 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.
3. 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

To know true sorrow, to be so steeped in melancholy that you would let yourself turn to that which you find most abhorrent only to end your pain, and that of your family. That is what lies at the heart of this tale. So deep is the belief of one girl that the Old One cannot be defeated, that she has turned to his side; for how can one hope to

thwart the wishes of a god? And so it is that Rowana Menanine, daughter of the Sword of the King, courtly princess and peaceful druid, adopted the moniker of Whisper and took control of the despicable Shadowclaw in the free lands of Highfolk. For if defeat could come swiftly then the Old One would have no reason to burn her home and slay her family. It is her duty to protect all who dwell within the wood, whatever the means. If her efforts are successful, the Old One may even give the rule of the Vesve to her, and she would be more benevolent to her people than any Boneheart. She need only appease Old Wicked and deflect his attention from her loved ones. Unfortunately, the recent successes of heroes in the Vesve have called for more drastic methods.

In the summer of CY 593, adventurers carried a plea for aid from the town of Quaalsten to the hidden capital of the elves, Flameflower (*HIG3-06 Brother Against Brother*). While there, the heroes witnessed the invasion and destruction of the city at the hands of the wild elves (grugach) from the north. In the process of rescuing the commonfolk, the Lord of the High Elves and several members of the elven Court were lost or slain. The fate of many of them was unknown for some time. Those members of Court that survived that night took refuge with the other elven refugees in the Elven District of the town of Highfolk. In the absence of Lord Kashafen Tamarel, Ixtacious Rellen was named Voice of the King (and the Lord's domestic authority) while Tymir Menanine became Sword of the King (the Lord's military authority).

During the winter of CY 593 the murders of several elves rocked the Elven District (*HIG3-08 The Evil Within*). Rumors abound of shadowy groups fighting a secret war in the night. While the true reason for the murders remains clouded, the fact that they were targeted against elves resulted in the Sword of the King, Tymir Menanine, closing the District to non-elves in the name of security; an edict that stands to this day. All non-elves have been evicted, paid a fair price for their homes, and the hours when non-elves may enter the District are strictly controlled. The friction between the already starving residents of Highfolk town and the refugee elves of Flameflower continued to rise.

The beginning of CY 594 saw an expedition to fallen Flameflower sponsored by Clan Krysalyn and its new Lord, Octiven Hharp (*HIG4-02 Losing the War We've Won*). While there, the expedition discovered that Flameflower had been radically changed; the opulence replaced with the wild growth of forest. Locating and freeing the Loslain of Clan Seldorian, one of the party lost with the Lord of the High Elves last summer, the adventurers learned that Lord Kashafen still lived, the grugach retreated from Flameflower only to be destroyed

by an army of undead, and an incredible elemental force now watched over the city in their stead. A group of heroes would later release this spirit of the land that controlled Flameflower (*HIG4-05 The Spirit and the Hold*).

In Goodmonth of CY 594 (*HIG4-06 All the Empty Places of the World*), Our Lady of Dreams received a vision dictating that the time had come to recover Flameflower. However, unsure how to muster the necessary forces to defeat the grugach and support Quaalsten at the same time, the Court agreed to sponsor an expedition to find Marlanwa-laklil (“Purpose”); a powerful sword also sometimes called The Kinslayer for its use against other elves in ages past. The plan was a gamble. No one knew if the sword truly existed, or if it did, there were rumors that it may be an evil artifact. Time was very, very short before the battle would begin, and the heroes could not afford an extended mission. The plan was suggested by daughter of the Sword of the King, Rowana Menanine, who accompanied a group of heroes to find the blade at Mishar Molainanoth (the Tower of the Bloody Kith). It was discovered that the blade was hidden away long ago by Clan Volmiryth, who had undertaken dark rights to hide the sword supposedly for the good of all. While returning with the recovered blade, the heroes found the body of Enias Amastodel, a Clan Moonbow noble that was lost with Lord Kashafen. The party determined that the Lord and the remains of his party had been captured. Forsaking returning the blade to the battle at Flameflower on time, the heroes rescued Lord Kashafen instead, and learned that Quaalsten was about to be attacked while the elves were distracted dealing with Flameflower. Despite an attempt by the Volmiryth to quietly acquire the sword, it arrived (belatedly) for the second Battle of Flameflower (*Interactive*), and the city was retaken, the remaining grugach driven out. Tymir Menanine of House Menanine now wields the sword Purpose.

Adventure Summary

The time has come for all the shadowy players to step into the light. In this event, the heroes will learn who have been pulling their strings for the last four years, and why. The Shadowclaw will make their last desperate attempt to break the power of the elves before they can make good on their recent gains in driving the forces of the Old One from the Vesve, and the Blood Owls and the Volmiryth will make their attempts to destroy them.

Introduction: The heroes are present at a reception to begin the Winya Assa’ehtele’ celebration. Lord Kashafen Tamarel has declared “A New Open Spring” to welcome all races to the rebuilding of Flameflower, and

witness the joining of the Menanine and Rellen Houses (of Clan Shandareth) through the marriage of Rowana Menanine and a player character heir to House Rellen.

New Beginnings: Following a speech by Kashafen, the party has the opportunity to mingle with several members of Court. Some heroes are approached with special opportunities based upon their meta-org affiliations, or previous deeds in the House Divided series.

The Storm Arrives: A powerful storm ravages Flameflower forcing the Court and a handful of the guests to seek refuge in Kashafen’s newly rebuilt mansion. Once inside, Ixtacious Rellen sponsors a poetry contest to celebrate the marriage of his adopted son and Rowana Menanine.

Nightmares: The body of Annugrial is discovered, and the scene is trapped. There is a murderer in the building and past clues point to Whisper, a known enemy of the Court. Kashafen seals the mansion and asks for the party’s aid as neutral parties to investigate and capture this dangerous foe. Octiven Hharp takes the Blood Owls public, and offers their aid.

A Restless Night: During the night Allisnata commits suicide, but her death may be mistaken for a murder. Rowana takes this opportunity to fake her own death as well, possibly with the aid of one of the party. Evidence may incriminate Quival Menanine as a possible suspect.

Bad Things in Small Packages: A scuffle suggests that Ixtacious may be the next target, and the party intervenes to save the scion of House Rellen from one of Whisper’s assassins. They must deal with the infernal assassin Reshick.

The Hunt Continues: After they have finished following any further leads, Octiven Hharp approaches the party with a plan to flush out the traitor, provided they have the appropriate bait.

Whispers in the Night: The party confronts the minions of Whisper using Octiven disguised as Kashafen as bait. Those that have played *HIG3-08* will recognize an old foe, Velrithir.

Conclusion A – The End?: The party, having successfully defeated the assassin Velrithir, are celebrated by the Court and the mansion is unsealed. Rowana’s body is found missing and her identity as Whisper is exposed.

Whispers Revealed: (Extended Play) The party pursues and battles Rowana Menanine, also known as the traitor Whisper.

Conclusion B – A Journey Ends: The heroes return to Flameflower, having defeated Rowana. This

chapter of the story of the elves of the Vesve has finally ended.

Preparation for Play

Legendary Deeds: At the beginning of this scenario, each player must determine the recognition of his Legendary Deeds. If the character has Defender at Flameflower, this deed is automatically the Deed recognized, even if it has already been marked as Used. Otherwise, roll percentile dice for each player and compare it to the total percentage value of all the Legendary Deeds that the player has accumulated for this character. If the percentile roll is greater than the total, a Legendary Deed is not recognized, and nothing happens. If the roll is less than the percentage total, then randomly choose one of the deeds from the hero's pool. For the entirety of the event, NPCs recognize the hero for the deed he has accomplished, and the benefit listed on the deed may be used. After the scenario, the deed is marked "USED" and the player may keep it, so as to keep a record of his deeds.

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 **Nightmares**. When the scream is heard, but before that hero leaves their room, there is a blast of flame from the fireplace and a fiery creature steps forward. It says only one thing: *"You do not belong, and you will be cleansed."* The creature varies with APL.

APL 6

Medium Fire Elemental: hp 40; See *Monster Manual* pages 98 and 99.

APL 8

Large Fire Elemental: hp 88; See *Monster Manual* pages 98 and 99.

APL 10

Huge Fire Elemental: hp 192; See *Monster Manual* pages 98 and 99.

APL 12

Greater Fire Elemental: hp 252; See *Monster Manual* pages 98 and 99.

APL 14 & APL 16

Elder Fire Elemental: hp 288; See *Monster Manual* pages 98 and 99

While awakened by the scream, the draconic hero is in bed, alone in their room. Given the opulence of their surroundings, it is highly unlikely that they are wearing

any armor. In all the confusion, it is likely that the other heroes will not notice that one of their number is missing for a round or two.

Behind the Scenes: This event is highly tailored for those characters that have participated in previous events in this series. As such, the DM should determine if any of the party possess any of the following items or favors from previous modules and act accordingly.

- Notice of Rowana Menanine (*HIG3-06 Brother Against Brother*): Heroes that possess this notice have drawn the eye of the demure princess of House Menanine. As events in this series have developed, their relationship has deepened, and Rowana will have special instructions for such a character in **New Beginnings**.
- Shandareth Elves: Some characters have been adopted by Ixtacious Rellen and brought into Clan Shandareth. Male heroes that are part of House Rellen are engaged to marry Rowana and will be approached by her father Tymir in **New Beginnings**.
- Shadowplay: Members of the Highfolk Gardening Society or the Highfolk Traveling Circus possess ties to a secret organization known as the Blood Owls. That organization plans to become public. Octiven Hharp contacts such shady heroes during **New Beginnings**.
- Members of the Fifth District Meta-Organization: All members of the Fifth District Meta-organization (a special branch of the Highfolk town militia) receive **Player Handout #1** that details a warning that Velrithir may be in the area.
- Riddles: Any heroes that have decoded the Augury Octavo (*HIG4-02 Losing the War We've Won*) have decoded more passages. Give those heroes **Player Handout #2**.
- Bloody Destiny: Any character that has been "Touched by Purpose" (*HIG4-06 All the Empty Places of the World*) will have a realization, and should be given **Player Handout #3**.

Introduction

It is a time of new beginnings. With the victories of last year, an eye has been turned toward rebuilding what has been lost. As such, you find yourselves in the city of Flameflower. The once magnificent bastion of the Vesve elves, which had been returned to primeval woods by the druids of grugach invaders, has once again been tamed. The sounds of workmen echo through the wood, and artisans ply their trade. Sculptors decorate with marble statues and lithe

archways, while carpenters craft delicate treehouses in harmony with the foliage. You have been invited to celebrate Winya Assa'ehtele', "A New Open Spring." Kashafen Tamarel, Lord of the High Elves, has called for a week of festival to commemorate the return of the elves to Flameflower and the Menanine-Rellen wedding. In the spirit of a united people of the Vesve, Lord Tamarel has declared a new openness. No longer shall the borders of Flameflower be closed to those not of elven blood. All good-hearted souls are to be welcomed within the home of the Olve.

The heroes are in a sculpted garden near the newly rebuilt home of Kashafen Tamarel, in the city of Flameflower. They are present at a reception to herald the beginning of the Winya Assa'ehtele' celebration held in the month of Planting, CY 595. All of the heroes have been invited due to their previous efforts on behalf of the region or their reputations as famed heroes. This gives the party an opportunity to introduce themselves to each other in a social setting. Remind them that while this is a party, it is also a setting of class and society where everyone is dressed well and behaves politely. Those not conforming will be, at best, politely avoided by those NPCs present.

Once the party has had the opportunity to meet, proceed with **New Beginnings**.

New Beginnings

The assembled crowd quiets as the wide glass doors to Kashafen's mansion open and the Lord of the High Elves gracefully makes his entrance followed by his retinue. His clear voice rings out over the crowd.

"Thank you all for coming to observe Winya Assa'ehtele' with us. It is important that we all stand together not only in times of danger, but in also in times of celebration; for we are all free peoples of the Vesve. Let us all raise our glass to a land full of friends and free of tyranny, where all may flourish!" Many wide smiles follow as the toast is made. In the crowd, more than one eye stares in awe of the regal Court that was so rarely seen by outsiders before this day.

Draining his lithe glass, the noble Lord of the High Elves grins broadly. "Now let us enjoy the fruits of our friendship and celebrate a wedding!" Cheers resound and music fills the air. It is truly a festive celebration where all are welcome.

Amidst the elegant gardens, the heroes have the opportunity to meet many of the important NPCs that hold power in the region. The DM is encouraged to peruse **Appendix Nine** for detailed descriptions of each

NPC present. While each NPC presented in **Appendix Nine** can be found among the guests, what follows are a handful of brief encounters that the heroes may experience based upon their previous exploits. The DM should add others to suit the heroes present, drawing from the information located in **Appendix Nine**.

Wedding Jitters

Should any hero possess the "Notice of Rowana Menanine" from *HIG3-06 Brother Against Brother*, they will be contacted by Rowana. If two or more male elves at the table both have this notice, then choose the one with the highest Charisma. If still a tie, she chooses the one less courtly. Under no circumstances will she choose a hero who is also a Shandareth heir (see below, **Husband to Be**).

Rowana will approach her beloved alone in a quiet area of the garden where they are unlikely to be disturbed. Once there, she reaffirms her love for the hero (she is more vocal the more modules the hero has played in this series) and explains that she has a plan to fake her own death and flee Court with the hero. If the hero is willing she wants their assistance. She plans to take a potion that will make it appear as though she was dead. She claims the potion will last for only several hours so it is important that the hero "find" her body while it still active, and explain away her death. She also has vial with the residue of Dark Reaver Powder poison in it that they could use as a prop. After attention has been diverted away from her body, she will flee and meet the hero in Highfolk town. The hero will need to explain away her body's disappearance.

Husband to Be

Should a male hero who is a member of House Rellen of Clan Shandareth be at the table, they will encounter Tymir Menanine while in the company of his daughter Rowana, the hero's betrothed. Tymir does all of the talking and Rowana stands nearby, with eyes downcast. If there is more than one hero heir at the table, the DM should choose the one that is of a more courtly and noble bearing to be the one chosen by Ixtacious for the marriage.

During a lull in the party, you are approached by the stately Tymir Menanine and his daughter, your betrothed Rowana. While her eyes remain demurely downcast, he looks directly at you, as though judging, while he speaks, "Family is very important to the Shandareth. When one is born to privilege, it is important that they do as is necessary for their House and the appearances they must keep. I assume you understand the importance of your duty to House Rellen, and indeed all of Shandareth?"

Tymir is worried that the hero may make a scene by trying in some way to avoid the planned marriage. From his point of view, neither Rowana, nor the hero in question, have any choice in the matter. Their parents have chosen this course of action for them and it is their duty to go through with it. Such a practice is not common among the Vesve elves, but does happen; particularly among noble Houses. Tymir sees the marriage as important political move to bring the long feuding Houses together. His tact depends on the hero's response. If they seem to understand their duty, he is pleased and predicts good fortune in the hero's future at Court. If the hero seems reluctant, Tymir controls his rage, but reminds the hero that Ixtacious has no true heir, and if the marriage does not take place it is likely to bring disgrace to the already fragile Rellen House. The marriage is the only way to legitimize the hero's claim. Without it House Menanine may be forced to question the hero's claim to the House when Ixtacious passes and he has been appearing awfully ill as late.

No matter the outcome, Tymir will do his best to avoid a public spectacle; going so far to be apologetic should attention be drawn. However, in this case, the hero will have made a powerful enemy.

Development: If there is a female Shandareth heir at the table, and no male who is to marry Rowana, the female heir will be contacted by Tymir who will do the same as above, but question the hero about her adopted brother's sense of duty.

The Final Price

Any hero who possesses the spider token (*HIG3-06 Brother Against Brother*) and has not yet redeemed the debt it represents in one of the previous modules in this series will be approached by Avereen Volmiryth. The time has come to pay the final debt owed to her and there is no refusing.

An elderly elven woman wearing the heraldry of Clan Volmiryth approaches you with a smile while leaning heavily upon a tall and twisted staff, "Excuse me, young (wo)man. You seem like a fine person, one who always pays their debts. I was hoping you could help me with a small problem I've been having?"

Avereen has been attempting to discover who the traitor in Court is and all the information gathered so far suggests that the traitor is Quival Menanine, although it is somewhat circumstantial. The hero with the token is to prove the traitor is Quival, and if that is not possible, they are to assassinate him as soon as it is convenient for them. She offers the following reasons for her suspicion of the Menanine heir:

- Various investigations and divinations have revealed that there is a traitor in the elven Court. It often seems to center around the Menanine family; although the Rellens were implicated once.
- In the summer of CY 593 Quival lead the disastrous charge on the Lily Way, despite that it was obviously a trap. The loss of those troops significantly impaired the ability of the elves to defend Flameflower (*HIG3-06 Brother Against Brother*).
- In Sunsebb of CY 593, while investigating the murders that rocked the Elven District, adventurers discovered that Quival was seen entering the home of Riscot Gempetal, a Shadow Claw operative and associate of the still at large Velrithir. It is not known what they met about (*HIG3-08 The Evil Within*). That Velrithir worked as a courier in the Rellen household is the only tie to another family.
- In the Spring of CY 594, Quival was to have a secret meeting with a group of adventurers being sent to Flameflower. He was late. However, there were two assassins waiting for the adventurers. It was never explained how the assassins knew to be there (as it was a secret meeting), or why Quival was late for the meeting (*HIG4-02 Losing the War We've Won*).
- While not particularly damning, Quival was among those supporting the recovery of the sword Marlanwa-laklil that Avereen believes to be cursed to corrupt ruling elves to slay their own (*HIG4-06 All the Empty Places of the World*).
- Avereen accepts that her evidence is not foolproof, and encourages the hero to investigate further on Quival's potential corruption; however, unless proof exonerates Quival within the next 24 hours, he is to be killed. The hero is to be careful that nothing should like the death to Avereen or the hero.

Development: It is possible that a hero will refuse this mission, or indeed attempt to out Avereen to the Court. If they make Avereen's attempt known, much suspicion will be cast her way and it will color future encounters in this event, but no harm will come her way as eventually all things will be blamed on Whisper. In either case, the triad should be contacted (skerrit@wi.rr.com) with an email address and character information of any hero who refuses to carry out the mission. This does not include those who fail to finish the mission by the end of the event, just those who openly refuse it.

Shadowplay

If any hero possesses a regional certificate identifying them as a member of Highfolk Gardening Society or the

Highfolk Traveling Circus, Lord Octiven Hharp of Clan Krysalyn will approach them when they are alone.

While you are alone, a smiling young elven man bearing the colors of Clan Krysalyn approaches you. "Greetings adventurer, I am Octiven Hharp, Lord of the Krysalyn. I have heard you are an avid horticulturalist. I was hoping you could help me with a problem I have been having in my garden."

Octiven contacts all other members of the Blood Owls to explain his position here. Their superiors have decided to take their organization public and the heroes are to assist Octiven in any way he requires. He doesn't know exactly what he will require from the heroes, but he will contact them again after he has surveyed the situation. The heroes need not expose their affiliation unless it seems prudent. However, should any of the party complain about previous the underhanded dealings of the Blood Owls, the Blood Owl hero is to take the blame entirely. Octiven will claim that the hero at hand was overzealous in carrying out his assignments and whatever the party may complain about was not sanctioned by the organization.

More Riddles

Our Lady of Dreams, the High Priestess of Sehenine Moonbow, will approach any heroes that qualified for the handout concerning the Augury Octavo.

As you raise your glass, you are jostled from behind. A dazed elven woman wearing the robes of a priestess of Sehenine Moonbow glances in your direction, her eyes not truly focused upon you. She mumbles to herself, "It's the end, isn't it? The green spring has parted. The tired rose will wither. Now where did I leave my bird?" Noticing you for the first time, she focuses upon you. "Oh I didn't see you there. Did you require something from me?"

The High Priestess is unaware of her ramblings, a consequence of her oracular abilities. She is however, extremely interested in the Augury Octavo. Should any hero mention its connection to her ramblings she will ask to consult the book and engage the hero in discussion on its parts. In particular she is interested in the hero's views about which of the prophecies might relate to the current situations in the Vesve and the Elven Court in particular. Once they have spoken, she will relate one final dream.

"I have dreamt of late of a small pond. There is a constant dripping as though water is slowly filling the pond, and indeed it seems to be getting larger and overflowing its banks. My slippers become wet and when I turn to step away, I see that the water flows as far as I can see. Dark clouds are on the horizon, and I

know soon its fury will add to the salty water that surrounds me, and I despair; my own tears adding to the already gathering waters that spell my doom. I wonder what it means."

Proceed to **The Storm Arrives** once the heroes have had ample time to meet with each other and any NPCs that that interest.

The Storm Arrives

Thunder ripples across the sky as a strong wind rapidly rises, tearing at the tents and pennants set for the celebration. Moments later, rain falls sending the celebrants running home for cover. As everyone scatters from the driving rain, a servant approaches your group. "My Lord Kashafen offers you the comfort of his home during this unexpected storm, and as you require, for the rest of the Winya Assa'ehrele'. If it pleases you, please follow me." As quickly as he approached, the elven boy is off, running under the cover of trees for the dry confines of Kashafen's mansion.

The heroes are led into the fine ballroom of Kashafen's mansion where servants are hastily preparing for the party that was to be held in the gardens. Once inside and seated, Ixtacious will stand and address the crowd.

As the host of guests sits at the many fine tables to continue the festivities, Ixtacious Rellen, adopted father of the groom, who was once Voice of the King, rises to address the crowd. The stress and tiredness that has plagued him this past year seem forgotten as he widely smiles. He begins, "My friends, thank you for coming to celebrate the joining of my adopted son and the daughter of House Menanine. This marriage gives us the opportunity to consider what it means to come together as one, no matter the circumstance. Hardship will always abound. Sorrow is part of our lives. But together we can, and will, overcome; a united people joined in our devotion to freedom. Let us all raise our voices in celebration of unity. I invite you all pit yourselves in lyrical contest for the favor of House Rellen." Ixtacious produces an intricate rapier and lays it upon the table. "Let all who possess the wit step forward." Amidst wide smiles, several promising candidates approach to test their poetic skills.

Any hero that wishes to participate should be told to begin composing immediately while the NPCs offer their impromptu selections. They may use poetry, singing, or oratory as they prefer. The heroes are second to last in line, with the order among themselves determined randomly. If no heroes participate, the contest continues without them.

There is a low applause as Lord Octiven Hharp steps before the head table. His black boots shine in the flickering torchlight and his finery marks him as an elven man of good taste, as well as means. He smiles and strikes his pose as he expounds,

*"In the deep heart of the wood,
I smell the fallen leaves.
I hear the wind through the brambles.
I see the fruit of a summer's labors,
In the deep heart of the wood."*

The audience answers Octiven's offering with polite but brief applause.

Fortius Kalen, of the Moonbow next takes the stage. He bows with a flourish and launches into his prose,

"A flower has but pretty blossoms, and what use have I for petals? Soft and pretty, it can be assumed, but what else accompanies their fragrant haze? They have no arms to hold one's self, nor pleasing eyes with which to gaze. No, what use have a flower?

A bird doth have a padded gown, of softened feathers, quilted down. It flits and flies so sweetly with a downy coated song. A song is pleasing surely, but it will not keep you warm, nor will it hold you sweetly until tomorrow's dawn. No, what use have a bird?

That is why Corellon created women, the dearest prize of all. They are wonderful and gracious; kind spring through fall. And of them, I cherish you most. So when I am asked, what use have a woman? I reply so simply, quiet in my call; who else would take the time to love a man, his faults, frailties, blunders and all?"

Significantly more applause follows the Moonbow bard as he finishes his aptly themed poem.

As he leaves the center of attention, a curious sight follows. A dwarf of Dargas Mor, clad in mithral noisily takes his place.

"I be Tarn Sharpaxe, and this be what I have to say. Love is a fine thing indeed, whether it be love for your wife, or your mother. Indeed many a soldier feels a deep affection for his axe. But no love will ever surmount the love of a man, for his ale!" Several of the adventurers clap loudly, but many of the elves quietly exchange raised eyebrows as the dwarf sloppily drains his mug. Lord Kashafen chuckles to himself.

As the dwarf leaves the center of the room, a dark haired human woman lithely takes position. She

seems dressed as a servant, but the quality of her clothes are exceptional despite the plain cut, and she wears far too much jewelry for such a lowly station. She grins widely toward Octiven Hharp as all look in her direction. For his part, the elven man offers a dashing smile in return. "Men will tell you all about love as they reach for your waist or fumble for your bodice. One would think that true love talks and talks and talks." She takes a deep sigh, and smiles widely, "At least lust, is brief and to the point." Amongst raucous laughter, she bows and skips lightly to her seat behind Octiven.

At this point any heroes have the opportunity to give their offerings, before the last contestant finishes. After any heroes have performed, continue with the last competitor.

The last contestant, graceful high elf clad in white mail with a white sash follows to the center of the room. Quival Menanine regards the room smugly. "In the spirit of our new openness, I thought I would consider what love means in context of our new friends; for no race lives as we do, or feels love as deeply.

*An elven heart is empty,
As only an elven heart can be.
The tears that drip from elven eyes,
They taste of bittersweet romance.
You are still in my hopes,
You are still in my mind,
Even though We manage on our own.
When restless eyes
Reveal our troubled soul
And memories flood our weary heart
I mourn for elven dreams
I mourn for others' wasted love
And I know that We will survive alone."*

Quival bows to the scattered applause. A few, Tarn and Magliana among them, look about, aware that they have just been insulted.

To determine the winner, each participating hero must make a Perform skill check. The DM should award a circumstance bonus of up to +5 based upon the actual quality of the work, the appropriateness to matrimonial setting, any themes of unity, or something that is especially elven in nature. Half-orcs and dwarves should receive a -2 circumstance penalty because of the audience's reaction to their race. The NPCs score as follows:

- Fortius Kalen: 31

- Octiven Hharp: 24
- Quival Menanine: 19
- Magliana: 15
- Tarn Sharpaxe: 7

Once the heroes' Perform checks are tallied, continue with the appropriate read aloud text.

If Fortius wins:

Ixtacious smiles kindly, with a weariness in the corner of his eye. "I thank all of you for your clever offerings. I would especially like to thank the skillful stylings of Fortius Kalen of the Moonbow." Ixtacious offers the elegant rapier, hilt first, to the Moonbow ambassador. Grasping the hilt, the bard draws the blade from the scabbard in a flourish and raises it toward the ceiling amongst the applause of the guests.

"May this blade never rest till all of the Vesve is free!" the bard exclaims as he plunges the blade back into the scabbard much to the surprise of Ixtacious who still holds it.

As the bard takes his seat, Kashafen speaks, "Please all enjoy the feast and my hospitality. All whose heart desires a freedom free of the Old One's shadow will be welcome in these walls." The feasting resumes.

If a hero wins:

Ixtacious smiles kindly, with a weariness in the corner of his eye. "I would like to thank all of you for your clever offerings. I would especially like to thank the skillful stylings of <hero Name>." Ixtacious offers the elegant rapier, hilt first, to you, amongst the applause of the guests.

As you return to your seat, Kashafen speaks, "Please all enjoy the feast and my hospitality. All whose heart desires a freedom free of the Old One's shadow will be welcome in these walls." The feasting resumes.

Once the presentation has ended, the heroes have further opportunity to speak with any of the NPCs they require, but after the feasting people begin to drift away to bed. Once the heroes have finished their discussions, they are lead to their posh individual rooms in the mansion. Proceed to **Nightmares**.

Nightmares

Before beginning, please note the *Balance of Scales* modification to this encounter listed in the **Preparation for Play** section.

Settling down into the comfortable bed provided for you, one cannot help but marvel at the speed at which

the elves have reclaimed Flameflower. Exquisite carvings and fine rugs decorate your room, which was primeval wood six months ago. With eyes heavy with sleep and a head thick with drink, you nestle further into the feather mattress, only to find yourself awakened by screaming.

The heroes have been awakened by the screaming of the maid, Rensla, who has discovered the body of Annugrial Stallodel (in a closet in the hallway between rooms 21 and 22, see **Appendix Eight** for a map). Annugrial's body had been stuffed into a closet after his murder and Rensla was just retrieving some additional linen due to all the extra guests staying at the mansion when she stumbled across him. She is terrified and has nothing to add beyond her terrified sobs. The heroes have approximately one minute after finding the body before others start to respond.

Trap: Annugrial's body has been covered with a contact poison (and at higher levels, ensorcelled with a magical trap as well). The trap will target anyone handling the body to determine the cause of death, or to search for clues. Once the trap is noticed, simply wearing gloves and handling the body carefully can prevent future poisonings. At APLs where the body has been trapped with a *greater dispel magic*, note that the body radiates abjuration magic until the trap is triggered.

APL 6 (EL 6)

Poison Trap: CR 6; mechanical; touch trigger; manual reset; poison (Nitharit contact poison, DC 13 Fortitude save resists, 0/3d6 Con); Search DC 25; Disable Device DC 25.

APL 8 (EL 8)

Poison Trap: CR 8; mechanical; touch trigger; manual reset; poison (Nitharit contact poison, DC 13 Fortitude save resists, 0/3d6 Con); Search DC 30; Disable Device DC 30.

APL 10 (EL 10)

Poison Trap: CR 10; mechanical; touch trigger; manual reset; poison (Black Lotus contact poison, DC 20 Fortitude save resists, 3d6 Con/3d6 Con); Search DC 24; Disable Device DC 24.

APL 12 (EL 11)

Greater Dispel Magic Trap: CR 6; magical; touch trigger (*alarm* spell); no reset; targeted *greater dispel magic* (11th Caster Level); Search DC 31; Disable Device DC 31.

Poison Trap: CR 10; mechanical; touch trigger; manual reset; poison (Black Lotus contact poison, DC 20 Fortitude save resists, 3d6 Con /3d6 Con); Search DC 24; Disable Device DC 24.

APL 14 (EL 11)

Greater Dispel Magic Trap: CR 6; magical; touch trigger (*alarm* spell); no reset; targeted *greater dispel magic* (13th Caster Level); Search DC 31; Disable Device DC 31.

Poison Trap: CR 10; mechanical; touch trigger; manual reset; poison (Black Lotus contact poison, DC 20 Fortitude save resists, 3d6 Con /3d6 Con); Search DC 24; Disable Device DC 24.

APL 16 (EL 11)

Greater Dispel Magic Trap: CR 6; magical; touch trigger (*alarm* spell); no reset; targeted *greater dispel magic* (15th Caster Level); Search DC 31; Disable Device DC 31.

Poison Trap: CR 10; mechanical; touch trigger; manual reset; poison (Black Lotus contact poison, DC 20 Fortitude save resists, 3d6 Con /3d6 Con); Search DC 24; Disable Device DC 24.

After the heroes have dealt with the trap, and perhaps calmed Rensla, they might inspect the body closely. A cursory inspection of the body determines that its entire front is covered in blood that seems to have emanated from a small jagged wound in the neck. A DC 15 Heal check confirms that this is the source of blood, and a severed artery is the cause of death. All of Annugrial's belongings are present. He is armed, but his weapon has not been drawn, and a pouch containing 127 gp hangs from his belt.

What Really Happened: Annugrial was patrolling the hall; nervous that so many were housed closely to the Court. While in the hallway, he heard overhead Whisper speaking to Reshick and ordering him to assassinate members of the Court. When he rounded the corner, sword drawn, there was no one to be seen. Moments later, Reshick killed him using his death attack. Annugrial can relate this information via a *Speak with Dead* spell (although he does not know any of the names, only that one voice was female and their other sounded unnatural, but small).

After approximately a minute has passed, several members of the Lord's Guard, dressed in their white chain shirts, arrive to assess the situation. Followed close on their heels is Giela Xerlos, watchfully peering around the corner, but trying to remain uninvolved. Anything she witnesses will be reported to Avereen Volmiryth. After the heroes explain what they have witnessed, the guards ask them to accompany them to the main hall. Shortly thereafter, the Court arrives, also roused from their beds. What follows is a conversation and should be used as a guide, while not preventing the heroes from participating.

"What is going on here?" a tired, but obviously irritated Talus Wintershale asks entering the room rapidly filling with the notables of the elven Court.

"Loslain, there has been a murder," a guardsman responds. Several of the women gasp, and more than one person rises to his feet.

Raising a calming hand, Kashafen asks, "Who has been slain?"

"Annugrial, my Liege. It was a skilled assassin, but I do not believe anyone entered or left the mansion."

"I see. I had hoped we had seen the end of such things. If there is a traitor amongst us, their time has ended!" Raising his hands in an arcane gesture, light fills the all the corners of the hall momentarily blinding you. "Now the mansion is sealed. None may enter or leave. We will find the traitor among us and finally deal with them. Captain?"

"Yes, my Lord," answers Quival.

"Take the men and begin a thorough search of the halls and rooms for any unexpected guests."

"Immediately, my Lord." Quival and the other guardsmen quickly leave the hall.

"I believe my associate and I may be of assistance as well, Sire," adds Octiven. "I believe that the Court has almost certainly been infiltrated by a member of the Shadowclaw; a group of rogues and assassins sympathetic to the Old One. If you will allow it, my associate and I will also conduct a search."

Eyeing him skeptically Tymir Menanine asks, "What powers will the Krysalyn use to conjure up this assassin?"

"I said nothing of the Krysalyn, did I Tymir?" Octiven says, smiling. "Rather I speak of a group dedicated to the expulsion of the Old One. From the shadows, we have watched and protected you to the best of our ability, but in light of the recent events in the last year and perhaps the overzealousness of some of newest converts, the Blood Owls must now make themselves known." Octiven bows, Magliana merely smiles.

"So it is you who have interrupted and altered our plans, involving yourselves and yourself in particular, where you do not belong," Tymir concludes.

"I assure you, Tymir, everything our organization has done is for the good of us all."

"Somehow I doubt it," Tymir answers.

The aged voice of Avereen Volmiryth interjects, "What matter is it? Is not another pair of youthful eyes to our advantage, and as Octiven has declared his

obfuscatory intentions, does that not suggest him an ally Tymir? And if no other assassins are found, where know where to look. Do we not, young Hharp?"

"Of course. You are as wise as you are aged, High Mage Avereen." Octiven concedes with hint of nervousness. Apparently contented by Octiven's perceived slight squirming, Tymir does not continue.

"Very well. The rest of you return to your rooms unless told otherwise." As the Court and its guests begin to disperse, Kashafen speaks again. "Adventurers, might have a moment before you leave?"

Kashafen wishes to approach the heroes as obviously talented peoples who are not members of Court. They have proven themselves in the past, and as all previous signs point to the traitor as a member of Court it might be useful to have an outsider investigate matters. Kashafen offers nothing beyond his gratitude, and for those characters who demand compensation he apologizes for thinking them heroes. He suggests they sit quietly in their rooms until braver individuals have dealt with the crisis.

Kashafen can tell the party that Flameflower has lost most of its previous magical protections as a result of the mission to Sallow Hold last summer (*HIG4-05 The Spirit and the Hold*); only Philador's Globes remain. Due to this loss, Kashafen has taken certain precautions in the reconstruction of his mansion. At his command (a command that has been given), the mansion can seal itself into its own pocket dimension. There is no way to exit the mansion, physically or magically, although magical transport and extra-dimensional spaces still function within the mansion. Kashafen refuses to lift the seal until the traitor is finally captured.

Kashafen gives the heroes full authority to question or investigate as they see fit, short of actual violence or mental intrusion. No one shall bar their entrance. To show his confidence in them, he removes his small crown and offers it to one of the heroes as a sign of his favor (preferably an elf, and barring that, a nature-related Highfolk hero).

Divinations: Following the discovery of the first body, and closing of the mansion, several of the NPCs (Our Lady of Dreams and The High Lady of the Glen) will begin using their powerful divination spells to locate the murderer. It is likely that the heroes will try similar spells. They will be stymied by their results, due to the location of the assassins and the use of unique magic items. Of particular note however, *Speak with Dead* does still function normally although the assassins are careful not to be seen by their victims.

Rowana has been keeping her minions in her *portable hole* where they share Velrithir's *necklace of adaptation* to breath, albeit somewhat uncomfortably. She hides her *portable hole* inside her *possum pouch* to add to the difficulty in locating it. When she fakes her death and uses the *possum pouch*, she has Reshick move the portable hole into the space between one of the walls. She later claims it after everyone thinks her dead. When Reshick is outside of the *hole* he moves through the walls, hiding to the best of his ability. The fact that they are in an extradimensional space and not on this plane should prevent most kinds of divination upon them. Any divination spells upon Whisper are prevented by her necklace, a minor artifact called *absence of responsibility* (see **Appendix Seven** for details).

NPC Spellcasting: It is clear that the heroes are going to be enclosed with several high-level NPC spellcasters who are at least loosely allied with them. Assuming that the heroes do not alienate their NPC allies, assume the following spell lists are available to the heroes. These spells are only available if the heroes request them. The NPCs do not go out of their way to prepare spells specifically to aid the heroes. Most of the NPCs either believe it is not the heroes' place to be investigating, or they need their spells to perform their own investigations. The appropriate NPCs will not charge for the casting of these spells, but the heroes are still responsible for expensive material components. The heroes must demonstrate a need for the spell to convince the NPC to cast it for them. Each spell is only available once, unless listed otherwise.

Arcane Spells (caster levels: Magliana 4, Avereen Volmyrith 12, Tavin Ersteader 12, Kashafen Tamarel 14): 0th – *detect magic* (x2); 3rd – *dispel magic* (x2); 4th – *remove curse*; 5th – *break enchantment*; 6th – *greater dispel magic*.

Divine Spells (caster levels: Talus Wintershale 12, Our Lady of Dreams 12, Alysian Thanemantle 13): 0th – *detect magic* (x2), *detect poison* (x2); 1st – *create water*, *cure light wounds* (x3), *detect evil*; 2nd – *cure moderate wounds* (x3), *gentle repose*, *make whole*, *zone of truth*; 3rd – *cure serious wounds* (x2), *dispel magic*, *remove blindness/deafness*, *remove curse*, *remove disease*; 4th – *cure critical wounds*, *divination*, *restoration*; 5th – *break enchantment*, *raise dead* (x2); 6th – *greater dispel magic*, *heal*; 7th – *resurrection*.

Once the heroes begin their investigations, proceed to **A Restless Night**.

A Restless Night

An Evening's Events

This encounter is non-linear and provides a number of things for the DM to keep track of. In addition to a

description of the mansion and what the heroes might locate, there are descriptions of a number of events the DM should sprinkle in as the heroes explore. All of these events should occur before the events of **Bad Things in Small Packages**. The DM may have to adjust them based upon the actions of the heroes.

Sorrow Deeper than Any Wound

For nearly three years, Alisnata Rellen has mourned the loss of her son Cenet at the ruins of Sallow Hold (*HIG2-05 Kinsmen*). Mired in a sorrow that she feels no one else understands, she has spiraled further and further down until she can no longer cope. She feels particularly betrayed by her husband, Ixtacious, who has adopted several mendicant adventures to replace her son and declared them his heirs for political reasons. The wedding of one of these heirs to the Menanine daughter will secure that adopted heir his place as her son; something she cannot accept. As such, shortly after returning to her room, she locks the door and pulls out one of her prize positions, which she uses to hang herself. When the heroes find a way into Alisnata's room, read or summarize the following read aloud text:

The matriarch of the Rellen family swings from a nearby rafter. A narrow powder blue blanket is wrapped around her throat and tied to the ceiling; in sharp contrast to the fine black gown she wears. Tears drying on her cold cheeks, her dead eyes still reflect a deep sorrow.

An inspection of the body finds no other wounds beyond her broken neck (DC 15 Heal). She is in the center of the room, not near any furniture, so it is not clear how she got up to the rafters, unless she had help or was forced. While there is no obvious way for the heroes to determine it, she did indeed leap from a chair. Reshick has since been in the room and moved the chair back to the desk, happy to take credit for another death. It is not clear whether she committed suicide, or was murdered.

The blanket wrapped around her throat is in fact a silk baby blanket, which is clear as soon as the body is taken down. If it is shown to Ixtacious, his face turns grim. It was Cenet's.

A Sister Dead...

During the evening, after Alisnata has committed suicide, Rowana will fake her death. If a hero is present at the table that possesses the **Notice of Rowana Menanine** from *HIG3-06 Brother Against Brother*, they should have been contacted by Rowana during **New Beginnings** about aiding her. Under no circumstances will she choose a hero who is also a Shandareth heir.

Before drinking the vial, she implores the hero once again that no matter what happens, to not tell anyone

what truly happened. It is her only chance to escape the Court and her oppressive family. She promises to meet her beloved in the Leaping Deer Tavern in Highfolk Town, in two weeks. Then Rowana drinks the potion and lies down on the floor. If there is a hero helping her, she has them take the bottle. If there is no player beau, Reshick takes the bottle to the *portable hole* that he has moved into a space in the wall (not in this room, in case there is a *detect magic* cast). She then suggests that the hero have the party find her in the next few minutes. She suggests the hero disturb the room some, so it looks like a struggle occurred. Again, if there is no hero that meets the requirements, Reshick does it. The vial with the residue of Dark Reaver Powder poison has been left on the nightstand. She is not wearing any of her magic items when she does this, except the *absence of responsibility*. Do not mention this fact, unless the player asks. If a player beau asks why many of her items are missing, she will explain that she has hidden them to reclaim them later, assuming it would look more like a murder if she was also robbed. If the hero offers to hold her items, she refusing saying that if discovered, it could implicate the hero in her "murder."

The body of Rowana Menanine, bereft of any of her valuables, lies splayed in near her bed amidst the chaos of an apparent struggle. A glass vial whose insides are coated with black power lies on a nearby nightstand.

The heroes may inspect the body. A DC 15 Heal check suggests she has been poisoned. A *detect poison* spell confirms this. The alchemical concoction she drank mimics Dark Reaver Powder in all ways, and it should not be possible to determine what has actually occurred, barring extremely unusual circumstances. Her body does not detect magic.

Once her body is found, Tymir will regard the situation darkly, but not express much emotion. He asks that her body be brought to the cold room until the mansion is unsealed and she can be brought to the Temple in Flameflower. He does not suggest a *raise dead* be performed at this time, but rather wants to wait until the traitor is found and dealt with. Quival on the other hand appears extremely angry. He rants about finding whoever has brought this insult against his family, and storms off.

...And a Brother Blamed

This brief encounter happens in one of two ways depending on whether a hero with the **Notice of Rowana Menanine** helped Rowana fake her death or not. If there is such a hero at the table, this evidence is planted in the hero's room. If not, it is planted in Quival's room. If, after searching, the heroes somehow miss it, the

Lord's Guard will find it and bring it to the party's attention.

In stark contrast to the finery of the room, a slab of what appears to be flesh lies on the table. A belly button winks up at you. There is no obvious blood.

Reshick has planted the *possum pouch* in the room of either the hero that Rowana has been setting up as her patsy, or in Quival's room. Either way, the pouch contains a vial of Dark Reaver Powder poison as well as **Player Handout #4**. She has ample time to have the note forged by a master; using writings she has collected from her beloved or brother over the past year (as appropriate to the table). A DC 34 Forgery check is necessary to compare this note to a writing sample and determine that the note is in fact a clever forgery. Otherwise, the handwriting matches the handwriting of the person whose room it is found in. Depending on who finds the evidence and who it is shown too, they likely have some explaining to do.

If confronted with the evidence of his betrayal, Quival declares it ludicrous and refuses to be questioned by non-nobles who have no right to be Kashafen's mansion anyway. In fact, he may become violent if the heroes attempt to physically restrain him, and the Lord's Guard will come to his aid. However, if the evidence is presented in the presence of Tymir or Kashafen, they both find it highly suspect, but order that Quival be temporarily stripped of his arms and rank, locked in irons, and closed in his room until the situation can be sorted out. Tymir orders the Lord's Guard to continue the investigation, where Kashafen rightly says the same to the party.

Should the same evidence be in a hero's room, a similar event occurs, although Quival is more than pleased to manacle the hero. He, in fact, suggests to his father and Lord Kashafen that all the heroes be locked up; pointing out how many of them have been present when evidence about a traitor has come to light. These heroes could easily be the traitors. Nothing will convince Quival of their innocence, as he doesn't really care; however, the briefest of arguments convinces Kashafen to not jail the hero's associates. A DC 20 Diplomacy check is required to avert the suspected hero's arrest (as above). The check receives a +4 circumstance bonus if the hero in question belongs to Clan Shandareth. Of course very little stops the party from breaking a jailed hero out, except being caught again. In this case, all involved will be arrested and the adventure ends for them.

Development: Given the evidence against Quival, it only furthers Avereen's belief that he should be killed. Only proof that it was another hero or Rowana dissuades her. Twenty-four hours have not yet passed, but time is

ticking. Should one of the heroes actually murder Quival, note the evil act in the play notes section of their AR. The DM must adjudicate the success or failure of the plot. Should the hero be captured, refer to laws of Highfolk find in the *Players' Guide to Highfolk* to properly adjudicate a punishment. Avereen will not assist the hero unless they can prove she was involved. In such a case, she will privately discuss the matter with Kashafen, Tymir, and Ixtacious. The hero will be freed, and no charges will be brought against either of them.

Poor Intentions

Any hero with **Touched by Purpose** on a previous AR constantly hunger to possess the sword. It becomes harder and harder to think clearly when in the presence of the weapon and its bearer, Tymir Menanine. Such heroes feel themselves developing an irrational hatred of the Menanine scion, and sweating profusely as they nervously try to contain themselves. The DM is encouraged to play up the hero's nervousness and paranoia. Unfortunately for the hero, retrieving the sword is nearly impossible, as Purpose does not wish to be taken from Tymir. It will take a great deal of adjustment on the part of the DM to account for all the heroes' potential efforts. Purpose will aid Tymir to the best of its ability to resist attempts to steal it (see **Appendix Eleven** for more details on the weapon). Please note that all heroes with **Touched by Purpose** have a -4 circumstance penalty to resist the influences of this sword, and the sword will attempt to control any hero that tries to steal it, prematurely disrupting their plans. For his part, Tymir tries to maintain his composure and ignore foolish heroes unless they actually manage to steal his weapon, in which case he orders them locked up (as above).

A House on the Hill

Kashafen's new mansion in Flameflower is detailed here. Please refer to **Map #1** (the map of Kashafen's mansion in **Appendix Eight**) for the following descriptions of each room. All doors that have locks are locked. All ceilings are fifteen feet high unless stated otherwise. Note, as all of the walls are three feet thick, there are closets not marked on the map spaced frequently throughout the mansion.

1. The Great Hall: This huge hall is used for both feasts and the discussions of Court, below the raised wooden throne of Kashafen on the western wall. A great stained glass window depicting a burning rose covers the rear wall, while smoked glass doors open onto the garden. The ceiling in this room is thirty feet up.

2. The Cold Room/Pantry: The temperature of this room is magically controlled to extend the shelf life of food stored here.
3. Chapel to the Seldarine: This small room contains a small, shrine dedicated to the Seldarine. No cleric mans this shrine. The ceiling in this room is thirty feet up.
4. Kitchen: Busy at all hours of the day, servants work in shifts keeping hot meals at the ready for any of the guests that request them.
5. Servant's Quarters: These rooms are devoted to those servants who serve House Tamarel. Several bunk beds are scattered throughout the room, many of them filled at all times as the servants work in shifts. The ceiling in this room is twenty feet up. There are approximately fifty servants total.
6. Lavatory
7. Barracks: The Lord's Guard uses these rooms to rest when not on duty. As they also work in shifts, there is always someone here. The ceiling in this room is twenty feet up. There are approximately fifty guards total.
8. Alisnata Rellen's Room: This private room is reserved for Alisnata when at Court. It is decorated in black with a painting of Cenet Rellen over the hearth. A simple lock guards the door.
9. Alysin Thanemantle's Room: This room is for guests, and contains fine furnishings. A simple lock guards the door. It has been given over to Alysin.
10. Annugrial Stallodel's Room: Annugrial uses this spartan room. There is little here beyond a few changes of clothes and some adventuring gear he was not carrying (i.e. rope, extra arrows, torches, etc...). A simple lock guards the door.
11. Avereen Volmiryth's Room (shared with Giela Xerlos): The matron of Volmiryth stays in this room when in Flameflower. A cot sectioned off by a hanging is there for Giela. A good lock guards the door; however, it is ensorcelled with an *arcane lock* spell (caster level 12). The lock is protected by a *glyph of warding* (DC 14, 5d8 sonic damage), which is triggered by attempting to open the door without knocking. In addition the room is protected by a *dimensional lock* spell. Those heroes managing to look inside, perhaps while Giela is coming or going may note Avereen apparently sleeping (odd since she is an elf). This is because Avereen is frequently using *magic jar* upon one of the guards outside Kashafen's room (room 15) to watch over him. Giela possesses a magical gem that allows her to contact Avereen telepathically if Avereen is needed back in her room.
12. Elrenn Walthair's Room: This room is for guests, and contains fine furnishings. A simple lock guards the door. It has been given over to Elrenn. He is often away, visiting his allies Alysin and Tavin.
13. Fortius Kalen's Room: The Moonbow ambassador stays in this room when in Flameflower. The room has a green and wood motif. A simple lock guards the door.
14. Ixtacious Rellen's Room: This private room is reserved for Ixtacious when at Court. It is decorated in with the colors of Shandareth and a new painting hangs over the hearth depicting Ixtacious holding a carved wooden rose in front of his new adopted children. A simple lock guards the door.
15. Kashafen Tamarel's Room: This opulent room is home to the Lord of the High Elves. Many trophies of his previous life as an adventurer hang on the walls. A superior lock guards the door; however it is ensorcelled with an *arcane lock* spell (caster level 14). Two members of the Lord's Guard stand outside at all times, watching for trouble. They do not leave their post for anything unless someone attempts to breach the door.
16. Octiven Hharp's Room (shared with Magliana)
17. Our Lady of Dreams' Room: This private room is reserved for Our Lady of Dreams when at Court. A simple lock guards the door.
18. Quival Menanine's Room: The Captain of the Lord's Guard uses this private room. It is decorated all in white, with many swords hanging on the walls. A simple lock guards the door.
19. Rowana Menanine's Room: This private room is reserved for Rowana when at Court. A simple lock guards the door.
20. Talus Wintershale's Room: This private room is reserved for Talus when at Court. A simple lock guards the door. The wall opposite the door is painted with a large holy symbol of Corellon. It is flanked with tall golden candles.
21. Tarn Sharpaxe's Room: This room is for guests, and contains fine furnishings. A simple lock guards the door. It has been given over to Tarn.
22. Tavin Ersteader's Room: This room is for guests, and contains fine furnishings. A simple lock guards the door. It has been given over to Tavin.
23. Tymir Menanine's Room: This private room is reserved for Tymir when at Court. It is decorated in with the colors of Shandareth and a new painting hangs over the hearth depicting Tymir holding two

thinblades, one is a colorful lacquered blade and the other is Purpose. An average lock guards the door.

24. Urrai Isalos's Room: This nearly empty room holds but a bed and a desk covered in a star chart and several sheets of paper. A simple lock guards the door.
25. Hero #1's Room: This room is for guests, and contains fine furnishings. A simple lock guards the door. One of the heroes is assigned to this room.
26. Hero #2's Room: This room is for guests, and contains fine furnishings. A simple lock guards the door. One of the heroes is assigned to this room.
27. Hero #3's Room: This room is for guests, and contains fine furnishings. A simple lock guards the door. One of the heroes is assigned to this room.
28. Hero #4's Room: This room is for guests, and contains fine furnishings. A simple lock guards the door. One of the heroes is assigned to this room.
29. Hero #5's Room: This room is for guests, and contains fine furnishings. A simple lock guards the door. One of the heroes is assigned to this room.
30. Hero #6's Room: This room is for guests, and contains fine furnishings. A simple lock guards the door. One of the heroes is assigned to this room.
31. Guest Room: This room is for guests, and contains fine furnishings. A simple lock guards the door.

When the events outlined above have occurred, proceed to **Bad Things in Small Packages**.

Bad Things in Small Packages

After the heroes have made good progress searching through the various rooms, and have experienced the **A Restless Night**, Reshick attacks Ixtacious.

A man's scream pierces the night. Hurrying to Ixtacious' room you hear a loud bell ringing beyond the door.

Those who make a DC 21 Spellcraft check recognize the effects of a triggered *alarm* spell. The door to the room is currently locked, as well. The *alarm* stops sounding after one round.

Wooden Door: 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18.

Inside, Ixtacious sits up in his bed, blanket clutched to his chest and a carved wooden rose in hand. "There's someone in the room," he exclaims, as he looks frantically about.

Creature: Reshick, who has been moving through the spaces in the walls and under the floorboards, has quietly entered the room by squeezing through a mouse hole in

the closet. Unfortunately, the *alarm* spell detected his presence and sounded. As the heroes enter the room, he had begun studying Ixtacious from his perch on the chandelier. The chandelier contains the carvings of many fantastic creatures, and thus Reshick hides among them, requiring an opposed Spot check even for those with Blindsight or Blindsense to pick him out. Seeing the heroes are potentially more threatening to his efforts to eliminate more of the Court, he switches targets immediately and begins studying one of them.

APL 6 (EL 9)

Reshick: Male quasit Asn1/Ftr4/Rog1/ShD1; hp 72; see Appendix One.

APL 8 (EL 11)

Reshick: Male quasit Asn3/Ftr4/Rog1/ShD1; hp 82; see Appendix Two.

APL 10 (EL 13)

Reshick: Male quasit Asn3/Ftr4/MTh2/Rog1/ShD1; hp 94; see Appendix Three.

APL 12 (EL 15)

Reshick: Male quasit Asn3/Ftr4/MTh4/Rog1/ShD1; hp 106; see Appendix Four.

APL 14 (EL 17)

Reshick: Male quasit Asn4/Ftr4/MTh5/Rog1/ShD1; hp 117; see Appendix Five.

APL 16 (EL 19)

Reshick: Male quasit Asn6/Ftr4/MTh5/Rog1/ShD1; hp 127 (139 with precast *false life*); see Appendix Six.

Tactics: Reshick starts *invisible* and under the effects of a *potion of good hope* (for a +2 on attack rolls, damage rolls, saves, and checks at APLs 10+) and a *scroll of sniper's eye* (+10 Spot and 60-ft. range for sneak and death attacks). At APLs 14 and 16 he applies *dust of disappearance* to himself during the round the heroes try the locked door. Reshick begins the combat by studying one of the heroes immediately. If it seems likely that they will find him in some way, he attacks; otherwise he targets a likely spellcaster with his death attack using a *fire shuriken*. He constantly attacks and moves, re-hiding each time unless that is not beneficial. See the Hide skill on page 76 of *Player's Handbook* for details on hiding during combat. If things seem grim for Reshick and an obvious and likely avenue of escape is available to him, he will take it and hide within the mansion's walls until he is able to seek aid from his allies. In such a case, Rowana heals him as best she can, and he is added to the enemies faced during **Whispers in the Night**.

Treasure: Should the heroes successfully defeat Reshick, they may claim his belongings. No one will question the heroes' right to it.

Development: If Reshick seems unable to hurt the heroes, or they are all dead, he attempts a death attack upon Ixtacious (AC 10). If this happens, Ixtacious dies and Reshick attempts to flee the scene.

If captured, Reshick may reveal he works for Velrithir and Whisper if sufficient effort is applied. He does not know Whisper is Rowana, nor can he describe her as he has never seen her. Rowana has enchanted Reshick so that he always sees an unpenetrable veil of shadow when looking at her.

After ten rounds of combat, two members of the Lord's Guard arrive to see what is going on. They will aid the heroes however they can.

Once Reshick has been defeated or he flees from the party, proceed to **The Hunt Continues**.

The Hunt Continues

At this point, the heroes may think they have foiled the assassin, but the problem of the traitor's identity still remains. Kashafen is unwilling to unseal the mansion until a traitor is either found or proven to not exist. The heroes have to continue their search. At some point during this encounter, Rowana's body disappears as she rejoins her allies. This goes unnoticed by any of the NPCs unless the heroes specifically go looking for her body.

For details on the search, return to **A Restless Night**. After the heroes have followed up on any leads they wish to explore, or subplots that need to develop for their particular table, the party will be quietly approached by Octiven and Magliana with a plan to reveal the traitor.

"Do you have a moment? I was just thinking, if I were fishing, I would use bait the fish finds particularly inviting. And what bait would better attract our assassin fish, but Lord Kashafen? If it were to become known that Kashafen was to be brooding alone in the Great Hall, perhaps the assassin would reveal himself? Of course, he is too valuable to risk, but perhaps another Kashafen wouldn't be." The form of Octiven Hharp melts away to reveal that of Kashafen Tamarel.

Octiven hopes to convince the heroes to allow him to be the bait in an attempt to lure out the traitor. Magliana will join Avereen and members of the guard closeted with the real Kashafen. If they discuss this idea with Kashafen, he is willing to go along with the charade. He suggests that Octiven summon the Court and ask the Lord's Guard and the party for reports on the hunt for the traitor. When the reports are negative, Octiven, as Kashafen, will angrily order everyone out of the hall except himself so that he can think. The heroes can then sneak back into the room and set an ambush.

Development: If the heroes are not in favor of the baited ambush, the NPCs are willing to listen to other possibilities. Short of another plan, they will move forward with Octiven's idea. If the heroes suggest another plan, the DM will have to adjust **Whispers in the Night** to compensate.

Once the heroes are prepared, proceed to **Whispers in the Night**.

Whispers in the Night

Of course, the possibility of eliminating the Lord of the High Elves is exactly the possibility that Whisper has been waiting for; the chance to throw the elves into even more chaos. Overhearing some of the servants discussing Kashafen alone in the Great Hall, she quickly dispatches her minions. The heroes have thirty minutes to prepare their ambush. Refer to the description of the Great Hall to aid in this. Octiven plans on disguising himself as Kashafen and brooding in Kashafen's throne unless the heroes have other plans for him. He will defer to their judgment, trying to do his best to appear their stalwart ally (and by proxy, the Blood Owls). He does the best to aid the heroes; however he is well aware of limitations (especially at higher APLs) and stays out of the way. Octiven should not die in this event unless the heroes specifically kill him.

Creatures: Whisper/Rowana sends the last of her humanoid allies to attempt the assassination. She realizes that Kashafen is a powerful foe, but hopes her three assassins can quickly overwhelm him. Those who have played *HIG3-08 The Evil Within* recognize the assassin who escaped them, Velrithir.

All APLs

Octiven Hharp: Male High Elf Rng2/Rog2; hp 24; see Appendix Eleven.

APL 6 (EL 9)

Hurshar: Female human Ftr2/Mnk2; hp 33; see Appendix One.

Juniper Wiswallow: Male half-orc Brb2/Ftr2; hp 43; see Appendix One.

Velrithir: Male high elf Warlock8; hp 42; see Appendix One.

Tactics: Velrithir has previously activated his *beguiling influence*, *fell flight*, and *see the unseen* invocations. He will take to the air immediately and attack from there with his *eldritch spear* and *voracious dispelling* as necessary. Hurshar attempts to control the fight using her spiked chain or grappling so Juniper can move about using his Rage and Powerful Charge to full effect.

APL 8 (EL 11)

Hurshar: Female human Ftr4/Mnk2; hp 49; see Appendix Two.

Juniper Wiswallow: Male half-orc Brb3/Ftr3; hp 62; see Appendix Two.

Velrithir: Male high elf Warlock10; hp 52; see Appendix Two.

Tactics: Velrithir has previously activated his *beguiling influence*, *fell flight*, and *see the unseen* invocations. He will take to the air immediately and attack from there with his *eldritch chain* and *voracious dispelling* as necessary. Hurshar attempts to control the fight using her spiked chain or grappling so Juniper can move about using his Rage, Powerful Charge and Leap Attack to full effect. In situations where appropriate, Hurshar tumbles away to use her Leap Attack.

APL 10 (EL 13)

Hurshar: Female human Ftr6/Mnk2; hp 65; see Appendix Three.

Juniper Wiswallow: Male half-orc Brb3/Ftr5; hp 80; see Appendix Three.

Velrithir: Male high elf Warlock12; hp 62; see Appendix Three.

Tactics: Velrithir has previously activated his *beguiling influence*, *fell flight*, and *see the unseen* invocations. He will take to the air immediately and attack from there using his *chilling tentacles*. Afterward he uses his *eldritch chain* and *voracious dispelling* as necessary. Hurshar attempts to control the fight using her spiked chain or grappling so Juniper can move about using his Rage, Powerful Charge and Leap Attack to full effect. In situations where appropriate, Hurshar tumbles away to use her Leap Attack. All three enemies have used a *potion of invisibility* before making their attack.

APL 12 (EL 15)

Hurshar: Female human Ftr8/Mnk2; hp 81; see Appendix Four.

Juniper Wiswallow: Male half-orc Brb3/Ftr7; hp 98; see Appendix Four.

Velrithir: Male high elf Warlock14; hp 72; see Appendix Four.

Tactics: Velrithir has previously activated his *beguiling influence*, *fell flight*, *see the unseen*, and *voidsense* invocations. He will take to the air immediately and attack from there using his *chilling tentacles*. Afterward he uses his *eldritch chain* and *devour magic* abilities as necessary. Hurshar activates her *boots of speed* and attempts to control the fight using her spiked chain or grappling so Juniper can move about using his Rage, Powerful Charge and Leap Attack to full effect. In

situations where appropriate, Hurshar tumbles away to use her Leap Attack. All three enemies have used a *potion of invisibility* before making their attack.

APL 14 (EL 17)

Hurshar: Female human Ftr9/Mnk3; hp 96; see Appendix Five.

Juniper Wiswallow: Male half-orc Brb3/Ftr9; hp 116; see Appendix Five.

Velrithir: Male high elf Warlock16; hp 82; see Appendix Five.

Tactics: Velrithir has previously activated his *beguiling influence*, *dark one's own luck* (for a +4 bonus to Fortitude saves), *fell flight*, *retributive invisibility*, *see the unseen*, and *voidsense* invocations. He will take to the air immediately and attack from there using his *empowered chilling tentacles*. Afterward he uses his *eldritch chain* and *devour magic* abilities as necessary. Hurshar activates her *boots of speed* and attempts to control the fight using her spiked chain, or grappling, so Juniper can move about using his Rage, Powerful Charge and Leap Attack to full effect. In situations where appropriate, Hurshar tumbles away to use her Leap Attack. Both Hurshar and Juniper have used a *potion of invisibility* before making their attack.

APL 16 (EL 19)

Hurshar: Female human Ftr10/Mnk4; hp 107; see Appendix Six.

Juniper Wiswallow: Male half-orc Brb4/Ftr10; hp 149; see Appendix Six.

Velrithir: Male high elf Warlock18; hp 92; see Appendix Six.

Tactics: Velrithir has previously activated his *beguiling influence*, *dark one's own luck* (for a +4 bonus to Fortitude saves), *fell flight*, *retributive invisibility*, *see the unseen*, and *voidsense* invocations. He will take to the air immediately and attack from there using his *empowered chilling tentacles*. Afterward he uses his *eldritch chain*, *utterdark blast*, and *devour magic* abilities as necessary. Hurshar activates her *boots of speed* and attempts to control the fight using her Spring Attack, or grappling, so Juniper can move about using his Rage, Powerful Charge and Leap Attack to full effect. In situations where appropriate, Hurshar tumbles away to use her Leap Attack. Both Hurshar and Juniper have used a *potion of invisibility* before making their attack.

Treasure: The heroes may freely claim the assassins' gear.

Development: The heroes will not likely have time to interrogate the three before the events of the **The End?**. Only abilities such as *dominate* or *telepathy* used during the combat will occur prior to **The End?**. Should

Velrithir be captured, he does his best to resist interrogation. Nothing short of magical intrusions can break him. However, should the heroes manage to get him to talk, he can reveal the true identity of Whisper. Both Hurshar and Juniper can describe Whisper as a pale elven woman with raven hair and a sad look in her eye, although they do not know her as Rowana. They break to decidedly less interrogation than Velrithir.

Conclusion A: The End?

At this point, the Court comes together once again to note the capture or defeat of Velrithir and the disappearance of Rowana.

As the last of last of your enemies falls, a door to the rear opens, and Lord Kashafen and a host of Lordsguard enter the room. Looking at himself from across the room, the real Lord of the High Elves smiles, "I think you got the nose a bit large, Octiven."

The false Kashafen melts away to reveal the lord of the Krysalyn. "Yes, well, sire, no one is perfect."

Kashafen looks to your party, and waves a hand. There is a bright flash of light that fills the hall, and indeed the mansion. "I have returned us to Flameflower. Tell me my friends, what have we here?"

Allow the heroes to recount what has occurred. Kashafen responds as appropriate. At this point the mansion is no longer in the pocket dimension, and unbeknownst to anyone, Rowana is fleeing east. Once the heroes have had a chance to explain what occurred and interrogate Velrithir or his minions, continue.

The doors to the Great Hall fly open as Tymir Menanine enters with members of the Lord's Guard, and his son, Quival, behind him. "My former daughter is missing. Unless one of you has stolen her away, I fear we may have been duped my Liege. Her body no longer rests in the cold room."

"It seems we have uncovered our true traitor, my Lords," Octiven says, his eyes smiling. "Perhaps Tymir's daughter should be apprehended."

"I have no daughter," Tymir responds a little too quickly. Ixtacious Rellen jumps a bit at Tymir's rare emotional response. Turning to Ixtacious, "But I have promised to wed a daughter to one of your sons before the end of the week, and I will not betray that promise. It seems I must adopt a new Menanine daughter. Ixtacious, we will discuss this at another time. For now, I will take a company of the guard out to find this woman."

"Hmm... I agree you may have rights to her capture Tymir, but perhaps others might be better skilled." Turning toward the adventurers, Kashafen

looks serious. "You who have been fooled much less than any of us, will you bring this woman to justice? I know that it has been a trying time for you already and it may take sometime to run her to ground, so I will not fault you if you decline."

DM's Note: The actual Rellen and Menanine heirs to be wed will be announced at the Conflagration 2005 interactive. If these names are known, you may alter the above text to include them.

At this point the players must decide if they are willing to partake of the extended play option. Doing so requires an additional Time Unit (or 2 for those from out of region). If they accept, move to the Expanded Play option and **Whisper's Revealed**. If they decline, the event is over for them; finish with the following read aloud text.

The Winya Assa'ehtele' is marred by the events of the previous night, but it continues none the less. The pain of the traitor's actions quickly becomes lost amidst the celebration of the free races united against the Old One. Soon his time in the Vesve will be at an end.

All heroes that succeed in flushing out the traitor (whether she is captured or not) receive the **Favor of House Rellen**, **Favor of Kashafen Tamarel**, and **Gardening Knowledge** on their AR. Members of the Blood Owls, the Fifth District, the Helping Hands of Ehlonna, and the Rangers of the Vesve who conduct themselves according to the precepts of those organizations receive **Good Impressions** on their AR and access to the **Shirt of the Vesve**. Any hero that is particularly roguish in nature, and who impressed Octiven Hharp during the adventure receives **Contact: Lord Octiven Hharp** on their AR. Any members of the Highfolk Gardening Society or the Highfolk Traveling Circus automatically receive this Contact.

The End

Extended Play Option

Whispers Revealed

This encounter is available only to those groups participating in the extended play option. These heroes pay the additional TU cost and are eligible for the additional rewards.

You have tracked Whisper east for three days, using the best of your skills and magical abilities. The trail has led to a cave near Way of Remembrance, not far from the Thalainunoth River, a trail that adventurers walked three years ago carrying the body of Cenet Rellen. Now, what began so long ago has nearly

ended. The vine covered entrance a small cave stands before you.

The heroes have arrived at the edge of the Plaguehold, the part of the Vesve held by Iuz. Many heroes may remember this area from when this series began (*HIG2-05 Kinsmen*). They have tracked Rowana here using whatever skills are available to them: tracking, gathering information from rangers and woodsmen, or magical *scrying*. The best of their information suggests that Rowana has taken refuge in this small cave as she has traveled east, toward the lands of the Old One.

See **Appendix Eleven** for a map of Rowana's hideout.

1. The Assassin's Entrance

One or more assassin vines protect the entrance to the cave.

Creatures: The vines have grown used to Rowana, and she has made an effort to repeatedly bring them food and speak with them. The plants let her and her pets pass unmolested, but the same cannot be said for the heroes.

APL 6 (EL 3)

Assassin Vine: hp 30; see *Monster Manual* page 20

APL 8 (EL 4)

Advanced Assassin Vine: hp 78; see Appendix Two

APL 10 (EL 5)

Advanced Assassin Vine: hp 118; see Appendix Three

APL 12 (EL 6)

Advanced Assassin Vine (2): hp 78; see Appendix Four

APL 14 (EL 7)

Advanced Assassin Vine (2): hp 118; see Appendix Five

APL 16 (EL 8)

Advanced Assassin Vine (3): hp 118; see Appendix Six

Tactics: The plants block the entrance (either flanking it if there are two, or being directly in front of it if there is one), and wait until the heroes are in the middle of them before they attack. The vines completely cover the entrance, so the heroes cannot enter through this entrance without dealing with the vines. A DC 20 Knowledge (nature), Spot, or Survival check prevents the heroes from being surprised.

Development: Should the heroes make significant noise in dealing with the vines (such as combat), Rowana and her pets will likely arrive a few rounds after combat begins to aid their grappling friends.

2. The Natural Stair

The cave slopes further into the darkness, with a natural stair descending before you. In the distance a shadowy earthen face grins up at you.

The cave has no light source, and walls and floor are made of packed earth. The stairs descend sharply 15 feet so that the ceiling is 30 feet above. Directly in front of the stair is an earthen pillar. A crude face is carved into the pillar. The face looks vaguely elven, although more gaunt. It was carved long ago, its purpose lost to history. Rowana previously cast *snare* upon the stairs (caster level varies with APL). The snare may be missed by hugging the right wall while going down the stairs.

3. A Far Fall from Nobility

A crude camp has been set up in the hollow of this pillar. The embers of a small fire smolder in the center with a bedroll nearby.

This is the last refuge of Rowana Menanine; driven to ambition by her family, driven to sorrow by her fear. If she is aware of a combat nearby, she rouses her companions and moves to take advantage of the grappling. The whole time she pleads with the heroes, trying to convince them of the rightness of her actions given the circumstances. If in animal form, she cries the entire time. Otherwise if surprised, she is here, crying, seeking solace from her animal friends.

APL 6 (EL 9)

Rowana Menanine: Female high elf DspShpr1/Drd5/Rog3; hp 52; see Appendix One.

Constrictor Snake: Animal Companion; hp 24; see Appendix One.

Brown Bear: hp 51; see Appendix One.

Tactics: Rowana has previously cast *delay poison* and *pass without trace*. If she is alerted to the heroes' arrival and is safely able, she casts *barkskin*, *greater magic fang*, and *resist energy (fire)*, all of which she shares with her animal companion. She then assumes the form of a leopard. She and her allies then move to attack taking advantage of her ability to sneak attack grappled foes (with her Savage Grapple feat).

APL 8 (EL 11)

Rowana Menanine: Female high elf DspShpr3/Drd5/Rog3; hp 62; see Appendix Two.

Constrictor Snake: Animal Companion; hp 24; see Appendix Two.

Advanced Brown Bear: hp 78; see Appendix Two.

Tactics: Rowana has previously cast *delay poison*, *longstrider*, and *pass without trace*. If she is alerted to the heroes' arrival and is safely able, she casts *barkskin*,

embrace the wild (for the 120' blindsight of a porpoise), *freedom of movement*, *greater magic fang*, and *resist energy (fire)*; all of which she shares with her animal companion. She then assumes the form of a leopard. She and her allies then move to attack taking advantage of her ability to sneak attack grappled foes (with her Savage Grapple feat).

APL 10 (EL 13)

Rowana Menanine: Female high elf
DspShpr4/Drd6/Rog3; hp 73; see Appendix Three.

Constrictor Snake: Animal Companion; hp 41; see Appendix Three.

Advanced Brown Bear (2): hp 78; see Appendix Three.

Tactics: Rowana has previously cast *delay poison*, *longstrider*, and *pass without trace*. If she is alerted to the heroes' arrival and is safely able, she casts *barkskin*, *embrace the wild* (for the 120' blindsight of a porpoise), *freedom of movement*, *greater magic fang*, and *resist energy (fire)*; all of which she shares with her animal companion. She then assumes the form of a brown bear. She and her allies then move to attack taking advantage of her ability to sneak attack grappled foes (with her Savage Grapple feat).

APL 12 (EL 15)

Rowana Menanine: Female high elf
DspShpr6/Drd6/Rog3; hp 83; see Appendix Four.

Constrictor Snake: Animal Companion; hp 41; see Appendix Four.

Dire Bear: hp 105; see *Monster Manual*, p. 63.

Tactics: Rowana has previously cast *delay poison*, *longstrider*, and *pass without trace*. If she is alerted to the heroes' arrival and is safely able, she casts *barkskin*, *death ward*, *embrace the wild* (for the 120' blindsight of a porpoise), *freedom of movement*, *greater magic fang*, and *resist energy (fire)*; all of which she shares with her animal companion. She then assumes the form of a brown bear. She and her allies then move to attack taking advantage of her ability to sneak attack grappled foes (with her Savage Grapple feat). She casts *nature's favor* upon dire bear ally.

APL 14 (EL 17)

Rowana Menanine: Female high elf
DspShpr8/Drd6/Rog3; hp 93; see Appendix Five.

Constrictor Snake: Animal Companion; hp 41; see Appendix Five.

Advanced Dire Bear: hp 132; see Appendix Three.

Tactics: Rowana has previously cast *delay poison*, *longstrider*, and *pass without trace*. If she is alerted to the heroes' arrival and is safely able, she casts *barkskin*, *body*

of the sun, *death ward*, *embrace the wild* (for the 120' blindsight of a porpoise), *freedom of movement*, *greater magic fang*, *resist energy (electricity)*, and *resist energy (fire)*; all of which she shares with her animal companion. She then assumes the form of a brown bear. She and her allies then move to attack taking advantage of her ability to sneak attack grappled foes (with her Savage Grapple feat). She casts *nature's favor* upon dire bear ally and she casts *animal growth* upon all three of them.

APL 16 (EL 19)

Rowana Menanine: Female high elf
DspShpr10/Drd6/Rog3; hp 122; see Appendix Five.

Constrictor Snake: Animal Companion; hp 41; see Appendix Five.

Advanced Dire Bear (2): hp 132; see Appendix Three.

Tactics: Rowana has previously cast *delay poison*, *longstrider*, and *pass without trace*. If she is alerted to the heroes' arrival and is safely able, she casts *barkskin*, *body of the sun*, *death ward*, *embrace the wild* (for the 120' blindsight of a porpoise), *freedom of movement*, *greater magic fang*, quickened *nature's favor*, *resist energy (electricity)*, and *resist energy (fire)*; all of which she shares with her animal companion. She then assumes the form of a brown bear. She and her allies then move to attack taking advantage of her ability to sneak attack grappled foes (with her Savage Grapple feat). She casts *greater magic fang* and *nature's favor* upon dire bear ally and she casts *animal growth* upon all three of them.

Treasure: Those heroes that defeat Rowana in the extended play option receive the **Spoils of Victory** favor and additional gold upon the AR.

Development: If Rowana is questioned, she easily breaks down and explains her part. In doing so, the *absence of responsibility* shatters, utterly destroyed, as she takes responsibility for her actions; crying all the while as now Iuz will win and all are doomed.

Conclusion

The Winya Assa'ehtele' is marred by the events of the previous week, but it continues none the less. With Rowana Menanine brought to justice, the pain of the traitor's actions quickly becomes lost amidst the celebration of the free races united against the Old One. Soon his time in the Vesse will be at an end.

Those heroes that participate in the extended play option receive the **Spoils of Victory** on their AR.

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.

Nightmares

Encounter the Poisoned Body

APL6 180 xp; APL8 240 xp; APL10 300 xp; APL12 330 xp; APL14 330 xp; APL16 330 xp

Bad Things in Small Packages

Defeat Reshick

APL6 270 xp; APL8 330 xp; APL10 390 xp; APL12 450 xp; APL14 480 xp; APL16 510 xp

Whispers in the Night

Defeat Velrithir and his minions

APL6 270 xp; APL8 330 xp; APL10 390 xp; APL12 450 xp; APL14 480 xp; APL16 510 xp

Extended Play – Whisper’s Revealed

Defeat the Assassin Vines

APL6 180 xp; APL8 210 xp; APL10 240 xp; APL12 270 xp; APL14 300 xp; APL16 330 xp

Defeat Whisper

APL6 270 xp; APL8 330 xp; APL10 390 xp; APL12 450 xp; APL14 480 xp; APL16 510 xp

Story Award

Winning the Lyrical Contest

All APLs 30 xp

Discretionary role-playing award

APL6 150 xp; APL8 195 xp; APL10 240 xp; APL12 285 xp; APL14 330 xp; APL16 375 xp

Total possible experience

APL 6: 900 xp (Ext. Play 1350 xp);
APL 8: 1125 xp (Ext. Play 1665 xp);
APL 10: 1350 xp (Ext. Play 1980 xp);
APL 12: 1575 xp (Ext. Play 2295 xp);
APL 14: 1800 xp (Ext. Play 2580 xp);
APL 16: 2025 xp (Ext. Play 2865 xp).

Treasure Summary

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly

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

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

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

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

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

A Restless Night

All APLs: M: *possum pouch* - 150 gp

Bad Things in Small Packages

APL 6: L: 4 gp; M: 0 gp.

APL 8: L: 2 gp; M: *headband of intellect +2* - 333 gp, *+1 silent shadow mithral chain shirt* - 812 gp.

APL 10: L: 2 gp; M: *headband of intellect +2* - 333 gp, *potion of good hope* - 87 gp, *+1 silent shadow mithral chain shirt* - 812 gp.

APL 12: L: 2 gp; M: *headband of intellect +2* - 333 gp, *potion of good hope* - 87 gp, *+1 silent shadow mithral chain shirt* - 812 gp.

APL 14: L: 2 gp; M: *headband of intellect +2* - 333 gp, *potion of good hope* - 87 gp, *+1 silent shadow mithral chain shirt* - 812 gp.

APL 16: L: 2 gp; M: *headband of intellect +2* - 333 gp, *potion of good hope* - 87 gp, *ring of x-ray vision* - 2083 gp, *+1 silent shadow mithral chain shirt* - 812 gp.

Whispers in the Night

APL 6: L: 390 gp; M: *necklace of adaptation* - 750 gp.

APL 8: L: 390 gp; M: *necklace of adaptation* - 750 gp.

APL 10: L: 390 gp; M: *necklace of adaptation* - 750 gp, *ring of protection +1 (2)* - 333 gp.

APL 12: L: 390 gp; M: *boots of speed* - 1000 gp, *necklace of adaptation* - 750 gp, *ring of protection +1 (2)* - 333 gp.

APL 14: L: 390 gp; M: *boots of speed* - 1000 gp, *necklace of adaptation* - 750 gp, *ring of protection +1 (2)* - 333 gp, *+1 animated heavy steel shield (2)* - 1528 gp, *cloak of charisma +4* - 1333 gp.

APL 16: L: 390 gp; M: *boots of speed* - 1000 gp, *necklace of adaptation* - 750 gp, *ring of protection +1 (2)* - 333 gp, *+1 animated heavy steel shield (2)* - 1528 gp, *cloak of charisma +4* - 1333 gp, *amulet of natural armor +2* - 666 gp, *amulet of health +2* - 333 gp.

Extended Play – Whisper's Revealed

APL 6: L: 29 gp; M: *+1 shocking dagger* - 691 gp.

APL 8: L: 29 gp; M: *+1 shocking dagger* - 691 gp.

APL 10: L: 29 gp; M: *portable hole* - 1666 gp, *+1 shocking dagger* - 691 gp.

APL 12: L: 29 gp; M: *portable hole* - 1666 gp, *+1 shocking dagger* - 691 gp.

APL 14: L: 29 gp; M: *portable hole* - 1666 gp, *incandescent blue sphere ioun stone* - 666 gp, *+1 shocking dagger* - 691 gp, *belt of strength +4* - 1666 gp.

APL 16: L: 29 gp; M: *portable hole* - 1666 gp, *incandescent blue sphere ioun stone* - 666 gp, *+1 shocking dagger* - 691 gp, *belt of strength +4* - 1666 gp, *amulet of health +2* - 333 gp.

Total Possible Treasure

APL 6: L: 394 gp; M: 900 gp - Total: 900 gp (total 1294 gp) [Ext. Play 1350 gp (total 2010 gp)]

APL 8: L: 392 gp; M: 2045 gp - Total: 1300 gp (2437 gp) [Ext. Play 1950 gp (total 3157 gp)]

APL 10: L: 392 gp; M: 2465 gp - Total: 2300 gp (2857 gp) [Ext. Play 3450 gp (total 5243 gp)]

APL 12: L: 392 gp; M: 3465 gp - Total: 3300 gp (3857 gp) [Ext. Play 4950 gp (total 6243 gp)]

APL 14: L: 392 gp; M: 6326 gp - Total: 6600 gp (6718 gp) [Ext. Play 9900 gp (total 11,103 gp)]

APL 16: L: 392 gp; M: 9408 gp - Total: 9900 gp (9800 gp) [Ext. Play 14, 518 gp (total 14,518 gp)]

Special

Contact: Lord Octiven Hharp

Favor of House Rellen: You have participating the lyrical contest to celebrate the Rellen-Menanine wedding and won. As the winner of this contest, you have been granted a Songblade (*Complete Adventurer*, p. 130). This item is added to your current MIL at no cost to the hero. No more than one hero per table may have this Favor.

Favor of Kashafen Tamarel: You have aided the Lord of the High Elves in exposing a threat within the elven Court. If you are able to cast arcane spells he is will to teach you one of the following spells from *Frostburn: anticold sphere, bone chill, control temperature, float, or glacial ward*. Members of an elven clan may learn any two spells. This favor may be used at any time as one Influence Point with Kashafen Tamarel regardless of the hero's ability to cast arcane spells. Cross this favor out when used.

Shandareth Advancement: For their actions, any hero that is part of the Clan Shandareth Meta-Organization now qualifies to advance to the Plaurincil (third) level of that Meta-Organization.

Good Impressions: The Superiors of the Blood Owls, the Fifth District, the Helping Hands of Ehlonna, and the Rangers of the Vesve were present to see how you conducted yourself in aiding the Court. If you do not belong to one of these groups, you have an Influence Point with Mayor Tavin Ersteader. If you do belong to one of these groups, you have regional access to the Shirt of the Vesve. This access does not allow any hero to craft this item.

Shirt of the Vesve: This magical shirt is embroidered with the heraldry of Highfolk and the holy symbol of Ehlonna. The wearer of this shirt receives a +1 sacred bonus to AC. Worshippers of Ehlonna receive a +2 competence bonus to Handle Animal, Knowledge (nature), and Survival checks while in the Vesve.

Moderate abjuration; CL 12th; Craft Wondrous Item, creator must worship Ehlonna; Price: 5,600 gp; Weight: ½ lb.

Gardening Knowledge: You were present at that moment when the Blood Owls made themselves publicly known. You know that they are also sometimes called "The Highfolk Gardening Society". In the spirit of friendship, they offer you regional access to the *improved silent, improved shadow, and improved slick* armor upgrades.

Spoils of Victory: You have defeated the traitor Whisper. As such you have adventure access to the following items: *belt of strength +4* (APL 14+), *incandescent blue sphere ioun stone* (APL 14+), *portable hole* (APL 10+), *+1 shocking dagger* (all APLs). Only those who participate in the extended play opportunity may receive this favor.

Items for the Adventure Record

Item Access

APL 6

- Mithral breastplate (Adventure; DMG; 4,200 gp)
- Necklace of adaptation (Adventure; DMG; 9,000 gp)
- Possum pouch (Adventure; Complete Adventurer; 1,800 gp)

APL 8 (all of APL 6 plus the following)

- *+1 silent shadow mithral chain shirt* (Adventure; DMG; 9,750 gp)

APL 10 (all of APLs 6-8 plus the following)

- *Potion of good hope* (Adventure; DMG; CL 7; 1,050 gp)

APL 12 (all of APLs 6-10 plus the following)

- *Boots of speed* (Adventure; DMG; 12,000 gp)

APL 14 (all of APLs 6-12 plus the following)

- *+1 animated heavy steel shield* (Adventure; DMG; 9,170 gp)
- *Cloak of Charisma +4* (Adventure; DMG; 16,000 gp)

APL 16 (all of APLs 6-14 plus the following):

- *Ring of X-ray vision* (Adventure; DMG; 25,000 gp)
- *Amulet of natural armor +2* (Adventure; DMG; 8,000 gp)

Appendix One – APL 6

Bad Things in Small Packages

Reshick: Male advanced quasit Asn1/Ftr4/Rog1/Shd1; CR 9; Tiny Outsider (Chaotic, Extraplanar, Evil); HD 5d8+5 plus 1d6+1 plus 4d10+4 plus 1d6+1 plus 1d8+1; hp 72; Init +9; Spd 20 ft., fly 50 ft. (perfect); AC 22, touch 17, flat-footed 17; Base Atk +9; Grp +1; Atk +16 melee (1d3 plus poison, claw); Full Atk +16 melee (1d3 plus poison, 2 claws) and +11 melee (1d4, bite), or +16/+11 ranged (1d2/19-20x2, dagger), or +17/+12 ranged (3d6 fire/19-20x2, *fire shuriken*); Space/Reach 2½ ft./0 ft.; SA Death attack, poison, sneak attack +2d6, spell-like abilities; SQ Alternate form, DR 5/cold iron or good, darkvision 60 ft., fast healing 2, hide in plain sight, immunity to poison, poison use, resist fire 10, trapfinding; AL CE; SV Fort +9, Ref +16, Will +7; Str 10, Dex 20, Con 12, Int 13, Wis 14, Cha 10.

Skills and Feats: Bluff +12, Diplomacy +2, Disguise +4 (+6 acting), Hide +27, Intimidate +6, Knowledge (local[Iuz's Border States]) +6, Listen +8, Move Silently +13, Perform (dance) +10, Search +6, Sleight of Hand +9, Spellcraft +6, Spot +12, Tumble +11; Combat Reflexes^B, Dodge, Improved Initiative, Mobility, Point Blank Shot^B, Precise Shot^B, Weapon Finesse, Weapon Focus (*fire shuriken*).

Alternate Form (Su): A quasit can assume other forms at will as a standard action. This ability functions as a *polymorph* spell cast on itself (caster level 12th), except that a quasit does not regain hit points for changing form, and any individual quasit can assume only one or two forms no larger than Medium. Common forms include bat, monstrous centipede, toad, and wolf. A quasit in alternate form loses its poison attack.

Death Attack (Ex): If Reshick spends 3 round observing a target, and then makes a melee attack which deals sneak attack damage, the target must succeed a DC 12 Fortitude save or die. Reshick may choose, instead, to paralyze his target for 1d6+1 rounds with the same save.

Hide in Plain Sight (Ex): Reshick can use the Hide skill even while being observed, as long as he is within 10 ft. of a shadow other than his own.

Poison (Ex): Injury, Fortitude DC 14, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save DC is Constitution-based and includes a +2 racial bonus.

Poison Use (Ex): Reshick is trained in using poisons, and suffers no chance of failure or self-injury when applying poison or using a weapon coated with it.

Spell-Like Abilities (Sp): Caster level 6th. The save DCs are Charisma-based. At will - *detect good*, *detect magic*, and *invisibility* (self only); 1/day - *cause fear* (as

the spell, except that its area is a 30-foot radius from the quasit, save DC 11). Once per week a quasit can use *commune* to ask six questions. This ability otherwise works as the spell (caster level 12th).

Trapfinding (Ex): Reshick can use a Search check to locate a trap with the task as a DC higher than 20.

Languages: Abyssal, Common.

Possessions: Leather armor, daggers (10), *fire shuriken* (12) (from a scroll, see spell).

Spells Known (1; base DC = 11 + spell level): 1st - *obscuring mist*, *true strike*.

Whispers in the Night

Hurshar: Female human (Baklunish) Ftr2/Mnk2; CR 4; Medium Humanoid (Human); HD 2d10+4 plus 2d8+4; hp 33; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +3; Grp +10; Atk +7 melee (2d4+4, spiked chain) or +6 melee (1d6+3, unarmed) or +4 ranged (1d8/x3, longbow); Full Atk as Atk or +5/+5 melee (1d6+3, unarmed); SA -; SQ Evasion; AL LE; SV Fort +8, Ref +4, Will +3; Str 16, Dex 13, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Balance +5, Escape Artist +6, Jump +12, Sense Motive +5, Spot +5, Tumble +8; Acrobatic, Combat Reflexes^B, Dodge, Exotic Weapon Proficiency (spiked chain)^B, Improved Grapple^B, Improved Unarmed Strike^B, Power Attack, Weapon Focus (spiked chain)^B.

Evasion (Ex): If Hurshar is exposed to any effect that normally allows her a Reflex saving throw for half damage she takes no damage with a successful saving throw.

Languages: Common.

Possessions: Spiked chain, mithral breastplate, longbow, arrows (20).

Physical Description: Hurshar is a stern looking Baklunish woman with several scars visible on her arms. She rarely talks.

Juniper Wiswallow: Male half-orc Bbn2/Ftr2; CR 4; Medium Humanoid (Orc); HD 2d10+6 plus 2d12+6; hp 43; Init +1; Spd 40 ft.; AC 15, touch 11, flat-footed 15; Base Atk +4; Grp +8; Atk +9 melee (2d4+6/18-20, falchion) or +5 ranged (1d8/x3, longbow); Full Atk as Atk; SA Rage; SQ Darkvision 60 ft., uncanny dodge; AL CE; SV Fort +9, Ref +1, Will +0; Str 19, Dex 12, Con 16, Int 8, Wis 10, Cha 6.

Skills and Feats: Intimidate +3, Jump +11, Survival +5; Instantaneous Rage*, Power Attack^B, Powerful Charge*, Weapon Focus (falchion)^B.

Rage (Ex): 1/day – +4 to Str, +4 to Con, +2 on Will saves, -2 to AC for up to 8 rounds.

Uncanny Dodge (Ex): Juniper can react to danger before his sense would normally allow him to do so. He retains his Dexterity bonus to Armor Class even when caught flat-footed.

Languages: Common, Orc.

Possessions: Falchion, chain shirt, longbow, arrows (20).

Physical Description: Juniper is a meek half-orc with downcast eyes. The slightest noise causes him to tense as though he may fly into a rage.

Velrithir: Male high elf Warlock 8; CR 8; Medium Humanoid (Elf); HD 8d6+8; hp 42; Init +6; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +6; Grp +5; Atk +5 melee (1d8-1, morning star) or +8 ranged (1d8/19-20, light crossbow); Full Atk +5/+0 melee (1d8-1, morning star) or +8/+3 ranged (1d8/19-20, light crossbow); SA Eldritch blast 4d6, invocations; SQ Deceive item, *detect magic*, DR 2/cold iron, elf traits, fiendish resilience 1; AL CE; SV Fort +3, Ref +4, Will +7; Str 8, Dex 14, Con 12, Int 12, Wis 12, Cha 18.

Skills and Feats: Bluff +16, Concentration +13, Spellcraft +13; Danger Sense*, Improved Initiative, Weapon Focus (eldritch blast).

Deceive Item (Ex): Velrithir can take 10 on Use Magic Decive checks, even if distracted or threatened.

Detect Magic (Sp): Velrithir can use *detect magic* as the spell at will, at 8th caster level.

Eldritch Blast (Sp): At will – Velrithir can create a ray of baleful magical energy with a range of 60 ft. It is a ranged touch attack, allowing no saving throw, for 4d6 points of damage. Velrithir has a +9 attack bonus when using his eldritch blast. This is a 4th-level spell at caster level 8.

Elf Traits (Ex): Immunity to magic sleep spells and effects; +2 bonus on saves against enchantment; entitled to a Search check when within 5 feet of a secret or concealed door.

Fiendish Resilience (Su): 1/day – as a free action, Velrithir gains fast healing 1 for 2 minutes.

Invocations (Sp): A warlock can use any invocation he knows at will.

Languages: Abyssal, Common, Elven.

Possessions: Chain shirt, morning star, light crossbow, bolts (20), House Rellen livery, *necklace of adaptation*.

Physical Description: Velrithir is a darkly tanned, thin high elf with long flowing black hair. His eyes stare with a fierce, threatening intensity.

Invocations Known (base DC = 14 + spell level): Least – *beguiling influence*, *eldritch spear*, *see the unseen*; Lesser – *fell flight*, *voracious dispelling*. See **Appendix Seven** for details on invocations.

Whisper's Revealed

Rowana Menanine: Female high elf
Drd5/Rog3/Daggerspell Shaper 1; CR 9; Medium Humanoid (Elf); HD 5d8+5 plus 3d6+3 plus 1d6+1; hp 52; Init +2; Spd 30 ft.; AC 14, touch 12, flat-footed 12; Base Atk +5; Grp +5; Atk +7 melee (1d4+1 plus 1d6 electrical/19-20, +1 dagger) or +6 ranged (1d4/19-20, dagger); Full Atk +7 melee (1d4+1 plus 1d6 electrical /19-20, +1 dagger), or +5 melee (1d4+1 plus 1d6 electrical/19-20, +1 dagger) and +4 melee 1d4/19-20, dagger), or +6 ranged (1d4/19-20, dagger); SA Sneak attack +2d6, spells; SQ Animal companion, animal companion benefits, daggercast, elf traits, evasion, low-light vision, nature sense, resist nature's lure, spontaneous casting, trackless step, wild empathy, wild shape 2/day, woodland stride; AL NE; SV Fort +6, Ref +8, Will +11; Str 10, Dex 15, Con 12, Int 10, Wis 18, Cha 12.

Skills and Feats: Bluff +7, Concentration +10, Diplomacy +11, Disguise +7 (+9 acting), Gather Information +7, Knowledge (nature) +3, Listen +12, Sense Motive +10, Spellcraft +5, Spot +17, Survival +6, Tumble +13; Natural Spell, Savage Grapple*, Two-Weapon Fighting, Weapon Focus (dagger).

Animal Companion (Ex): Rowana's animal companion is Slither, a constrictor snake.

Slither: constrictor snake companion; Medium Animal; HD 3d8+6; hp 24; Init +3; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 15, touch 13, flat-footed 12; Base Atk +2; Grp +5; Atk +5 melee (1d3+4, bite); Full Atk as Atk; SA Constrict 1d3+4, improved grab; SQ Bonus tricks (1), low-light vision, scent; AL N; SV Fort +4, Ref +6, Will +2; Str 17, Dex 17, Con 13, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +14, Hide +10, Listen +7, Spot +7, Swim +11; Alertness, Toughness.

Tricks: Attack (unnatural creatures), Heal

Constrict (Ex): On a successful grapple check, a constrictor snake deals 1d3+4 points of damage.

Improved Grab (Ex): To use this ability, a constrictor snake must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it

wins the grapple check, it establishes a hold and can constrict.

Animal Companion Benefits: Rowana and Slither enjoy the link and share spells special qualities.

Link (Ex): Rowana can handle Slither as a free action. She also gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding Slither.

Share Spells (Ex): Rowana can have any spell she casts on herself also affect her animal companion if the latter is within 5 ft. She can also cast a spell with a target of "You" on her snake.

Daggercast (Ex): Rowana can cast a spell with somatic and material components even when holding a dagger in each hand. Casting in this way still provokes attacks of opportunity normally. In addition, Rowana can deliver a touch spell with a dagger attack (either a melee touch attack or a normal melee attack, but not with a thrown dagger).

Elf Traits (Ex): Immunity to magic sleep spells and effects; +2 bonus on saves against enchantment; entitled to a Search check when within 5 feet of a secret or concealed door.

Evasion (Ex): If Rowana is exposed to any effect that normally allows her a Reflex saving throw for half damage she takes no damage with a successful saving throw.

Nature Sense (Ex): Rowana gains a +2 bonus on Knowledge (nature) and Survival checks (already figured into the statistics above).

Resist Nature's Lure (Ex): Rowana gains a +4 bonus on saving throws against the spell-like abilities of fey.

Spontaneous Casting: Rowana can lose a prepared spell in order to cast any *summon nature's ally* spell of the same level or lower.

Trackless Step (Ex): Rowana leaves no trail in natural surroundings and cannot be tracked.

Wild Empathy (Ex): Rowana can add her druid level and Charisma modifier (+1) to checks to improve the attitude of animals. She can use this ability on magical beasts with Intelligence scores of 1 or 2, but she takes a -4 penalty to the check.

Wild Shape (Su): Rowana can turn herself into any Small or Medium animal and back again five times each day. This ability functions like the *polymorph* spell, except as noted here. The effect lasts for 1 hour, or until she changes back. Changing form is a standard action and doesn't provoke an attack of opportunity.

Woodland Stride (Ex): Rowana may move through any sort of undergrowth at her normal speed and without taking damage or suffering from any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated still affect her.

Languages: Common, Druidic, Elven.

Possessions: Quarterstaff, masterwork scimitar, holly and mistletoe (5), holy symbol (2), spell component pouch (2), leather armor, daggers (5), +1 *shocking dagger*.

Physical Description: The beautiful Rowana Menanine is possessed of alabaster skin and flowing raven hair.

Spells Prepared (5/4/3/2; base DC = 14 + spell level):
0th — *create water, cure minor wounds, detect magic, detect poison, know direction*; 1st — *entangle, faerie fire, pass without trace, produce flame*; 2nd — *barkskin, delay poison, resist energy*; 3rd — *cure moderate wounds, greater magic fang*.

Appendix Two – APL 8

Bad Things in Small Packages

Reshick: Male advanced quasit Asn3/Ftr4/Rog1/ShD1; CR 11; Tiny Outsider (Chaotic, Extraplanar, Evil); HD 5d8+5 plus 3d6+3 plus 4d10+4 plus 1d6+1 plus 1d8+1; hp 82; Init +9; Spd 20 ft., Fly 50 ft. (perfect); AC 25, touch 17, flat-footed 20; Base Atk +11; Grp +3; Atk +18 melee (1d3 plus poison, claw); Full Atk +18 melee (1d3 plus poison, 2 claws) and +13 melee (1d4, bite), or +18/+13/+8 ranged (1d2/19-20, dagger), or +19/+14/+9 ranged (3d6 fire/19-20, *fire shuriken*); Space/Reach 2½ ft./0 ft.; SA Death attack, poison, sneak attack +3d6, spell-like abilities; SQ Alternate form, DR 5/cold iron or good, darkvision 60 ft., fast healing 2, hide in plain sight, immunity to poison, poison use, resist fire 10, trapfinding, uncanny dodge; AL CE; SV Fort +10, Ref +17, Will +8; Str 10, Dex 20, Con 12, Int 15, Wis 14, Cha 10.

Skills and Feats: Bluff +12, Diplomacy +2, Disguise +4 (+6 acting), Hide +34, Intimidate +6, Knowledge (local[Iuz's Border States]) +7, Listen +8, Move Silently +18, Perform (dance) +10, Search +7, Sleight of Hand +9, Spellcraft +7, Spot +12, Tumble +19; Combat Reflexes^B, Dodge, Improved Initiative, Mobility, Point Blank Shot^B, Precise Shot^B, Weapon Finesse, Weapon Focus (*fire shuriken*).

Alternate Form (Su): A quasit can assume other forms at will as a standard action. This ability functions as a polymorph spell cast on itself (caster level 12th), except that a quasit does not regain hit points for changing form, and any individual quasit can assume only one or two forms no larger than Medium. Common forms include bat, monstrous centipede, toad, and wolf. A quasit in alternate form loses its poison attack.

Death Attack (Ex): If Reshick spends 3 rounds observing a target, and then makes a melee attack which deals sneak attack damage, the target must succeed a DC 15 Fortitude save or die. Reshick may choose, instead, to paralyze his target for 1d6+3 rounds with the same save.

Hide in Plain Sight (Ex): Reshick can use the Hide skill even while being observed as long as he is within 10 ft. of a shadow other than his own.

Poison (Ex): Injury, Fortitude DC 14, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save DC is Constitution-based and includes a +2 racial bonus.

Poison Use (Ex): Reshick is trained in using poisons, and suffers no chance of failure or self-injury when applying poison or using a weapon coated with it.

Spell-Like Abilities: Caster level 6th. The save DCs are Charisma-based. At will - *detect good*, *detect magic*, and *invisibility* (self only); 1/day - *cause fear* (as the spell,

except that its area is a 30-foot radius from the quasit, save DC 11). Once per week a quasit can use *commune* to ask six questions. The ability otherwise works as the spell (caster level 12th).

Trapfinding (Ex): Reshick can use a Search check to locate a trap when the task has a DC higher than 20.

Uncanny Dodge (Ex): Reshick retains his Dexterity bonus to Armor Class even when caught flat-footed.

Languages: Abyssal, Common.

Possessions: *Headband of intellect +2*, *+1 silent shadow mithral chain shirt*, throwing daggers (10), *fire shuriken* (42) (see spell).

Spells Known (2/1; base DC = 12 + spell level): 1st - *ghost sound*, *obscuring mist*, *true strike*, 2nd - *fire shuriken*.

Whispers in the Night

Hurshar: Female human (Baklunish) Ftr4/Mnk2; CR 6; Medium Humanoid (Human); HD 4d10+8 plus 2d8+4; hp 49; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +5; Grp +12; Atk +9 melee (2d4+4, spiked chain) or +6 ranged (1d8/x3, longbow) or +8 melee (1d6+3, unarmed); Full Atk as Atk or +7/+7 melee (1d6+3, unarmed); SQ Evasion; AL LE; SV Fort +9, Ref +5, Will +4; Str 16, Dex 13, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Balance +5, Escape Artist +6, Jump +14, Sense Motive +5, Spot +5, Tumble +10; Acrobatic, Combat Reflexes^B, Dodge, Exotic Weapon Proficiency (spiked chain)^B, Improved Grapple^B, Improved Unarmed Strike^B, Leap Attack^B, Mobility^B, Power Attack, Weapon Focus (spiked chain)^B.

Evasion (Ex): If Hurshar is exposed to any effect that normally allows her a Reflex saving throw for half damage she takes no damage with a successful saving throw.

Languages: Common.

Possessions: Spiked chain, mithral breastplate, longbow, arrows (20).

Physical Description: Hurshar is a stern looking Baklunish woman with several scars visible on her arms. She rarely talks.

Juniper Wiswallow: Male half-orc Bbn3/Ftr3; CR 6; Medium Humanoid (Orc); HD 3d10+9 plus 3d12+9; hp 62; Init +1; Spd 40 ft.; AC 15, touch 11, flat-footed 15; Base Atk +6; Grp +10; Atk +11 melee (2d4+6/18-20, falchion) or +7 ranged (1d8/x3, longbow); Full Atk +11/+6 melee (2d4+6/18-20, falchion) or +7 ranged (1d8/x3, longbow);

SA Rage; SQ Darkvision 60 ft., trap sense +1, uncanny dodge; AL CE; SV Fort +9, Ref +3, Will +3; Str 19, Dex 12, Con 16, Int 8, Wis 10, Cha 6.

Rage (Ex): 1/day – +4 to Str, +4 to Con, +2 on Will saves, -2 to AC for up to 8 rounds.

Trap Sense (Ex): Juniper gains a +1 dodge bonus to AC and Reflex saves versus traps.

Uncanny Dodge (Ex): Juniper can react to danger before his sense would normally allow him to do so. He retains his Dexterity bonus to Armor Class even when caught flat-footed.

Skills and Feats: Intimidate +3, Jump +12, Survival +5; Instantaneous Rage*, Leap Attack*, Power Attack^B, Powerful Charge*, Weapon Focus (falchion)^B.

Languages: Common, Orc.

Possessions: Falchion, chain shirt, longbow, 20 arrows.

Physical Description: Juniper is a meek half-orc with downcast eyes. The slightest noise causes him to tense as though he may fly into a rage.

Velrithir: Male high elf Warlock10; CR 10; Medium Humanoid (Elf); HD 10d6+10; hp 52; Init +6; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +7; Grp +6; Atk +6 melee (1d8-1, morningstar) or +9 ranged (1d8/19-20, light crossbow); Full Atk +6/+1 melee (1d8-1, morningstar) or +9/+4 ranged (1d8/19-20, light crossbow); SA Eldritch blast 5d6, invocations; SQ Deceive item, *detect magic*, DR 5/cold iron, fiendish resilience 1, resist cold-electricity 5; AL CE; SV Fort +4, Ref +5, Will +8; Str 8, Dex 14, Con 12, Int 12, Wis 12, Cha 18.

Skills and Feats: Bluff +18, Concentration +15, Spellcraft +15; Danger Sense*, Improved Initiative; Mobile Spellcasting*, Weapon Focus (eldritch blast).

Deceive Item (Ex): Velrithir can take 10 on Use Magic Decive checks, even if distracted or threatened.

Detect Magic (Sp): Velrithir can use *detect magic* as the spell at will, at 8th caster level.

Eldritch Blast (Sp): At will – Velrithir can create a ray of baleful magical energy with a range of 60 ft. It is a ranged touch attack, allowing no saving throw, for 5d6 points of damage. Velrithir has a +10 attack bonus when using his eldritch blast. This is a 5th-level spell at caster level 10.

Elf Traits (Ex): Immunity to magic sleep spells and effects; +2 bonus on saves against enchantment; entitled to a Search check when within 5 feet of a secret or concealed door.

Fiendish Resilience (Su): 1/day – as a free action, Velrithir gains fast healing 1 for 2 minutes.

Invocations (Sp): A warlock can use any invocation he knows at will.

Languages: Abyssal, Common, Elven.

Possessions: Chain shirt, morning star, light crossbow, 20 bolts, House Rellen livery, *necklace of adaptation*.

Physical Description: Velrithir is a darkly tanned, thin high elf with long flowing black hair. His eyes stare with a fierce, threatening intensity.

Invocations Known (base DC = 14 + spell level): Least – *beguiling influence*, *eldritch spear*, *see the unseen*; Lesser – *eldritch chain*, *fell flight*, *voracious dispelling*. See **Appendix Seven** for details on invocations.

Whisper's Revealed

Advanced Assassin Vine: CR 4; Huge Plant; HD 8d8+40; hp 78; Init -1; Spd 15 ft.; AC 16, touch 7, flat-footed 16; Base Atk +6; Grp +23; Atk +13 melee (1d8+13, slam); Full Atk as Atk; Space/Reach 10 ft./20 ft.; SA Constrict 1d8+13, entangle, improved grab; SQ Blindsight 30 ft., camouflage, immunity to electricity, low-light vision, plant traits, resist cold-fire 10; AL N; SV Fort +10, Ref +1, Will +4; Str 28, Dex 8, Con 20, Int -, Wis 14, Cha 9.

Constrict (Ex): An assassin vine deals 1d8+13 points of damage with a successful grapple check.

Entangle (Su): An assassin vine can animate plants within 30 feet of itself as a free action. The effect lasts until the vine dies or decides to end it (also a free action). The save DC is Wisdom-based. The ability is otherwise similar to entangle (caster level 4th, save DC 14).

Improved Grab (Ex): To use this ability, an assassin vine must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Camouflage (Ex): Since an assassin vine looks like a normal plant when at rest, it takes a DC 20 Spot check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Spot to notice the plant.

Rowana Menanine: Female high elf Drd5/Rog3/Daggerspell Shaper 3; CR 11; Medium Humanoid (Elf); HD 5d8+5 plus 3d6+3 plus 3d6+3; hp 62; Init +2; Spd 30 ft.; AC 14, touch 12, flat-footed 12; Base Atk +7; Grp +7; Atk +9 melee (1d4+1 plus 1d6 electricity/19-20, +1 dagger) or +10 ranged (1d4/19-20, dagger); Full Atk +9/+4 melee (1d4+1 plus 1d6

electricity/19-20, +1 dagger), or +7/+2 melee (1d4+1 plus 1d6 electricity/19-20, +1 dagger) and +6 melee (1d4/19-20, dagger), or +10/+5 ranged (1d4/19-20, dagger); SA Sneak attack +3d6, spells; SQ Animal companion, animal companion benefits, dagger claws, daggercast, elf traits, evasion, low-light vision, nature sense, resist nature's lure, trackless step, wild empathy, wild shape 2/day, woodland stride; AL NE; SV Fort +7, Ref +9, Will +12; Str 10, Dex 15, Con 12, Int 10, Wis 18, Cha 12.

Skills and Feats: Bluff +7, Concentration +15, Diplomacy +11, Disguise +7 (+9 acting), Gather Information +7, Knowledge (nature) +3, Listen +12, Sense Motive +10, Spellcraft +5, Spot +17, Survival +6, Tumble +14; Natural Spell, Savage Grapple*, Two-Weapon Fighting, Weapon Focus (dagger).

Animal Companion (Ex): Rowana's animal companion is Slither, a constrictor snake.

Slither: constrictor snake companion; Medium Animal; HD 3d8+6; hp 24; Init +3; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 15, touch 13, flat-footed 12; Base Atk +2; Grp +5; Atk +5 melee (1d3+4, bite); Full Atk as Atk; SA Constrict 1d3+4, improved grab; SQ Bonus tricks (1), low-light vision, scent; AL N; SV Fort +4, Ref +6, Will +2; Str 17, Dex 17, Con 13, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +14, Hide +10, Listen +7, Spot +7, Swim +11; Alertness, Toughness.

Tricks: Attack (unnatural creatures), Heel

Constrict (Ex): On a successful grapple check, a constrictor snake deals 1d3+4 points of damage.

Improved Grab (Ex): To use this ability, a constrictor snake must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Animal Companion Benefits: Rowana and Slither enjoy the link and share spells special qualities.

Link (Ex): Rowana can handle Slither as a free action. She also gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding Slither.

Share Spells (Ex): Rowana can have any spell she casts on herself also affect her animal companion if the latter is within 5 ft. She can also cast a spell with a target of "You" on her snake.

Dagger Claws (Su): When Rowana uses wild shape, she adds any magical properties of daggers she is holding in each hand into the natural attacks of her new form. The magic of a single dagger

affects only the natural attacks made with the corresponding limb in the shaper's animal form, not all her attacks. If the assumed form does not have a claw or slam attack with a limb that corresponds to the druid's natural limbs, this ability has no effect. The bonuses from this ability last for the duration of the wild shape effect. When a shaper uses this ability, her natural weapons in animal form overcome damage reduction exactly as do the daggers that she was holding when transformed.

Daggercast (Ex): Rowana can cast a spell with somatic and material components even when holding a dagger in each hand. Casting in this way still provokes attacks of opportunity normally. In addition, Rowana can deliver a touch spell with a dagger attack (either a melee touch attack or a normal melee attack, but not with a thrown dagger).

Elf Traits (Ex): Immunity to magic sleep spells and effects; +2 bonus on saves against enchantment; entitled to a Search check when within 5 feet of a secret or concealed door.

Evasion (Ex): If Rowana is exposed to any effect that normally allows her a Reflex saving throw for half damage she takes no damage with a successful saving throw.

Nature Sense (Ex): Rowana gains a +2 bonus on Knowledge (nature) and Survival checks (already figured into the statistics above).

Resist Nature's Lure (Ex): Rowana gains a +4 bonus on saving throws against the spell-like abilities of fey.

Spontaneous Casting: Rowana can lose a prepared spell in order to cast any *summon nature's ally* spell of the same level or lower.

Trackless Step (Ex): Rowana leaves no trail in natural surroundings and cannot be tracked.

Wild Empathy (Ex): Rowana can add her druid level and Charisma modifier (+1) to checks to improve the attitude of animals. She can use this ability on magical beasts with Intelligence scores of 1 or 2, but she takes a -4 penalty to the check.

Wild Shape (Su): Rowana can turn herself into any Tiny, Small or Medium animal and back again five times each day. This ability functions like the *polymorph* spell, except as noted here. The effect lasts for 1 hour, or until she changes back. Changing form is a standard action and doesn't provoke an attack of opportunity.

Woodland Stride (Ex): Rowana may move through any sort of undergrowth at her normal speed and without taking damage or suffering from any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated still affect her.

Languages: Common, Druidic, Elven.

Possessions: Quarterstaff, masterwork scimitar, holly and mistletoe (3), holy symbol (2), spell component pouch (2), leather armor, daggers (5), *+1 shocking dagger*.

Physical Description: The beautiful Rowana Menanine is possessed of alabaster skin and flowing raven hair.

Spells Prepared (6/5/4/3/2; base DC = 14 + spell level): 0th — *create water, cure minor wounds, detect magic* (2), *detect poison, know direction*; 1st — *entangle, faerie fire, longstrider, pass without trace, produce flame*; 2nd — *barkskin, delay poison, embrace the wild*, resist energy*; 3rd — *call lightning, cure moderate wounds, greater magic fang*; 4th — *flamestrike, freedom of movement*.

Advanced Brown Bear: CR 5; Large Animal; HD 9d8+36; hp 78; Init +1; Spd 40 ft.; AC 15, touch 10, flat-footed 14; Base Atk +6; Grp +18; Atk +13 melee (2d6+8, claw); Full Atk +13 melee (2d6+8, 2 claws) and +8 melee (2d6+4, bite); SA Improved grab; SQ Low-light vision, scent; AL N; SV Fort +10, Ref +7, Will +4; Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6.

Skills and Feats: Listen +4, Spot +7, Survival +4, Swim +12; Endurance, Improved Natural Attack (claw), Run, Track.

Improved Grab (Ex): To use this ability, a brown bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Appendix Three – APL 10

Bad Things in Small Packages

Reshick: Male advanced quasit Asn3/Ftr4/Master Thrower2/Rog1/ShD1; CR 13; Tiny Outsider (Chaotic, Extraplanar, Evil); HD 5d8+5 plus 3d6+3 plus 4d10+4 plus 2d8+2 plus 1d6+1 plus 1d8+1; hp 94; Init +9; Spd 20 ft., fly 50 ft. (perfect); AC 25, touch 17, flat-footed 20; Base Atk +13; Grp +5; Atk +20 melee (1d3 plus poison, claw); Full Atk +20 melee (1d3 plus poison, 2 claws) and +15 melee (1d4, bite), or +20/+15/+10 ranged (1d2/19-20, dagger), or +21/+16/+11 ranged (3d6+2 fire/19-20, *fire shuriken*); Space/Reach 2½ ft./0 ft.; SA Death attack, poison, sneak attack +3d6, spell-like abilities, two with one blow; SQ Alternate form, DR 5/cold iron or good, darkvision 60 ft., evasion, fast healing 2, hide in plain sight, immunity to poison, poison use, resist fire 10, trapfinding, uncanny dodge; AL CE; SV Fort +10, Ref +20, Will +8; Str 10, Dex 20, Con 12, Int 16, Wis 14, Cha 10.

Skills and Feats: Bluff +12, Diplomacy +2, Disguise +4 (+6 acting), Hide +34, Intimidate +6, Knowledge (local[Iuz's Border States]) +7, Listen +8, Move Silently +18, Perform (dance) +10, Search +7, Sleight of Hand +9, Spellcraft +7, Spot +17, Tumble +19; Combat Reflexes^B, Dodge, Improved Initiative, Mobility, Point Blank Shot^B, Precise Shot^B, Quick Draw^B, Weapon Finesse, Weapon Focus (*fire shuriken*), Weapon Specialization (*fire shuriken*)^B.

Alternate Form (Su): A quasit can assume other forms at will as a standard action. This ability functions as a polymorph spell cast on itself (caster level 12th), except that a quasit does not regain hit points for changing form, and any individual quasit can assume only one or two forms no larger than Medium. Common forms include bat, monstrous centipede, toad, and wolf. A quasit in alternate form loses its poison attack.

Death Attack (Ex): If Reshick spends 3 rounds observing a target, and then makes a melee attack which deals sneak attack damage, the target must succeed a DC 16 Fortitude save or die. Reshick may choose, instead, to paralyze his target for 1d6+3 rounds with the same save.

Evasion (Ex): If Reshick is exposed to any effect that normally allows him a Reflex saving throw for half damage he takes no damage with a successful saving throw.

Hide in Plain Sight (Ex): Reshick can use the Hide skill even while being observed, as long as he is within 10 ft. of a shadow other than his own.

Poison (Ex): Injury, Fortitude DC 14, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save DC is Constitution-based and includes a +2 racial bonus.

Poison Use (Ex): Reshick is trained in using poisons, and suffers no chance of failure or self-injury when applying poison or using a weapon coated with it.

Spell-Like Abilities: Caster level 6th. The save DCs are Charisma-based. At will - *detect good*, *detect magic*, and *invisibility* (self only); 1/day - *cause fear* (as the spell, except that its area is a 30-foot radius from the quasit, save DC 11). Once per week a quasit can use *commune* to ask six questions. The ability otherwise works as the spell (caster level 12th).

Trapfinding (Ex): Reshick can use a Search check to locate a trap when the task has a DC higher than 20.

Two with One Blow (Ex): When Reshick uses a thrown weapon to attack two opponents adjacent to each other, he may take a -4 penalty on the attack roll and attempt to hit both, or neither opponent depending on the attack roll and the Armor Class of each opponent. Damage for each opponent is resolved separately. If the attack roll results in the threat of a critical hit roll to confirm each critical hit separately.

Uncanny Dodge (Ex): Reshick can react to danger before his sense would normally allow him to do so. He retains his Dexterity bonus to Armor Class even when caught flat-footed.

Languages: Abyssal, Common.

Possessions: *Headband of intellect +2*, *+1 silent shadow mithral chain shirt*, *potion of good hope* (2), daggers (10), *fire shuriken* (42) (see spell).

Spells Known (3/1; base DC = 13 + spell level): 1st - *ghost sound*, *obscuring mist*, *true strike*; 2nd - *fire shuriken**.

Whispers in the Night

Hurshar: Female human (Baklunish) Ftr6/Mnk2; CR 8; Medium Humanoid (Human); HD 6d10+12 plus 2d8+4; hp 65; Init +2; Spd 30 ft.; AC 18, touch 13, flat-footed 16; Base Atk +7; Grp +14; Atk +11 melee (2d4+6, spiked chain) or +9 ranged (1d8/x3, longbow) or +10 melee (1d6+3, unarmed); Full Atk +11/+6 melee (2d4+6, spiked chain), or +9/+4 ranged (1d8/x3, longbow), or +10/+5 melee (1d6+3, unarmed), or +9/+9/+4 melee (1d6+3, unarmed); SQ Evasion; AL LE; SV Fort +10, Ref +7, Will +5; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Balance +6, Escape Artist +8, Jump +16, Sense Motive +5, Spot +5, Tumble +12; Acrobatic, Combat Reflexes^B, Dodge, Exotic Weapon Proficiency

(spiked chain)^B, Improved Grapple^B, Improved Unarmed Strike^B, Leap Attack*, Mobility^B, Power Attack, Weapon Focus (spiked chain)^B, Weapon Specialization (spiked chain)^B.

Evasion (Ex): If Hurshar is exposed to any effect that normally allows her a Reflex saving throw for half damage she takes no damage with a successful saving throw.

Languages: Common.

Possessions: Spiked chain, mithral breastplate, longbow, arrows (20), *ring of protection +1*.

Physical Description: Hurshar is a stern looking Baklunish woman with several scars visible on her arms. She rarely talks.

Juniper Wiswallow: Male half-orc Bbn3/Ftr5; CR 8; Medium Humanoid (Orc); HD 3d12+9 plus 5d10+15; hp 80; Init +1; Spd 40 ft.; AC 16, touch 12, flat-footed 16; Base Atk +8; Grp +13; Atk +14 melee (2d4+9/18-20, falchion) or +9 ranged (1d8/x3, longbow); Full Atk +14/+9 melee (2d4+9/18-20, falchion) or +9 ranged (1d8/x3, longbow); SA Rage; SQ Darkvision 60 ft., trap sense +1, uncanny dodge; AL CE; SV Fort +10, Ref +3, Will +3; Str 20, Dex 12, Con 16, Int 8, Wis 10, Cha 6.

Skills and Feats: Intimidate +3, Jump +15, Survival +5; Instantaneous Rage*, Leap Attack*, Power Attack^B, Powerful Charge*, Weapon Focus (falchion)^B, Weapon Specialization (falchion)^B.

Rage (Ex): 1/day – +4 to Str, +4 to Con, +2 on Will saves, -2 to AC for up to 8 rounds.

Trap Sense (Ex): Juniper gains a +1 dodge bonus to AC and Reflex saves versus traps.

Uncanny Dodge (Ex): Juniper can react to danger before his sense would normally allow him to do so. He retains his Dexterity bonus to Armor Class even when caught flat-footed.

Languages: Common, Orc.

Possessions: Falchion, chain shirt, longbow, arrows (20), *ring of protection +1*.

Physical Description: Juniper is a meek half-orc with downcast eyes. The slightest noise causes him to tense as though he may fly into a rage.

Velrithir: Male high elf Warlock12; CR 12; Medium Humanoid (Elf); HD 12d6+12; hp 62; Init +6; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +9; Grp +8; Atk +8 melee (1d8-1, morning star) or +11 ranged (1d8/19-20, light crossbow); Full Atk +8/+3 melee (1d8-1, morning star) or +11/+6 ranged (1d8/19-20, light crossbow); SA Eldritch blast 6d6, invocations; SQ Deceive item, *detect*

magic, DR 3/cold iron, fiendish resilience 1, imbue item, resist cold-electricity 5; AL CE; SV Fort +5, Ref +6, Will +9; Str 8, Dex 14, Con 12, Int 12, Wis 12, Cha 19.

Skills and Feats: Bluff +20, Concentration +17, Spellcraft +17; Ability Focus (*chilling tentacles*), Danger Sense*, Improved Initiative, Mobile Spellcasting*, Weapon Focus (eldritch blast).

Deceive Item (Ex): Velrithir can take 10 on Use Magic Decive checks, even if distracted or threatened.

Detect Magic (Sp): Velrithir can use *detect magic* as the spell at will, at 8th caster level.

Eldritch Blast (Sp): At will – Velrithir can create a ray of baleful magical energy with a range of 60 ft. It is a ranged touch attack, allowing no saving throw, for 6d6 points of damage. Velrithir has a +12 attack bonus when using his eldritch blast. This is a 6th-level spell at caster level 12.

Elf Traits (Ex): Immunity to magic sleep spells and effects; +2 bonus on saves against enchantment; entitled to a Search check when within 5 feet of a secret or concealed door.

Fiendish Resilience (Su): 1/day – as a free action, Velrithir gains fast healing 1 for 2 minutes.

Imbue Item (Su): Velrithir can create magic items without knowing the requisite spells. He must have the appropriate feat. He can substitute a Use Magic Device check (DC 15 + spell level for arcane spells, DC 25 + spell level for divine spells) in place of a spell he doesn't know or cast.

Invocations (Sp): A warlock can use any invocation he knows at will.

Languages: Abyssal, Common, Elven.

Possessions: Chain shirt, morning star, light crossbow, bolts (20), House Rellen livery, *necklace of adaptation*.

Physical Description: Velrithir is a darkly tanned, thin high elf with long flowing black hair. His eyes stare with a fierce, threatening intensity.

Invocations Known (base DC = 14 + spell level): Least – *beguiling influence*, *eldritch spear*, *see the unseen*; Lesser – *eldritch chain*, *fell flight*, *voracious dispelling*; Greater – *chilling tentacles* (DC 21). See **Appendix Seven** for details on invocations.

Whisper's Revealed

Advanced Assassin Vine: CR 5; Huge Plant; HD 12d8+60; hp 118; Init -1; Spd 15 ft.; AC 16, touch 7, flat-footed 16; Base Atk +9; Grp +26; Atk +16 melee (1d8+13, slam); Full Atk as Atk; Space/Reach 10 ft./20 ft.; SA Constrict 1d8+13, entangle, improved grab; SQ

Blindsight 30 ft., camouflage, immunity to electricity, low-light vision, plant traits, resist cold-fire 10; AL N; SV Fort +12, Ref +2, Will +5; Str 29, Dex 8, Con 20, Int -, Wis 14, Cha 9.

Constrict (Ex): An assassin vine deals 1d8+13 points of damage with a successful grapple check.

Entangle (Su): An assassin vine can animate plants within 30 feet of itself as a free action. The effect lasts until the vine dies or decides to end it (also a free action). The save DC is Wisdom-based. The ability is otherwise similar to entangle (caster level 4th, DC 14).

Improved Grab (Ex): To use this ability, an assassin vine must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Camouflage (Ex): Since an assassin vine looks like a normal plant when at rest, it takes a DC 20 Spot check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Spot to notice the plant.

Rowana Menanine: Female high elf Drd6/Rog3/Daggerspell Shaper 4; CR 13; Medium Humanoid (Elf); HD 6d8+6 plus 3d6+3 plus 3d6+3; hp 73; Init +2; Spd 30 ft.; AC 14, touch 12, flat-footed 12; Base Atk +9; Grp +9; Atk +11 melee (1d4+1 plus 1d6 electricity/19-20, +1 dagger), or +12 ranged (1d4/19-20, dagger); Full Atk +11/+6 melee (1d4+1 plus 1d6 electricity/19-20, +1 dagger), or +9/+4 melee (1d4+1 plus 1d6 electricity/19-20, +1 dagger) and +8 melee (1d4/19-20, dagger), or +10/+5 ranged (1d4/19-20, dagger); SA Sneak attack +3d6, spells; SQ Animal companion, animal companion benefits, dagger claws, daggercast, evasion, low-light vision, nature sense, resist nature's lure, trackless step, wild empathy, wild shape 3/day, woodland stride; AL NE; SV Fort +8, Ref +10, Will +14; Str 10, Dex 15, Con 12, Int 10, Wis 19, Cha 12.

Skills and Feats: Bluff +7, Concentration +17, Diplomacy +12, Disguise +7 (+9 acting), Gather Information +7, Knowledge (nature) +1, Listen +12, Sense Motive +10, Spellcraft +8, Spot +17, Tumble +18; Natural Spell, Savage Grapple*, Sudden Maximize*, Two-Weapon Fighting, Weapon Focus (dagger).

Animal Companion (Ex): Rowana's animal companion is Slither, a constrictor snake.

Slither: Medium Animal; HD 5d8+13; hp 41; Init +4; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 18, touch 14, flat-footed 14; Base Atk +3; Grp +7; Atk: +7 melee (1d3+5, bite); Full Atk: +7 melee (1d3+6, bite); SA Constrict 1d3+6, improved grab; SQ Evasion, low-

light vision, scent; AL N; SV Fort +6, Ref +7, Will +2; Str 18, Dex 18, Con 14, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +12, Climb +15, Hide +11, Listen +7, Spot +9, Swim +12; Alertness, Toughness.

Constrict (Ex): On a successful grapple check, a constrictor snake deals 1d3+6 points of damage.

Evasion (Ex): If Slither is exposed to any effect that normally allows her a Reflex saving throw for half damage she takes no damage with a successful saving throw.

Improved Grab (Ex): To use this ability, a constrictor snake must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Animal Companion Benefits: Rowana and Slither enjoy the link and share spells special qualities.

Link (Ex): Rowana can handle Slither as a free action. She also gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding Slither.

Share Spells (Ex): Rowana can have any spell she casts on herself also affect her animal companion if the latter is within 5 ft. She can also cast a spell with a target of "You" on her snake.

Dagger Claws (Su): When Rowana uses wild shape, she adds any magical properties of daggers she is holding in each hand into the natural attacks of her new form. The magic of a single dagger affects only the natural attacks made with the corresponding limb in the shaper's animal form, not all her attacks. If the assumed form does not have a claw or slam attack with a limb that corresponds to the druid's natural limbs, this ability has no effect. The bonuses from this ability last for the duration of the wild shape effect. When a shaper uses this ability, her natural weapons in animal form overcome damage reduction exactly as do the daggers that she was holding when transformed.

Daggercast (Ex): Rowana can cast a spell with somatic and material components even when holding a dagger in each hand. Casting in this way still provokes attacks of opportunity normally. In addition, Rowana can deliver a touch spell with a dagger attack (either a melee touch attack or a normal melee attack, but not with a thrown dagger).

Elf Traits (Ex): Immunity to magic sleep spells and effects; +2 bonus on saves against enchantment; entitled to a Search check when within 5 feet of a secret or concealed door.

Evasion (Ex): If Rowana is exposed to any effect that normally allows her a Reflex saving throw for half damage she takes no damage with a successful saving throw.

Nature Sense (Ex): Rowana gains a +2 bonus on Knowledge (nature) and Survival checks (already figured into the statistics above).

Resist Nature's Lure (Ex): Rowana gains a +4 bonus on saving throws against the spell-like abilities of fey.

Spontaneous Casting: Rowana can lose a prepared spell in order to cast any *summon nature's ally* spell of the same level or lower.

Trackless Step (Ex): Rowana leaves no trail in natural surroundings and cannot be tracked.

Wild Empathy (Ex): Rowana can add her druid level and Charisma modifier (+1) to checks to improve the attitude of animals. She can use this ability on magical beasts with Intelligence scores of 1 or 2, but she takes a -4 penalty to the check.

Wild Shape (Su): Rowana can turn herself into any Tiny, Small, Medium or Large animal and back again three times each day. This ability functions like the *polymorph* spell, except as noted here. The effect lasts for 1 hour, or until she changes back. Changing form is a standard action and doesn't provoke an attack of opportunity.

Woodland Stride (Ex): Rowana may move through any sort of undergrowth at her normal speed and without taking damage or suffering from any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated still affect her.

Languages: Common, Druidic, Elven.

Possessions: Quarterstaff, masterwork scimitar, holly and mistletoe (3), holy symbol (2), spell component pouch (2), leather armor, daggers (5), *portable hole*, +1 *shocking dagger*.

Physical Description: The beautiful Rowana Menanine is possessed of alabaster skin and flowing raven hair.

Spells Prepared (6/5/5/4/3/1; base DC = 14 + spell level): 0th — *create water*, *cure minor wounds*, *detect magic* (x2), *detect poison*, *know direction*; 1st — *entangle*, *faerie fire*, *longstrider*, *pass without trace*, *produce flame*; 2nd — *barkskin*, *delay poison*, *embrace the wild**, *gust of wind*, *resist energy*; 3rd — *call lightning*, *cure moderate wounds*, *greater magic fang*, *sleet storm*; 4th — *flamestrike*, *freedom of movement*, *languor**; 5th — *wall of thorns*.

Advanced Brown Bear: CR 5; Large Animal; HD 9d8+36; hp 78; Init +1; Spd 40 ft.; AC 15, touch 10, flat-footed 14; Base Atk +6; Grp +18; Atk +13 melee (2d6+8, claw); Full Atk +13 melee (2d6+8, 2 claws) and +8 melee (2d6+4, bite); SA Improved grab; SQ Low-light vision, scent; AL N; SV Fort +10, Ref +7, Will +4; Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6.

Skills and Feats: Listen +4, Spot +7, Survival +4, Swim +12; Endurance, Improved Natural Attack (claw), Run, Track.

Improved Grab (Ex): To use this ability, a brown bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Appendix Four – APL 12

Bad Things in Small Packages

Reshick: Male advanced quasit Asn3/Ftr4/Master Thrower4/Rog1/ShD1; CR 15; Tiny Outsider (Chaotic, Extraplanar, Evil); HD 3d6+3 plus 4d10+4 plus 4d8+4 plus 1d6+1 plus 1d8+1; hp 106; Init +9; Spd 20 ft., fly 50 ft. (perfect); AC 25, touch 17, flat-footed 20; Base Atk +15; Grp +7; Atk +22 melee (1d3 plus poison, claw); Full Atk +22 melee (1d3 plus poison, 2 claws) and +17 melee (1d4, bite), or +22/+17/+12 ranged (1d2/19-20, dagger), or +23/+18/+13 ranged (3d6+2 fire/19-20, *fire shuriken*); Space/Reach 2½ ft./0 ft.; SA Death attack, palm throw, poison, sneak attack +3d6, spell-like abilities, two with one blow; SQ Alternate form, DR 5/cold iron or good, darkvision 60 ft., evasion, fast healing 2, hide in plain sight, immunity to poison, poison use, resist fire 10, trapfinding, uncanny dodge; AL CE; SV Fort +11, Ref +21, Will +9; Str 10, Dex 20, Con 12, Int 14 [16], Wis 14, Cha 10.

Skills and Feats: Bluff +12, Diplomacy +2, Disguise +4 (+6 acting), Hide +39, Intimidate +6, Knowledge (local[Iuz's Border States]) +7, Listen +8, Move Silently +18, Perform (dance) +10, Search +7, Sleight of Hand +9, Spellcraft +7, Spot +22, Tumble +19; Combat Reflexes^B, Dodge, Elusive Target*, Improved Initiative, Mobility, Point Blank Shot^B, Precise Shot^B, Quick Draw^B, Snatch Arrows^B, Weapon Finesse, Weapon Focus (*fire shuriken*), Weapon Specialization (*fire shuriken*)^B.

Alternate Form (Su): A quasit can assume other forms at will as a standard action. This ability functions as a polymorph spell cast on itself (caster level 12th), except that a quasit does not regain hit points for changing form, and any individual quasit can assume only one or two forms no larger than Medium. Common forms include bat, monstrous centipede, toad, and wolf. A quasit in alternate form loses its poison attack.

Death Attack (Ex): If Reshick spends 3 rounds observing a target, and then makes a melee attack which deals sneak attack damage, the target must succeed a DC 16 Fortitude save or die. Reshick may choose, instead, to paralyze his target for 1d6+3 rounds with the same save.

Evasion (Ex): If Reshick is exposed to any effect that normally allows him a Reflex saving throw for half damage he takes no damage with a successful saving throw.

Hide in Plain Sight (Ex): Reshick can use the Hide skill even while being observed, as long as he is within 10 ft. of a shadow other than his own.

Palm Throw (Ex): When using little thrown weapons (darts, shuriken, and daggers; the DM may allow

other weapons), a master thrower may throw two of each weapon with a single attack roll. Damage is resolved separately, but the master thrower does not apply her Strength bonus to either damage roll.

Poison (Ex): Injury, Fortitude DC 14, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save DC is Constitution-based and includes a +2 racial bonus.

Poison Use (Ex): Reshick is trained in using poisons, and suffers no chance of failure or self-injury when applying poison or using a weapon coated with it.

Spell-Like Abilities: Caster level 6th. The save DCs are Charisma-based. At will - *detect good*, *detect magic*, and *invisibility* (self only); 1/day - *cause fear* (as the spell, except that its area is a 30-foot radius from the quasit, save DC 11). Once per week a quasit can use *commune* to ask six questions. The ability otherwise works as the spell (caster level 12th).

Trapfinding (Ex): Reshick can use a Search check to locate a trap when the task has a DC higher than 20.

Two with One Blow (Ex): When Reshick uses a thrown weapon to attack two opponents adjacent to each other, he may take a -4 penalty on the attack roll and attempt to hit both, or neither opponent depending on the attack roll and the Armor Class of each opponent. Damage for each opponent is resolved separately. If the attack roll results in the threat of a critical hit roll to confirm each critical hit separately.

Uncanny Dodge (Ex): Reshick can react to danger before his sense would normally allow him to do so. He retains his Dexterity bonus to Armor Class even when caught flat-footed.

Languages: Abyssal, Common.

Possessions: *Headband of intellect +2*, *+1 silent shadow mithral chain shirt*, *potion of good hope* (2), daggers (10), *fire shuriken* (42) (see spell).

Spells Known (3/1; base DC = 13 + spell level): 1st - *ghost sound*, *obscuring mist*, *true strike*; 2nd - *fire shuriken**.

Whispers in the Night

Hurshar: Female human (Baklunish) Ftr8/Mnk2; CR 10; Medium Humanoid (Human); HD 8d10+16 plus 2d8+4; hp 81; Init +2; Spd 35 ft.; AC 18, touch 13, flat-footed 16; Base Atk +9; Grp +12; Atk +13 melee (2d4+6, spiked chain) or +11 ranged (1d8/x3, longbow) or +12 melee (1d6+3, unarmed); Full Atk +13/+8 melee (2d4+6, spiked chain) or +11/+6 ranged (1d8/x3, longbow), or +12/+7 melee (1d6+3, unarmed), or +11/+11/+6 melee (1d6+3, unarmed); SA Flurry of blows; SQ Evasion; AL LE; SV

Fort +11, Ref +7, Will +5; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Balance +6, Escape Artist +9, Jump +18, Sense Motive +5, Spot +5, Tumble +13; Acrobatic, Combat Reflexes^B, Dash*, Dodge, Exotic Weapon Proficiency (spiked chain)^B, Improved Grapple^B, Improved Unarmed Strike^B, Leap Attack*, Mobility, Power Attack, Spring Attack^B, Weapon Focus (spiked chain)^B, Weapon Specialization (spiked chain)^B.

Evasion (Ex): If Hurshar is exposed to any effect that normally allows her a Reflex saving throw for half damage she takes no damage with a successful saving throw.

Languages: Common.

Possessions: Spiked chain, mithral breastplate, longbow, arrows (20), *boots of speed*, *ring of protection +1*.

Physical Description: Hurshar is a stern looking Baklunish woman with several scars visible on her arms. She rarely talks.

Juniper Wiswallow: Male half-orc Bbn3/Ftr7; CR 10; Medium Humanoid (Orc); HD 3d12+9 plus 7d10+21; hp 98; Init +1; Spd 40 ft.; AC 16, touch 12, flat-footed 16; Base Atk +10; Grp +15; Atk +16 melee (2d4+9/15-20, falchion) or +11 ranged (1d8/x3, longbow); Full Atk +16/+11 melee (2d4+9/15-20, falchion) or +11/+6 ranged (1d8/x3, longbow); SA Rage; SQ Darkvision 60 ft., trap sense +1, uncanny dodge; AL CE; SV Fort +10, Ref +3, Will +3; Str 20, Dex 12, Con 16, Int 8, Wis 10, Cha 6.

Skills and Feats: Intimidate +3, Jump +17, Survival +5; Improved Critical (falchion)^B, Instantaneous Rage*, Leap Attack*, Power Attack^B, Power Critical (falchion)*, Powerful Charge*, Weapon Focus (falchion)^B, Weapon Specialization (falchion)^B.

Rage (Ex): 1/day – +4 to Str, +4 to Con, +2 on Will saves, -2 to AC for up to 8 rounds.

Trap Sense (Ex): Juniper gains a +1 dodge bonus to AC and Reflex saves versus traps.

Uncanny Dodge (Ex): Juniper can react to danger before his sense would normally allow him to do so. He retains his Dexterity bonus to Armor Class even when caught flat-footed.

Languages: Common, Orc.

Possessions: Falchion, chain shirt, longbow, arrows (20), *ring of protection +1*.

Physical Description: Juniper is a meek half-orc with downcast eyes. The slightest noise causes him to tense as though he may fly into a rage.

Velrithir: Male high elf Warlock14; CR 14; Medium Humanoid (Elf); HD 14d6+14; hp 72; Init +6; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +10; Grp +9; Atk +9 melee (1d8-1, morning star) or +12 ranged (1d8/19-20, light crossbow); Full Atk +9/+4 melee (1d8-1, morning star) or +12/+7 ranged (1d8/19-20, light crossbow); SA Eldritch blast 7d6, invocations; SQ Deceive item, *detect magic*, DR 3/cold iron, fiendish resilience 2, imbue item, resist cold-electricity 5; AL CE; SV Fort +5, Ref +6, Will +10; Str 8, Dex 14, Con 12, Int 12, Wis 12, Cha 19.

Skills and Feats: Bluff +22, Concentration +19, Spellcraft +19; Ability Focus (*chilling tentacles*), Danger Sense*, Improved Initiative; Mobile Spellcasting*, Weapon Focus (eldritch blast).

Deceive Item (Ex): Velrithir can take 10 on Use Magic Decive checks, even if distracted or threatened.

Detect Magic (Sp): Velrithir can use *detect magic* as the spell at will, at 8th caster level.

Eldritch Blast (Sp): At will – Velrithir can create a ray of baleful magical energy with a range of 60 ft. It is a ranged touch attack, allowing no saving throw, for 7d6 points of damage. Velrithir has a +13 attack bonus when using his eldritch blast. This is a 7th-level spell at caster level 14.

Elf Traits (Ex): Immunity to magic sleep spells and effects; +2 bonus on saves against enchantment; entitled to a Search check when within 5 feet of a secret or concealed door.

Fiendish Resilience (Su): 1/day – as a free action, Velrithir gains fast healing 2 for 2 minutes.

Imbue Item (Su): Velrithir can create magic items without knowing the requisite spells. He must have the appropriate feat. He can substitute a Use Magic Device check (DC 15 + spell level for arcane spells, DC 25 + spell level for divine spells) in place of a spell he doesn't know or cast.

Invocations (Sp): A warlock can use any invocation he knows at will.

Languages: Abyssal, Common, Elven.

Possessions: Chain shirt, morning star, light crossbow, bolts (20), House Rellen livery, *necklace of adaptation*.

Physical Description: Velrithir is a darkly tanned, thin high elf with long flowing black hair. His eyes stare with a fierce, threatening intensity.

Invocations Known (base DC = 14 + spell level): Least – *beguiling influence*, *eldritch spear*, *see the unseen*; Lesser – *eldritch chain*, *fell flight*, *void sense*; Greater – *chilling tentacles* (DC 21), *devour magic*. See **Appendix Seven** for details on Invocations.

Whisper's Revealed

Advanced Assassin Vine (2): CR 4; Huge Plant; HD 8d8+40; hp 78; Init -1; Spd 15 ft.; AC 16, touch 7, flat-footed 16; Base Atk +6; Grp +23; Atk +13 melee (1d8+13, slam); Full Atk as Atk; Space/Reach 10 ft./20 ft.; SA Constrict 1d8+13, entangle, improved grab; SQ Blindsight 30 ft., camouflage, immunity to electricity, low-light vision, plant traits, resist cold-fire 10; AL N; SV Fort +10, Ref +1, Will +4; Str 28, Dex 8, Con 20, Int -, Wis 14, Cha 9.

Constrict (Ex): An assassin vine deals 1d8+13 points of damage with a successful grapple check.

Entangle (Su): An assassin vine can animate plants within 30 feet of itself as a free action. The effect lasts until the vine dies or decides to end it (also a free action). The save DC is Wisdom-based. The ability is otherwise similar to entangle (caster level 4th, save DC 14).

Improved Grab (Ex): To use this ability, an assassin vine must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Camouflage (Ex): Since an assassin vine looks like a normal plant when at rest, it takes a DC 20 Spot check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Spot to notice the plant.

Rowana Menanine: Female high elf Drd6/Rog3/Daggerspell Shaper6; CR 15; Medium Humanoid (Elf); HD 6d8+6 plus 3d6+3 plus 6d6+6; hp 83; Init +2; Spd 30 ft.; AC 14, touch 12, flat-footed 12; Base Atk +10; Grp+10; Atk +12 melee (1d4+1 plus 1d6 electricity/19-20, *+1 dagger*) or +13 ranged (1d4/19-20, dagger); Full Atk +12/+7 melee (1d4+1 plus 1d6 electricity/19-20, dagger), or +10/+5 melee (1d4+1 plus 1d6 electricity/19-20, *+1 dagger*) and +9 melee (1d4/19-20, dagger), or +13/+8 ranged (1d4/19-20, dagger); SA Sneak attack +4d6, spells; SQ Animal companion, animal companion benefits, dagger claws, daggercast, evasion, low-light vision, nature sense, resist nature's lure, trackless step, wild empathy, wild shape 4/day, woodland stride; AL NE; SV Fort +8, Ref +10, Will +14; Str 10, Dex 15, Con 12, Int 10, Wis 19, Cha 12.

Skills and Feats: Bluff +7, Concentration +19, Diplomacy +12, Disguise +7 (+9 acting), Gather Information +7, Knowledge (nature) +3, Listen +12, Sense Motive +10, Spellcraft +12, Spot +17, Survival +6, Tumble +18; Natural Spell, Quicken Spell, Savage Grapple*, Sudden Maximize*, Two-Weapon Fighting, Weapon Focus (dagger).

Animal Companion (Ex): Rowana's animal companion is Slither, a constrictor snake.

Slither: Medium Animal; HD 5d8+13; hp 41; Init +4; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 18, touch 14, flat-footed 14; Base Atk +3; Grp +7; Atk: +7 melee (1d3+5, bite); Full Atk: +7 melee (1d3+6, bite); SA Constrict 1d3+6, improved grab; SQ Evasion, low-light vision, scent; AL N; SV Fort +6, Ref +7, Will +2; Str 18, Dex 18, Con 14, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +12, Climb +15, Hide +11, Listen +7, Spot +9, Swim +12; Alertness, Toughness.

Constrict (Ex): On a successful grapple check, a constrictor snake deals 1d3+6 points of damage.

Evasion (Ex): If Slither is exposed to any effect that normally allows her a Reflex saving throw for half damage she takes no damage with a successful saving throw.

Improved Grab (Ex): To use this ability, a constrictor snake must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Animal Companion Benefits: Rowana and Slither enjoy the link and share spells special qualities.

Link (Ex): Rowana can handle Slither as a free action. She also gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding Slither.

Share Spells (Ex): Rowana can have any spell she casts on herself also affect her animal companion if the latter is within 5 ft. She can also cast a spell with a target of "You" on her snake.

Dagger Claws (Su): When Rowana uses wild shape, she adds any magical properties of daggers she is holding in each hand into the natural attacks of her new form. The magic of a single dagger affects only the natural attacks made with the corresponding limb in the shaper's animal form, not all her attacks. If the assumed form does not have a claw or slam attack with a limb that corresponds to the druid's natural limbs, this ability has no effect. The bonuses from this ability last for the duration of the wild shape effect. When a shaper uses this ability, her natural weapons in animal form overcome damage reduction exactly as do the daggers that she was holding when transformed.

Daggercast (Ex): Rowana can cast a spell with somatic and material components even when holding a dagger in each hand. Casting in this way still provokes attacks of opportunity normally. In addition, Rowana can

deliver a touch spell with a dagger attack (either a melee touch attack or a normal melee attack, but not with a thrown dagger).

Elf Traits (Ex): Immunity to magic sleep spells and effects; +2 bonus on saves against enchantment; entitled to a Search check when within 5 feet of a secret or concealed door.

Evasion (Ex): If Rowana is exposed to any effect that normally allows her a Reflex saving throw for half damage she takes no damage with a successful saving throw.

Nature Sense (Ex): Rowana gains a +2 bonus on Knowledge (nature) and Survival checks (already figured into the statistics above).

Resist Nature's Lure (Ex): Rowana gains a +4 bonus on saving throws against the spell-like abilities of fey.

Spontaneous Casting: Rowana can lose a prepared spell in order to cast any *summon nature's ally* spell of the same level or lower.

Trackless Step (Ex): Rowana leaves no trail in natural surroundings and cannot be tracked.

Wild Empathy (Ex): Rowana can add her druid level and Charisma modifier (+1) to checks to improve the attitude of animals. She can use this ability on magical beasts with Intelligence scores of 1 or 2, but she takes a -4 penalty to the check.

Wild Shape (Su): Rowana can turn herself into any Tiny, Small, Medium or Large animal and back again four times each day. This ability functions like the *polymorph* spell, except as noted here. The effect lasts for 1 hour, or until she changes back. Changing form is a standard action and doesn't provoke an attack of opportunity.

Woodland Stride (Ex): Rowana may move through any sort of undergrowth at her normal speed and without taking damage or suffering from any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated still affect her.

Languages: Common, Druidic, Elven.

Possessions: Quarterstaff, masterwork scimitar, holly and mistletoe (3), holy symbol (2), spell component pouch (22), leather armor, daggers (5), *portable hole*, +1 *shocking dagger*.

Physical Description: The beautiful Rowana Menanine is possessed of alabaster skin and flowing raven hair.

Spells Prepared (6/6/5/5/4/2/1; base DC = 14 + spell level): 0th — *create water*, *cure minor wounds*, *detect magic* (x2), *detect poison*, *know direction*; 1st — *entangle*, *faerie fire* (x2), *longstrider*, *pass without trace*, *produce*

flame; 2nd — *barkskin*, *delay poison*, *embrace the wild**, *nature's favor**, *resist energy*; 3rd — *call lightning*, *cure moderate wounds*, *dominate animal*, *greater magic fang*, *sleet storm*; 4th — *dispel magic*, *flamestrike*, *freedom of movement*, *languor**; 5th — *death ward*, *wall of thorns*; 6th — *fire seeds*.

Appendix Five – APL 14

Bad Things in Small Packages

Reshick: Male advanced quasit Asn4/Ftr4/Master Thrower5/Rog1/ShD1; CR 17; Tiny Outsider (Chaotic, Extraplanar, Evil); HD 4d6+4 plus 4d10+4 plus 5d8+5 plus 1d6+1 plus 1d8+1; hp 117; Init +9; Spd 20 ft., fly 50 ft. (perfect); AC 25, touch 17, flat-footed 20; Base Atk +17; Grp +9; Atk +24 melee (1d3 plus poison, claw); Full Atk +24 melee (1d3 plus poison, 2 claws) and +19 melee (1d4, bite), or +24/+19/+14/+9 ranged (1d2/19-20, dagger), or +25/+20/+15/+10 ranged (3d6+2 fire/17-20, *fire shuriken*); Space/Reach 2½ ft./0 ft.; SA Death attack, palm throw, poison, sneak attack +3d6, spell-like abilities, two with one blow, weak spot; SQ Alternate form, DR 5/cold iron or good, darkvision 60 ft., evasion, fast healing 2, hide in plain sight, immunity to poison, poison use, resist fire 10, trapfinding, uncanny dodge; AL CE; SV Fort +11, Ref +22, Will +9; Str 10, Dex 21, Con 12, Int 16, Wis 14, Cha 10.

Skills and Feats: Bluff +15, Diplomacy +2, Disguise +4 (+6 acting), Hide +41, Intimidate +6, Knowledge (local[Iuz's Border States]) +7, Listen +8, Move Silently +18, Perform (dance) +10, Search +7, Sleight of Hand +9, Spellcraft +7, Spot +24, Tumble +22; Combat Reflexes^B, Dodge, Elusive Target*, Improved Critical (*fire shuriken*), Improved Initiative, Mobility, Point Blank Shot^B, Precise Shot^B, Quick Draw^B, Snatch Arrows^B, Weapon Finesse, Weapon Focus (*fire shuriken*)^B, Weapon Specialization (*fire shuriken*)^B.

Alternate Form (Su): A quasit can assume other forms at will as a standard action. This ability functions as a polymorph spell cast on itself (caster level 12th), except that a quasit does not regain hit points for changing form, and any individual quasit can assume only one or two forms no larger than Medium. Common forms include bat, monstrous centipede, toad, and wolf. A quasit in alternate form loses its poison attack.

Death Attack (Ex): If Reshick spends 3 rounds observing a target, and then makes a melee attack which deals sneak attack damage, the target must succeed a DC 17 Fortitude save or die. Reshick may choose, instead, to paralyze his target for 1d6+3 rounds with the same save.

Evasion (Ex): If Reshick is exposed to any effect that normally allows him a Reflex saving throw for half damage he takes no damage with a successful saving throw.

Hide in Plain Sight (Ex): Reshick can use the Hide skill even while being observed, as long as he is within 10 ft. of a shadow other than his own.

Palm Throw (Ex): When using little thrown weapons (darts, shuriken, and daggers; the DM may allow other weapons), a master thrower may throw two of each weapon with a single attack roll. Damage is resolved separately, but the master thrower does not apply her Strength bonus to either damage roll.

Poison (Ex): Injury, Fortitude DC 14, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save DC is Constitution-based and includes a +2 racial bonus.

Poison Use (Ex): Reshick is trained in using poisons, and suffers no chance of failure or self-injury when applying poison or using a weapon coated with it.

Spell-Like Abilities: Caster level 6th. The save DCs are Charisma-based. At will - *detect good*, *detect magic*, and *invisibility* (self only); 1/day - *cause fear* (as the spell, except that its area is a 30-foot radius from the quasit, save DC 11). Once per week a quasit can use *commune* to ask six questions. The ability otherwise works as the spell (caster level 12th).

Trapfinding (Ex): Reshick can use a Search check to locate a trap when the task has a DC higher than 20.

Two with One Blow (Ex): When Reshick uses a thrown weapon to attack two opponents adjacent to each other, he may take a -4 penalty on the attack roll and attempt to hit both, or neither opponent depending on the attack roll and the Armor Class of each opponent. Damage for each opponent is resolved separately. If the attack roll results in the threat of a critical hit roll to confirm each critical hit separately.

Uncanny Dodge (Ex): Reshick can react to danger before his sense would normally allow him to do so. He retains his Dexterity bonus to Armor Class even when caught flat-footed.

Weak Spot (Ex): When making a ranged attack against an opponent his size or larger, Reshick can make a ranged touch attack instead of a normal attack. If the attack hits, the master thrower does not apply his Strength bonus to the damage.

Languages: Abyssal, Common.

Possessions: *Headband of intellect +2*, *+1 silent shadow mithral chain shirt*, *potion of good hope* (2), daggers (24), *fire shuriken* (48) (see spell).

Spells Known (4/2; base DC = 13 + spell level): 1st - *distract assailant*, *ghost sound*, *obscuring mist*, *true strike*; 2nd - *fire shuriken**, *pass without trace*.

Whispers in the Night

Hurshar: Female human (Baklunish) Ftr9/Mnk3; CR 12; Medium Humanoid (Human); HD 9d10+18 plus 3d8+6; hp 96; Init +2; Spd 35 ft.; AC 21, touch 13, flat-footed 19; Base Atk +11; Grp +18; Atk +16 melee (2d4+6, spiked chain) or +13 ranged (1d8/x3, longbow) or +14 melee (1d6+3, unarmed); Full Atk +16/+11/+6 melee (2d4+6, spiked chain), or +13/+8/+3 ranged (1d8/x3, longbow), or +14/+9/+4 melee (1d6+3, unarmed), or +13/+13/+8/+4 melee (1d6+3, unarmed); SQ Evasion, still mind; AL LE; SV Fort +11, Ref +8, Will +6; Str 17, Dex 14, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Balance +6, Escape Artist +9, Jump +19, Sense Motive +5, Spot +5, Tumble +19; Acrobatic, Combat Reflexes^B, Dash*, Dodge, Exotic Weapon Proficiency (spiked chain)^B, Greater Weapon Focus (spiked chain)^B, Improved Grapple^B, Improved Unarmed Strike^B, Leap Attack*, Mobility, Power Attack, Spring Attack^B, Weapon Focus (spiked chain)^B, Weapon Specialization (spiked chain)^B.

Evasion (Ex): If Hurshar is exposed to any effect that normally allows her a Reflex saving throw for half damage she takes no damage with a successful saving throw.

Still Mind (Ex): Hurshar gains a +4 bonus to Will saving throws against enchantment and mind-affecting effects.

Languages: Common.

Possessions: Spiked chain, mithral breastplate, longbow, arrows (20), *boots of speed*, *ring of protection +1*, *+1 animated heavy steel shield*.

Physical Description: Hurshar is a stern looking Baklunish woman with several scars visible on her arms. She rarely talks.

Juniper Wiswallow: Male half-orc Bbn3/Ftr9; CR 12; Medium Humanoid (Orc); HD 3d12+9 plus 9d10+27; hp 116; Init +1; Spd 40 ft.; AC 19, touch 12, flat-footed 19; Base Atk +12; Grp +17; Atk +18 melee (2d4+9/15-20, falchion) or +13 ranged (1d8/x3, longbow); Full Atk +18/+13/+8 melee (2d4+9/15-20, falchion) or +13/+8/+3 ranged (1d8/x3, longbow); SA Rage; SQ Darkvision 60 ft., trap sense +1, uncanny dodge; AL CE; SV Fort +11, Ref +4, Will +4; Str 20, Dex 13, Con 16, Int 8, Wis 10, Cha 6.

Skills and Feats: Intimidate +3, Jump +19, Survival +5; Dodge^B, Improved Critical (falchion)^B, Instantaneous Rage*, Leap Attack*, Mobility, Power Attack^B, Power Critical (falchion)*, Powerful Charge*, Weapon Focus (falchion)^B, Weapon Specialization (falchion)^B.

Rage (Ex): 1/day – +4 to Str, +4 to Con, +2 on Will saves, -2 to AC for up to 8 rounds.

Trap Sense (Ex): Juniper gains a +1 dodge bonus to AC and Reflex saves versus traps.

Uncanny Dodge (Ex): Juniper can react to danger before his sense would normally allow him to do so. He retains his Dexterity bonus to Armor Class even when caught flat-footed.

Languages: Common, Orc.

Possessions: Falchion, chain shirt, longbow, 20 arrows, *ring of protection +1*, *+1 animated heavy steel shield*.

Physical Description: Juniper is a meek half-orc with downcast eyes. The slightest noise causes him to tense as though he may fly into a rage.

Velrithir: Male high elf Warlock16; CR 16; Medium Humanoid (Elf); HD 16d6+16; hp 82; Init +6; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +12; Grp +11; Atk +11 melee (1d8-1, morning star) or +14 ranged (1d8/19-20, light crossbow); Full Atk +11/+6/+1 melee (1d8-1, morning star) or +14/+9/+4 ranged (1d8/19-20, light crossbow); SA Eldritch blast 7d6; SQ Deceive item, *detect magic*, DR 4/cold iron, fiendish resilience 2, imbue item, resist cold-electricity 5; AL CE; SV Fort +6, Ref +7, Will +11; Str 8, Dex 14, Con 12, Int 12, Wis 12, Cha 23.

Skills and Feats: Bluff +22, Concentration +19, Spellcraft +19; Ability Focus (*chilling tentacles*), Danger Sense*, Empower Spell-like Ability (*chilling tentacles*), Improved Initiative; Mobile Spellcasting*, Weapon Focus (eldritch blast).

Deceive Item (Ex): Velrithir can take 10 on Use Magic Decive checks, even if distracted or threatened.

Detect Magic (Sp): Velrithir can use *detect magic* as the spell at will, at 8th caster level.

Eldritch Blast (Sp): At will – Velrithir can create a ray of baleful magical energy with a range of 60 ft. It is a ranged touch attack, allowing no saving throw, for 7d6 points of damage. Velrithir has a +15 attack bonus when using his eldritch blast. This is an 8th-level spell at caster level 16.

Elf Traits (Ex): Immunity to magic sleep spells and effects; +2 bonus on saves against enchantment; entitled to a Search check when within 5 feet of a secret or concealed door.

Fiendish Resilience (Su): 1/day – as a free action, Velrithir gains fast healing 2 for 2 minutes.

Imbue Item (Su): Velrithir can create magic items without knowing the requisite spells. He must have the

appropriate feat. He can substitute a Use Magic Device check (DC 15 + spell level for arcane spells, DC 25 + spell level for divine spells) in place of a spell he doesn't know or cast.

Invocations (Sp): A warlock can use any invocation he knows at will.

Languages: Abyssal, Common, Elven.

Possessions: Chain shirt, morning star, light crossbow, bolts (20), House Rellen livery, *necklace of adaptation*, *cloak of charisma* +4.

Physical Description: Velrithir is a darkly tanned, thin high elf with long flowing black hair. His eyes stare with a fierce, threatening intensity.

Invocations Known (base DC = 16 + spell level): Least – *beguiling influence*, *dark one's own luck*, *eldritch spear*, *see the unseen*; Lesser – *eldritch chain*, *fell flight*, *void sense*; Greater – *chilling tentacles* (DC 23), *devour magic*; Dark – *retributive invisibility* (DC 22). See **Appendix Seven** for details on invocations.

Whisper's Revealed

Advanced Assassin Vine (2): CR 5; Huge Plant; HD 12d8+60; hp 118; Init -1; Spd 15 ft.; AC 16, touch 7, flat-footed 16; Base Atk +9; Grp +26; Atk +16 melee (1d8+13, slam); Full Atk as Atk; Space/Reach 10 ft./20 ft.; SA Constrict 1d8+13, entangle, improved grab; SQ Blindsight 30 ft., camouflage, immunity to electricity, low-light vision, plant traits, resist cold-fire 10; AL N; SV Fort +12, Ref +2, Will +5; Str 29, Dex 8, Con 20, Int -, Wis 14, Cha 9.

Constrict (Ex): An assassin vine deals 1d8+13 points of damage with a successful grapple check.

Entangle (Su): An assassin vine can animate plants within 30 feet of itself as a free action. The effect lasts until the vine dies or decides to end it (also a free action). The save DC is Wisdom-based. The ability is otherwise similar to entangle (caster level 4th, DC 14).

Improved Grab (Ex): To use this ability, an assassin vine must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Camouflage (Ex): Since an assassin vine looks like a normal plant when at rest, it takes a DC 20 Spot check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Spot to notice the plant.

Rowana Menanine: Female high elf Drd6/Rog3/Daggerspell Shaper8; CR 17; Medium Humanoid (Elf); HD 6d8+6 plus 3d6+3 plus 8d6+8; hp 93;

Init +2; Spd 30 ft.; AC 14, touch 12, flat-footed 12; Base Atk +12; Grp +12; Atk +16 melee (1d4+3 plus 1d6 electricity/19-20, +1 dagger) or +15 ranged (1d4/19-20, dagger); Full Atk +16/+11/+6 melee (1d4+3 plus 1d6 electricity/19-20, +1 dagger), or +14/+9/+4 melee (1d4+3 plus 1d6 electricity) and +13 melee (1d4+1/19-20, dagger) or +15/+10/+5 ranged (1d4/19-20, dagger); SA Sneak attack +4d6, spells; SQ Animal companion, animal companion benefits, dagger claws, daggercast, enhanced wild shape, evasion, fast wild shape, low-light vision, nature sense, resist nature's lure, trackless step, wild empathy, wild shape 4/day, woodland stride; AL NE; SV Fort +8, Ref +11, Will +17; Str 14, Dex 15, Con 12, Int 10, Wis 22, Cha 12.

Skills and Feats: Bluff +10, Concentration +21, Diplomacy +12, Disguise +7 (+9 acting), Gather Information +7, Knowledge (nature) +3, Listen +14, Sense Motive +12, Spellcraft +14, Spot +21, Survival +9, Tumble +18; Natural Spell, Quicken Spell, Savage Grapple*, Sudden Maximize*, Two-Weapon Fighting, Weapon Focus (dagger).

Animal Companion (Ex): Rowana's animal companion is Slither, a constrictor snake.

Slither: Medium Animal; HD 5d8+13; hp 41; Init +4; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 18, touch 14, flat-footed 14; Base Atk +3; Grp +7; Atk: +7 melee (1d3+5, bite); Full Atk: +7 melee (1d3+6, bite); SA Constrict 1d3+6, improved grab; SQ Evasion, low-light vision, scent; AL N; SV Fort +6, Ref +7, Will +2; Str 18, Dex 18, Con 14, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +12, Climb +15, Hide +11, Listen +7, Spot +9, Swim +12; Alertness, Toughness.

Constrict (Ex): On a successful grapple check, a constrictor snake deals 1d3+6 points of damage.

Evasion (Ex): If Slither is exposed to any effect that normally allows her a Reflex saving throw for half damage she takes no damage with a successful saving throw.

Improved Grab (Ex): To use this ability, a constrictor snake must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Animal Companion Benefits: Rowana and Slither enjoy the link and share spells special qualities.

Link (Ex): Rowana can handle Slither as a free action. She also gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding Slither.

Share Spells (Ex): Rowana can have any spell she casts on herself also affect her animal companion if the latter is within 5 ft. She can also cast a spell with a target of “You” on her snake.

Dagger Claws (Su): When Rowana uses wild shape, she adds any magical properties of daggers she is holding in each hand into the natural attacks of her new form. The magic of a single dagger affects only the natural attacks made with the corresponding limb in the shaper’s animal form, not all her attacks. If the assumed form does not have a claw or slam attack with a limb that corresponds to the druid’s natural limbs, this ability has no effect. The bonuses from this ability last for the duration of the wild shape effect. When a shaper uses this ability, her natural weapons in animal form overcome damage reduction exactly as do the daggers that she was holding when transformed.

Daggercast (Ex): Rowana can cast a spell with somatic and material components even when holding a dagger in each hand. Casting in this way still provokes attacks of opportunity normally. In addition, Rowana can deliver a touch spell with a dagger attack (either a melee touch attack or a normal melee attack, but not with a thrown dagger).

Elf Traits (Ex): Immunity to magic sleep spells and effects; +2 bonus on saves against enchantment; entitled to a Search check when within 5 feet of a secret or concealed door.

Enhanced Wild Shape (Su): Whenever Rowana uses wild shape she retains enhancement bonuses to Strength, Dexterity, or Constitution granted by any equipment she wears, even if the equipment can’t be worn normally in her new form.

Evasion (Ex): If Rowana is exposed to any effect that normally allows her a Reflex saving throw for half damage she takes no damage with a successful saving throw.

Fast Wild Shape (Su): Rowana can use her wild shape ability as a move action rather than as a standard action.

Nature Sense (Ex): Rowana gains a +2 bonus on Knowledge (nature) and Survival checks (already figured into the statistics above).

Resist Nature’s Lure (Ex): Rowana gains a +4 bonus on saving throws against the spell-like abilities of fey.

Spontaneous Casting: Rowana can lose a prepared spell in order to cast any *summon nature’s ally* spell of the same level or lower.

Trackless Step (Ex): Rowana leaves no trail in natural surroundings and cannot be tracked.

Wild Empathy (Ex): Rowana can add her druid level and Charisma modifier (+1) to checks to improve the attitude of animals. She can use this ability on magical beasts with Intelligence scores of 1 or 2, but she takes a -4 penalty to the check.

Wild Shape (Su): Rowana can turn herself into any Tiny, Small, Medium or Large animal and back again four times each day. This ability functions like the *polymorph* spell, except as noted here. The effect lasts for 1 hour, or until she changes back. Changing form is a move action and doesn’t provoke an attack of opportunity.

Woodland Stride (Ex): Rowana may move through any sort of undergrowth at her normal speed and without taking damage or suffering from any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated still affect her.

Languages: Common, Druidic, Elven.

Possessions: Quarterstaff, masterwork scimitar, holly and mistletoe (3), holy symbol (2), spell component pouch (2), leather armor, daggers 5, *portable hole*, *incandescent blue sphere ioun stone*, +1 *shocking dagger*, *belt of giant’s strength* +4.

Physical Description: The beautiful Rowana Menanine is possessed of alabaster skin and flowing raven hair.

Spells Prepared (6/7/7/5/5/4/2/1; base DC = 16 + spell level): 0th — *create water*, *cure minor wounds*, *detect magic* (x2), *detect poison*, *know direction*; 1st — *entangle* (x2), *faerie fire*, *hide from animals*, *longstrider*, *pass without trace*, *produce flame*; 2nd — *barkskin*, *body of the sun**, *delay poison*, *embrace the wild**, *nature’s favor**, *resist energy* (x2); 3rd — *call lightning*, *cure moderate wounds*, *dominate animal*, *greater magic fang*, *sleet storm*; 4th — *dispel magic*, *flamestrike*, *freedom of movement*, *ice storm*, *languor**; 5th — *animal growth*, *death ward*, *quicken’d faerie fire*, *wall of thorns*; 6th — *fire seeds* (2), *greater dispel magic*; 7th — *quicken’d poison*.

Advanced Dire Bear: CR 8; Large Animal; HD 15d8+63; hp 132; Init +1; Spd 40 ft.; AC 17, touch 10, flat-footed 16; Base Atk +11; Grp +25; Atk +21 melee (2d6+10, claw); Full Atk +21 melee (2d6+10, 2 claws) and +15 melee (2d8+5, bite); SA Improved grab; SQ Low-light vision, scent; Space/Reach: 10 ft./5ft; AL N; SV Fort +13, Ref +10, Will +10; Str 31, Dex 13, Con 19, Int 2, Wis 12, Cha 10.

Skills and Feats: Listen +10, Spot +13, Swim +13; Alertness, Endurance, Improved Natural Attack (claw), Run, Toughness, Weapon Focus (claw).

Improved Grab (Ex): To use this ability, a dire bear must hit with a claw attack. It can then attempt to start a

grapple as a free action without provoking an attack of opportunity.

Appendix Six – APL 16

Bad Things in Small Packages

Reshick: Male advanced quasit Asn6/Ftr4/Master Thrower5/Rog1/ShD1; CR 19; Tiny Outsider (Chaotic, Extraplanar, Evil); HD 6d6+6 plus 4d10+6 plus 5d8+5 plus 1d6+1 plus 1d8+1; hp 127; Init +9; Spd 20 ft., fly 50 ft. (perfect); AC 25, touch 17, flat-footed 20; Base Atk +18; Grp +10; Atk +25 melee (1d3 plus poison, claw); Full Atk +25 melee (1d3 plus poison, 2 claws) and +20 melee (1d4, bite), or +25/+20/+15/+10 ranged (1d2/19-20, dagger), or +26/+21/+16/+11 ranged (3d6+2 fire/17-20, *fire shuriken*); Space/Reach 2½ ft./0 ft.; SA Death attack, palm throw, poison, sneak attack +4d6, spell-like abilities, two with one blow, weak spot; SQ Alternate form, DR 5/cold iron or good, darkvision 60 ft., evasion, fast healing 2, hide in plain sight, immunity to poison, improved uncanny dodge, poison use, resist fire 10, trapfinding, uncanny dodge; AL CE; SV Fort +12, Ref +23, Will +10; Str 10, Dex 21, Con 12, Int 16, Wis 14, Cha 10.

Skills and Feats: Bluff +21, Diplomacy +2, Disguise +4 (+6 acting), Hide +43, Intimidate +6, Knowledge (local[Iuz's Border States]) +7, Listen +8, Move Silently +18, Perform (dance) +10, Search +7, Sleight of Hand +9, Spellcraft +7, Spot +26, Tumble +22; Combat Reflexes^B, Dodge, Elusive Target*, Improved Critical (*fire shuriken*), Improved Initiative, Mobility, Point Blank Shot^B, Precise Shot^B, Quick Draw^B, Snatch Arrows^B, Weapon Finesse, Weapon Focus (*fire shuriken*)^B, Weapon Specialization (*fire shuriken*)^B.

Alternate Form (Su): A quasit can assume other forms at will as a standard action. This ability functions as a polymorph spell cast on itself (caster level 12th), except that a quasit does not regain hit points for changing form, and any individual quasit can assume only one or two forms no larger than Medium. Common forms include bat, monstrous centipede, toad, and wolf. A quasit in alternate form loses its poison attack.

Death Attack (Ex): If Reshick spends 3 rounds observing a target, and then makes a melee attack which deals sneak attack damage, the target must succeed a DC 17 Fortitude save or die. Reshick may choose, instead, to paralyze his target for 1d6+3 rounds with the same save.

Evasion (Ex): If Reshick is exposed to any effect that normally allows him a Reflex saving throw for half damage he takes no damage with a successful saving throw.

Hide in Plain Sight (Ex): Reshick can use the Hide skill even while being observed, as long as he is within 10 ft. of a shadow other than his own.

Improved Uncanny Dodge (Ex): Reshick cannot be flanked except by a rogue of 12th level or higher.

Palm Throw (Ex): When using little thrown weapons (darts, shuriken, and daggers; the DM may allow other weapons), a master thrower may throw two of each weapon with a single attack roll. Damage is resolved separately, but the master thrower does not apply her Strength bonus to either damage roll.

Poison (Ex): Injury, Fortitude DC 14, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save DC is Constitution-based and includes a +2 racial bonus.

Poison Use (Ex): Reshick is trained in using poisons, and suffers no chance of failure or self-injury when applying poison or using a weapon coated with it.

Spell-Like Abilities: Caster level 6th. The save DCs are Charisma-based. At will - *detect good*, *detect magic*, and *invisibility* (self only); 1/day - *cause fear* (as the spell, except that its area is a 30-foot radius from the quasit, save DC 11). Once per week a quasit can use *commune* to ask six questions. The ability otherwise works as the spell (caster level 12th).

Trapfinding (Ex): Reshick can use a Search check to locate a trap when the task has a DC higher than 20.

Two with One Blow (Ex): When Reshick uses a thrown weapon to attack two opponents adjacent to each other, he may take a -4 penalty on the attack roll and attempt to hit both, or neither opponent depending on the attack roll and the Armor Class of each opponent. Damage for each opponent is resolved separately. If the attack roll results in the threat of a critical hit roll to confirm each critical hit separately.

Uncanny Dodge (Ex): Reshick can react to danger before his sense would normally allow him to do so. He retains his Dexterity bonus to Armor Class even when caught flat-footed.

Weak Spot (Ex): When making a ranged attack against an opponent his size or larger, Reshick can make a ranged touch attack instead of a normal attack. If the attack hits, the master thrower does not apply his Strength bonus to the damage.

Languages: Abyssal, Common.

Possessions: Headband of intellect +2, +1 silent shadow mithral chain shirt, potion of good hope (2), ring of x-ray vision, throwing daggers (24), fire shuriken (96) (see spell).

Spells Known (4/3/1; base DC = 13 + spell level): 1st – distract assailant, ghost sound, obscuring mist, true strike; 2nd – fire shuriken*, fox's cunning, pass without trace; 3rd – false life.

Whispers in the Night

Hurshar: Female human (Baklunish) Ftr10/Mnk4; CR 14; Medium Humanoid (Human); HD 10d10+20 plus 4d8+8; hp 107; Init +2; Spd 35 ft.; AC 23, touch 13, flat-footed 21; Base Atk +13; Grp +20; Atk +18 melee (2d4+6/19-20, spiked chain), or +15 ranged (1d8/x3, longbow), or +16 melee (1d6+3, unarmed); Full Atk +18/+13/+8 melee (2d4+6/19-20, spiked chain), or +15/+10/+5 ranged (1d8/x3, longbow), or +16/+11/+6 melee (1d6+3, unarmed), or +15/+15/+10/+5 melee (1d6+3, unarmed); SA Ki strike; SQ Evasion, slow fall (20 ft.), still mind; AL LE; SV Fort +13, Ref +9, Will +7; Str 17, Dex 14, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Balance +6, Escape Artist +12, Jump +21, Sense Motive +5, Spot +5, Tumble +21; Acrobatic, Combat Reflexes^B, Dash*, Dodge^B, Exotic Weapon Proficiency (spiked chain)^B, Greater Weapon Focus (spiked chain)^B, Improved Critical (spiked chain)^B, Improved Grapple^B, Improved Unarmed Strike^B, Leap Attack*, Mobility, Power Attack, Spring Attack^B, Weapon Focus (spiked chain)^B, Weapon Specialization (spiked chain)^B.

Evasion (Ex): If Hurshar is exposed to any effect that normally allows her a Reflex saving throw for half damage she takes no damage with a successful saving throw.

Ki Strike (Su): Hurshar's unarmed attacks count as magical for the purposes of bypassing damage reduction.

Slow Fall (Ex): If within 5 ft. of a vertical surface as Hurshar falls, she may reduce the effective distance of the fall by 20 ft.

Still Mind (Ex): Hurshar gains a +4 bonus to Will saving throws against enchantment and mind-affecting effects.

Languages: Common.

Possessions: Spiked chain, mithral breastplate, longbow, arrows (20), boots of speed, ring of protection +1, +1 animated heavy steel shield, amulet of natural armor +2.

Physical Description: Hurshar is a stern looking Baklunish woman with several scars visible on her arms. She rarely talks.

Juniper Wiswallow: Male half-orc Bbn4/Ftr10; CR 14; Medium Humanoid (Orc); HD 4d12+16 plus 10d10+40; hp 149; Init +1; Spd 40 ft.; AC 19, touch 12, flat-footed 19; Base Atk +14; Grp +19; Atk +21 melee (2d4+11/15-20, falchion) or +15 ranged (1d8/x3, longbow); Full Atk +21/+16/+11 melee (2d4+11/15-20, falchion) or +15/+10/+5 ranged (1d8/x3, longbow); SA Rage; SQ Darkvision 60 ft., trap sense +1, uncanny dodge; AL CE; SV Fort +14, Ref +4, Will +4; Str 20, Dex 13, Con 18, Int 8, Wis 10, Cha 6.

Skills and Feats: Intimidate +4, Jump +21, Survival +6; Dodge^B, Greater Weapon Specialization (falchion)^B, Improved Critical (falchion)^B, Instantaneous Rage*, Leap Attack*, Mobility, Power Attack^B, Power Critical (falchion)*, Powerful Charge*, Weapon Focus (falchion)^B, Weapon Specialization (falchion)^B.

Rage (Ex): 2/day – +4 to Str, +4 to Con, +2 on Will saves, -2 to AC for up to 8 rounds.

Trap Sense (Ex): Juniper gains a +1 dodge bonus to AC and Reflex saves versus traps.

Uncanny Dodge (Ex): Juniper can react to danger before his sense would normally allow him to do so. He retains his Dexterity bonus to Armor Class even when caught flat-footed.

Languages: Common, Orc.

Possessions: Falchion, chain shirt, longbow, 20 arrows, ring of protection +1, +1 animated heavy steel shield, amulet of health +2.

Physical Description: Juniper is a meek half-orc with downcast eyes. The slightest noise causes him to tense as though he may fly into a rage.

Velrithir: Male high elf Warlock18; CR 18; Medium Humanoid (Elf); HD 18d6+18; hp 92; Init +6; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +13; Grp +12; Atk +12 melee (1d8-1, morning star) or +15 ranged (1d8/19-20, light crossbow); Full Atk +12/+7/+2 melee (1d8-1, morning star) or +15/+10/+5 ranged (1d8/19-20, light crossbow); SA Eldritch blast 8d6, invocations; SQ Deceive item, detect magic, DR 4/cold iron, fiendish resilience 5, imbue item, resist cold-electricity 5; AL CE; SV Fort +7, Ref +8, Will +12; Str 8, Dex 14, Con 12, Int 12, Wis 12, Cha 23.

Skills and Feats: Bluff +24, Concentration +21, Spellcraft +21; Ability Focus (utterdark blast), Danger Sense*, Empower Spell-like Ability (chilling tentacles), Improved Initiative; Mobile Spellcasting*, Quicken

Spell-like Ability (*devour magic*), Weapon Focus (eldritch blast).

Deceive Item (Ex): Velrithir can take 10 on Use Magic Decive checks, even if distracted or threatened.

Detect Magic (Sp): Velrithir can use *detect magic* as the spell at will, at 8th caster level.

Eldritch Blast (Sp): At will – Velrithir can create a ray of baleful magical energy with a range of 60 ft. It is a ranged touch attack, allowing no saving throw, for 8d6 points of damage. Velrithir has a +16 attack bonus when using his eldritch blast. This is a 9th-level spell at caster level 18.

Elf Traits (Ex): Immunity to magic sleep spells and effects; +2 bonus on saves against enchantment; entitled to a Search check when within 5 feet of a secret or concealed door.

Fiendish Resilience (Su): 1/day – as a free action, Velrithir gains fast healing 5 for 2 minutes.

Imbue Item (Su): Velrithir can create magic items without knowing the requisite spells. He must have the appropriate feat. He can substitute a Use Magic Device check (DC 15 + spell level for arcane spells, DC 25 + spell level for divine spells) in place of a spell he doesn't know or cast.

Invocations (Sp): A warlock can use any invocation he knows at will.

Languages: Abyssal, Common, Elven.

Possessions: Chain shirt, morning star, light crossbow, bolts (20), House Rellen livery, *necklace of adaptation*, *cloak of charisma +4*.

Physical Description: Velrithir is a darkly tanned, thin high elf with long flowing black hair. His eyes stare with a fierce, threatening intensity.

Invocations Known (base DC = 16 + spell level): Least – *beguiling influence*, *dark one's own luck*, *eldritch spear*, *see the unseen*; Lesser – *eldritch chain*, *fell flight*, *void sense*; Greater – *chilling tentacles* (DC 21), *devour magic*; Dark – *retributive invisibility* (DC 22), *utterdark blast* (DC 26). See **Appendix Seven** for details on invocations.

Whisper's Revealed

Advanced Assassin Vine (2): CR 5; Huge Plant; HD 12d8+60; hp 118; Init -1; Spd 15 ft.; AC 16, touch 7, flat-footed 16; Base Atk +9; Grp +26; Atk +16 melee (1d8+13, slam); Full Atk as Atk; Space/Reach 10 ft./20 ft.; SA Constrict 1d8+13, entangle, improved grab; SQ Blindsight 30 ft., camouflage, immunity to electricity, low-light vision, plant traits, resist cold-fire 10; AL N; SV Fort +12, Ref +2, Will +5; Str 29, Dex 8, Con 20, Int -, Wis 14, Cha 9.

Constrict (Ex): An assassin vine deals 1d8+13 points of damage with a successful grapple check.

Entangle (Su): An assassin vine can animate plants within 30 feet of itself as a free action. The effect lasts until the vine dies or decides to end it (also a free action). The save DC is Wisdom-based. The ability is otherwise similar to entangle (caster level 4th, DC 14).

Improved Grab (Ex): To use this ability, an assassin vine must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Camouflage (Ex): Since an assassin vine looks like a normal plant when at rest, it takes a DC 20 Spot check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Spot to notice the plant.

Rowana Menanine: Female high elf Drd6/Rog3/Daggerspell Shaper10; CR 19; Medium Humanoid (Elf); HD 6d8+12 plus 3d6+6 plus 10d6+20; hp 122; Init +2; Spd 30 ft.; AC 14, touch 12, flat-footed 12; Base Atk +13; Grp +13; Atk +17 melee (1d4+3 plus 1d6 electricity/19-20, +1 dagger) or +14 ranged (1d4/19-20, dagger); Full Atk +17/+12/+7 melee (1d4+3 plus 1d6 electricity/19-20, +1 dagger), or +15/+10/+5 melee (1d4+3 plus 1d6 electricity/19-20, +1 dagger) and +16 melee (1d4+2/19-20, dagger), or +14/+9/+4 ranged (1d4/19-20, dagger); SA Sneak attack +5d6, spells; SQ Animal companion, animal companion benefits, dagger claws, daggercast, daggerspell flurry, enhanced wild shape, evasion, fast wild shape, low-light vision, nature sense, resist nature's lure, trackless step, wild empathy, wild shape 4/day, woodland stride; AL NE; SV Fort +10, Ref +12, Will +18; Str 14, Dex 15, Con 14, Int 10, Wis 22, Cha 12.

Skills and Feats: Bluff +10, Concentration +24, Diplomacy +12, Disguise +7 (+9 acting), Gather Information +7, Knowledge (nature) +3, Listen +14, Sense Motive +12, Spellcraft +22, Spot +21, Survival +9, Tumble +20; Natural Spell, Quicken Spell, Savage Grapple*, Sudden Maximize*, Two-Weapon Fighting, Weapon Focus (dagger).

Animal Companion (Ex): Rowana's animal companion is Slither, a constrictor snake.

Slither: Medium Animal; HD 5d8+13; hp 41; Init +4; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 18, touch 14, flat-footed 14; Base Atk +3; Grp +7; Atk: +7 melee (1d3+5, bite); Full Atk: +7 melee (1d3+6, bite); SA Constrict 1d3+6, improved grab; SQ Evasion, low-light vision, scent; AL N; SV Fort +6,

Ref +7, Will +2; Str 18, Dex 18, Con 14, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +12, Climb +15, Hide +11, Listen +7, Spot +9, Swim +12; Alertness, Toughness.

Constrict (Ex): On a successful grapple check, a constrictor snake deals 1d3+6 points of damage.

Evasion (Ex): If Slither is exposed to any effect that normally allows her a Reflex saving throw for half damage she takes no damage with a successful saving throw.

Improved Grab (Ex): To use this ability, a constrictor snake must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Animal Companion Benefits: Rowana and Slither enjoy the link and share spells special qualities.

Link (Ex): Rowana can handle Slither as a free action. She also gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding Slither.

Share Spells (Ex): Rowana can have any spell she casts on herself also affect her animal companion if the latter is within 5 ft. She can also cast a spell with a target of "You" on her snake.

Dagger Claws (Su): When Rowana uses wild shape, she adds any magical properties of daggers she is holding in each hand into the natural attacks of her new form. The magic of a single dagger affects only the natural attacks made with the corresponding limb in the shaper's animal form, not all her attacks. If the assumed form does not have a claw or slam attack with a limb that corresponds to the druid's natural limbs, this ability has no effect. The bonuses from this ability last for the duration of the wild shape effect. When a shaper uses this ability, her natural weapons in animal form overcome damage reduction exactly as do the daggers that she was holding when transformed.

Daggercast (Ex): Rowana can cast a spell with somatic and material components even when holding a dagger in each hand. Casting in this way still provokes attacks of opportunity normally. In addition, Rowana can deliver a touch spell with a dagger attack (either a melee touch attack or a normal melee attack, but not with a thrown dagger).

Daggerspell Flurry (Ex): 2/day – Rowana can quicken one spell as part of a full attack with her

daggers. Doing this has no effect on the spell's effective level. She must make at least one melee attack in any round in which she uses this ability, and she cannot make an attack with anything other than a dagger (although if a spell cast in conjunction with this ability requires an attack roll, she can still make the spell's attack). Rowana can use this ability a number of times per day equal to her Dexterity bonus (minimum 1).

Elf Traits (Ex): Immunity to magic sleep spells and effects; +2 bonus on saves against enchantment; entitled to a Search check when within 5 feet of a secret or concealed door.

Enhanced Wild Shape (Su): Whenever Rowana uses wild shape she retains enhancement bonuses to Strength, Dexterity, or Constitution granted by any equipment she wears, even if the equipment can't be worn normally in her new form.

Evasion (Ex): If Rowana is exposed to any effect that normally allows her a Reflex saving throw for half damage she takes no damage with a successful saving throw.

Fast Wild Shape (Su): Rowana can use her wild shape ability as a move action rather than as a standard action.

Nature Sense (Ex): Rowana gains a +2 bonus on Knowledge (nature) and Survival checks (already figured into the statistics above).

Resist Nature's Lure (Ex): Rowana gains a +4 bonus on saving throws against the spell-like abilities of fey.

Spontaneous Casting: Rowana can lose a prepared spell in order to cast any *summon nature's ally* spell of the same level or lower.

Trackless Step (Ex): Rowana leaves no trail in natural surroundings and cannot be tracked.

Wild Empathy (Ex): Rowana can add her druid level and Charisma modifier (+1) to checks to improve the attitude of animals. She can use this ability on magical beasts with Intelligence scores of 1 or 2, but she takes a -4 penalty to the check.

Wild Shape (Su): Rowana can turn herself into any Tiny, Small, Medium or Large animal and back again four times each day. This ability functions like the *polymorph* spell, except as noted here. The effect lasts for 1 hour, or until she changes back. Changing form is a move action and doesn't provoke an attack of opportunity.

Woodland Stride (Ex): Rowana may move through any sort of undergrowth at her normal speed and without taking damage or suffering from any other impairment. However, thorns, briars, and overgrown

areas that have been magically manipulated still affect her.

Languages: Common, Druidic, Elven.

Possessions: Quarterstaff, masterwork scimitar, holly and mistletoe (3), holy symbol (2), spell component pouch (2), leather armor, 5 daggers, *portable hole*, *incandescent blue sphere ioun stone*, *+1 shocking dagger*, *belt of giant's strength +4*, *amulet of health +2*, 333 gp.

Physical Description: The beautiful Rowana Menanine is possessed of alabaster skin and flowing raven hair.

Spells Prepared (6/7/7/5/5/4/4/2/1; base DC = 16 + spell level): 0th — *create water*, *cure minor wounds*, *detect magic* (2), *detect poison*, *know direction*; 1st — *entangle* (2), *faerie fire*, *hide from animals*, *longstrider*, *pass without trace*, *produce flame*; 2nd — *barkskin*, *body of the sun**, *delay poison*, *embrace the wild**, *nature's favor**, *resist energy* (2); 3rd — *call lightning*, *cure moderate wounds*, *dominate animal*, *greater magic fang* (2), *sleet storm*; 4th — *dispel magic*, *flamestrike*, *freedom of movement*, *ice storm*, *languor**; 5th — *animal growth*, *cure serious wounds*, *death ward*, *quicken faerie fire*, *wall of thorns*; 6th — *quicken creeping cold*, *fire seeds* (2), *greater dispel magic*; 7th — *heal*, *quicken nature's favor**; 8th — *quicken flamestrike*.

Advanced Dire Bear: CR 8; Large Animal; HD 15d8+63; hp 132; Init +1; Spd 40 ft.; AC 17, touch 10, flat-footed 16; Base Atk +11; Grp +25; Atk +21 melee (2d6+10, claw); Full Atk +21 melee (2d6+10, 2 claws) and +15 melee (2d8+5, bite); SA Improved grab; SQ Low-light vision, scent; Space/Reach: 10 ft./5ft; AL N; SV Fort +13, Ref +10, Will +10; Str 31, Dex 13, Con 19, Int 2, Wis 12, Cha 10.

Skills and Feats: Listen +10, Spot +13, Swim +13; Alertness, Endurance, Improved Natural Attack (claw), Run, Toughness, Weapon Focus (claw).

Improved Grab (Ex): To use this ability, a dire bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Appendix Seven – New Rules

New Feats

Arcane Mastery

Reference: Complete Arcane, p. 73.

You are quick and certain in your efforts to defeat to defeat the arcane defences and spells of others.

Prerequisites: Ability to cast arcane spells or use spell-like abilities (including invocations).

Benefits: You can take 10 on caster level checks (as if the caster level check was a skill check).

Danger Sense

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.

Elusive Target [Tactical]

Reference: Complete Warrior, page 110.

Trying to land a blow against you can be a maddening experience.

Prerequisites: Dodge, Mobility, base attack bonus +6.

Benefit: The Elusive Target feat enables the use of these tactical maneuvers.

Negate Power Attack: To use this maneuver, you must designate a specific foe to be effected by your Dodge feat. If that foe uses the Power Attack feat against you, the foe gains no benefit on the damage roll but still takes the corresponding penalty on the attack role.

Diverting Defense: To use this maneuver, you must designate one of the flanking attackers affected by your Dodge feat. The first attack of the round from the designated attacker automatically misses you and may strike the other flanking foe instead; the attacking creature makes an attack roll normally. And its ally is considered flat-footed. If the designated attacker if making a full attack against you, its second and subsequent attacks function normally.

Cause Overreach: To use this maneuver, you must provoke an attack of opportunity from a foe by moving out of a threatened square. If the foe misses you, you can make a free trip attempt against this foe, and the foe does not gain a chance to trip you if your attempt fails.

Instantaneous Rage

Reference: Complete Warrior, page 102.

You activate your rage instantly.

Prerequisites: Rage or frenzy ability.

Benefit: Your rage begins at any time you wish, even when it is not your turn or when you're 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.

Leap Attack

Reference: Complete Adventurer, p. 110.

You can combine a powerful charge and a mighty leap into one devastating attack.

Prerequisites: Jump 8 ranks, Power Attack.

Benefits: You can combine a jump with a charge against an opponent. If you cover at least 10 feet of horizontal distance with your jump, and you end your jump in a square from which you threaten your target, you can double the extra damage dealt by your use of the Power Attack feat. If you use this tactic with a two-handed weapon, you instead triple the extra damage from Power Attack.

This attack must follow all the normal rules for using the Jump skill and for making a charge, except that you ignore rough terrain in any squares you jump over.

Mobile Spellcasting

Reference: Complete Adventurer, p. 111.

Your focused concentration allows you to move while casting a spell.

Prerequisites: Concentration 8 ranks.

Benefits: You can make a special Concentration check (DC 20 + spell level) when casting a spell. If the check succeeds, you can cast the spell and move up to your speed as a single standard action. (You can't use this ability to cast a spell that takes longer than 1 standard action to cast). If the check fails, you lose the spell and fail to cast it, just as if you had failed a Concentration check to cast the spell defensively.

You still provoke attacks of opportunity for casting spells from any creatures who threaten you at any point in your movement. You can cast defensively while using

this feat, but doing so increases the Concentration DC 25 + spell level.

Power Critical

Reference: Complete Warrior, page 102.

Choose one weapon, such as a longsword or greataxe. With that weapon, you know how to hit where it hurts.

Prerequisites: Weapon Focus with weapon, base attack bonus +4.

Benefit: When using the weapon you selected, you gain a +4 bonus on the roll to confirm a threat.

Special: A fighter may select Power Critical as one of his fighter bonus feats.

You can gain Power Critical multiple times. Each time you take the feat, it may be with a different weapon or the same weapon. If you take it with the same weapon, the effects of the feats stack.

Powerful Charge

Reference: Miniatures Handbook, page 27

You can charge with extra force.

Prerequisites: Medium or larger, base attack bonus +1

Benefit: 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.

Savage Grapple [Wild]

Reference: Complete Adventurer, page 114

While transformed into the shape of a wild animal, you can savagely tear at any creature that you manage to grapple.

Prerequisites: Wild shape, sneak attack

Benefit: While you are in a wild shape, any time you make a successful grapple check to damage a creature with which you are already grappling, you can add your sneak attack damage as well. Creatures not subject to sneak attack don't take this extra damage.

Sudden Maximize [Metamagic]

Reference: Miniatures Handbook, page 28

Once per day you can cast a spell to maximum effect without special preparation.

Prerequisites: Any metamagic feat.

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

New Spells

Body of the Sun

Reference: Complete Divine, page 155.

Transmutation [Fire]

Level: Druid 2, sorcerer/wizard 2

Components: V, S, DF

Casting Time: 1 standard action

Range: 5 feet

Area: 5'-radius emanation centered on you

Duration: 1 round/level

By drawing on the power of the sun, you cause your body to emanate fire. This fire extends 5 feet in all directions from your body illuminating the area and inflicting 1d4+1 points of fire damage (Reflex save for half) to any creature it touches except you.

Creeping Cold

Reference: Complete Divine, page 159.

Transmutation [Cold]

Level: Druid 2

Components: V, S, F

Casting Time: 1 standard action

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

Target: One creature

Duration: 3 round

Saving Throw: Fortitude half

Spell Resistance: Yes

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

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

Distract Assailant

Reference: Complete Adventurer, page 146.

Enchantment (Compulsion)

Level: Assassin 1, sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 swift action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round
Saving Throw: Will negates
Spell Resistance: Yes

The subject of this spell is distracted, flinching at blows that seem to come from the shadows. A creature affected by this spell is flat-footed until the beginning of its next turn.

Material Component: The dried wing of a fly.

Embrace the Wild

Reference: Complete Adventurer, page 147.

Transmutation
Level: Druid 2, ranger 1
Components: V
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 minutes/level (D)

This spell allows you to adopt the nature and some abilities of a wild animal. Upon casting the spell, you can choose any animal whose Hit Dice are equal to or less than your caster level. You retain your own form, but you gain the natural and extraordinary senses of the creature you choose, including blindsense, blindsight, darkvision, low-light vision, and scent, as applicable. You can also choose to replace either or both of your Listen and Spot check modifiers with those of the animal chosen.

For example, a 3rd-level druid casting this spell might choose to adopt the nature of a wolverine to gain low-light vision, scent, and Listen and Spot check modifiers of +6. Alternatively, she could select the eagle and gain low-light vision, Listen +2, and Spot +14. If the druid's Listen check were better than +2 she could retain her own Listen check modifier while gaining the eagle's Spot check modifier.

Fire Shuriken

Reference: Complete Arcane, page 107.

Evocation [Fire]
Level: Assassin 2, wu-jen 2 (fire)
Components: V, S, M
Casting Time: 1 standard action
Range: 0 ft.
Effect: One magical shuriken/3 levels
Duration: Instantaneous

Saving Throw: None
Spell Resistance: Yes

This spell creates shuriken formed of magic fire that you can throw as a normal ranged attack at any target within range. You are automatically considered proficient with *fire shuriken*, which have a range increment of 10 feet, threaten a critical hit on a roll of 19-20, and deal 3d6 points of fire damage each on a successful hit (though you and your possessions take no damage as the shuriken are thrown). Any additional damage dealt by the *fire shuriken* (including Strength and sneak attack bonuses) is also fire damage. The shuriken disappear when they hit, so they cannot set fire to combustibles or damage objects.

You can create one fire shuriken per three caster levels, up to a maximum of six at 18th level.

Material Component: A shuriken coated with pine sap and sulphur.

Languor

Reference: Complete Divine, page 167

Transmutation
Level: Druid 4
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft. /2 levels)
Effect: Ray
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

This spell causes creatures it hits to become weak and slow. A subject who fails a Will save is *slowed* as the spell and suffers a cumulative enhancement penalty to Strength equal to 1d6-1 per two caster levels (minimum additional penalty of 0, maximum of -10) each round. If the subject's Strength drops below 1, it is helpless. The spell's *slow* effect counters and is countered by *haste*. However, the Strength penalty is not countered by *haste*.

Nature's Favor

Reference: Complete Adventurer, page 155

Evocation
Level: Druid 2, Ranger 2
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Animal touched
Duration: 1 minute
Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

By calling on the power of nature, you grant the target animal a +1 luck bonus on attack and damage rolls for every three caster levels you possess, to a maximum of +5 at 15th level.

Sniper's Eye

Reference: Complete Adventurer, page 156

Transmutation

Level: Assassin 4

Components: V, S, F

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell magically enhances your senses, making you deadly with ranged weapons. When you cast *sniper's eye*, you gain the following benefits:

- +10 competence bonus on Spot checks.
- Darkvision out to 60 feet.
- The ability to make a ranged sneak attack at a range of up to 60 feet, rather than 30 feet.
- The ability to make a death attack with a ranged weapon rather than just with a melee weapon. The target must be within 60 feet.

This spell doesn't grant you the ability to make a sneak attack or death attack if you don't already have that ability.

Sniper's eye attunes you completely to the vantage point you had when you cast the spell. You understand the nuances of the breeze and every angle and shadow – from that spot. If you move even 5 feet from the place where you cast the spell, you lose the benefit of *sniper's eye* until you return to that spot.

Focus: A magnifying glass.

New Warlock Invocations

Beguiling Influence

Reference: Complete Arcane, page 132.

Least; 2nd

You can invoke this ability to beguile and bewitch your foes. You gain a +6 bonus on Bluff, Diplomacy, and Intimidate checks for a period of 24 hours.

Chilling Tentacles

Reference: Complete Arcane, page 132.

Greater; 5th

This invocation allows you to conjure forth a field of soul-chilling black tentacles that ooze from the ground, groping for victims. This invocation functions identically to the *Evard's black tentacles* spell, except that each creature within the area of the invocation takes 2d6 points of cold damage each round. Creatures in the area take this cold damage whether or not they are grappled by the tentacles.

Dark One's Own Luck

Reference: Complete Arcane, page 133.

Least; 2nd

You are favored by the dark powers if you have this invocation. You gain a luck bonus equal to your Charisma bonus (if any) on Fortitude saves, Reflexes saves, or Will saves (your choice each time you use this ability) for a period of 24 hours. You can't apply this ability to two different saves at the same time. This bonus can never exceed your class level.

Devour Magic

Reference: Complete Arcane, page 133.

Greater; 6th

This invocation allows you to deliver a targeted *greater dispel magic* with your touch. You gain 5 temporary hit points for each spell level dispelled by this touch. For example, if you successfully dispel a *wall of ice*, you gain 20 temporary hit points. These temporary hit points after 1 minute and do not stack with other temporary hit points. If you devour a new spell, you can replace the old temporary hit points with the ones from the more recent spell, thus resetting the duration. You cannot devour your own invocations.

Eldritch Chain

Reference: Complete Arcane, page 133.

Lesser; 4th; Blast Shape

This blast shape invocation allows you to improve your *eldritch blast* by turning it into an arc of energy that "jumps" from the first target to others. An *eldritch chain* can jump to one or more secondary targets within 30 feet of the first target, allowing you to make additional ranged touch attacks and deal damage to the secondary targets if you hit.

You can "jump" the chain to one secondary target per five caster levels, so you can strike two additional targets at 10th level, three additional targets at 15th level and four additional targets at 20th level. Each new target must be within 30 feet of the previous one and you can't target the same creature more than once with the *eldritch chain*. If you miss any target in the chain, the *eldritch chain* attack ends there.

Each target struck after the first takes half the damage dealt to the first target. This reduction in damage to secondary targets applies to any effect that increases the damage of your *eldritch blast* (such as *vitriolic blast*). You must make a separate spell penetration check for each target, if applicable.

Eldritch Spear

Reference: Complete Arcane, page 133.

Lesser; 2nd; Blast Shape

This blast shape invocation extends your *eldritch blast* attacks to great distances. *Eldritch spear* increases the range of an *eldritch blast* attack to 250 feet with no range increment.

Fell flight

Reference: Complete Arcane, page 134.

Lesser; 3rd

When you use this invocation, the powers of darkness bear you aloft as you sprout a streaming, winglike cape of shadows. You can fly at a speed equal to your land speed with good maneuverability for 24 hours.

Retributive Invisibility

Reference: Complete Arcane, page 135.

Dark; 6th

You can use *greater invisibility* as the spell, but you can target only yourself with the invocation. If your *retributive invisibility* is dispelled, a shock wave releases from your body in a 20-foot-radius burst. This shock wave deals 4d6 points of sonic damage to all creatures in the area and stuns them for 1 round (a Fortitude save halves the damage and negates the stunning effect).

See the Unseen

Reference: Complete Arcane, page 135.

Least; 2nd

When you use this invocation, you can activate great powers of vision, allowing you to see invisible creatures and objects (as *see invisibility*). You also gain darkvision out to 60 feet for a period of 24 hours.

Utterdark Blast

Reference: Complete Arcane, page 135.

Dark; 8th

This eldritch essence invocation allows you to change your *eldritch blast* into an utterdark blast. An utterdark blast deals negative energy damage, which heals undead creatures instead of damaging them (much like inflict spells). Any creature struck by the attack must make a Fortitude save or gain two negative levels. The negative levels fade after 1 hour. If a target ever has as many negative levels as Hit Dice, it dies.

Void Sense

Reference: Complete Arcane, page 136.

Lesser; 4th

You can sharpen your hearing and sight when you use this invocation, gaining blindsense out to 30 feet for 24 hours.

New Item

Absence of Responsibility

New Item

While wearing this unique minor artifact, the wearer is greatly protected against spells of the divination school. No spell directly cast upon them succeeds unless the wearer wishes it to. For example, a CE individual may allow a *detect chaos spell* to detect them, but give no response to a *detect evil* spell. This might lead others to believe the target is CG or CN.

For those spells which indirectly query the target (such as *commune*, *contact other plane*, or *divination*) the artifact creates an alternative personality. While acting under the guise of the alternate personality, all such questions asked are of toward the alternative personality. So in this case, where the artifact is worn by Rowana Menanine under the guise of Whisper, questions about Rowana are answered about Rowana, and questions about Whisper are answered about Whisper and the two are considered separate persons. So if a *commune* were cast and the question were asked "Did Rowana order Annugrial's death?" the answer is no, as Whisper did. Should the question "Is Rowana Whisper?" the answer is no, as only Whisper is Whisper; and so on. This separation of a person from the deeds they do not wish discovered offers extraordinary protection from the school of divination.

The *absence of responsibility* does not detect as magic.

No magic; CL 23rd; Weight -.

Possum Pouch

Reference: Complete Adventurer, page 134

Also known as a false stomach, a *possum pouch* is a small, flat, circular bag about 10 to 12 inches in diameter and up to 2 inches thick. When placed against a humanoid's abdomen and sealed there with a command word, it blends in unobtrusively with the surrounding skin, requiring a DC 30 Search check to detect. Spies and couriers find these items useful as diplomatic pouches, while nobles and wealthy merchants sometimes use them as money belts. Assassins, ninjas, and sneak-thieves love *possum pouches* because they make it easy to

smuggle poison, daggers, and small valuables into or out of well-guarded houses.

Faint Illusion; CL 3rd; Craft Wondrous Item, *disguise self*; Price 1,800 gp; Weight 1 lb.

New Prestige Classes

Daggerspell Shaper

Reference: *Complete Adventurer*, page 36.

Class	Base	Fort	Ref	Will		
Level	Attack	Save	Save	Save	Special	Spells per day/known
1 st	+0	+0	+2	+0	Daggercast, wild shape (+1/day)	-
2 nd	+1	+0	+3	+0	Dagger claws, wild shape (Tiny)	+1 divine level
3 rd	+2	+1	+3	+1	Sneak Attack +1d6	+1 divine level
4 th	+3	+1	+4	+1	Wild shape (Large)	+1 divine level
5 th	+3	+1	+4	+1	Wild shape (+2/day)	+1 divine level
6 th	+4	+2	+5	+2	Sneak Attack +2d6	+1 divine level
7 th	+5	+2	+5	+2	Fast wild shape	+1 divine level
8 th	+6	+2	+6	+2	Enhanced wild shape	+1 divine level
9 th	+6	+3	+6	+3	Sneak Attack +3d6	+1 divine level
10 th	+7	+3	+7	+3	Daggerspell flurry, wild shape (+3/day)	+1 divine level

Hit Die: d6

Requirements

To qualify to become a Daggerspell Shaper, a character must fulfill all the following criteria.

Alignment: Any nonevil

Feats: Weapon Focus (dagger), Two-Weapon Fighting

Special: Wild shape class feature

Special: Either sneak attack +1d6 or skirmish +1d6

Class Skills

Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Spellcraft (Int), Spot (Wis), Survival (Wis), Swim (Str), and Tumble (Dex).

Skill Points at Each Level: 6 + Int modifier.

Class Features

Weapon and Armor Proficiency: Daggerspell Shapers gain no proficiency with any weapon and armor.

Daggercast (Ex): Daggerspell Shapers seamlessly blend the use of their twin daggers with powerful spellcasting abilities. A Daggerspell Shaper can cast a spell with somatic and material components even when holding a dagger in each hand. If a Daggerspell Shaper holds anything other than a dagger, she must have at least one hand free to cast a spell with somatic or material components. Casting in this way still provokes attacks of opportunity normally.

In addition, a Daggerspell Shaper can deliver a touch spell with a dagger attack (either a melee touch attack or a normal melee attack, but not with a thrown dagger).

Wild Shape (Su): A Daggerspell Shaper can change into a Small or Medium animal and back again, and can do so more often than most other characters with the wild shape ability. See the druid class feature, page 37 of the *Player's Handbook*. This ability lasts for 1 hour per class level or until she changes back. Levels of the Daggerspell Shaper prestige class stack with druid levels for the purpose of determining the maximum duration of the wild shape ability; they do not stack for any other purpose (such as the size and type of creature that a shaper can become).

A Daggerspell Shaper gains one additional daily use of her wild shape ability at 1st level, 5th level, and 10th level.

At 2nd level, a Daggerspell Shaper becomes able to use her wild shape ability to take the form of a Tiny animal. At 4th level, she can use wild shape to take the form of a Large animal.

Dagger Claws (Su): When a Daggerspell Shaper of 2nd level or higher uses wild shape, she adds any magical properties of daggers she is holding in each hand into the natural attacks of her new form. The magic of a single dagger affects only the natural attacks made with the corresponding limb in the shaper's animal form, not all her attacks. For example, a 2nd-level Daggerspell Shaper holding a +1 *flaming dagger* in one hand and a +2 *keen dagger* in the other hand transforms into a leopard. The daggers affect the claw attacks of her new form as follows: One gains a +1 bonus on attack and damage rolls and also gains the flaming special ability, and the other gains a +2 bonus on attack and damage rolls and also gains the keen special ability. If the assumed form does not have a claw or slam attack with a limb that corresponds to the druid's natural limbs, this ability has no effect. The bonuses from this ability last for the duration of the wild shape effect. When a shaper uses this ability, her natural weapons in animal form overcome damage reduction exactly as do the daggers that she was holding when transformed. In the example above, the shaper would be able to overcome a foe's damage reduction as if both of her natural weapons were magic.

Spells per Day/Spells Known: Beginning at 2nd level, a Daggerspell Shaper gains new spells per day at each level (and spells known, if applicable) as if she had also gained a level in a divine spellcasting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained. If she had more than one spellcasting class before becoming a Daggerspell Shaper, she must decide to which class to add each level for the purpose of determining spells per day and spells known.

Sneak Attack (Ex): Beginning at 3rd level, a Daggerspell Shaper deals an extra 1d6 points of damage when flanking an opponent or at any time when a target would be denied its Dexterity bonus. This extra damage applies to ranged attacks only if the target is within 30 feet. It increases to 2d6 points of damage at 6th level and 3d6 points of damage at 9th level. See rogue class feature, page 50 of the *Player's Handbook*. If a Daggerspell Shaper gets a sneak attack bonus from another source (such as levels of rogue), the bonuses on damage stack.

Fast Wild Shape (Su): Starting at 7th level, a Daggerspell Shaper can use her wild shape ability as a move action rather than as a standard action.

Enhanced Wild Shape (Su): Starting at 8th level, a Daggerspell Shaper can preserve the physical enhancement granted by her equipment even when in wild shape. Whenever the shaper uses wild shape, she retains enhancement bonuses to Strength, Dexterity, or Constitution granted by any equipment she wears, even if the equipment can't be worn normally in her new form.

Daggerspell Flurry (Ex): A 10th-level Daggerspell Shaper can blend spellcasting with a flurry of dagger attacks. When using this ability, the shaper can quicken one spell as part of a full attack with her daggers. Doing this has no effect on the spell's effective level. A Daggerspell Shaper must make at least one melee attack in any round in which she uses this ability, and she cannot make an attack with anything other than a dagger (although if a spell cast in conjunction with this ability requires an attack roll, she can still make the spell's attack).

A Daggerspell Shaper can use this ability a number of times per day equal to her Dexterity bonus (minimum 1).

Master Thrower

Reference: Complete Warrior, page 58.

Class	Base	Fort	Ref	Will	
Level	Attack	Save	Save	Save	Special
1 st	+1	+0	+2	+0	Quick Draw, thrown weapon trick
2 nd	+2	+0	+3	+0	Evasion
3 rd	+3	+1	+3	+1	Thrown weapon trick
4 th	+4	+1	+4	+1	Snatch Arrows
5 th	+5	+1	+4	+1	Critical throw, thrown weapon trick

Hit Die: d8

Requirements

To qualify to become a master thrower, a character must fulfill all the following criteria.

Base Attack Bonus: +5.

Skills: Sleight of Hand 4 ranks.

Feats: Point Blank Shot, Precise Shot, Weapon Focus (any thrown weapon)

Class Skills

Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Jump (Str), Perform (Cha), Profession (Wis), Sleight of Hand (Dex), Spot (Wis), Tumble (Dex) and Use Rope (Dex).

Skill Points at Each Level: 4 + Int modifier.

Class Features

Weapon and Armor Proficiency: Master throwers gain no proficiency with any weapon and armor.

Quick Draw: At 1st level, a master thrower gains the Quick Draw feat.

Thrown Weapon Trick (Ex): At 1st level and every two levels thereafter, a master thrower chooses one of the following thrown weapon tricks. Once chosen, the trick is a permanent part of the master thrower's repertoire and may not be exchanged. A master thrower cannot choose the same trick more than once. Each trick may only be used with a thrown weapon for which the character has taken Weapon Focus.

Deadeye Shot: The critical multiplier for any specific type of thrown weapon increases by one (for example, a hand axe has a critical multiplier of x4 instead of x3) when this ability is used. The benefit of this ability does not stack with any other effect that increases critical multipliers.

Defensive Throw: If a master thrower with this ability succeeds on a Concentration check (DC 10 + number of threatening foes) before attempting to attack with a thrown weapon while in a threatened square, her thrown weapon attacks don't provoke attacks of opportunity for 1 round. If the check fails, her opponents get attacks of opportunity as normal when she makes her attacks.

Doubletoss: A master thrower with this ability may, as a standard action, throw two weapons at one or two targets within 30 feet. The character may apply her full Strength bonus to each weapon (instead of one-half her Strength bonus for the off-hand weapon). The normal penalties for fighting with two weapons apply (see page 160 of the *Player's Handbook*).

Palm Throw: When using little thrown weapons (darts, shuriken, and daggers; the DM may allow other weapons), a master thrower with this ability may throw two of each weapon with a single attack roll. Damage is resolved separately, but the master thrower does not apply her Strength bonus to either damage roll.

Sneaky Shot: Just before making a ranged attack, a master thrower with this ability can use a move action to make a Sleight of Hand check opposed by her target's Spot check. If she wins the opposed check, her opponent is denied his Dexterity bonus to Armor Class against the attack.

Trip Shot: A master thrower with this ability may use a thrown weapon to make a trip attempt against one opponent farther than 5 feet away. The character makes a normal attack against the opponent with a thrown weapon. If the attack succeeds, in addition to doing damage as normal, the master thrower makes a Dexterity check or Strength check with a +4 bonus opposed by the opponent's Dexterity check or Strength check (whichever ability has the higher modifier). Other modifiers may apply on this opposed check (see page 158 of the *Player's Handbook*). If the master thrower wins the opposed check, the opponent is tripped. The benefit of this ability does not stack with the benefit of the Improved Trip feat.

Tumbling Toss: When wearing light, medium, or no armor, a master thrower with this ability can hurl a single thrown weapon at any point during a tumbling attempt as a standard action. If the result of her Tumble check is 25 or higher, the master thrower does not provoke an attack of opportunity of making this attack regardless of how many opponents threaten her.

Two with One Blow: If a master thrower with this ability uses a thrown weapon to attack two opponents adjacent to each other, she may take a -4 penalty on the attack roll and attempt to hit both, or neither opponent depending on the attack roll and the Armor Class of each opponent. Damage for each opponent is resolved separately. If the attack roll results in the threat of a critical hit, roll to confirm each critical hit separately.

Weak Spot: A master thrower can gain this ability only after reaching 5th level. When using a thrown weapon against a target of her size or larger, the character can make a ranged touch attack instead of a normal attack. If the attack hits, the master thrower does not apply her Strength bonus to the damage.

Evasion (Ex): At 2nd level, a master thrower gains the evasion ability. If she makes a Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can only be used if the master thrower is wearing light armor or no armor. A helpless master thrower (such as one who is unconscious or paralyzed) does not gain the benefit of the ability.

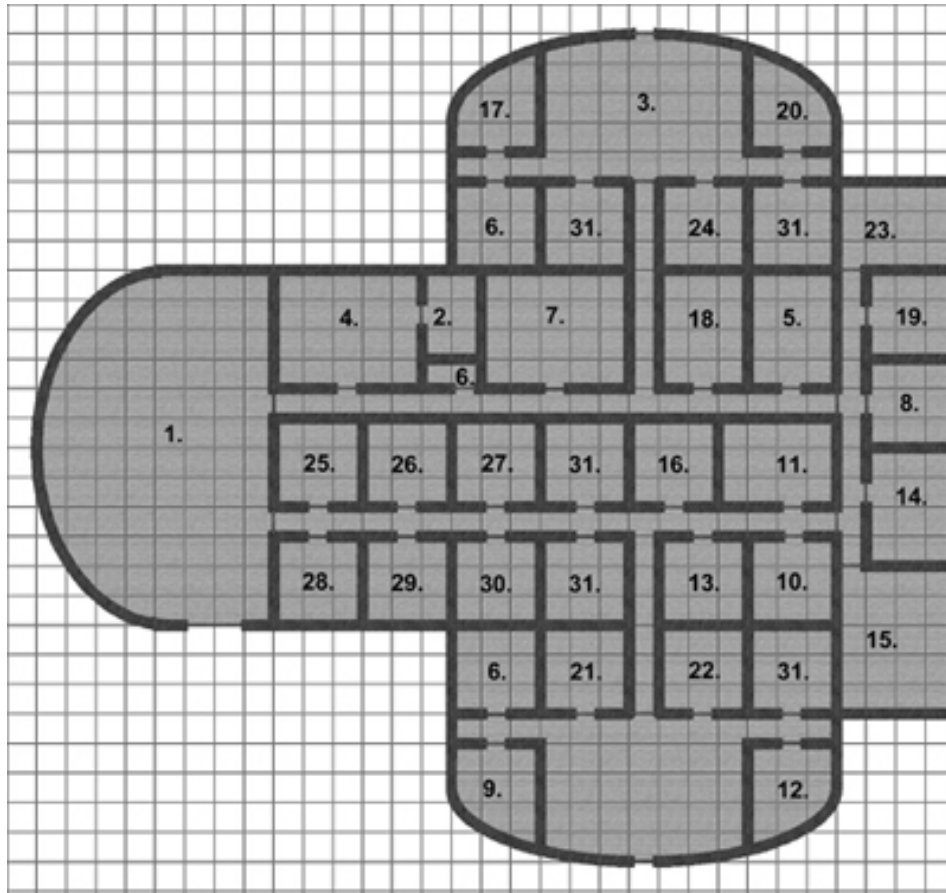
If the character already has the evasion ability, he gains improved evasion instead. Improved evasion works like evasion, except that while the character still takes no damage on a successful Reflex saving throw, she takes only half damage on a failed save.

Snatch Arrows: A master thrower gains the benefit of the Snatch Arrows feat at 4th level, even if she does not meet the prerequisites.

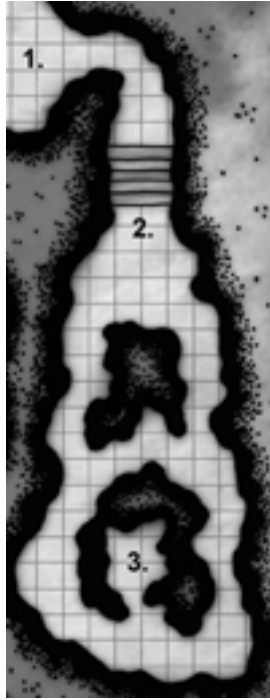
Critical Throw (Ex): At 5th level a master thrower gains the Improved Critical feat for any thrown weapon with which she has Weapon Focus.

Appendix Eight – Maps

Map 1: Kashafen's Mansion (Encounter Two) – Each Square is 5' x 5'



Map 2: Rowana's Cave (Encounter Eight) – Each Square is 10' x 10'



Appendix Nine – NPC Personalities

What follows are descriptions of the various NPC personalities the heroes may interact with during their time in Flameflower. After a brief description, each NPC has a **Goal** listed. This goal reveals what they may hope to gain at the celebration and governs many of their actions. Following each goal is a second section entitled **Murder**. This section discusses how the NPC's behavior alters once the murders begin.

Alisnata Rellen (High Elf): The wife of Ixtacious Rellen is rarely seen at court, and still wears black, mourning the death of her only son, Cenet Rellen during Reaping CY 592 (*HIG2-05 Kinsmen*). Rumor has it that she does not favor her husband's move to adopt some of her son's adventuring companions as his heirs.

Goal: Alisnata has not forgiven her husband for his adoption of the adventurers she views as responsible for her son's death. She wishes nothing more than to somehow discredit the Rellen heirs and make certain that they do not inherit what should have been her son's. Fortunately for the hero heirs, her overwhelming grief prevents her from doing more than coldly ignoring them.

Murder: Once the murders begin, she blames the adventurer's for bringing yet another doom upon the Court. She locks herself in her room and refuses to interact with anyone; eventually committing suicide.

Alysin Thanemantle, High Lady of the Glen (Human): High priestess of the largest temple to Ehlonna (the Hearth of the Unicorn's Heart in Quaalsten), Alysin seeks only harmony in the forest. She constantly looks for ways to bring together the people of the Vesve, and keep the forest safe from evil. Alysin is aware of her position, and while she is not manipulative, she does what is good for the Vesve and Ehlonna. Until now, she had not left Quaalsten since it became clear it would be attacked by the forces of the Old One (*HIG2-07 Dark and Restless Dreams*).

Goal: Now that Quaalsten is free, Alysin seeks to aid Elrenn, Tavin, and Kashafen in bringing together all of the disparate groups in the Vesve. She tries to convince everyone to put aside his or her differences.

Murder: Unaware of the complicated nature of the elven Court the last three years, Alysin tries to stay out of the way unless asked for help. She tries unsuccessfully to contact Ehlonna for knowledge of the murderer, her spells blocked by Rowana's necklace.

Annugrial Stallodel (High Elf): The previous Captain of the Lord's Guard, Annugrial is a young high elf devoted to his duties. He is very involved in the policing of Flameflower and its surroundings, often far from Court making certain all is well. He is straightforward and to the point, rarely hedging his words. Last year, he went into exile with Lord Kashafen while waging a guerrilla war against the grugach that occupied Flameflower (*HIG3-06 Brother Against Brother*). He was later captured by Iuzians and rescued by adventurers (*HIG4-06 All the Empty Places of the World*). Now he has no official position at Court, but is still considered a close confidant of Lord Kashafen who trusts Annugrial's simple, honest approach.

Goal: Annugrial hopes only to stay out of the way of the Courtly maneuverings and make certain that nothing bad happens. Flameflower has never been freely opened before, and while he admires his Lord's decision to open the borders, he is worried that the elves are not prepared for the evil that might slip into their homes.

Murder: Annugrial is the first to die, and thus he has no opinion on the murders.

Avereen Volmiryth (High Elf): Clan Volmiryth is currently governed by the High Mage Avereen Volmiryth and she is only the second ruler the clan since its founding. Her age is great, but her knowledge and power are greater still. At Court, she serves as a chief advisor to the throne in Flameflower. Avereen is growing old though, and many of her clan are beginning to wonder if her time has already come and gone. While Avereen puts forth the facade of an elderly grandmother whose wits are dulled with age, she is actually quite wily. No one acts in Court with her watchful eyes taking note. Despite the low opinion many have of her and the Volmiryth, she is in fact the best informed of Court, having dispatched spies to study the Blood Owls and the Shadowclaw as soon as Court moved to Highfolk two years ago. While her methods may be harsh, she has the elves best interest at heart.

Goal: Avereen knows that the fight is not over, as there is still a traitor in their midst. Her goal is to eliminate the traitor as quickly and quietly as possible, preferably with proof as to their treachery, although she won't burden herself with such things if it is not easily forthcoming. Whatever happens, she tries to keep her hands clean, and keeps a hero nearby in case someone must be blamed.

Murder: Once the murders begin, Avereen's timetable must be accelerated. She begins to pressure any

heroes that owe her a debt to fulfill it as quickly as possible. She makes an effort to keep Lord Kashafen's company as much as possible, in case he should need defenders.

Elrenn Walthair, Lord Marshal of the Rangers of the Vesve (Human): A woodsman who has spent his entire life fighting evil in the Vesve, Elrenn favors infiltration and quick strikes against enemy weak points. He is pleased that the day when a full assault can be launched upon the minions of the Old One has finally arrived. Elrenn has formed a good-sized group of woodsmen into wardens known as the Rangers of the Vesve. The Lord Marshal had been missing since the summer of CY 592 (*HIG2-07 Dark and Restless Dreams*) until he was recently rescued from allies of the Old One (*HIG4-09 The Cauldron of Despair and Hope*).

Goal: Elrenn is pleased at how the people of the Vesve and the High Vale have come together in his absence. He now hopes to encourage their unity and organize them to give chase to the forces of the Old One. Any Rangers of the Vesve or Knights of the High Forest will be approached to help encourage a rapid military response.

Murder: Much like Alysin, Elrenn tries not to become involved unless asked. This is not to say that he is not aware and on guard, but he is uncertain of his place in the newly opened Flameflower. He stands protective guard over the High Lady of the Glenn when not called to some other action.

Fortius Kalen (High Elf): Everything is a battle to the ambassador from Clan Moonbow. Every meeting a drama, every incident a catastrophe; Fortius expounds with constant rhetoric. He goes to great lengths to get those around to feel the pain he has inside; although he would never admit it was for his own benefit. No, not when so many of his clan mates need so much help. He does everything within his power to get a sympathetic ear to loosen a purse string, unsheathe a blade, or open a door to the parentless children of the clan.

Goal: Now that Flameflower has been retaken and the Old One on the run, Clan Moonbow believes it is time to chase the routing forces and press the gains made at Quaalsten. Fortius asks everyone he meets to commit his or her sword to this goal. The quicker, the better.

Murder: Fortius is happy to help in whatever way necessary, however he reminds everyone how while he is there to help now, he needs their help to liberate the Moonbow homeland in the near future.

Giela Xerlos (Gray Elf): Believed by most to be Avereen's handmaiden, Giela is actually a skilled operative in her own right. Giela is ruthless in completion of her mistress' goals, but quietly observant otherwise.

Goal: Giela seeks only to do Avereen's bidding.

Murder: As soon as mayhem begins, Giela will use her *ring of invisibility* to disappear and stand watch over her mistress, unless Avereen orders her to follow someone else. She may be dispatched to help, or frame heroes as necessary to her mistress's goals.

Ixtacious Rellen (High Elf): Ixtacious is the patriarch of House Rellen, a powerful family in Clan Shandareth. He is also currently in favor with Lord Kashafen. That favor gives him an important position as an advisor in court, one that House Menanine is not pleased with. The two Houses had been feuding for more than a decade. However fortune is not with Ixtacious as his heir passed while adventuring during Reaping CY 592 (*HIG2-05 Kinsmen*). While he grieves for his son, he also realizes that he is advisor to the King and must speak for his people. He has adopted some of his son Cenet's companions in order to continue his line. The future of House Rellen is uncertain, but seems likely to be grim. Members of Court have noticed his rapidly declining health. For a time, Ixtacious was invested with Kashafen's domestic power and known as "The Voice of the King (*HIG3-06 Brother Against Brother*)." With Lord Kashafen's return, he no longer holds this title, but still holds a great deal of power. Recently, he has been convinced by his rival Tymir Menanine to end the feud of their Houses by wedding their children (*HIG4-06 All the Empty Places of the World*).

Goal: Despite his declining health, Ixtacious just wants the best for his people, his clan, and his family. He worries that his wife still grieves for the loss of his son, but knows not how to fix her broken heart. Instead, he busies himself with affairs of Court. He is constantly looking out for everyone's happiness and wellbeing, being a generally personable man.

Murder: Once the murders begin, Ixtacious despairs. He had hoped that finally the elves would know happiness. He realizes that the murderer must be brought to justice, and supports Kashafen in any decision he may make. He urges any hero Rellen heirs to be careful. Once his wife is found dead, Ixtacious ceases to be of any use, retiring to his room and refusing to speak with anyone; especially any hero heirs who he rightly knows are partially responsible for his wife's death.

Kashafen Tamarel, Lord of the High Elves and Protector of the Vesve (High Elf): Kashafen rules the elves of the

Vesve from his Court at Flameflower. His rule has been one of the wisest and most just in the memory of Shandareth rulers. He is well aware of the danger of initiating large battles with the forces of Iuz, and for a long time sought to confuse or delay the Old One. Unfortunately, the situation has worsened and more drastic measures have been needed. He personally waged a guerilla war against grugach invaders (*HIG3-06 Brother Against Brother*) and later sent a diplomatic mission rouse the dwarves of Dargas Mor (*Conflict Interactive: Do Golems Dream of Iron Sheep*). With all of their collected might, the elves then marched on Quaalsten to engage the forces of the Old One (*HIG4-06 All the Empty Places of the World* and *Interactive The Second Battle of Quaalsten*). Now he seeks to do what he can to maintain the alliance of all the good people of the Vesve to preserve his domain from the depredations of the Old One. He has an especially close relationship with Tavin, the two having adventured together prior to assuming their respective duties.

Goal: Kashafen plays the part of host, but is working quietly to settle old disputes and bring all the free people of the Vesve together. Whenever dealing with heroes he is fair, and knowing adventurers tend to be more open minded, tries to urge them to aid in putting away prejudices and disunity.

Murder: Once the first body is found, Kashafen orders the mansion sealed. He will stop at nothing to expose the traitor in the Court's midst, but still tries to be fair in his dealings. His particular understanding of adventurer grants them some leeway when dealing with the otherwise rigid Court. He knows that he remains the leader of the elves only with the support of his nobles.

Magliana (Human): Magliana has gone a long way since her beginnings as the leader of the Wyvern's Sting bandit gang (*HIG1-07 Highway, Low Way*). She managed to put several adventurers into her debt (*HIG3-01 As Luck Would Have It*) and then parlay that into a position in one of the elven noble Houses (*HIG4-02 Losing the War We've Won*). Magliana enjoys the celebration, acting only vaguely the part of Octiven's servant and often behaving more his equal. Those who question this receive only a wink and a flip of her auburn hair as she floats off to another part of the celebration. She's definitely up to something.

Goal: Magliana joined Octiven's service looking for an easy life and a rich patsy. Little did she realize that Octiven was one of the enigmatic Blood Owls. She has quickly come to accept their morally flexible attitude toward fighting the Old One. She seeks to aid Octiven in his goals.

Murder: Murders do not faze this sly former bandit. She quickly coordinates with any other hero Gardeners present at the table to expose the murderer.

Octiven Hharp (High Elf): Octiven is the new Lord of the Krysalyn, a clan of Vesve elves that work closely with humans. He has ascended to his position when his uncle Evnal Hharp was slain in the Fall of Flameflower a little a year ago (*HIG3-06 Brother Against Brother*); his father having renounced the throne five years ago when he chose to marry a human druidess. Now that Octiven has finally reached the age of majority, he sees it as his duty to motivate the elves to a more proactive stance concerning the war. He is the consummate politician, making grandiose promises and always proffering large smiles. In particular he desires the support of the common people, realizing that his youth is not likely to gain him the aid of the entrenched older elven lords. He sponsored an expedition to occupied Flameflower more than a year ago to further his public support (*HIG4-02 Losing the War We've Won*). This is all part of his public facade, for Octiven is actually a member of the Blood Owls; a secret group of rogues opposed to the Old One.

Goal: Octiven is here to take the Blood Owls public. Their activities have become noticed by both the Old One and his enemies, and their secrecy is alienating those that should be their allies, so it is time to make them known. It is up to Lord Hharp to make certain that they are well received and are in a position of power when the dust settles.

Murder: The murder is actually the perfect opportunity for Octiven. He does everything he can to help the heroes in the name of the Blood Owls, as long as they know who it is that is helping them.

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

Goal: The high priestess wishes to consult any hero who possesses the Augury Octavo. She believes they will be at the crux of historic changes, and hopes to learn what they know.

Murder: Once the murders begin the Lady worries that her gift of prophecy gave no warning. She spends her time closeted in her room in prayer to Sehanine

trying to discern who is the cause of the murders. She will freely share what she knows, but it is precious little.

Quival Menanine (High Elf): Son of Tymir and Rosisa Menanine, Quival is passionate about nearly anything, as he is happy to tell all that ask him, as well as many that do not. The arrogant heir to House Menanine dislikes non-elves and waiting, loves dueling and archery, and cares very deeply about any slight against his family real or imagined. However, despite these character flaws, he is possessed a great gift for leading men in battle and his prowess on the field is well known. In spite of his young age, he has successfully won several small skirmishes with the Old One's troops. Following the disappearance of Annugrial as he followed Lord Kashafen into self-imposed exile, Quival was named Captain of the Lord's Guard by his father Tymir who was Sword of the King at the time (*HIG3-08 The Evil Within*). While Annugrial has returned, he has not tried to regain his position. Quival assumes it is due to Annugrial's fear of Quival's dueling skill, completely misunderstanding the quiet Annugrial's desire for unity. Quival does not agree with opening the borders of Flameflower to non-elves.

Goal: As Captain of the Lord's Guard and heir to the second most powerful House of Shandareth (after Tamarel), Quival lords over those who are not members of Court. He wittily degrades non-elves, and also seeks to establish his family's dominance in the Rellen-Menanine relationship. He also degrades Annugrial as weak for not trying to regain his former position, although not to his face. He especially hard on House Stallodel, whom he views as servants and not true members of Shandareth.

Murder: Once the murder begins, Quival is momentarily shaken. He nervously realizes his rivalry with Annugrial makes him a suspect. That leads him to take extreme, and reckless, measures in attempting to find the real killer, or at least someone else to blame.

Rowana Menanine (High Elf): Daughter of Tymir and Rosisa Menanine, Rowana is not found frequently at Court, but often causes a stir when she does. Her pale beauty and quiet grace despite previous mourning for her deceased betrothed Cenet Rellen are well known. While some feel she is cold and distant, other point to her mediations in the temple and the woods as her lack of motivation for courtly matters. It was her that proposed and led the expedition to recover the sword Purpose, which her father used to win the battle to regain Flameflower (*HIG4-06 All the Empty Places of the World*).

Goal: Rowana's true goal is to be unnoticed, the perfect source of rot in the tree that is the Court. As such,

she plays many parts: the dutiful daughter, the nervous bride, and the passionate lover. All of it allays suspicion until she can spring her trap.

Murder: Once the murders begin, Rowana realizes it is only a matter of time till suspicions turn toward her. As such, she chooses a scapegoat: her brother Quival. (At certain tables, a hero will be targeted instead of Quival.)

Talus Wintershale, the Loslain (High Elf): The undisputed leader of Clan Seldorian is the Loslain, Talus Wintershale. It is said that for centuries the Clan Seldorian High Priest of Corellon Larethian, called the Loslain, has been given visions that he has used to guide his flock. Often this entails a few chosen words to the Court, but when Iuz rose to the East, the current Loslain, Talus Wintershale, saw nothing. This lack of foreknowledge has resulted in a loss of face at Court. Many of the eastern clans that share a border with the Plaguehold of Iuz whisper that the Loslain withheld the vision to weaken them and improve his clan's position. The truth of this is known only to Talus Wintershale and Corellon Larethian. However, in these dark times, he has returned to Court and his political acumen is obvious. Recently he regained a great deal of face and personal vigor when he aided Lord Kashafen in his self-imposed exile and war against the grugach (*HIG3-06 Brother Against Brother*). Later he was captured by the grugach invaders and rescued by adventurers (*HIG4-02 Losing the War We've Won*). Despite his newfound vigor, Talus does not agree with opening the borders of Flameflower to non-elves. As high priest of the elven progenitor god, he believes in having some laces just for the chosen race.

Goal: The Loslain supports his liege, but hopes to limit the access non-elves will have to Flameflower. He approaches any elves, especially hero Rellen heirs to try and convince them of the value of elven tradition. The elves can remain allies of men and dwarves, but they need not dilute their culture by opening their homes to them.

Murder: Murder in Flameflower only further convinces Talus that the elves must continue some level of control of their borders. He continues his attempts to sway the Court and important heroes despite the mounting casualties.

Tarn Sharpaxe, Commander of the Dargas Mor Guard (Mountain Dwarf): Tarn is a warrior's warrior, but he is very honorable and places loyalty to his liege and men in the highest regard. After adventurers saved Dargas Mor (*Interactive Do Golems Dream of Iron Sheep*) Tarn wed an elven Knight of the High Forest. As such, he has brought some of his dwarven soldiers to aid the elves in

their war, and due to the actions of heroes, they most closely allied with House Menanine. He believes strongly in a just society, and thinks that the dwarven ideals held in Dargas Mor represent the pinnacle of civilization. Tarn recognizes the need for order, and the adherence to traditions is important to him. However, he respects others opinions, and does not let his differences with others get in the way of working with them.

Goal: Now married to an elven woman, Tarn hopes to learn more about elven culture. He is here to learn more about her cultured world, learning that is coming very slowly to the dwarven warrior.

Murder: Murder immediately gets Tarn's attention, and he tries to motivate others to take immediate action. Tarn favors those plans that involve direct confrontation, despite the courtly setting.

Tavin Ersteader, Mayor of Highfolk Town (Human): A young man at age thirty-three Mayor Ersteader rose up from his common birth, became an adventurer, and fought in the Vesve during the war. He is a man of no small magical talent, and takes a much more militant stance on the protection of the Highvale and Vesve than his predecessor, Loftin Graystand (who retired in 589 CY). A true man of the people, Mayor Ersteader seeks counsel from all factions in the area, as he aids in the effort to expel Iuz from the nearby Vesve. He has an especially close relationship with Kashafen, the two having adventured together prior to assuming their respective duties.

Goal: The mayor plays a delicate game. He does not truly belong in elven politics, as he has no standing there, but he needs the soldiers the elves can provide if he is to defend his town. As such he is continuing to support the unity that Kashafen has recently expressed.

Murder: As an outsider to Court, Tavin avoids directly involving himself in the investigation. He is ever ready to aid anyone that approaches him, however, assuming his or her goals coincide.

Tymir Menanine (High Elf): House Menanine maintains the Houses of Shandareth as the eternal rightful rulers of the Vesve. As the leader of House Menanine, Tymir is the champion of these beliefs. Appearing gruff and unyielding do to his quiet, patient nature, he is actually a very skilled politician who seeks the advancement of the elves above other races, and the advancement of Shandareth above the elves, and Menanine above the Shandareth. Following the fall of Flameflower to the grugach (*HIG3-06 Brother Against Brother*), Tymir was invested with all of Kashafen's military power and made "Sword of the King," a position he used to cement his

families political power. While he no longer holds the title, more than ever before, House Menanine holds sway over the elven military. Tymir now bears Marlanwa-laklil (also known as "Purpose" or "The Kinslayer"); a powerful intelligent and evil sword. While it has not claimed him, his power hungry soul is slowly becoming more receptive to its ceaseless whispering. Tymir does not agree with opening the borders of Flameflower to non-elves. He views it as a weakening of elven defenses.

Goal: Tymir would never support a coup, but he longs to increase his political power at Court, and as such he has convinced his rival Ixtacious Rellen that their children should marry to end the decades-old feud between their Houses. The marriage of the Rellen heir to a Menanine daughter will legitimize the heir's adoption and that heir's hold over the Rellen House. It will of course also give House Menanine a foothold in controlling their rival's House. As such Tymir is quietly doing everything he can to make certain the marriage occurs, and that it occurs with a minimum of fuss. He also wishes to begin making connections to the Rellen heir if present and if not, his adventuring companions, the heroes.

Murder: Once the first murder occurs, Tymir waits for Kashafen's decree before acting. However, once the mansion is sealed off, Tymir begins solidifying his control of the military to make certain no matter what happens, he is well positioned.

Urrai Isalos (High Elf): The quiet Urrai has recently been thrust into the politics when he was rescued from his grugach captures last year (*HIG4-02 Losing the War We've Won*). The oldest surviving member of a ravaged House, Urrai is a quiet scholar and astronomer. He takes great stock in what his sister Sata, a sometimes seer, suggests to him. He is easily suggestible, as she is not present to direct him.

Goal: Urrai is worried that he will look the fool next to the other wily Shandareth leaders and as suggest he naively tries to be unobtrusive. He is open to any suggestions that seem genuinely helpful, and is thus easily won over to support any position.

Murder: Not prepared for the violence in the own home, the murders are too much for Urrai. He retires to his room to avoid further conflict, unless the heroes helpfully suggest otherwise.

Appendix Ten: The Kinslayer

Forged over six hundred years ago by Seenali Insticious of the Volmiryth (unknown to other Houses of that noble clan), who would later go on to become one of the Black Six, the blade known as Marlanwa-laklil was gifted to the heir of House Tamarel by House Volmiryth during the Clan War. The strength of this blade aided the already capable Shandareth in their claim for the throne. Convinced of the rightness of his destiny, the blade urged the wielder to turn his forces against his enemy. The destiny of the throne was his to claim, if only he could force the other elven clans to see the vision. All those that did not share his vision, were put to the sword. Some, such as the Oronodel choose exile to the far north of the Vesve, rather than fight such a foolish war.

However, the strength of the blade began to further corrupt the noble Shandareth leader. Once the throne was his, it began to whisper to him of other purposes that were clearly his. His will eroded further. The Volmiryth, concerned that the blade's whispers began to overshadow their own in the role of advisor to the throne, conspired to separate the blade from its owner. Using their powerful magic, the blade was spirited away to the north and hidden within the tower of Mishar Molainanoth. The wielder's will was weakened by the blade, and bereft of its guidance was only happy to take the advice of the Volmiryth advisors, cementing House Volmiryth as advisors to the Tamarel, and giving them the strength they would need to eventually form their own clan.

Marlanwa-laklil (aka *Purpose*, *The Kinslayer*): Purpose is a *Keen Cold Iron Elven Thinblade +3 of Speed, Bane (elves)* that sheds a ruddy red light equal to a torch at all times unless commanded to douse the light. Purpose is Chaotic Evil in alignment, bestowing three negative levels to those whose alignment does not match its own. Purpose does not bestow these negative levels to those that have fallen under its sway. The intelligence of the sword has the following statistics: INT 19, WIS 10, CHA 19, EGO 30, and may use telepathy or *read magic* at will. The sword can also speak, but will not do so unless the wielder and the sword are alone, in which case it can whisper in Ancient Suloise, Common, Draconic, Elven, and Sylvan. The sword possesses darkvision, blindsense, and hearing to 120 feet. The sword may be wielded as a longsword if the bearer is not proficient in elven thinblade.

Purpose was forged to cause elves to slay or defeat other elves. It prefers to do so by slowly eroding the will of its owner, offering them visions of their true purpose

or destiny. All of these paranoid visions of course require the slaying of those elves who stand in the wielder's way to finding his destiny. To aid in this cause, the sword has the following powers that it may use on its own, or allow its wielder to use.

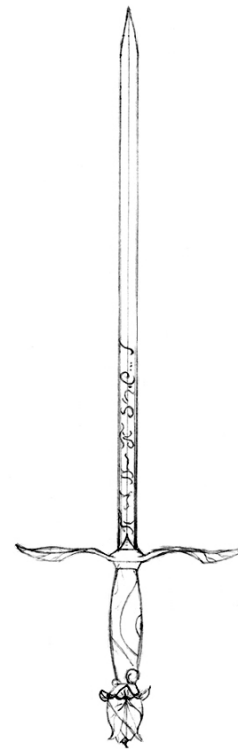
Special Purpose Ability: Purpose gives a +2 luck bonus to all attacks, saves, and checks to all allies of the wielder who are within one thousand feet of the sword.

Greater Abilities: *fear* 3x/day, *invisibility purge* 3x/day.

Lesser Abilities: *bless* 3x/day, *cure moderate wounds* 3x/day (wielder only), *detect magic* at will, and the sword has ten ranks in Spot.

Elven Thin Blade

Dmg (S): 1d6, Dmg (M): 1d8, Critical: 18-20/x2, Weight: 3 lb., Type: Piercing.



Art by James Wiley

Appendix Eleven – NPC Statistics

Lord's Guard: Male high elf Ftr4/Rgr1; CR 5; Medium Humanoid (Elf); HD 1d8+1 plus 4d10+4; hp 39; Init +2; Spd 30 ft; AC 16, touch 12, flat-footed 14; Base Atk +5; Grp +8; Atk +8 melee (1d8+3/19-20, longsword) or +8 melee (1d6+3/19-20, shortsword) or +7 ranged (1d8/x3, longbow); Full Atk as Atk; SA Favored enemy; SQ Elf traits, low-light vision; AL CG; SV Fort +7, Ref +5, Will +1; Str 16, Dex 14, Con 12, Int 12, Wis 10, Cha 11.

Skills and Feats: Climb +11, Handle Animal +3, Listen +6, Ride +10, Search +7, Spot +6, Survival +4; Blind-Fight, Combat Reflexes^B, Dodge^B, Iron Will, Power Attack^B, Track^B.

Elf Traits (Ex): Immunity to magic sleep spells and effects; +2 bonus on saves against enchantment; entitled to a Search check when within 5 feet of a secret or concealed door.

Favored Enemy (Ex): The guard gains a +2 bonus on his Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against magical beasts. He gets the same bonus on weapon damage rolls against magical beasts.

Languages: Common, Elven.

Possessions: Chain shirt, longsword, shortsword, longbow, arrows (20).

Quival Menanine: Male high elf Ftr4/Rgr3; CR 7; Medium Humanoid (Elf); HD 3d8+3 plus 4d10+4; hp 51; Init +2; Spd 30 ft; AC 16, touch 12, flat-footed 14; Base Atk +7; Grp +10; Atk +11 melee (1d8+3/19-20, masterwork longsword) or +11 melee (1d6+3/19-20, masterwork shortsword) or +9 ranged (1d8/x3, longbow); Full Atk +9/+4 melee (1d8+3/19-20, masterwork longsword) and +9 melee (1d6+1/19-20, masterwork shortsword), or +9 ranged (1d8/x3, longbow); SA Combat style, favored enemy; SQ Elf traits, low-light vision; AL CG; SV Fort +8, Ref +6, Will +2; Str 16, Dex 14, Con 12, Int 12, Wis 10, Cha 11.

Skills and Feats: Climb +11, Handle Animal +3, Knowledge (geography) +7, Listen +10, Ride +10, Search +7, Spot +10, Survival +4; Blind-Fight^B, Combat Reflexes^B, Dodge^B, Endurance^B, Iron Will, Leadership, Power Attack, Track^B.

Combat Style (Ex): Quival gains the benefit of the Two-Weapon Fighting feat.

Elf Traits (Ex): Immunity to magic sleep spells and effects; +2 bonus on saves against enchantment; entitled to a Search check when within 5 feet of a secret or concealed door.

Favored Enemy (Ex): Quival gains a +2 bonus on his Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against orcs. He gets the same bonus on weapon damage rolls against orcs.

Languages: Common, Elven.

Possessions: Chain shirt, masterwork longsword, masterwork shortsword, longbow, arrows (20).

Octiven Hharp: Male high elf Rgr2/Rog2; CR 4; Medium Humanoid (Elf); HD 2d8+2 plus 2d6+2; hp 24; Init +2; Spd 30 ft; AC 16, touch 12, flat-footed 14; Base Atk +3; Grp +4; Atk +4 melee (1d8+1/19-20, longsword) or +4 melee (1d6+1/19-20, shortsword) or +5 ranged (1d8/x3, longbow); Full Atk +2 melee (1d8+1/19-20, longsword) and +2 melee (1d6+1/19-20, shortsword), or +5 ranged (1d8/x3, longbow); SA Combat style, favored enemy, sneak attack +1d6; SQ Elf traits, evasion, low-light vision, trapfinding, wild empathy; AL CN; SV Fort +4, Ref +8, Will +0; Str 12, Dex 14, Con 12, Int 12, Wis 10, Cha 16.

Skills and Feats: Bluff +10, Diplomacy +13, Disguise +9 (+11 acting), Hide +7, Intimidate +5, Listen +5, Move Silently +7, Search +6, Spot +5, Sense Motive +7, Survival +5, Use Rope +9; Negotiator, Persuasive, Track^B.

Combat Style (Ex): Octiven gains the benefit of the Two-Weapon Fighting feat.

Elf Traits (Ex): Immunity to magic sleep spells and effects; +2 bonus on saves against enchantment; entitled to a Search check when within 5 feet of a secret or concealed door.

Evasion (Ex): If Octiven is exposed to any effect that normally allows him a Reflex saving throw for half damage he takes no damage with a successful saving throw.

Favored Enemy (Ex): Octiven gains a +2 bonus on his Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against orcs. He gets the same bonus on weapon damage rolls against orcs.

Trapfinding (Ex): Octiven can use a Search check to locate a trap with the task as a DC higher than 20.

Wild Empathy (Ex): Octiven can add his ranger level and his Charisma modifier (+3) to checks to improve the attitude of animals. He can use this ability on magical beasts with Intelligence scores of 1 or 2, but he takes a -4 penalty to his check.

Languages: Common, Elven.

Possessions: Chain shirt, longsword, shortsword, longbow, arrows (20), silk rope (50 ft.), masterwork disguise kit, *hat of disguise*.

Player Handout #1: My Brother's Keeper

To all Members of the Fifth District:

A high elf matching the description of one, Velrithir was spotted on the Royal Highway entering into the Highfolk area. Reports suggest he may have been making for Flameflower. Velrithir is wanted for questioning in a series of murders that took place in the Elven District during the winter of CY 593 (*HIG3-08 The Evil Within*). He had previously infiltrated House Rellen of Flameflower as a trusted courier. If possible, he should be apprehended and brought immediately to Highfolk town. Velrithir should be considered extremely dangerous. [A complete description of Velrithir follows].

Player Handout #2: Riddles of the Augury Octavo

In your spare time, you have decoded three more passages from the Augury Octavo.

"All things must end. It is the way of the world. When the green waves of the great spring part, there shall rise a bird who will lead the way to a new beginning."

-The Words of High Priestess Reyni Isalos

"The people shall suffer a great wound that shall bleed for years after the spear is removed. Long shall it fester, till the hearts of some are corrupted with its bile and despair. Only then shall the most vicious of balm be applied and rest be found. Sadly this shall be only the beginning, for only after the wound has healed, will the true sickness come for the body."

-The Words of High Priest Areyn the Black, of Clan Krysalyn

"The Owl shall treat with the Ocean and so shall they embrace. The waters will cloth the bird, and the Owl will gain its blessings. They shall be its harbinger, to the doom of us all."

-The Words of High Priest Feledei Myrilli

Player Handout #3: Touched by Purpose

It whispers in the night, filling your dreams with an empty hole. You have a purpose, but what that purpose is, escapes you. But you knew what was, once. You must hold Marlanwa-laklil again. Only then can you know your purpose, and fulfill your destiny. As you travel toward Flameflower you can hear its call. Soon you will be whole again.

Player Handout #4: Torn Note

This page appears to be torn from a diary or other book. It is wrinkled as though someone has clutched in his or her fist repeatedly.

2 Planting, CY 595: I cannot allow another to have her. She is mine. I have always loved Rowana. Since the moment I saw her, I have thought of nothing else but our running away together. We will be together no matter what others may think. We were made to be man and wife. I will possess her, and if I cannot, no one else ever will.