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CORWYL

VILLAGE OF THE WOOD ELVES



By **CHRISTINA STILES AND PATRICK SWEENEY**



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CORWYL

VILLAGE OF THE WOOD ELVES

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Design: Christina Stiles and Patrick Sweeney

Editing and Development: Spike Y Jones

Additional Development and Proofreading: Chris Pramas

Graphic Design and Art Direction: Hal Mangold

Cover Art: James Ryman

Interior Art: Andrew Baker, Jennifer Meyer,
Jonathan Kirtz, Stephanie Pui-Mun Law &
Liz Danforth

Cartography: Shawn Brown

Green Ronin Staff: Nicole Lindroos,
Hal Mangold, Chris Pramas, and
Evan Sass.

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Green Ronin Publishing

P.O. Box 1723
Renton, WA 98057-1723

Email: custserv@greenronin.com

Web Site: www.greenronin.com



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INTRODUCTION

“Elf village.” It should be simple. Although none of us grew up in one, we all know what a pseudo-medieval village is: a sleepy little farming community featuring a dry goods store, a blacksmith’s shop, a tavern, and a flour mill driven by a water wheel. And while none of us are elves, we all know what an elf is: the same thing as a human, except a little shorter, a lot skinnier, with pointy ears, and some experience in magic. So an elf village should be a community populated by pointy-eared farmers, with a lot of grain silos and hay lofts, a couple shops, and sidewalks that would be rolled up at dusk if the place actually had any sidewalks.

But it’s not that simple. There’s one other difference between elves and humans: elves are old. As a race, elves were around for eons before humans arrived on the scene. And as individuals, a young elf isn’t considered an adult until he’s at an age when every human who shared his birth year is dead of old age. In the time it takes for an elf to be born, mature, start and raise a family, watch his children start families of their own, grow old, and finally drift off into the Spirit World, human villages can grow into towns, cities, the capitals of empires, and those empires can grow, prosper, decline, and disappear.

To survive as a village, the pace and style of life in a place like Corwyl has to be radically different than that of a human community. The villagers can’t spend every minute of their lives trying to figure out how to make a quick profit, how to expand the settlement, how to squeeze every drop of living they can out of every moment of time; with literally centuries of time stretching before them, elves make plans that come to fruition *later*, making day-to-day decisions not on the basis of what can be done about making today and tomorrow better for themselves, but on how life needs to be lived today to ensure that everything will still be just the way it needs to be half a millennium from now when the project is finished, whether it be the perfection of an art-form or the growing of a comfortable house.

The village of Corwyl is a community that is both rustic and exotic, homey and alien. Its inhabitants have wisdom gained through countless decades of personal experience, and yet still engage in politics and intrigue little different from that of other races. Their loves can span generations, and their grudges can last for centuries, sustaining themselves even beyond the grave.



To a newcomer they can seem cold and aloof; to those who fail to show the proper respect they can even hide the village completely from sight. But to those born in the village, to those who come to the village specifically seeking the lifestyle it offers, and even to those seeking adventure (just with a bit more social conscience to it than the typical dungeon-crawl), Corwyl is as full of life and excitement as any other fantasy setting. It's just not what you expected.

HOW TO USE THIS BOOK

Corwyl: Village of the Wood Elves presents a fully detailed wood elf village for use in any fantasy campaign world in which elves appear.

Most inhabitants of Corwyl are wood elves, but a scattering of other elven sub-races are also found there, along with a few humans and half-elves, making it an excellent starting point for a new campaign centered on elves, half-elves, and human elf-friends.

Characters starting out from the village have access to the resources adventurers need: training from retired and active adventurers, healing from village clerics, equipment crafted by villagers or acquired through trade, and information about the area's history, geography, legends, and, of course, their clansmen's parts in those legends. Additionally, the included NPCs can easily become PCs, especially if the GM wants to begin a campaign with mid-level characters.

Or Corwyl can be an exotic destination for existing parties of adventurers. The village is filled with hooks ready-made for luring PCs to the remote elven village. Retired adventurers or scholars may have some valuable bit of knowledge, and an ancestral speaker can contact long-dead elves who have knowledge of legendary dungeons or answers to ancient riddles. Perhaps Corwyl can be the long-left birthplace of an elven PC now required to return because of a family emergency. There are plenty of ways to bring an adventuring party to the village.

Finally, Corwyl makes a great home base for adventurers exploring nearby caves and ruins. Whether natives or visitors,

they find nearly everything they need to rest, recover, and restock between expeditions.

Corwyl is a sourcebook, not an adventure module, although there are plenty of interaction seeds scattered through the book and noteworthy places near the village that can be expanded into full-fledged adventures.

CUSTOMIZING THE VILLAGE

Corwyl is designed to easily fit into any fantasy campaign. The village is set in a secluded mountain valley, making physical placement in published or original settings a snap. The GM can replace any geographical and historical references with his own campaign-specific information to customize the village to his world. Although Corwyl is packed with information and interesting personalities, the supplement is not so detailed as to prevent GMs from adding their own touches to it; for example, only 50 or so of its more than 400 inhabitants are described in full, leaving plenty of room for the GM to integrate existing NPCs or add new ones.

Or bits and pieces of *Corwyl* can be plucked out and used in other settings: a character here, a magic item there, a prestige class or feat or spell.

The village's strong tradition of ancestor veneration (and the ancestral speaker class, memory trees, and other features that go along with that) may not fit well into some GM's campaigns as a practice that pervades elf society. If so, it can be explained away as the last remnant of an ancient, nearly forgotten, elven custom.

Finally, the NPCs in Corwyl have a broad range of class levels. As the focus of the campaign, the player characters should be able to overtake the NPCs in level, but that doesn't mean that the NPCs' levels should remain static. As the PCs rise in level, the GM should increase the levels of some of the NPCs as well; maybe not as quickly as the PCs rise, with the less active villagers (*e.g.*, the locksmith and bowyer) rising at a much slower rate than Corwyl's defenders and rulers (*e.g.*, the patrolling Terellian knights and Gloriann Deloryl).

ABOUT THE AUTHORS

CHRISTINA STILES

Christina Stiles is a freelance writer/editor living in South Carolina. Her writing has appeared in *Unhallowed Halls*, *The Village of Briarton* (honorable mention in the 2003 GenCon EN World D20 System Awards) and *Way of the Witch* among other places. Her upcoming books include *Dezavald*, Green Ronin's drow companion book to *Corwyl: Village of the Wood Elves*.

PATRICK SWEENEY

Patrick Sweeney is a freelance author and the president of Firefly Games. He has authored or co-authored three Origins Award-nominated products. Patrick is also the co-author of *The Village of Briarton*, *CyborGladiators* and the upcoming *Faery's Tale* (with Christina Stiles and Sandy Antunes). He lives in California with his cat.



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CHAPTER ONE: OVERVIEW

ORIGINS OF CORWYL

Ages past, a great elven king, Erolvin Cor, asked on his deathbed that his memory tree (see sidebar) be planted in a beautiful mountain vale he had once visited. Days later, his sorrowing subjects, led by the Terellian knight Tessana Deloryl, carried out his final wishes.

But the remote valley contained no elven settlements; no one to watch over or commune with the king's memory tree. The new-crowned elven queen commanded that a village be established in the valley for this purpose, and she sent the Grove Guardians, a society of druids, to protect the king's memory tree and those of his loved ones and the villagers who would eventually follow him in death. Additionally, she sent an ancestral speaker to tap the wisdom of these trees.

Most of those who followed the noble Tessana Deloryl to the valley were wood elves, well-suited to a rustic lifestyle far from the elegant cities of their brethren. Dwelling in the transitory camps common to their kind, the elves roamed the valley, carefully planting birth trees (see sidebar) for their children to tend and shape as they grew, the trees blossoming over the decades and centuries into a traditional tree-village. As time passed, the village prospered in a steady, quiet, elven fashion.

THE DARK WAR

Roughly 400 years ago a dark elf named Eranade Dezzav presented herself to the forest elves, surrendering to them immediately with a request for an Honor Meet, a peaceful summit between noble ruling elves. The elves secured the woman, and brought her before the ruling body, the Council of Houses, consisting of matriarchs from the village's five noble families. Eranade disclosed to the Council the existence of Dezzavold, her mother's fortress to the southeast, saying that her mother had ordered her to warn the elves of a graver threat, a growing drow house whose lust for power and hatred of the forest elves would bring it to Corwyl within weeks. The power-hungry House of Virdrae, was, of course, her family's most hated enemy, something she freely admitted. Eranade's family had been exiled for failing to follow drow traditions, so they had no other drow house to turn to for protection. Without assistance, her mother feared that the Virdrae drow would seize Dezzavold and march all the way to the surface.

She then proffered an alliance.

Valsoff Deloryl, the elves' militia commander, and the Council retreated to the House of Ancestors to discuss the messenger's offer. All were wary, and they immediately sent out scouts to look for signs of this impending doom, while they debated the feasibility of any alliance with the hated, untrustworthy drow. They met for five days, Valsoff insisting to the others that dealing with the drow would mean their doom; he just knew that this charismatic drow noblewoman was a trickster. According to Valsoff, the drow plan was to draw the wood elves' best warriors to Dezzavold, where they would overwhelm them and kill off Corwyl's only line of protection.

Playing on their hatred for their evil kin, Valsoff, a fiery, charismatic man, convinced four of the matriarchs that attacking the drow was their only course of action. Only white-haired Orapha Cor, who sought counsel from the ancestors, argued against the plan. The spirits had told her that the drow emissary spoke the truth, and that the best path would be to ally with their kin.

Endora Deloryl, whose hatred of the drow was as strong as her nephew Valsoff's, dismissed the commander during the heated discussions. The two had already privately decided how best to deal with the messenger and her alliance attempt, and with Endora's blessing and total disregard of the Honor Meet Valsoff killed Eranade Dezzav with his own sword. With the deed done war was inevitable.

Defeated in the Council, Orapha warned the healers to ready themselves for the worst, and then secluded herself to begin the rituals that would lead the inevitable dead safely to the land of their ancestors.

The ensuing Dark War lasted a decade, shaking the elves of Corwyl to their very core: too many loved ones fell in battle, too many beloved trees burned to ash, and little of the village remained to defend when all was over. The drow from the fortress of Dezzavold had wrought total destruction before the war ended as suddenly as it began, when the near-victorious drow inexplicably withdrew completely from the fray.

THE AFTERMATH

With only three of the noble families remaining after the war, the Deloryls, Cors, and Paranes (the Evrayn line was wiped out, and the few surviving members of the Merendel house abandoned

the valley), the elves followed Orapha Cor in rebuilding the village. But just as a forest recovers from a fire, the village gradually returned to normal. The birth trees of those lost in the war slowly resumed their natural form, blending into the surrounding forest, while the birth trees of new generations of wood elves replaced them. While many of the existing memory trees were destroyed, the trees of those who died in the war dotted the valley. The elves had to repopulate the grove around the memory tree of King Erolvin Cor, which had survived only because many elven defenders died to protect it.

In the centuries since the Dark War, Corwyl's bards have written

no songs to commemorate their eventual triumph. In fact, the elves rarely speak of it, and when they do, they make holy signs in the air to beseech their ancestors to protect them from further folly. Although the topic remains unspoken, its whisper still floats in the wind, hanging over the village like an ominous cloud.

And the name Valsoff Deloryl is spat as a curse, even as his ghost unwelcome walks among them, as no one planted a memory tree to bind the fallen, foolish commander's spirit to one place.

Life in Corwyl now progresses at the same natural, easy pace as ever, only slightly changed from its earliest days.

THE VILLAGE

Corwyl occupies a secluded sylvan vale of natural beauty, a handful of miles in width, and two dozen in length. The rich hardwood forest is nourished by swift, cold rivers flowing down from rocky mountain slopes blanketed by pines, firs, and other evergreens.

Over the centuries, the patient wood elves have gradually shaped the valley to suit their needs, although few obvious signs of what humans would consider civilization exist. There are no bridges over the streams and rivers; instead, seemingly random stepping stones, a well-placed fallen log, or a convenient beaver dam span waterways. Likewise, while the elves have cleared no fields to plant acres of crops, wild-growing fruits and vegetables are almost unnaturally abundant in the valley.

There are no separate buildings on the ground; the entire village exists in the trees. The wood elves of Corwyl have the ability to shape birth trees to form homes for themselves and their families. Long-term residents who lack this ability either occupy the now-silent birth trees of deceased elves or else construct mundane tree-houses, taking extraordinary care to avoid harming or constricting the trees in which they are built.

Of course, not every tree in the valley houses a family of elves. The elven tree-homes are scattered throughout the area, with the highest concentration clustered around the House of the Ancestors in the heart of the valley. The House of the Ancestors, seat of Corwyl's government, occupies the tallest, grandest tree in the valley. Only here are signs of elven habitation evident. Spiral stairways suspended by ropes encircle the trunks of some tree-homes, and many tree-top walkways (using patiently shaped broad limbs or suspended bridges) span the gaps between trees. Some tree-homes have entrances or rooms at ground level, mostly for storage and the convenience of pets.

Laughing children at play, lilting songs, barking cooshees and kanershees, shouted greetings, and other sounds of day-to-day

life give this part of Corwyl a vibrant, lively atmosphere.

At night, the villagers string colorful lanterns in the trees to create a veritable fairy wonderland.

A vast wilderness surrounds the valley containing Corwyl. The deeply forested region is home to a few other elven villages several days' journey apart, and constitutes the frontier of inhabited elven lands. The nearest human habitations are in an area called the North Province; a week's travel or more away. While patrols of Terellian knights and other elven warriors keep the forest from being overrun by goblins or other large-scale threats, plenty of dangerous individual monsters and small bands of humanoids lurk in the dim and dark places of the wilds.

GOVERNMENT

A council of matriarchs from each noble house once ruled Corwyl. Following the devastation of the Dark War, the villagers chose to follow the leadership of the ancestral speaker Orapha Cor, advised by an elected Council of Three, representing the Body, Mind, and Spirit of the community. When Orapha died without an ancestral speaker to replace her, the Council continued to rule in her stead.

Council elections are held every few decades or when a councilor dies or steps down. If a councilor does a good job, his reelection bids are usually uncontested, and he can find himself serving for centuries: Halsekka Parane has served for almost a century, and Sylari Norel for over three.

As an ancestral speaker, Gloriannel Deloryl governs, but due to her young age she rules with the aid of a regent, Maerin Deloryl, who officially makes decisions, with advice from the Council of Three, who also handle the day-to-day governance of the village. In actuality, Maerin's decisions are those of the strong-minded, wise Gloriannel.

CORWYL

Size: Village; **Power Center:** Conventional -- noble ruler and advisory council: The Three; **Power Center Alignment:** Chaotic Good; **GP Limit:** 200 gp; **Assets:** 4,200 gp; **Population:** 425 (95% elven, 2.2% (9) half-elven, 2.8% (12) human or other); **Authority:** Gloriannel Deloryl, noble ruler (NG Aristocrat 1/Ancestral Speaker 6); the Regent Maerin Deloryl (CG Wizard 2/Aristocrat 8); The Three: Sylari Norel (NE Aristocrat 4/Wizard 11); Delon Cor (CG Ranger 5/Soa 5); Halsekka Parane (NG Commoner 2/Cleric 11); **Founder:** Tessana Deloryl

BIRTH TREES

Parents of a newborn elf in Corwyl (and those in many other wood elf communities) plant a tree to commemorate the child's birth, a birth tree. At first the parents tend to the tree, but caring for it becomes a duty that increasingly falls on the elfling's shoulders, and by the time he reaches adulthood the tree is hefty, suitable as a location for an imposing tree-house.

When an elf marries, he and his wife pick one of their trees (usually the wife's) and build a home in it, or if their two birth trees are conveniently located they build two homes connected by a ropebridge. This latter possibility is an incentive for young elves to become interested in those whose birth trees are in close proximity to each other, inspiring parents to plant birth trees in constellations that maximize the possibility of future matchmaking between compatible family lineages. If the two trees aren't connected, the second tree will often be maintained as a guest house or a storage facility.

Over the 100+ years of raising the tree, the tree's caretaker gains certain powers linked to it. From an early age, a wood elf can unerringly sense the distance and direction to his tree. Later, he might gain the ability to shape its growth into house-amenable configurations, or to animate it to fight off attackers.

If an elf leaves his birth tree for an extended period of time the tree eventually grows "dead" to him, becoming a regular tree. Because of this, few of the residents of Corwyl are adventurers who regularly leave the village for years at a time.

If a birth tree goes "dead" or if the elf dies, the tree slowly loses the visible signs of having been shaped by the elf: a new layer of bark grows over windows and doors, branches aligned to form walkways grow in different directions, *etc.* Within a span equal to half the tree's age at the moment of the elf's death or the onset of "deafness" the tree becomes indistinguishable from a mundane tree.

MEMORY TREES

Although the spirits of most elves who die move on to an afterlife on a distant plane, some elves (especially wood elves) express a wish before they die that their spirits be bound to memory trees, memorials planted over their graves that keep the spirit accessible to provide advice and comfort to the living. Rituals have to be performed by clerics, druids, or ancestral speakers to bind the spirit to the fresh-planted tree, but (unlike birth trees) the trees don't need any particular maintenance after that point; the spirits maintain the health of their own trees. Still the living tend to the trees as a measure of respect.

Some spells or ancestral speaker abilities require contact with a spirit's memory tree or a spirit token taken from that tree (usually a leaf or twig) as a focus. In elf communities that don't follow the memory tree custom, the prized possessions of the departed (or even his very bones) serve as foci for these spells.

Over time a spirit may grow bored with the affairs of the living and withdraw from communication with his descendants, but if this happens it takes many centuries. A determined ancestral speaker can still track him down by actually traveling to the Spirit World, but mere spells cast from the Middle World will have no effect.

Damage to a memory tree doesn't harm the bound spirit in any way, but if a memory tree dies, the spirit is released to the afterlife.

So far the arrangement has worked, but if Gloriannel were to overrule her Council on some crucial question, the allegiances of the villagers could be put to the test.

SECURITY

Corwyl has no walls or other obvious fortifications, yet is ringed by invisible layers of security so effective that the villagers have little fear of attack, or even of presumptuous visitors whom they do not wish to welcome into the village.

The first line of defense is that the secluded vale lies deep in what most outsiders consider an endless wilderness. Few non-elves even know how to find Corwyl, giving its defenders plenty of time to intercept them as they wander lost in the woods.

The Terellian knights and a number of rangers patrol the forest around Corwyl with unceasing vigilance. Small teams move silently through the woods seeking intruders. Outsiders are stealthily observed for a time to determine their intent; most are wholly unaware they are being watched. Runners warn the village and secure reinforcements, if necessary.

Those deemed harmless but unwelcome are driven away from Corwyl by a series of pranks and misfortunes arranged by the never-seen wood elves. For example, such a party might awaken one morning to find its provisions ruined, bowstrings cut, and pack animals scattered, leaving it little choice but to return to civilization or starve.

Outsiders whose intentions are unclear are, at a time and place of the knights' choosing, instantly surrounded by armed elves

who seem to spring as if by magic from the surrounding forest; many other elves remain in hiding, bows at the ready to provide covering fire if necessary. The leader of the elven patrol parleys with the intruders, asking their business. Those who can persuade the knight of their goodwill and need are guided to Corwyl. Those who cannot are advised to turn back.

Those who persist despite such warning, but who don't present an overt threat, are dissuaded by pranks and other problems. Requests shouted into the silent woods for another parlay go unanswered.

Obviously hostile or destructive parties die in a hail of arrows loosed from concealed positions.

Any who survive are relentlessly pursued and slain one by one as opportunities arise.

In the case of imminent, overwhelming attack, the Terellian knights signal the village by messengers, magic, or faerie smoke (see *Green Ronin's Bow & Blade*, page 90), then seek to delay and harry the attackers while the village readies to defend itself.

Stairways are disengaged, rope ladders pulled up, and other steps taken to make the tree-homes of Corwyl impregnable to enemies on the ground. Children and other noncombatants are hidden away in rooms of refuge (see page 29) within the village's birth trees. The village warriors arm themselves, while the healers prepare to treat the wounded. Cooshees and kanershees join the defenders, as horse, telthael, and lerayul riders form a cavalry that can take to the treetops as well as the forest floor (see **Pets**, page 10).

The elves can loose rockslides to seal off entry points to the valley and form barricades for warriors to defend against oncoming attackers. Closer to the village, warriors move to camouflaged positions, each of which has been painstakingly shaped by the elves to force intruders into constricting killing grounds ringed by traps ready to be sprung from above: more rockfalls have been prepared, beaver dams can be breached to create a rush of water that will sweep intruders away as they cross seemingly inconsequential streams. And next the druids and greater treant Lavenzel bring their powers to bear animating plants and trees to oppose the attackers.

Only as a last resort, and only when the fighting threatens the village itself, do the elves of Corwyl engage in open combat. The

final stand is made by those in their homes, high in the trees, who rain missile attacks and ranged spells down on their enemies as they reach the ground beneath the village proper. Those elves capable of doing so may even call upon their birth trees to animate and crush their foes.

ECONOMICS

The elves of Corwyl rely on the forest around them to fill most needs. Foraging and occasional hunting provide food in abundance, although some families grow

seasoning and healing herbs and fungi in small plots on the ground or on the bark of their birth trees. Vintners nurture grapevines, often using saplings as natural trellises. The villagers keep no livestock, and their pets are treated almost as equals (see **Pets**, page 10). Craftspeople among the villagers transform the bounty of nature into clothing, household items, weapons, and other needed goods, allowing form as high a

place as function in their creations. As a result, Corwyl is largely self-sufficient.

The villagers have little use for coins within the village, and gems are valued mostly for their beauty and usefulness in crafting jewelry or other works of art. Instead, commerce in Corwyl relies chiefly on barter conducted in a communal spirit of cooperation.

Elves have a different perspective on value than short-lived races. Elves value beauty and artistry over what humans view as more tangible benefits. Whereas a human looks to fill immediate needs, a wood elf takes the long view.

A human swordsmith, for example, might sell a finely crafted sword for a bag of gold or a fine horse. But to an elf, who can reasonably expect to live hundreds of years, the gold would be gone in the blink of an eye, and the horse would last scarcely longer. An elven swordsmith would consider either a poor exchange for the time spent crafting a sword.

Likewise, a beautiful song would be only a momentary diversion to a human -- certainly not worth a fine sword. But the same song might have inestimable value to an elf, whose long memory enables its beauty to enrich his life and brighten his days for decades to come -- fair exchange for a fine sword.



Needless to say, this alien outlook on valuing goods or services makes trading between elves and humans an interesting endeavor.

When the elves of Corwyl do trade with outsiders, wines, clothing, jewelry and musical instruments are among the goods they exchange. Elven bows and arrows are, of course, also much sought after.

RELIGION

The inhabitants of Corwyl practice a variety of faiths typical to elves. Some worship the Lord and Lady of the Forest and the other elven gods. Others revere Nature in a more abstract sense under the guidance of the druid Brother Partol.

Regardless of their personal faiths, elves of Corwyl also venerate their ancestors and respect the ancestral speakers. The presence of individuals able to speak to those who have gone before permeates Corwyl with a deep awareness and value for its history.

This veneration stems not from fear of angry ancestral spirits; rather, the long memories of elves keep the lives of their forebears bright long after they have passed on. In a sense, continuing communication with the spirits of the ancestors keeps those who have gone before alive in more than just memory.

Although most of the villagers can't see spirits, they assume that their ancestors don't just dwell in their memory trees, but rather roam the valley lending aid to their descendants. Thus a stroke of good fortune is likely to inspire an elf to thank his ancestors, and when bad fortune occurs or is even discussed they make finger signs in the air to ask their ancestors for protection.

MATRIARCHY

Although wood elf society is egalitarian, there are a number of customs in Corwyl that betray its matriarchal roots.

Parents plant birth-trees for both male and female children, but it's generally expected that a married elf will abandon his own tree to live in his wife's, turning his into a storage facility, wartime refuge, or traveler's house, or even abandoning it to the wild. Knowledge that they are likely to eventually lose their birth-trees anyway may be part of the reason a greater percentage of young male elves leave their

villages to adventure in distant lands, allowing their birth-trees to grow deaf to them; or this tendency could have been the origin of the emphasis on the birth-trees of female wood elves.

Similarly, when two elves marry in Corwyl, the male takes his wife's last name and becomes a part of her family's line.

Before the Dark War, Corwyl was ruled by the Council of Houses: the senior female representatives of the five noble lines in the village. The postwar Council of Three is an elected body, and male elves are welcome to run for any position that opens up, although Delon Cor is only the second male councilor to be elected. Many of the older elves just feel more *comfortable* ruled by women, associating the origins of the Dark War with the rash male Valsoff Deloryl (as none know the extent of his aunt's complicity).

FOOD

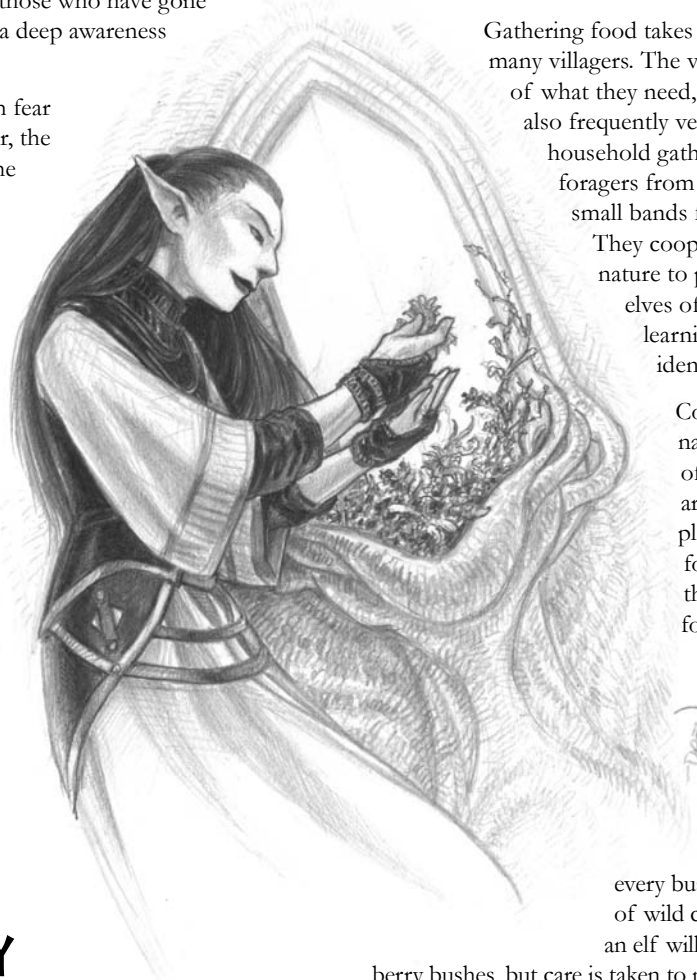
Gathering food takes up much of each day for many villagers. The valley itself provides much of what they need, although foraging parties also frequently venture outside the vale. Each household gathers its own food, although foragers from the village usually travel in small bands for safety and companionship.

They cooperate in their efforts, trusting in nature to provide enough for all. Young elves often accompany these parties, learning the lay of the land and to identify edible plants.

Conservation and respect for nature are utmost in the minds of foraging wood elves. They are careful to ensure that enough plants of every kind are left so the forest may replenish itself, even if this means collecting less-pleasing foods instead.

As a result, foragers from Corwyl range far and wide at their task. The woods that might seem a trackless wilderness to humans are as familiar as a garden to the elves; every tree a landmark, every bush of juicy blueberries or stand of wild corn an old friend. On occasion an elf will deliberately plant fruit trees or berry bushes, but care is taken to make the plantings blend in with the forest, being indistinguishable from natural growth to any but druids and tree maidens.

The elves of Corwyl hunt game only occasionally, usually only when overpopulation threatens the well-being of the woodland ecosystem. Unless tracking dangerous game, elven hunters prefer to pursue their prey alone or in pairs. A hunter uncertain of an instant kill normally bides his time to seek another opportunity, lest he inflict undue suffering and pain on the animal.



Meals in Corwyl tend to consist of wild fruits, nuts, vegetables, and other edible plants, with the occasional dish of rabbit, venison, fish, or game bird.

In general, each household prepares and serves its own food except during feasts or festivals, although the villagers are fond of having guests over for meals at all times of year. Elves who prefer to spend their time engaged in crafting or scholarly pursuits sometimes work out arrangements with other families to share meals or trade foraging duties. Cool, delicious water from nearby springs is the most common beverage; the elves ensure the springs are kept clean of the filth and disease that forces inhabitants of human communities to rely on beer or other beverages for refreshment. Elven wines are consumed on special occasions.

CRAFTS

Other elves of Corwyl pass the days engaged in crafts, arts, or scholarly pursuits. The village contains numerous artisans who craft weapons, armor, musical instruments, clothing, tools, or other goods for reasons both practical and ephemeral.

Here, too, the elves are careful not to upset the natural balance when obtaining raw materials for their crafts. Some grow the wood necessary for such items as bows or musical instruments, gently shaping each seedling over the course of years into the requisite shape. Others use gathered wood rather than felling trees or collect certain wild grasses for rope rather than raising hemp crops. Elven craftsmen know treatments to make wood as hard as steel, and use metals only when they are essential. The smiths of Corwyl generally trade for the metals they need; special powders help create the extremely hot fires required by their craft without demanding excessive amounts of wood from the forest for fuel.

Humans often believe every elven craftsman to be a master, imagining talents honed by long decades or even centuries of experience, but this is not the case. Elves enjoy many pursuits, and a craftsman may practice his trade only once every few decades if no pressing needs arise.

Artists (primarily jewelers, sculptors, and songmakers) likewise prosper in Corwyl. As with craftsmen, the village supports few full-time artists but many inhabitants pursue such endeavors as creative outlets when they have opportunity.

EDUCATION AND ENTERTAINMENT

While Corwyl lacks the libraries or other centers of learning of a great elven city, some inhabitants do find time for scholarly pursuits. Wood elves value wisdom and common sense over intellect, but they are not ignorant.

They possess great stores of practical knowledge, and centuries of life and strong memories eventually gives even the least academic a good grasp on the lineage of elven royalty back to the beginning of time or other such esoterica.

Rather than musty tomes and scrolls, storytellers and songmakers are the primary source of knowledge in Corwyl. The strong oral tradition of wood elves means most young elves learn about the heroes and tragedies of ages past through songs or stories. Storytelling is a well-respected art form in Corwyl, particularly among elders who are expected to pass on their knowledge and wisdom to succeeding generations through their tales.

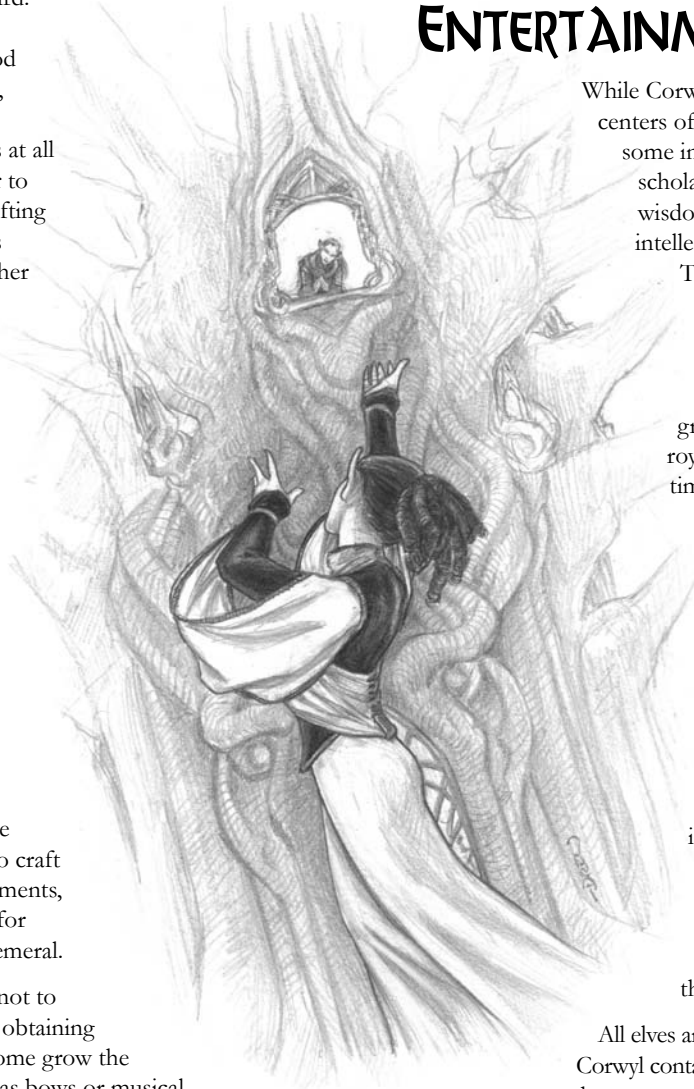
All elves are fascinated by magic, and Corwyl contains many who study and practice the arcane arts to one degree or another.

Elves love music and, while their tunes might sound rustic or quaint to the refined ear of a high elf of a great city, the sound of music fills the air of Corwyl at almost all times of day and well into the starlit night, whether it be a mother's lullaby, a lover's duet, or an elder passing along an ancient ballad.

Most homes in Corwyl contain at least one musical instrument, often a masterwork, that has been reverently handed down from generation to generation. While such treasures would be zealously guarded, used only on special occasions and protected otherwise by humans, these family instruments are brought out for everyday use; if one should happen to be lost or damaged, it's only the work of a few years, decades, or centuries to replace it.

PETS

Wood elves train several species of birds (*e.g.*, falcons and hawks) to help them in their hunting. They also use cooshees and kanershees during their hunts and in defense of the village. The



NEW SPECIAL MATERIAL: IRONWOOD

Wood elf alchemists know a treatment for making certain hardwoods as tough as steel. Items so treated function exactly as described in the 6th-level druid spell *ironwood*, except that no magic is involved in their creation. Treating the wood takes several weeks and a Craft (alchemy) check (DC 12), and costs 10 gp per pound of wood treated.

NEW MAGIC ITEM: ELVEN FIREDUST

Elven smiths mix this arcane powder with limited amounts of wood fuel in their forges to generate the extreme heat needed to work iron, steel, mithral, and other metals, relieving them of the burden of mining for coal or burning vast amounts of wood from their beloved forests. Elven spellcasters create these magical powders in various hues, each color corresponding to a temperature applicable to a particular metal or task. Each dose of *firedust* is sufficient to operate a forge for eight hours. *Fiiredust* is rarely sold to outsiders.

Faint transmutation; CL 3rd; Craft Wondrous Item, *heat metal*; Price 300 gp

elves design their tree-homes with the comfort of their animals in mind, and treat them with respect. Every animal is free to come or go as it desires, bound only by friendship.

Numerous telthael (see **Spirit Cat (Telthael)**, *Bow & Blade*, page 59) also live in the valley, joining hunters on trips and providing mounts for elven riders when needed. A few lerayul (see *Bow & Blade*, page 56) are also used as cavalry.

COOSHEE

Medium-Size Magical Beast

Hit Dice: 3d10+6 (22 hp)

Initiative: +2 (Dex)

Speed: 40 ft. (8 squares)

Armor Class: 15 (+2 Dex, +3 natural), touch 12, flat-footed 13

Base Attack/Grapple: +3/+6

Attack: Claw +6 melee (1d4+3)

Full Attack: 2 claws +6 melee (1d4+3) and bite (1d8+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Improved grab, trip

Special Qualities: Darkvision 60 ft., low-light vision, resistance to charm, scent, sprint

Saves: Fort +5, Ref +5, Will +2

Abilities: Str 17, Dex 15, Con 15, Int 4, Wis 12, Cha 6

Skills: Hide +4*, Listen +3, Move Silently +4, Spot +3, Survival +3*

Feats: Alertness, Track

Environment: Any land and underground

Organization: Solitary, pair, or pack (4-9)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral (good tendencies)

Advancement: 4-7 HD (Medium-size); 8-9 HD (Large)

Level Adjustment: --

Cooshees are 200-pound, 4-foot-tall hounds with green and brown spotted fur. They are known throughout the world as

elven dogs, for their features resemble those of elves and they are often found in the employ of elves (who use them as guards).

A cooshee has a long curling tail and ears that taper to points above its head. Although they only bark to warn their masters or other cooshees, the bark can be heard clearly up to one mile away.

COMBAT

Cooshees attempt to trip their opponents. Once down, an opponent is grappled and bitten.

Improved Grab (Ex): To use this ability, the cooshee must hit a Medium-size or smaller opponent with two claw attacks. If it gets a hold, it automatically deals bite damage each round it maintains the hold. The cooshee has a grapple bonus of +5.

Resistance to Charm (Ex): Cooshees gain a +4 bonus on all saves against enchantment (charm) spell effects.

Sprint (Ex): Once per hour, a cooshee can take a charge action to move 10 times its normal speed.

Trip (Ex): A cooshee that hits with a claw or bite attack can attempt to trip the opponent as a free action (see **Chapter 8: Combat, Special Attacks**, in the *PHB*) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the cooshee.

Skills: Cooshees receive a +4 racial bonus to Survival checks when tracking by scent, and due to their coloration they gain a +8 racial bonus to Hide checks when in forest areas.

KANERSHEE

Medium-Size Magical Beast

Hit Dice: 5d10+10 (37 hp)

Initiative: +9 (+5 Dex, +4 Improved Initiative)

Speed: 40 ft. (8 squares)

Armor Class: 19 (+5 Dex, +4 natural), touch 15, flat-footed 14

Base Attack/Grapple: +5/+7

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

Full Attack: Bite +10 melee (1d8+3)

Space/Reach: 5 ft./5 ft.

Special Qualities: *Blink*, damage reduction 5/magic, darkvision 60 ft., *detect evil*, detect lycanthrope, low-light vision, revealing howl, scent

Saves: Fort +6, Ref +9, Will +1

Abilities: Str 15, Dex 21, Con 14, Int 12, Wis 10, Cha 11

Skills: Hide +10*, Listen +10*, Move Silently +12*, Spot +10*, Survival +6

Feats: Alertness, Improved Initiative, Weapon Finesse

Environment: Forest, hills, or plains

Organization: Solitary, pair, or pack (7-16)

Challenge Rating: 4

Treasure: None

Alignment: Always neutral good

Advancement: 6-7 HD (Medium-size), 8-12 HD (Large)

Level Adjustment: --

The kanershee is a larger relative of the blink dog, bred to guard against evil, particularly lycanthropes. In appearance they are difficult to differentiate from blink dogs, except for their slightly greater size and their more docile temperament (making them easier to domesticate).

COMBAT

Kanershee hunt in packs, teleporting in a seemingly random fashion, but using the complex barking, growling language of blink dogs, to coordinate their moves until they surround their prey, allowing some of them to take advantage of flanking.

Blink (Su): A kanershee can *blink* at will, as per the spell (caster level 8), and can evoke or end the effect as a free action.

Damage Reduction (Su): A kanershee ignores 5 hit points from most weapons and natural attacks. A magic weapon negates the ability.

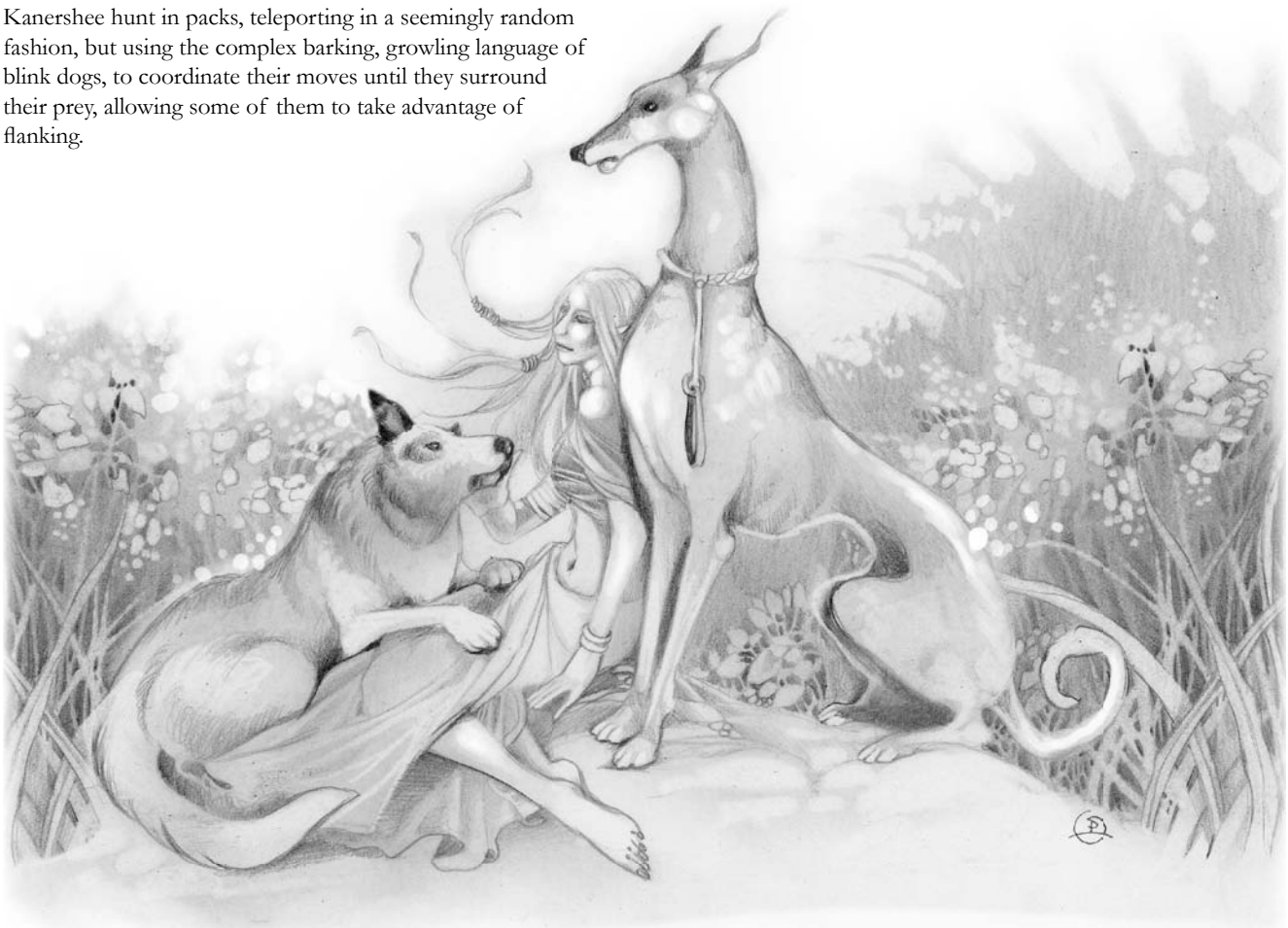
Detect Evil (Su): At will, kanershee can *detect evil*, as per the spell.

Detect Lycanthrope (Su): Kanershee have the supernatural ability to detect any lycanthropes within 60 feet of them. This ability reveals the type of lycanthrope, as well.

Revealing Howl (Su): All lycanthropes within a 100-foot radius of a kanershee that hear its howl must make a Will save (DC 17) or revert to animal or hybrid form; there is a 50% chance of changing to either if the lycanthrope has a hybrid form.

Scent (Ex): Kanershee can detect opponents within 30 feet by sense of smell, and can pinpoint the source of a scent if it is within 5 feet. They can follow tracks by smell (Wisdom check: DC 10+2 per hour that the trail is cold).

Skills: Kanershee receive a +4 racial bonus to Hide, Listen, Spot, and Move Silently checks.



CHAPTER TWO: NEW CLASSES

Cornyl: Village of the Wood Elves presents two new core classes of importance to the wood elf community: ancestral speakers and Terellian knights. Additionally, all wood elves possess an inner connection to the natural world, but some feel the call of nature more deeply than others. The animal master and tree maiden prestige classes present new paths for those with a strong kinship to animals or plants.

ANCESTRAL SPEAKER CORE CLASS

In death, many elf spirits refuse to abandon the world of the living. This fact brings good fortune to their clans, as elves with the ability to “see” into the Spirit World (see sidebar) can commune with them and seek their wisdom in guiding them toward a better life for the clan. Ancestral speakers are the keepers of their ancestors’ memories.

ADVENTURES

Ancestral speakers are held in high regard within elven communities that venerate their ancestors; generally those that still hold the cycle of nature in high regard. Ancestral speakers tend to live apart from the normal hubbub of village life, for they spend a great deal of time visiting the Spirit World in dreams or in person. Although most ancestral speakers stay connected to their communities, a few choose to travel, seeking knowledge from encountered spirits (elven or otherwise).

Ancestral speakers rarely covet wealth for its own sake, but they do use their available resources to gain a greater understanding of the worlds around them.

CHARACTERISTICS

Ancestral speakers cast divine spells as clerics and druids do. The power of the magic derives from the Spirit World, however, not from a deity or Nature itself. Ancestral speakers do not prepare spells in advance; their power comes when they call for it.

Ancestral speakers have certain abilities related to the Spirit World, and as they often risk coming into contact with vengeful spirits, they have abilities that protect them from harm and allow them to combat spirits on an equal footing.

Ancestral speakers have some training in combat and the use of weapons, but they prefer to use their magic to deal with threats.

ALIGNMENT

Ancestral speakers are likely to be good, for they have been chosen to guide the clan in what is best for all. Occasionally

disgruntled spirits or spirits seeking revenge find a voice in an evil speaker. Evil speakers rarely remain within a community for long, though.

BACKGROUND

Spirits choose the vessels they want to speak through. Sometimes these vessels are marked at birth by unusual physical traits, such as stark white hair, colorless irises, or star-shaped birthmarks. Shooting stars or an eclipse could also herald the birth of such an individual.

Because of their ability to influence communities, those with long and respected lineages are more likely to be chosen than the lowly. Thus ancestral speakers are often nobles.

The spirits teach and guide their chosen speaker. Early on, this takes place in his dreams, but the guides soon train him to open his mind to them in meditative trances, and later they show him how to visit the Spirit World directly.

Although two spirit guides initially choose the ancestral speaker as their subject, as the ancestral speaker gains experience, he may solicit other spirits to train him, or he may wait for new ones to manifest themselves to him. When he is able, he can visit his teachers in their realm to gain additional training. In some sense, the ancestral speaker never ends his training, for the spirits always have knowledge to impart.

Ancestral speakers can work with others of their kind, and no matter what status the elven community may impart to them, there is no hierarchy among ancestral speakers. As the spirits rarely choose more than a handful of speakers in any community, competition is rarely a problem.

RACES

Only elves and half-elves can be ancestral speakers. While the shamans of other races can speak with spirits, they don’t share the strong bond that ancestral speakers share with their ancestors.

GAME RULE INFORMATION

Abilities: Charisma is important for ancestral speakers, as the spirits look for someone who will be an effective voice for them. Charisma determines how powerful a spell a speaker can cast, how many spells he can cast per day, and how hard those spells are to resist. Charisma also helps the ancestral speaker maintain good relations with and manipulate others. Wisdom is also important, for the community looks to them for guidance, and it helps them resist the will of vengeful spirits. Although they do not seek their knowledge through books, Intelligence is a helpful ability for ancestral speakers in terms of skills. Ancestral speakers rarely have need of strong physical bodies, so Strength is of less importance to them, but Constitution is helpful when entering trances.

Alignment: Any

Hit Dice: d8

CLASS SKILLS

The class skills of the ancestral speaker (and the key ability for each skill) are: Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Dreaming (Wis), Handle Animal (Cha), Heal (Wis), Knowledge (arcana, history, local, and the planes) (Int), Perform (Cha), Profession (Wis), Spellcraft (Int), and Survival (Wis).

Skill Points at 1st Level: (4 + Int modifier) X 4

Skill Points at Each Additional Level: 4 + Int modifier

CLASS FEATURES

The following are the class features of the ancestral speaker.

WEAPON AND ARMOR PROFICIENCY

Ancestral speakers are proficient with all simple weapons. They are proficient with light and medium armors. Ancestral speakers are not proficient with any type of shields.

As divine spellcasters, ancestral speakers do not suffer a chance of spell failure while wearing armor.

SPELLS

An ancestral speaker casts divine spells drawn from the Ancestral Speaker Spell List (page 31). He can cast any spell he knows without preparing it ahead of time.

To learn or cast a spell, an ancestral speaker must have a Charisma score of at least 10 + the spell's level. The Difficulty Class for saving throws against ancestral speaker spells is 10 + the spell's level + the caster's Charisma modifier.

The ancestral speaker begins play knowing four 0-level spells

and one 1st-level spell of the player's choice. At each level, the speaker's spirit allies and guides teach him new spells of a level he can cast automatically (see **Table 2-3**, page 15). Unlike spells per day, the number of spells an ancestral speaker knows is not affected by his Charisma score, however, he gains bonus known spells through his spirit guides (see **Spirit Guides**, page 16).

Ancestral speakers must enter a trance to receive the spiritual energy from the Spirit World needed to cast their spells. Additionally, ancestral speakers receive knowledge of new spells through this meditation and some spells require entering a trance to cast. Each speaker must spend one hour each day in such a trance to regain his daily spell allotment. This ritual is in addition to any hours the speaker may spend sleeping, resting, or in trances for other purposes.

An ancestral speaker can cast only a certain number of spells of each spell level per day, as shown on Table 2-2. He receives additional spells if he has a Charisma bonus.

An ancestral speaker can cast any spell he knows provided he hasn't used up his spells per day for that spell level. Ancestral speakers can also use higher-level spell slots to cast lower-level spells, if desired.

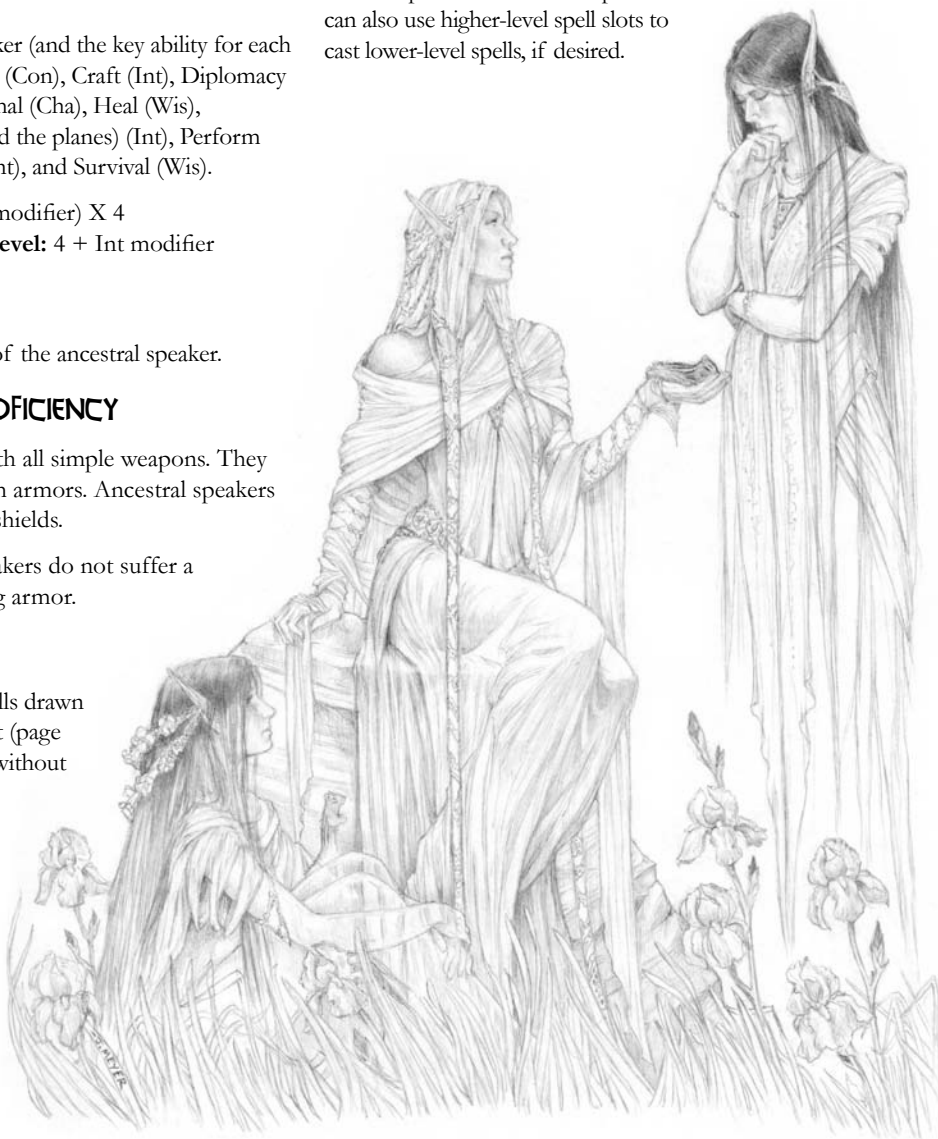


TABLE 2-1: THE ANCESTRAL SPEAKER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	<i>Detect spirits</i> , spirit guides, trancing
2nd	+1	+0	+0	+3	Rebuke spirits, spirit empathy
3rd	+2	+1	+1	+3	Ghost touch, speak with ancestor 1/day
4th	+3	+1	+1	+4	<i>See invisibility</i> , <i>divine favor</i> 1/day
5th	+3	+1	+1	+4	Speak with ancestor 2/day
6th	+4	+2	+2	+5	Spirit guide
7th	+5	+2	+2	+5	<i>Protection from spirits</i>
8th	+6/+1	+2	+2	+6	Projection 1/day, <i>divine favor</i> 2/day
9th	+6/+1	+3	+3	+6	Commune with ancestor 1/day
10th	+7/+2	+3	+3	+7	Projection 2/day
11th	+8/+3	+3	+3	+7	Jaunt
12th	+9/+4	+4	+4	+8	Spirit guide, <i>divine favor</i> 3/day
13th	+9/+4	+4	+4	+8	Speak with ancestor 3/day
14th	+10/+5	+4	+4	+9	Commune with ancestor 2/day
15th	+11/+6/+1	+5	+5	+9	Jaunt (mass)
16th	+12/+7/+2	+5	+5	+10	<i>Divine favor</i> 4/day
17th	+12/+7/+2	+5	+5	+10	
18th	+13/+8/+3	+6	+6	+11	Spirit guide
19th	+14/+9/+4	+6	+6	+11	Commune with ancestor 3/day
20th	+15/+10/+5	+6	+6	+12	Speak with ancestor 4/day, <i>divine favor</i> 5/day

TABLE 2-2: ANCESTRAL SPEAKER SPELLS PER DAY

Level	0	1	2	3	4	5	6	7	8	9
1st	3	1	—	—	—	—	—	—	—	—
2nd	4	2	—	—	—	—	—	—	—	—
3rd	4	2	1	—	—	—	—	—	—	—
4th	5	3	2	—	—	—	—	—	—	—
5th	5	3	2	1	—	—	—	—	—	—
6th	5	3	3	2	—	—	—	—	—	—
7th	6	4	3	2	1	—	—	—	—	—
8th	6	4	3	3	2	—	—	—	—	—
9th	6	4	4	3	2	1	—	—	—	—
10th	6	4	4	3	3	2	—	—	—	—
11th	6	5	4	4	3	2	1	—	—	—
12th	6	5	4	4	3	3	2	—	—	—
13th	6	5	5	4	4	3	2	1	—	—
14th	6	5	5	4	4	3	3	2	—	—
15th	6	5	5	4	4	4	3	2	1	—
16th	6	5	5	5	4	4	3	3	2	—
17th	6	5	5	5	5	4	4	3	2	1
18th	6	5	5	5	5	4	4	3	3	2
19th	6	5	5	5	5	5	4	4	3	3
20th	6	5	5	5	5	5	4	4	4	4

TABLE 2-3: ANCESTRAL SPEAKER SPELLS KNOWN

Level	0	1	2	3	4	5	6	7	8	9
1st	4	1	—	—	—	—	—	—	—	—
2nd	5	1	—	—	—	—	—	—	—	—
3rd	5	1	0	—	—	—	—	—	—	—
4th	6	2	0	—	—	—	—	—	—	—
5th	6	3	1	0	—	—	—	—	—	—
6th	7	3	1	0	—	—	—	—	—	—
7th	7	4	2	1	0	—	—	—	—	—
8th	8	4	2	1	0	—	—	—	—	—
9th	8	4	3	2	1	0	—	—	—	—
10th	9	4	3	2	1	0	—	—	—	—
11th	9	4	4	3	1	1	0	—	—	—
12th	9	4	4	3	2	1	0	—	—	—
13th	9	4	4	3	3	2	1	0	—	—
14th	9	4	4	3	3	2	1	0	—	—
15th	9	4	4	3	3	3	2	1	0	—
16th	9	4	4	3	3	3	2	2	0	—
17th	9	4	4	3	3	3	2	2	1	0
18th	9	4	4	3	3	3	2	2	2	1
19th	9	4	4	3	3	3	2	2	2	1
20th	9	4	4	3	3	3	2	2	2	2

When an ancestral speaker gets 0 spells of a given level, he gets only bonus spells.

Upon reaching 4th level, and at every even-numbered class level after that, an ancestral speaker can choose to learn a new spell in place of one he already knows; in effect, he loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level ancestral speaker spell he can cast. A speaker may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level. Ancestral speakers cannot swap their domain spells (either for other domain spells or standard ancestral speaker spells).

DETECT SPIRITS (Sp)

At 1st level, an ancestral speaker can *detect spirits* at will, as per the spell (see page 38).

SPIRIT GUIDES

An ancestral speaker begins play with two spirit guides (that the GM should flesh out) who choose him as their subject. At 6th, 12th, and 18th levels he gains additional ones that he actively solicits or that the GM chooses.

The spirits impart in the speaker knowledge of certain spells from domains associated with their roles in life. These become bonus known spells when the ancestral speaker is of sufficient level to cast them; they are not additional spells that the speaker may cast daily, like the bonus domain spells that a cleric receives.

The spirit guides are tied to two domains that represent their paths in life, at least one of which is associated with the guide's primary class in life (multiclassed spirit guides can have access to two class-based domains). For instance, a Terellian knight spirit guide could give access to the Ranger/Terellian Knight domain and the Protection domain, while a former ancestral speaker spirit guide could give the new ancestral speaker access to the Ancestor and Spirit domains (see **New Cleric Domains**, page 34). If a spirit guide followed an NPC class in life, the spirit grants the speaker access to an appropriate domain; *e.g.*, Plant for a farmer or Hearth (see page 34) for a homemaker. The ancestral speaker gains access to two known spells per spirit guide, assuming their domains do not overlap.

Since elves are long lived, the ancestral speaker's ancestors are likely to have multiclassed during life. In this instance, the character can gain access to up to two domains from that spirit but no more, unless the spirit is the only one guiding the character; in which case all the spirit's domains are available to the character.

Ancestral speakers do not gain access to the granted powers associated with the guides' domains.

A spirit token or contact with a memory tree isn't needed when an ancestral speaker uses spells such as *summon hero* or abilities such as commune with ancestors in connection with his spirit guides.

TRANCING (Ex)

At 1st level, an ancestral speaker can use the Concentration skill to enter an altered state of consciousness, or trance state, to replenish his spell allotment or to cast certain spells (spells marked with **T** as a component). To make a Concentration check for trancing, the speaker must be relaxed and motionless, as if sleeping.

Renewing Spells/Sleeping: A successful Concentration check allows the ancestral speaker to sleep and rest in distracting conditions, ranging from minor (the din of daily life, non-severe weather, the motion of a bouncy wagon ride or a ship in rough seas) to difficult (bad weather, the sounds of combat or loud singing, the motion of a small boat in a storm). It must also be used by the speaker to renew his spell allotment each day.

Slow Breathing: The speaker can deliberately slow his rate of breathing so that he consumes less air -- vital in situations where there is only a limited amount of breathable air available.

Ignore Pain: The ancestral speaker can ignore the effects of pain or injury. If he chooses, nothing can wake him so long as he makes a successful Concentration check.

Cast Spells: The speaker can enter a trance and cast spells with a Trance component. These spells include: *astral projection*, *augury*, *divination*, *ethereal jaunt*, *ethereality*, *ethereal projection*, *greater ethereal projection*, *greater inspiration*, *inspiration*, *journey of soul retrieval*, *lesser astral projection*, *mass ethereal projection*, *polymorphic projection*, *shadow projection*, and *summon hero I-IX*.

Body Awareness: The ancestral speaker can become very aware of his physical self while in a trance. This allows him

to sense if his body is touched or moved in any way while he's outside of it (using *ethereal projection*, for example). If his physical body is damaged, subtract the amount of damage dealt from the DC.

Heal: While in a trance the speaker can speed his natural recovery, regaining hit points at twice the normal rate.

Feign death: By exerting supreme control over his body, a speaker can enter a deep trance almost indistinguishable from death. A Spot check with a DC equal to his Concentration check

TABLE 2-4: TRANCE TABLE

DC	Task
5	Renew spells or sleep normally despite distractions
10	Renew spells or sleep normally despite difficult distractions
10	Slow breathing down to 1/2 normal rate
10+damage dealt	Ignore pain or injury
10+spell level	Cast a spell with Trance as a component
15	Body awareness
15	Heal at twice the normal rate
15	Slow breathing down to one-quarter normal rate
20	Feign death and delay poison

is required to determine that his is still alive. Spells that detect life still work normally on him. While in this state, he also benefits from the effects of a *delay poison* spell.

Note: Full elves (but not half-elves) receive a +2 racial bonus to Concentration checks for trancing.

REBUKE SPIRITS (EX)

At 2nd level, ancestral speakers have the authority and power to rebuke spirits, much like a neutral or evil cleric's ability to rebuke undead. All ancestral speakers, regardless of alignment, rebuke (awe) or control (command) spirits.

Rebuking spirits works exactly like turning undead: the ancestral speaker makes a check of $1d20 + \text{Charisma modifier}$ to determine the most powerful spirit he can rebuke that action. He then rolls $2d6 + \text{class level} + \text{Charisma modifier}$ to see how many total Hit Dice of spirits are affected that turn. In all other respects rebuking spirits works like turning undead (see **Chapter 8: Combat, Turn or Rebuke Undead**, *PHB*).

Ancestral speakers can cause the following effects when rebuking:

Rebuke: A rebuked spirit cowers in awe of the ancestral speaker for 10 rounds. Attack rolls against the spirit during this time gain a +2 bonus.

Command: If the ancestral speaker has twice as many levels as the spirit has Hit Dice, the spirit may be commanded instead of rebuked, placing the spirit under the ancestral speaker's control. The ancestral speaker must take a standard action to issue orders to the spirit. An ancestral speaker may command a number of spirits whose total Hit Dice do not exceed his level. He may relinquish command of a spirit to command a new one. An ancestral speaker may also control a single spirit with more Hit Dice than he has levels, but he must concentrate continuously to maintain control

SPIRIT WORLD

The misty Spirit World into which the ancestral speakers can see lies all around the Middle World. (Wizards and scholars refer to the Spirit World as the Ethereal Plane and the Middle World as the Material Plane.) The ghostly entities of the Spirit World can see into the Middle World as if looking through a veil. To most denizens of the Middle World, however, creatures from the Spirit World are invisible.

Spirits also are incorporeal in the Middle World, able to pass through solid materials and unable to physically harm the material beings they encounter, although they may attack them with magic.

For more information on the Spirit World and its connection to the Middle World, see **Chapter Four: Shamanic Worlds** in Green Ronin's *The Shaman's Handbook*.

(as in concentrating to maintain a spell), and he can command no other spirits while doing so.

Bolster: An ancestral speaker can strengthen a spirit's ability to resist the rebuke of a shaman or another ancestral speaker. He makes a rebuke check as if attempting to rebuke the spirit, but the Hit Dice result of the check becomes the spirit's effective Hit Dice as far as rebuking is concerned, provided it is higher than the spirit's actual Hit Dice. The bolstering effect lasts 10 rounds.

Dispel Rebuke or Control: An ancestral speaker can attempt to overcome the effects of another ancestral speaker or shaman's rebuke. The ancestral speaker makes a rebuke check. If it is equal to or greater than the first

ancestral speaker or shaman's rebuke check, then the effects of the rebuke are canceled.

Dispel Ancestral Speaker/Shamanic Magic: Since an ancestral speaker's magic draws upon the power of the Spirit World, an ancestral speaker's rebuke can dispel it. An ancestral speaker can make a rebuke attempt against another ancestral speaker or shaman's magic like a targeted use of the *dispel magic* spell. He rolls $1d20 + \text{character level}$ against a DC of $11 + \text{the spell's caster level}$ for each spell on the subject. If the check succeeds, the spell is dispelled. If it fails, it remains in effect. The check automatically succeeds against any spell the ancestral speaker casts himself. This ability also affects the spell-like powers of spirits in the same way. It is completely ineffective against any other spells or spell-like powers.

Rebuking Undead: Ancestral speakers can rebuke incorporeal undead just as evil clerics do. In cases where a speaker's and a cleric's rebuke interact, they can affect each other normally, so an ancestral speaker can overcome a good cleric's attempt to turn incorporeal undead or dispel the effects of an evil cleric's rebuke or command.

EXTRA REBUKE

Ancestral speakers can benefit from the Extra Turning feat, allowing them to rebuke spirits an additional four times per day.

SPIRITS FROM THE MM

Many creatures from the *MM* (and other sources of creatures) can be considered spirits, since a spirit is any creature of the elemental or outsider types or of the incorporeal subtype. For ease of reference, the following creatures can be considered spirits:

aasimar, achaierai, air elemental, allip, angels, archons, arrowhawk, azer, barghest, belker, bralani, celestial, chaos beast, couatl, demon, devil, djinni, dread wraith, earth elemental, efreeti, fiend, fire elemental, genie, ghaele, ghost, hell hound, howler, invisible stalker, janni, lillend, magmin, mephit, night hag, nightmare, rakshasa, rast, ravid, salamander, shadow, shadow mastiff, spectre, tiefling, thoqqua, titan, tojanidas, triton, vargouille, water elemental, wraith, xill, xorn, yeth hound

SPIRIT EMPATHY (Su)

An ancestral speaker can make a Diplomacy check to improve the attitude of a spirit, even if that creature does not understand the ancestral speaker's language or has an Intelligence score of 1 or 2. The spirit must be able to see and hear the ancestral speaker. Influencing a spirit in this way usually takes about a minute, depending on the spirit and the conditions.

For more details, see **Chapter 4: Skills, Diplomacy, Influencing NPC Attitudes**, *PHB*. The typical spirit has a starting attitude of indifferent, while evil spirits approached by good speakers (and vice versa) are usually unfriendly.

GHOST TOUCH (Su)

At 3rd level, any weapon or armor that the ancestral speaker wields or wears, provided he is proficient with its use, becomes a ghost touch item, able to affect incorporeal beings as if they were solid. This means the ancestral speaker's armor provides its armor bonus against incorporeal attacks and the ancestral speaker's weapons can strike and damage spirits normally. This ability also extends to the ancestral speaker's unarmed attacks and to spells.

SPEAK WITH ANCESTOR (Su)

At 3rd level, the ancestral speaker can speak with a dead ancestor, provided the speaker has access to the ancestor's grave, memory tree, or a piece of his remains (an entire body is not required), or a personal item the spirit once valued (*e.g.*, a wizard's spellbook or a carried family heirloom -- everyday items, such as coins or clothing, do not work). This ability is otherwise similar to the *Speak with Dead* spell as cast by a cleric of the ancestral speaker's level +4. This ability is usable once per day at 3rd level, twice per day at 5th, three times per day at 19th, and four three times per day at 20th. Ancestral speakers often use this ability to solicit new spirit guides and to prearrange pacts with spirits who will answer a *Summon Hero* spell within 1 round instead of a minute or longer.

DIVINE FAVOR (Sp)

Once per day per every four class levels an ancestral speaker may call upon the favor of his spirit guides, gaining the equivalent of the *Divine Favor* spell (as cast by a cleric of his class level +3). Or if he prefers, the ancestral speaker can gain the use of a skill or feat from his spirit guides for one hour per level once per day.



SEE INVISIBILITY (Sp)

At 4th level, the ancestral speaker can *see invisibility* at will, as per the spell (as cast by a 5th-level sorcerer). This allows him to see invisible and ethereal spirits, among other things.

PROTECTION FROM SPIRITS (Sp)

At 7th level, an ancestral speaker is surrounded by a constant *protection from spirits* effect (like the spell). This is a supernatural ability. If the speaker launches an attack or tries to force the barrier against a spirit, the protection (against any spirits) is negated for a full day.

PROJECTION (Su)

At 8th level, an ancestral speaker may enter a trance (Concentration check DC 14) and project himself to the Ethereal Plane once per day, as per the *ethereal projection* spell. This increases to twice per day at 10th level.

COMMUNE WITH ANCESTOR (Su)

At 9th level, the ancestral speaker can commune with ancestral spirits, using a spirit token or contact with the spirit's body, grave, or memory tree. This ability is as per the *commune* spell, except that the spirits willingly answer the speaker and do not try to mislead him. This ability is usable once per day at 9th level, twice per day at 14th, and three times per day at 19th.

JAUNT (Su)

At 11th level, the ancestral speaker gains the ability to enter a trance (Concentration check DC 17) and become ethereal, as per the *ethereal jaunt* spell. At 15th level, the ancestral speaker can take others with him, as per the *etherealness* spell (Concentration check DC 19). This ability can be used at will.

MULTICLASS ANCESTRAL SPEAKERS

Ancestral speakers may multiclass, however, an ancestral speaker who gains levels as a cleric loses his ancestral speaker spells and abilities; the spirits can become jealous if a speaker divides his loyalties, even though some spirits were clerics in life.

EX-ANCESTRAL SPEAKERS

An ancestral speaker who ceases to venerate the spirits loses all spells and special abilities and cannot gain levels as an ancestral speaker until he atones (as per "Restore Cleric or Druid Spell Powers" in the *atonement* spell).

TERELLIAN KNIGHT CORE CLASS

The Terellian knights are an elite elven fighting force, skilled in woodland combat, and sworn to protect their homeland or serve as bodyguards or escorts to important elven nobles and dignitaries. They use stealth and their honed combat skills to take out opponents and protect their charges.

The knights were named for the famous Terellian Evrayn (see page 56), who dedicated his life to protecting his brethren. Terellian was known as the quickest and most stalwart ranger of his day, and his loyalty and altruism rivaled that of a paladin's, although his methods were not always open and straightforward as his lawful counterpart's.

This great defender fought with two summoned swords, and he died protecting his homeland against a demon-led hill giant incursion. When not working covertly, the knights wear a symbol of two short swords crossed in front of a stout oak tree.

ADVENTURES

Terellian knights seek to fulfill quests at the behest of their community or leader. They also adventure to better prepare themselves as protectors of elves and their homelands.

CHARACTERISTICS

Those who take up the call of the Terellian knights are generally more serious-minded than the carefree elves they protect. They practice discipline to keep themselves in top fighting

form, knowing themselves to be the front line defense against aggressive forces.

The Terellian knights are quite skilled in combat, especially in defense, and they know how to fight with two weapons. Their class abilities make them formidable fighters in their woodland home.

ALIGNMENT

Terellian knights may be of any good alignment. Lawful good elves are especially attracted to this class, as it allows them to express their need for discipline and structure, while doing something good for the community. But because of the preponderance of neutral or chaotic good elves in the general population, most Terellian knights are neutral or chaotic good.

BACKGROUND

Some Terellian knights directly became knights after showing great promise in their youth, having attracted the attention of other knights. Others (usually fighters or rangers) followed another path but proved so effective in battle that another knight asked them to join the fold.

RACES

Terellian knights are usually elven or half-elven; the latter must have grown up within an elven community or had an elven

TABLE 2-5: THE TERELLIAN KNIGHT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Stalwart defender +1, two-weapon fighting, uncanny dodge
2nd	+2	+3	+0	+0	Track, woodland stride
3rd	+3	+3	+1	+1	Improved uncanny dodge, trackless step
4th	+4	+4	+1	+1	Stalwart defender +2
5th	+5	+4	+1	+1	Forest Sense, inner strength 1/day
6th	+6/+1	+5	+2	+2	<i>Call weapon</i>
7th	+7/+2	+5	+2	+2	Fearless
8th	+8/+3	+6	+2	+2	Stalwart defender +3
9th	+9/+4	+6	+3	+3	
10th	+10/+5	+7	+3	+3	Forest Sense, inner strength 2/day
11th	+11/+6/+1	+7	+3	+3	
12th	+12/+7/+2	+8	+4	+4	Stalwart defender +4
13th	+13/+8/+3	+8	+4	+4	
14th	+14/+9/+4	+9	+4	+4	<i>Call weapon</i> (two)
15th	+15/+10/+5	+9	+5	+5	Forest Sense
16th	+16/+11/+6/+1	+10	+5	+5	Stalwart defender +5
17th	+17/+12/+7/+2	+10	+5	+5	
18th	+18/+13/+8/+3	+11	+6	+6	<i>Call weapon</i> (defending)
19th	+19/+14/+9/+4	+11	+6	+6	
20th	+20/+15/+10/+5	+12	+6	+6	Forest Sense, stalwart defender +6

Terellian knight train them outside the community. On rare occasions, humans or members of other races who live in and have been accepted by the community can become Terellian knights.

GAME RULE INFORMATION

Abilities: Dexterity is important for Terellian knights because they tend to wear light armor, and because they have access to many Dexterity-based skills. Strength is important for the knights, as they frequently engage in combat. Several Terellian knight skills rely on Wisdom, such as their ability to track, so Wisdom is important to knights, as well.

Alignment: Any good
Hit Die: d10

CLASS SKILLS

The class skills of the Terellian knight (and the key ability for each skill) are: Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex).

Skill Points at 1st Level:
(4 + Int modifier) X 4

Skill Points at Each Additional Level: 4 + Int modifier

CLASS FEATURES

The following are the class features of the Terellian knight.

WEAPON AND ARMOR PROFICIENCY

As one might expect from such a martially-oriented class, Terellian knights are extensively trained, and proficient with all simple and martial weapons, light armor, and shields (except tower shields).

STALWART DEFENDER (EX)

At 1st level, Terellian knights gain +1 to Initiative and to AC (including against touch attacks). At 4th level and every four levels thereafter, they gain a +1 to this ability (to a maximum of +6 at 20th level). This bonus stacks with the Two-Weapon Defense feat.



TWO-WEAPON FIGHTING

At 1st level, a Terellian knight gains Two-Weapon Fighting as a bonus feat.

UNCANNY DODGE (EX)

At 1st level, a Terellian knight retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. If a Terellian knight already has uncanny dodge from a different class, he automatically gains improved uncanny dodge instead.

TRACK

At 2nd level, a Terellian knight gains Track as a bonus feat.

WOODLAND STRIDE (EX)

Starting at 2nd level, a Terellian knight may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment. However, undergrowth that has been magically manipulated to impede motion still affects him.

IMPROVED UNCANNY DODGE (EX)

Beginning at 3rd level, a Terellian knight can no longer be flanked. This defense denies a rogue the ability to sneak attack the knight by flanking him, unless the attacker has at least four

more rogue levels than the target has Terellian knight levels. If a knight already has uncanny dodge from another class, the levels from the class that grants uncanny dodge stack to determine the minimum level a rogue must be to flank him.

TRACKLESS STEP (EX)

Starting at 3rd level, a Terellian knight leaves no trail in natural surroundings and cannot be tracked. He may choose to leave a trail if so desired.

FOREST SENSE

A Terellian knight gains levels of Forest Sense (see page 26) as bonus feats at 5th, 10th, 15th, and 20th level.

INNER STRENGTH (EX)

At 5th level, once per day, a Terellian knight may call on his inner strength to boost his combat abilities. When a Terellian knight calls upon his inner strength, he temporarily gains +4 bonus to Strength plus temporary hit points equal to 1d8+1 per Terellian knight level. These bonuses last for a number of rounds equal to 3 + half his level (rounded down). The extra hit points are lost before normal hit points in combat.

At 10th level, the Terellian knight may call on this ability twice per day.

CALL WEAPON (SP)

At 6th-level, twice per day, a Terellian knight can summon a weapon he is proficient with. No one can take this weapon from him against his will, although it can be dispelled. The weapon has a +1 enchantment bonus per four Terellian knight levels. Calling the weapon is a standard action, and the weapon remains for one minute per Terellian knight level.

At 14th level, a Terellian knight can call two light weapons as a standard action twice per day. At 18th level, the called weapons have the defending weapon special ability.

FEARLESS

At 7th level, a Terellian knight gains Fearless as a bonus feat.

EX-TERELLIAN KNIGHTS

A Terellian knight who ceases to maintain a good alignment or abandons his charges loses all his knight abilities. He may not progress further in the class until he atones (as per the *atonement* spell) for his actions.

MULTICLASS TERELLIAN KNIGHTS

Terellian knights may multiclass, but other Terellian knights (who see themselves as members of the highest calling) view a knight who halts his path to pursue another with disdain.

ANIMAL MASTER PRESTIGE CLASS

This master of the wild can speak to animals, calm them, or call them to his aid. He attracts numerous animal companions, animals that are loyal and grow as the animal master does as he gains experience. He also gains the ability to take animal form.

Druids, rangers, and barbarians often become animal masters. Members of other classes who are interested in animals may aspire to this prestige class as well.

Hit Die: d8

REQUIREMENTS

To qualify to become an animal master, a character must fulfill all the following criteria:

Base Attack Bonus: +3

Abilities: Cha 13+

Skills: Handle Animal 5 ranks, Knowledge (nature) 5 ranks, Survival 5 ranks

Feats: Animal Affinity, Animal Speaker (see page 26)

Special: The would-be animal master must have at least one animal companion.

CLASS SKILLS

The animal master's class skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Handle Animal (Cha), Heal (Wis),

Hide (Dex), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex).

Skill Points at Each Level: 4 + Int modifier

CLASS FEATURES

The following are the class features of the animal master.

WEAPON AND ARMOR PROFICIENCY

Animal Masters gain no proficiency with any weapon or armor.

ANIMAL COMPANION (EX)

At 1st, 4th, and 8th levels, an animal master gains an animal companion selected from the Animal Master Animal Companions list. A 1st-level animal master's companion has special powers that improve as the animal master advances in level (as shown on the Druid's Animal Companion table; see **Chapter 3: Classes, Druid, PHB**).

The animal master need not release a companion from service to gain a new one as he progresses. When he is of sufficient level to acquire an additional companion, he may gain a new one by performing a ritual ceremony requiring 24 uninterrupted hours of prayer. This ceremony can also replace an animal companion that has perished.

TABLE 2-6: THE ANIMAL MASTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Animal companion, <i>detect animals</i> , spells
2nd	+2	+3	+3	+0	Wild empathy
3rd	+3	+3	+3	+1	Wild shape 1/day
4th	+4	+4	+4	+1	Animal companion
5th	+5	+4	+4	+1	Special mount
6th	+6	+5	+5	+2	Wild shape 2/day
7th	+7	+5	+5	+2	<i>Animal growth</i> 1/day
8th	+8	+6	+6	+2	Animal companion
9th	+9	+6	+6	+3	Wild shape 3/day
10th	+10	+7	+7	+3	<i>Animal growth</i> 2/day

TABLE 2-7:
ANIMAL MASTER
SPELLS PER DAY

Level	Spells Per Day			
	1st	2nd	3rd	4th
1st	0	--	--	--
2nd	1	--	--	--
3rd	2	0	--	--
4th	3	1	--	--
5th	3	2	0	--
6th	3	3	1	--
7th	3	3	2	0
8th	3	3	3	1
9th	3	3	3	2
10th	3	3	3	3

TABLE 2-8:
ANIMAL MASTER
SPELLS KNOWN

Level	Spells Per Day			
	1st	2nd	3rd	4th
1st	2	--	--	--
2nd	3	--	--	--
3rd	3	2	--	--
4th	4	3	--	--
5th	4	3	2	--
6th	4	4	3	--
7th	4	4	3	2
8th	4	4	4	3
9th	4	4	4	3
10th	4	4	4	4

When an animal master gets 0 spells of a given level, he gets only bonus spells.

TABLE 2-9: ANIMAL MASTER ANIMAL COMPANIONS

1st Level	Shark, Large* (animal)	Elasmosaurus* (dinosaur)
Ape (animal)	Snake, constrictor (animal)	Lion (animal)
Bear, black (animal)	Snake, Large viper (animal)	Rhinoceros (animal)
Bison (animal)	Wolverine (animal)	Snake, Huge viper (animal)
Boar (animal)	4th Level	Tiger (animal)
Cheetah (animal)	Bear, brown (animal)	8th Level
Crocodile* (animal)	Dire wolverine	Bear, polar (animal)
Dire badger	Crocodile, giant (animal)	Dire lion
Dire bat	Deinonychus (dinosaur)	Megaraptor (dinosaur)
Dire weasel	Dire ape	Shark, Huge* (animal)
Leopard (animal)	Dire boar	Snake, giant constrictor (animal)
Lizard, monitor (animal)	Dire wolf	Whale, orca* (animal)

* Available only in an aquatic environment.

DETECT ANIMALS (Sp)

At will, an animal master can *detect animals*, as per the spell.

SPELLS

Beginning at 1st level, an animal master gains the ability to cast a number of divine spells chosen from the Animal Master Spell List (see page 33).

To cast a spell, an animal master must have a Charisma score of at least 10 + the spell's level. Saving throws against these spells have a DC of 10 + spell level + the animal master's Charisma bonus. Animal Master bonus spells are based on Charisma.

WILD EMPATHY (Ex)

At 2nd level, an animal master can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The player rolls 1d20 and adds any animal master and druid levels and the character's Charisma modifier to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the animal master and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes one minute, but it might take more or less time.

An animal master can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he suffers a -4 penalty on the check.

WILD SHAPE (Su)

At 3rd level, an animal master gains the ability to turn himself into any Small or Medium animal and back again once per day. His options for new forms include all creatures with the animal type. This ability functions like the *polymorph* spell, except as noted here. The effect lasts for one hour per animal master level, or until he changes back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity. If the animal master previously gained this ability as a druid, then he can transform an additional time per day.

The form chosen must be that of an animal the animal master is familiar with.

An animal master loses his ability to speak while in animal form because he is limited to the sounds that a normal, untrained animal can make, but he can communicate normally with other animals of the same general grouping as his

new form. (The normal sound a wild parrot makes is a squawk, so changing to this form does not permit speech.)

An animal master can use this ability twice per day at 6th level, and three times per day at 9th. In addition, he gains the ability to take the shape of a Large animal at 9th level.

The new form's Hit Dice can't exceed the character's animal master level.

SPECIAL MOUNT (Sp)

Upon reaching 5th level, an animal master gains the service of an unusually intelligent, strong, and loyal steed to serve him. In all respects the mount is the equivalent of a paladin's special mount (see **Chapter 3: Classes, Paladin, PHB**, for details).

ANIMAL GROWTH (Sp)

At 7th level, the animal master may cast the *animal growth* spell once per day. Upon reaching 10th level, he may cast it twice per day.



TREE MAIDEN PRESTIGE CLASS

Tree maidens (or tree masters, if male) have a great connection to plant life of all kinds, and are generally the protectors of sacred groves and forests. These treant friends learn to take the shape of trees as they advance, can travel from tree to tree, and can permanently awaken trees.

Druids, rangers, and barbarians often become tree maidens, although members of other classes interested in plants may aspire to the prestige class as well.

While there are no racial restrictions on this class, race often plays a role in a person's decision to become a tree maiden. Druids and rangers of all races frequently choose this prestige class, but it's rare for someone of another class to become a tree maiden unless she is a wood elf, or someone raised among wood elves or another forest-dwelling race.

Hit Die: d8

REQUIREMENTS

To qualify to become a tree maiden a character must fulfill all the following criteria:

Abilities: Cha 13+

Skills: Knowledge (nature) 6 ranks, Survival 6 ranks

Feats: Plant Speaker*, Tree Walker* (* indicates new feat)

CLASS SKILLS

The tree maiden's class skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Concentration (Con), Hide (Dex), Jump (Str), Heal (Wis), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex).

Skill Points at Each Level: 4 + Int modifier

TABLE 2-10: THE TREE MAIDEN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	<i>Detect plants</i> , spells, <i>tree shape</i> 1/day
2nd	+2	+3	+3	+0	Nature sense
3rd	+3	+3	+3	+1	Tough skin +2
4th	+4	+4	+4	+1	<i>Tree shape</i> 2/day or 24 hrs
5th	+5	+4	+4	+1	Craft Magic Seed
6th	+6	+5	+5	+2	Awaken tree
7th	+7	+5	+5	+2	<i>Tree stride</i>
8th	+8	+6	+6	+2	Awaken tree (treant)
9th	+9	+6	+6	+3	<i>Commune with nature</i>
10th	+10	+7	+7	+3	Awaken tree (permanent treant)

TABLE 2-11:
TREE MAIDEN SPELLS PER DAY

Level	Spells Per Day			
	1st	2nd	3rd	4th
1st	0	--	--	--
2nd	1	--	--	--
3rd	2	0	--	--
4th	3	1	--	--
5th	3	2	0	--
6th	3	3	1	--
7th	3	3	2	0
8th	3	3	3	1
9th	3	3	3	2
10th	3	3	3	3

When a tree maiden gets 0 spells of a given level, she gets only bonus spells.

TABLE 2-12:
TREE MAIDEN SPELLS KNOWN

Level	Spells Known			
	1st	2nd	3rd	4th
1st	2	--	--	--
2nd	3	--	--	--
3rd	3	2	--	--
4th	4	3	--	--
5th	4	3	2	--
6th	4	4	3	--
7th	4	4	3	2
8th	4	4	4	3
9th	4	4	4	3
10th	4	4	4	4

CLASS FEATURES

The following are the class features of the tree maiden.

WEAPON AND ARMOR PROFICIENCY

Tree maidens gain no proficiency with any weapon or armor.

DETECT PLANTS (Sp)

At will, a tree maiden can *detect plants*, as per the spell.

SPELLS

Beginning at 1st level, a tree maiden gains the ability to cast a number of divine spells, chosen from the Tree Maiden Spell List (see page 33). She must choose and prepare her spells in advance.

To cast a spell, a tree maiden must have a Charisma score of at least 10 + the spell's level. Saving throws against these spells have a DC of 10 + spell level + the tree maiden's Charisma bonus. Tree maiden bonus spells are based on Charisma.

TREE SHAPE (Sp)

At 1st level, a tree maiden may transform into a tree once per day for 12 hours, as a supernatural ability. This ability functions as per the *tree shape* spell, except for the duration. At 4th level, the tree maiden can use the spell twice per day or use it once per day with a duration of 24 hours.

NATURE SENSE (Ex)

At 2nd level, a tree maiden gains a +2 bonus on Knowledge (nature) and Survival checks. This ability stacks with a druid's nature sense ability and with the Nature Affinity feat.

TOUGH SKIN (Ex)

At 3rd level, the tree maiden receives a +2 natural bonus to her AC, as her skin toughens like bark. This ability stacks with the *barkskin* or *tough skin* spell.

CRAFT MAGIC SEED

At 5th level, the tree maiden receives the greater treatant feat Craft Magic Seed (see page 88) as a bonus feat.

AWAKEN TREE (Sp)

- At 6th level, the tree maiden may *awaken* one tree (as per the spell) per point of her Charisma bonus every 48 hours. The awakening ritual itself takes 24 hours.
- At 8th level, the tree maiden may animate one oak tree (as per the *liveoak* spell) per point of her Charisma bonus. The effect lasts for two days per class level and the ritual takes 10 minutes per animated tree.

- At 10th level, the tree maiden may, once per month, *permanently* animate one oak tree (as per the *liveoak* spell). This ritual takes 24 hours.

TREE STRIDE (Sp)

At 7th level, the tree maiden can step to another tree far away once per day per point of her Charisma bonus. This ability functions as per the *tree stride* spell.

COMMUNE WITH NATURE (Sp)

At 9th level, the tree maiden can *commune with nature* (as per the spell) once per day per point of her Charisma bonus.



CHAPTER THREE: SKILLS, FEATS & SPELLS

Corwyl: Village of the Wood Elves presents a variety of new skills, feats, and spells, centering on the connection between wood elves and their environment or the reverence for ancestral spirits at the heart of village life.

NEW SKILLS & FEATS

NEW SKILL

FISH (WIS) COMMONER CLASS SKILL

Use this skill to fish with net, weir, spear or hook & line.

Check: A DC 10 Fish check provides enough fish to sustain one person for one day. For every 2 points by which your check result exceeds 10 you can sustain an additional person.

Try Again: This skill can only be checked once per 24 hours.

NEW FEATS

ANIMAL COMPANION [GENERAL]

You can easily befriend wild animals and make them your companions.

Prerequisite: Handle Animal 5 ranks

Benefit: The character has an animal companion as if he was a druid with a class level equal to his character level. See **Chapter 3: Classes, Druid, PHB** for details.

Special: This feat can be taken more than once, and the character can have multiple animal companions (from class abilities and this feat) at the same time.

ANIMAL SPEAKER [GENERAL]

You can speak with animals.

Benefit: The character can comprehend and communicate with animals at will, as per the *speak with animals* spell.

ARBOREAL [ELF]

You were literally born in the trees. As a result, you are highly adept at avoiding falling damage.

Prerequisite: Elf or half-elf

Benefit: The character gains a +4 competence bonus to any Tumble checks made to avoid falling damage.

DARKVISION [GENERAL]

Through a quirk of nature you are able to see even in total darkness.

Prerequisite: Low-light vision, must be taken at 1st level

Benefit: The character has darkvision 60 ft.

EXPERT TRACKER [GENERAL]

You have practiced the art of tracking since you were a child. You can follow tracks as naturally as other people can walk.

Prerequisite: Track feat

Benefit: The character can follow tracks at his normal speed without suffering the usual -5 penalty to his Survival check. If he is willing to accept a -5 penalty to his Survival check, he can follow tracks at twice his normal speed.

FEARLESS [GENERAL]

You have trained yourself to show no fear, even in the most terrifying of circumstances.

Benefit: The character gains a +4 morale bonus to all saving throws versus fear effects, and even if he fails a saving throw the effects are reduced by one category.

FOREST SENSE [GENERAL]

You are attuned to the well-being of the forest around you.

Prerequisite: Wood elf or half wood elf

Benefit: The character gains a powerful sixth sense in relation to the forest in which he lives. The sense relates only to that forested area the elf considers his immediate home soil: if he lives in a village within an immense forest empire, he is attuned only to the territory controlled by that village. The feat can be taken up to four times, with each level of the feat increasing the acuity of the sense.

If only one level of Forest Sense is taken, the elf feels a vague sense of unease when something is currently harming the forest, such as a fire or an invasion of

unpleasant creatures (whether bark-boring insects or an army of fire-bearing goblins). No specifics about the nature of the problem or its location are given; the character will have to find the menace on his own. Normal forest activity (beavers felling trees to make dams, lightning felling a single tall tree) is not noted by the sixth sense. This level of the feat only functions from within the elf's home forest.

If Forest Sense is taken twice, the character receives a specific mental picture: what the threat is and what direction to travel to get there. This level of the feat only functions from within the elf's home forest.

If Forest Sense is taken three times, the elf feels a vague sense of unease *before* harm to the forest happens. The feeling is the same as for the first level of the feat, but the danger is imminent, with the warning occurring minutes before a minor threat (a band of woodsmen chopping down some trees), hours before a moderate threat (a wizard casting a *blight* spell), or days before a major threat (a raging forest fire approaching from a neighboring valley). This level of feat functions wherever the elf is so long as he is on the same plane as his home forest.

If four levels of Forest Sense are taken, the character receives a specific mental picture of the threat to the forest (as for the second level of the feat), but receives it in advance of the events occurring (as per the third level of the feat). This level of feat functions wherever the elf is so long as he is on the same plane as his home forest.

Special: A Terellian knight automatically gains levels of Forest Sense as bonus feats at 5th, 10th, 15th, and 20th level (see page 21). He need not select it, although he may do so in order to receive higher levels of the feat at an earlier level than he would otherwise get them. Many rangers, druids, and ancestral speakers take at least one level of this feat.

KEEN SENSES [ELF]

Your hearing, vision, and sense of touch are more highly developed than others of your race.

Prerequisite: Elves or half-elves

Benefit: The character receives a +2 racial bonus to Listen, Search, and Spot checks.

NATURE AFFINITY [GENERAL]

Your affinity for plants gives you greater knowledge of them.

Benefit: The character receives a +2 bonus to Knowledge (nature) and Survival checks. This bonus stacks with the one from a druid or tree maiden's nature sense ability.

PLANT SPEAKER [GENERAL]

You can speak with plants.

Benefit: The character can comprehend and communicate with plants, including both normal plants and plant creatures at will, as per the *speak with plants* spell.

POISON TOLERANCE [GENERAL]

You have an inborn resistance to substances that others would consider poisonous.

Benefit: The character gains a +4 competence bonus to saving throws versus poison.

POWERFUL REBUKE [SPIRIT]

You are more effective in rebuking or commanding.

Prerequisite: The ability to turn or rebuke spirits or undead as a 5th-level character

Benefit: The character receives a +4 bonus on turning checks to turn or rebuke undead, spirits, or any other creatures he is able to turn or rebuke. This feat can only be taken once.

SENSE SPIRITS [GENERAL]

You can sense the presence of spirits.

Benefit: By concentrating and using one of his rebuke/turn attempts for the day, the character can sense the presence of spirit creatures as if he was using a *detect spirits* spell at his character level, but he cannot gain more than the first two rounds of effect. On the first round of concentration, he senses the presence or absence of spirits within range. On the second and later rounds of concentration, he senses the number of spirits present and the strength of the strongest spirit present.

SMITE SPIRIT [SPIRIT]

You can strike a spirit with a powerful blow.

Prerequisites: Ability to rebuke spirits, Cha 13+

Benefit: By using one of his rebuke attempts for the day, the character can strike a spirit with a powerful blow. Add his Charisma bonus to his attack roll and his rebuke level to his damage for one melee attack against the spirit; so an 8th-level ancestral speaker with Charisma 15 would be +2 to hit and do +8 damage. This feat does not give the character the ability to strike incorporeal spirits without a magical weapon, nor does it overcome any weapon immunities the spirit may have.

SPIRIT STRIKE [SPIRIT]

You can channel energy to strike incorporeal beings normally.

Prerequisites: Ability to rebuke spirits, Cha 12+

Benefit: By using one of his rebuke attempts for the day, the character can make melee attacks against incorporeal beings as if he was wielding a ghost touch weapon for a number of rounds equal to his Charisma bonus. Add his Charisma modifier to the attack roll rather than his normal Strength modifier. The incorporeal target still gains its deflection bonus (from its Charisma) but is otherwise affected by the attack as if it were solid.

SPIRIT WARD [SPIRIT]

You can protect yourself and others from the powers of spirits.

Prerequisites: Ability to rebuke spirits, Spirit Strike or Ghost Strike, Cha 13+

Benefit: By using one of his rebuke attempts for the day, the character can give himself and any allies within a 60-foot burst of him a +2 sacred bonus on all saving throws against the attacks and powers of spirits for a number of rounds equal to his Charisma bonus.

SWIFT REBUKE [SPIRIT]

You can rebuke spirits with little more than a thought.

Prerequisites: Ability to rebuke spirits, Charisma 13+, Powerful Rebuke or Extra Turning

Benefit: The character can rebuke spirits as a free action, but with a -4 penalty to both the rebuke roll and the damage roll. He can still only make one rebuke attempt per round and this feat only applies to actually rebuking spirits, not using another spirit's feat.

SPIRIT COHORTS AND FOLLOWERS [LEADERSHIP]

Ancestral speakers with the Leadership feat rarely attract mortal cohorts or followers. More often, their cohort followers consist of various spirit creatures loyal to him. The ancestral speaker uses the normal Leadership table for determining the maximum level of a cohort and the maximum number of followers per level. Creatures with the spirit template (see *The Shaman's Handbook*, page 63) count as two levels higher for determining their effective level as cohorts or followers, while other creatures use the same modifier to determine their effective level as if they were PCs (see **Chapter 6: Characters, Monsters as Races, DMG**).

TRAILBLAZING [GENERAL]

You have the ability to find easy paths through difficult terrain.

Prerequisite: Track feat

Benefit: The character's daily overland speed is increased by one terrain category. If he is traveling over normally Trackless terrain, it is treated as Road or Trail terrain instead, and if he is traveling over Road or Trail terrain, it is treated as Highway terrain. The character may make a Survival check with a DC of 10, +2 per additional party member, to increase the daily overland speed of any group he is traveling with as well. A check must be made each time the group enters or leaves a new terrain type. The base time for this check is one hour, and the character may take 10 or 20 to improve the chances of locating a suitable path.

TRAPS [GENERAL]

You are proficient at finding and disabling mundane and magical traps.

Prerequisite: Search 1 rank

Benefit: A character with this feat can use the Search skill to locate

traps when the task has a DC higher than 20. Finding a non-magical trap has a DC of at least 20 -- higher if it is well hidden. Finding a magical trap has a DC of 25+ the level of the spell used to create it. The character can also use the Disable Device skill to study and bypass mundane traps and disarm magic traps as if he were a rogue.

TREE-LINKED [GENERAL]

You gain special abilities as a result of your ties to your birth tree.

Prerequisite: Wood elf or half wood elf

Benefit: The character gains abilities that relate to his relationship with a tree planted at his birth and tended by him all his life. New abilities are gained with the passage of time, so long as the character continues to tend his birth tree. See **Table 4-1 Tree-Linked Abilities By Age**.

- The first ability, intuit location, is automatically gained by all Tree-Linked wood elves as children. The exact age at which a young elf gains this ability varies, but it usually manifests before he is 10 years old.

- At age 50 and again at age 100, the elf gains an ability from the following list (some abilities can be taken more than once for improved capabilities): *animal messenger*, canopy walk, *entangle*, leaf shield, room of refuge, warp wood, wood shape.

- At age 150 and 200, the elf can pick two abilities from the previous list or choose an ability from the following list: *empathic healing*, *fortify wood*, *speak with plants*, tree melding, treescry

- At age 250 and every 100 years after that, the elf can pick two abilities from either of the previous lists or choose an ability from the following list: attack, awaken, return.

Special: For each consecutive month in which a character fails to water, weed, and otherwise care for his birth tree (even after the tree is of an age that such care is unnecessary for its natural growth) there is a 1% cumulative chance (rolled each month) that the linkage between the tree and the character will be permanently severed; *i.e.*, if a PC leaves the forest to go adventuring for six months, the first month he's gone the link must survive a 1% roll to remain intact, the second month it must make a 2% roll, the third month a 3% roll, to a total of six rolls made, with the last at 6%.

If the link to a birth tree is severed or if the birth tree dies, the elf cannot replace this feat with a new one.

TREE WALKER [GENERAL]

You can walk on tree limbs as though you were walking on a normal surface.

Benefit: When the character makes a successful Balance check when walking amid the trees, he can move at his normal speed for 1 round. A failure by 4 or less means he moves at half speed. A failure by 5 to 10 means he cannot move for 1 round. A failure by 11 or more means the character falls.

TABLE 3-1: TREE-LINKED ABILITIES BY AGE

BELOW AGE 50

Intuit Location: The elf gains an absolute sense of the general distance and direction to the birth tree as long as both he and the tree are on the same plane.

AGE 50-100

Animal Messenger: The wood elf can cast an *animal messenger* spell with an effective caster level equal to his age divided by 50, a total of once per day for each century of his age. Two differences between this ability and the spell are the elf must be touching a tree of the same type as his birth tree to cast this spell, and when he releases the animal with his message, the creature finds itself under the effects of a *tree stride* spell.

Canopy Walk: The character is able to walk across the branches and leaves of his birth tree as if it were solid ground. Gaps between branches require some other means to cross, such as a Jump check. His own weight is not a factor when walking on even the living twigs of the tree, but anything he attempts to carry (beyond his clothing and personal possessions) retains its full weight. Walking in this manner leaves no trail. In addition, the elf gains a Climb speed of 20 ft. while in his birth tree (or if he already has a Climb speed of 20 ft. or greater +10 ft. is added to it).

Entangle: The wood elf can cast an *entangle* spell that affects only his birth tree and anything growing on it (such as moss or vines), with an effective caster level equal to his age divided by 50, a total of once per day for each century of his age.

Leaf Shield: The branches and leaves of his birth tree automatically bend and twist slightly to provide the elf with protection from watchers or attackers. While within the tree's branches, or on the forest floor immediately beneath it, he gains cover (+4 to AC) and a +4 bonus to Hide checks whenever desired.

Room of Refuge: The elf gains the ability to appoint a hollow within the tree's trunk as a safe retreat in case of emergency. The elf must craft the room (either selecting a natural hollow or using wood shape to form one) in advance, but as a free action he or his designates can command the bark and outer wood layers surrounding the refuge to close over the hollow (which takes a full round), hiding the entrance (Search DC 30) and creating a physical barrier (hardness 5, hit points 10 per 50 years of the tree's age). For every 50 years of the elf's age, the room can accommodate one Medium creature. No matter how large the tree, a single tree can only have one room of refuge in it at a time. The tree provides water and air to the room's occupants, but no other comforts. Those within the refuge cannot see out without magical means, and the entrance cannot be opened partway so that the occupants can peek outside. The birth tree opens or closes the room of refuge for the elf or anyone he specifically designates; usually the members of his family, as well as one trusted other person who can open the refuge if someone other than the elf or his family is sealed inside.



TABLE 3-1: TREE-LINKED ABILITIES BY AGE (CONTINUED)

AGE 50-100 (CONTINUED)

Warp Wood: The elf gains the ability to temporarily bend and twist the living wood of his birth tree. He can affect one pound of wood per decade of his age, but the wood must all be within a 20-ft. radius. He must be touching some part of the tree to use this ability, but he can warp any of the tree's wood from the same position, for example warping the roots at its base while sitting on a high branch. Once warped, the wood retains the new shape until the elf decides to release it to its original form, or until one hour per century of the elf's age has passed. One popular use of this ability is to seal the doors and windows of rooms within the elf's tree home, making the openings appear from the outside as solid wood.

Wood Shape: The elf gains the ability to form an existing piece of the living wood of his birth tree into any shape. Each day he can shape 1 cu. ft. of the tree's wood, which means that it can take years to make substantial changes to the tree. But diligent daily use of this ability can produce a 365 sq. ft. home after a decade, or a 3,650 sq. ft. mansion after a century.

AGES 150-200

Empathic Healing: At will, the elf is able to transfer any damage he has suffered into the body of the tree, restoring his own hit points in the process. The elf must either be in physical contact with the tree or in communion with it through the treescry ability to heal himself in this manner. The tree's healing rate is 1 hit point per month, so relying heavily on this ability can cause the death of the tree, even with hit points of trees in the triple digits after a few centuries of life (a typical tree has 1d10 hp in its first five years of life, 2d10 hp up to 10 years old, 4d10 hp in its second and third decades, 8d10 hp up to its first century of life, 16d10 hp in its second century, and 32d10 hp or more for the remainder of its life). The elf can also choose to take damage suffered by the birth tree (e.g., through fires, or the attack of disease, insects, or lumberjacks) onto himself in the same way.

Fortify Wood: The wood elf can cast a *fortify wood* spell with an effective caster level equal to his age divided by 50, a total of once per day for each century of his age. The spell only affects his birth tree.

Speak With Plants: The elf can cast a *speak with plants* spell with an effective caster level equal to his age divided by 50, a total of once per day for each century of his age. The spell only affects his birth tree, and while the tree will always be friendly to its caretaker, if it hasn't been awakened its responses reflect a limited intelligence.

Tree Melding: The wood elf can meld into his birth tree like the dryads of lore. The tree must be large enough to accommodate his mass and big enough around to accommodate his entire body. This ability works exactly like the spell *meld into stone*, except the character can only merge with his birth tree. He can stay melded with the tree indefinitely, although he experiences his normal need for food and water. *Wood shape* cast on the birth tree expels the elf and deals 5d6 points of damage. If a *diminish plants* is cast on the tree and it shrinks to a size small enough that it can no longer hold his body, the elf is expelled, taking 5d6 points of damage. This ability can be used a total of once per day for each century of the elf's age.

Treescry: The Tree-Linked character can scry, as the *scrying* spell, using his birth tree as the focus. The tree does not get a saving throw against this ability. Initiating the scrying takes 10 minutes. The elf can see the area exactly as if he were standing in the tree's location. Creatures within 20 ft. of the tree with an Intelligence of 10 or more have a chance of detecting the scrying attempt as described in the *scrying* spell. Treescry can be used a total of once per day for each century of the elf's age.

AGE 250+

Attack: The Tree-Linked elf can cause his birth tree to warp and twist, entwining foes much like an *entangle* spell, only with greater effect. As well as attempting to hold the elf's opponents, the tree attacks as if it was an animated object of the appropriate size, using slam and constriction attacks, continuing to attack until the elf orders it to desist or all opponents have left its reach. The tree has a hardness of 5. This ability can be used a total of once per day for each century of the wood elf's age.

Awaken: As a one-time ability, an elf with this power can awaken his birth tree to intelligence. This is identical to an *awaken* spell, except that the tree receives no saving throw against the effect. Not all elves who gain this ability actually use it, because when either the awakened birth tree or the wood elf dies, the other suffers depression and a generalized ill health (-2 to Fortitude saves) that can only be cured by a *heal*, *limited wish*, *miracle*, or *wish* spell. Some feel it's not fair to awaken a tree and then inevitably sentence it to feel such a loss after only a few decades or centuries of sentience.

TABLE 3-1: TREE-LINKED ABILITIES BY AGE (CONTINUED)

AGE 250+ (CONTINUED)

Return: The wood elf can return instantly to his birth tree by simply walking into one tree and then emerging from the birth tree, much like the effect produced by a *tree stride* spell. Both trees must be of sufficient girth to accommodate the elf, they must be living, and they must be on the same plane. The two trees need not be of the same type and distance is no obstacle. In some instances elves have returned from wastelands without a tree to walk into or have even been found in the branches of their birth trees in such a condition that they could obviously never have walked into a distant tree to activate this ability. Even dead bodies have mysteriously returned using this power. This ability can be used only once per day regardless of the elf's age.

SPELLS

Spells in **bold** are new and are described on pages 36 to 48. Many of these spells are unique to the ancestral speaker, animal master, or tree maiden classes, but others are cleric, druid, or sorcerer/wizard spells known to some of the NPCs in Corwyl.

Some of the listed spells are also domain spells for new domains not covered in *Corwyl*. For information on the Wild and Wood domains, see *Bow & Blade*, page 70; and on the Justice, The Dead, and Inspiration domains, see Green Ronin's *Book of the Righteous*, page 257.

Spells marked "Elf" in the level entry are open to spellcasters of other races within the listed constraints of level and class, but elves of *any* spellcasting class can cast these spells as if they were part of their normal spell lists; e.g., while *leaf shield* isn't a spell normally available to paladins or wizards, an elf paladin could cast it as a 2nd-level paladin spell, and an elf wizard could cast it as a 2nd-level sorcerer/wizard spell. Elf affinity spells are either divine or arcane when cast, as determined by the elf's spellcasting class. (For more, see *Bow & Blade*, page 67.)

This book introduces the trance component type, indicated with a **T**. If a spell includes a trance component, the ancestral speaker must enter a trance by making a Concentration check (DC 10 + the spell's level) the round before casting it.

Note: Ancestral speakers do not need a focus to cast a spell with a Divine Focus component.

ANCESTRAL SPEAKER SPELLS

0 LEVEL

Cure Minor Wounds. Cures 1 point of damage.
Dancing Lights. Creates figment torches or other lights.
Detect Magic. Detects spells and magic items within 60 ft.
Detect Poison. Detects poison in one creature or small object.
Ghost Sound. Creates figment sounds.
Guidance. Grants +1 on one roll, save, or check.
Know Direction. Reveals true north.
Light. Makes an object shine like a torch.

Prestidigitation. Allows performance of minor tricks.
Resistance. Subject gains +1 on all saving throws.

1ST LEVEL

Animate Rope. Makes a rope move at your command.
Cause Fear. Makes one creature flee for 1d4 rounds.
Cure Light Wounds. Cures 1d8+1/level damage (max +5)
Detect Animals or Plants. Detects species of animals or plants.
Detect Snares and Pits. Reveals natural or primitive traps.
Divine Favor. Grants attack, damage bonus, +1/three levels.
Endure Elements. Allows caster to ignore 5 damage/round from one energy type.
Entropic Shield. Ranged attacks against caster suffer 20% miss chance.
Hypnotism. Fascinates 2d4 HD of creatures.
Invisibility to Spirits. Makes one creature/level imperceptible to spirits.
Lay to Rest. Prevents corpse from becoming undead.
Magic Weapon. Gives weapon +1 bonus.
Obscuring Mist. Surrounds caster with fog.
Protection from Spirits. Grants +2 AC and saves vs. spirit creatures.
See Spirits. Reveals spirit creatures.
Spirit Dart. Creates dart doing 1d6+1 damage, +1 dart/2 levels above 1st (max five total).
Summon Hero I (T). Calls an ancestral spirits from the Spirit World.
Summon Monster I. Calls an outsider to fight for caster.
Unseen Servant. Creates invisible force that obeys caster's commands.

2ND LEVEL

Aid. Grants +1 attack, +1 on saves against fear, 1d8 temporary hit points.
Animal Messenger. Sends a Tiny animal to a specific place.
Augury (T). Reveals whether an action will be good or bad.
Bull's Strength. Subject gains 1d4+1 Str.
Cat's Grace. Subject gains 1d4+1 Dex.

Contemplation. Forces two people to stop fighting each other.

Darkness. Creates supernatural darkness in a 20-ft. radius.

Darkvision. Allows caster to see 60 ft. in total darkness.

Detect Return. Reveals the raised and resurrected.

Endurance. Subject gains 1d4+1 Con.

Gentle Repose. Preserves one corpse.

Ghost Touch. Grants subject ability to touch incorporeal creatures.

Identify Spirit. Determines type and subtype of one spirit.

Levitate. Subject moves up and down at caster's direction.

Locate Object. Reveals direction toward object (specific or type).

Protection from Arrows. Subject becomes immune to most ranged attacks.

Resist Elements. Allows caster to ignore 12 damage/round from one energy type.

Rope Trick. Hides up to eight creatures in extradimensional space.

Silence. Negates sound in a 15-ft. radius.

Speak with Animals. Allows caster to communicate with natural animals.

Spirit Claws. Allows caster to attack ethereal targets doing 1d6 damage.

Spirit Spear. Creates spear doing 1d8+1 damage, +1 dart/2 levels above 3rd (max five total).

Spiritual Weapon. Creates magical weapon that attacks on its own.

Summon Hero II (T). Calls one or more ancestral spirits from the Spirit World.

Summon Monster II. Calls an outsider to fight for caster.

Whispering Wind. Sends a short message one mile/level.

3RD LEVEL

Bind Oath. Binds subject to an oath.

Blindness/Deafness. Makes subject blind or deaf.

Body of Eyes. Allows the caster to see in all directions.

Contagion. Infects subject with chosen disease.

Continual Flame. Makes a permanent heatless torch.

Cure Moderate Wounds. Cures 2d8 +1/level damage (max +10).

Daylight. Creates a bright light in a 60-ft. radius.

Magic Circle Against Spirits. As *protection from spirits* but 10-ft. radius and 10 minutes/level.

Materialize. Forces incorporeal creatures to become solid.

Nature's Bounty. Grants +1 bonus on Wilderness Lore checks/2 levels.

Phantom Steed. Summons a magical horse.

Prayer. Grants allies +1 on most rolls, and enemies suffer -1.

Protection From Elements. Allows caster to absorb 12 damage/level from one kind of energy.

Snare. Creates a magical booby trap.

Speak With Dead. Causes a corpse to answer one question/two levels.

Speak With Plants. Allows caster to talk to normal plants and plant creatures.

Summon Hero III (T). Calls one or more ancestral spirits from the Spirit World.

Summon Monster III. Calls an outsider to fight for caster.

Tale of Heroes. Adds combat bonuses to caster's party.

Tiny Hut. Creates shelter for 10 creatures.

Water Breathing. Allows subjects to breathe underwater.

4TH LEVEL

Control Water. Raises, lowers, or parts bodies of water.

Cure Serious Wounds. Cures 3d8 +1/level damage (max +15)

Death Ward. Grants immunity to death spells and effects.

Dimensional Anchor. Bars extradimensional movement.

Dismissal. Forces a creature to return to its native plane.

Divination (T). Provides useful advice for specific proposed actions.

Freedom of Movement. Enables subject to move normally despite impediments.

Ethereal Projection (T). Allows caster's spirit to enter the Ethereal Plane.

Greater Magic Weapon. Gives weapon +1 bonus/three levels (max +5).

Inspiration (T). Grants +10 bonus to next Perform or Craft roll.

Lesser Geas. Allows caster to command subject of 7 HD or less.

Lesser Planar Ally. Permits caster to exchange services with an 8 HD outsider.

Polymorphic Projection (T). Allows caster's spirit to leave his body in a new form.

Reincarnate. Brings dead subject back in a new body.

Scrying. Spies on subject from a distance.

Sending. Delivers short message anywhere, instantly.

Spirit Wall. Creates a wall spirits can't pass through.

Summon Hero IV (T). Calls one or more ancestral spirits from the Spirit World.

Summon Monster IV. Calls an outsider to fight for caster.

Tongues. Allows caster to speak any language.

Zone of Peace. Creates a zone where a truce is enforced.

5TH LEVEL

Atonement. Removes burden of misdeed from subject.

Awaken. Grants animal or tree sentience.

Commune with Nature. Reveals details of terrain for one mile/level.

Contact Other Plane. Allows caster to ask question of extraplanar entity.

Cure Critical Wounds. Cures 4d8 +1/level damage (max +20)

Dream. Sends message to anyone sleeping.

Ethereal Jaunt (T). Allows caster to become ethereal for 1 round/level.

Greater Ethereal Projection (T). As *ethereal projection* but indefinite duration.

Journey of Soul Retrieval (T). Raises dead after overcoming a challenge.

Lesser Astral Projection (T). Allows caster to project onto the Astral Plane.

Magic Jar. Enables possession of another creature.

Nightmare. Sends vision dealing 1d10 damage, fatigue.

Phantasmal Killer. Creates fearsome illusion that kills subject or deals 3d6 damage.

Summon Hero V (T). Calls one or more ancestral spirits from the Spirit World.

Summon Monster V. Calls an outsider to fight for caster.

True Seeing. Allows caster to see all things as they really are.

6TH LEVEL

Animate Objects. Makes objects attack caster's foes.
Banishment. Banishes 2 HD/level extraplanar creatures.
Etherealness (T). Allows caster to travel to the Ethereal Plane with companions.
Eyebite. Casts charm, fear, sicken, or sleep one subject.
Find the Path. Shows most direct way to a location.
Forbiddance. Denies area to creatures of another alignment.
Ethereal Banishment. Traps subject on the Ethereal Plane.
Geas. As *lesser geas* plus affects any creature.
Legend Lore. Reveals tales about a person, place, or thing.
Mass Ethereal Projection (T). As *ethereal projection*, but multiple subjects.
Planar Ally. As *lesser planar ally*, but up to 16 HD.
Plane Shift. Allows up to eight subjects to travel to another plane.
Slay Spirit. Kills a spirit instantly.
Summon Hero VI (T). Calls one or more ancestral spirits from the Spirit World.
Summon Monster VI. Call an outsider to fight for caster.
Transformation. Grants caster combat bonuses.

7TH LEVEL

Greater Scrying. As *scrying*, but faster and longer.
Insanity. Causes subject to suffer continuous confusion.
Repulsion. Prevents creatures from approaching caster.
Sequester. Renders subject invisible to sight and scrying.
Shadow Walk. Allows caster to step into shadow to travel rapidly.
Summon Hero VII (T). Calls one or more ancestral spirits from the Spirit World.
Summon Monster VII. Calls an outsider to fight for caster.
Vision. As *legend lore*, but quicker and strenuous.

8TH LEVEL

Finger of Death. Kills one subject.
Greater Planar Ally. As *lesser planar ally*, but up to 24 HD.
Moment of Prescience. Grants insight bonus on single attack roll, check, or save.
Summon Hero VIII (T). Calls one or more ancestral spirits from the Spirit World.
Summon Monster VIII. Calls an outsider to fight for caster.
Trap the Soul. Imprisons subject within gem.
Word of Recall. Teleports caster back to designated place.

9TH LEVEL

Astral Projection (T). Projects caster and companions into Astral Plane.
Elemental Swarm. Summons 2d4 Large, 1d4 Huge elementals.
Foresight. Warns you of impending danger.
Gate. Connects two planes for travel or summoning.
Greater Inspiration (T). +20 bonus to Perform or Craft rolls for one week/level.
Shadow Projection (T). Projects caster and companions into the Plane of Shadow.
Soul Bind. Traps newly dead soul to prevent resurrection.
Summon Hero IX (T). Calls one or more ancestral spirits from the Spirit World.

Summon Monster IX. Calls an outsider to fight for caster.
Weird. As *phantasmal killer*, but affects all within 30 ft.

ANIMAL MASTER SPELLS

1ST LEVEL

Calm Animals. Calms (2d4 + level) HD of animals.
Chameleon Blend. Grants subject +1 bonus to Hide per level (max +10).
Charm Animal. Makes one animal caster's friend.
Cure Light Wounds. Cure 1d8 damage +1/level (max +5).
Hawk Eyes. Grants caster +1 bonus/level to Listen checks.
Hide From Animals. Animals can't perceive one subject/level.
Magic Fang. One natural weapon of subject creature gets +1 on attack and damage rolls.
Scent. Grants subject an enhanced sense of smell.
Summon Nature's Ally I. Calls creature to fight for caster.
Tough Skin. Grants +1 enhancement to natural armor.
Wolf Ears. Grants caster +1 bonus/level to Spot checks.

2ND LEVEL

Animal Messenger. Sends a Tiny animal to a specific place.
Animal Trance. Fascinates 2d6 HD of animals.
Bear's Endurance. Subject gains +4 to Con.
Bull's Strength. Subject gains +4 to Str.
Cat's Grace. Subject gains +4 to Dex.
Ginzburg's Magic Howl. Causes animal attackers to flee, and intelligent foes to be shaken.
Hold Animal. Paralyzes one animal for 1 round/level.
Owl's Wisdom. Subject gains +4 to Wis.
Reduce Animal. Shrinks one willing animal.
Spider Climb. Grants ability to walk on walls and ceilings.
Summon Nature's Ally II. Calls creature to fight for caster.

3RD LEVEL

Cure Moderate Wounds. Cure 2d8 damage +1/level (max +10).
Dominate Animal. Makes subject animal obey caster's silent mental commands.
Greater Magic Fang. One natural weapon of subject creature gets +1/three levels on attack and damage rolls (max +5).
Summon Nature's Ally III. Calls creature to fight for caster.

4TH LEVEL

Cure Serious Wounds. Cure 3d8 damage +1/level (max +15).
Giant Vermin. Turns centipedes, scorpions, or spiders into giant vermin.
Repel Vermin. Makes insects, spiders, and other vermin stay 10 ft. away.
Summon Nature's Ally IV. Calls creature to fight for caster.

TREE MAIDEN SPELLS

1ST LEVEL

Clear Path. All non-sentient plants move out of the caster's way.
Cure Plants I. Cures 2d8 damage +1/level (max +10) to plant or plant creature.

Detect Snares And Pits. Reveals natural or primitive pits.
Entangle. Causes plates to entangle everyone in a 40-ft. radius.
Goodberry. Creates 2d4 berries that each cure 1 hp (ax 8 hp/24 hours).
Pass Without Trace. Enable one subject/level to leave no tracks.
Wood Walk: Makes caster's skin stick to wooden surfaces.

2ND LEVEL

Arboreal Archer. Enables a plant to hurl missiles at a designated target.
Barkskin. Grants +2 (or higher) enhancement to natural armor.
Canopy Walk. Enables subjects to tread on plants as if on solid ground.
Cure Plants II. Cures 3d8 damage +1/level (max +15) to plant or plant creature.
Delay Poison. Stops poison from harming subject for one hour/level.
Leaf Shield. Makes plants provide cover for subject.
Stick Figure. Create a servant out of sticks.
Tree Shape. Makes caster look exactly like a tree.
Warp Wood. Bends wood out of shape.
Wood Shape. Rearranges wooden object to suit caster.

3RD LEVEL

Cure Plants III. Cures 4d8 damage +1/level (max +20) to plant or plant creature.
Diminish Plants. Reduces size or blights growth of normal plants.
Forest Walk. Enables caster to move through undergrowth at normal speed.
Plant Growth. Causes vegetation to grow; improves crop yields.
Snare. Creates a magic booby trap.
Spike Growth. Enables undergrowth to cause 1d4 damage to creatures in area.

4TH LEVEL

Antiplant Shell. Keeps animated plants at bay.
Blight. Withers one plant or deals 1d6/level damage to plant creature.
Command Plants. Sways the actions of one or more plant creatures.
Fortify Wood. Increases Hardness of wood to 8, hit points to 15/inch of thickness.
Heal Plants. Cure 10 points/level of damage, all diseases, and many debilitating conditions in plant or plant creature.
Wood Storm. Creates a whirlwind of forest floor debris doing 1d4/level damage.

NEW CLERIC DOMAINS

Although the following domains are provided mainly for the use of ancestral speaker characters, clerics who devote themselves to philosophies that aren't deity-specific could choose from among these domains; e.g., a PC with cleric and barbarian levels may decide to choose the Cleric and Barbarian domains. The GM could also decide to add appropriate domains to existing gods, thereby allowing a cleric of a god of magic to choose from the Wizard or Sorcerer domains as well as the Magic domain.

ANCESTOR DOMAIN

Granted Power: You have access to your ancestors' knowledge, gaining +1 to all skill checks for one minute/level each day.

ANCESTOR DOMAIN SPELLS

1	<i>Bless</i>
2	<i>Augury</i>
3	<i>Speak with dead</i>
4	<i>Divination</i>
5	<i>True seeing</i>
6	<i>Antimagic field</i>
7	<i>Legend lore</i>
8	<i>Spell immunity, greater</i>
9	<i>Astral projection</i>

BARBARIAN DOMAIN

Granted Power: You can rage as per the barbarian class for two rounds once per day. If you already have rage as a class ability, this adds one extra rage per day.

BARBARIAN DOMAIN SPELLS

1	<i>Cause fear</i>
2	<i>Endurance</i>
3	<i>Haste</i>
4	<i>Death ward</i>
5	<i>Shout</i>
6	<i>Globe of invulnerability</i>
7	<i>Destruction</i>
8	<i>Spell turning</i>
9	<i>Greater shout</i>

BARD DOMAIN

Granted Power: You inspire courage once per day, as per the bardic music ability. If you already have inspire courage as a class ability, this adds one extra use per day at your current class level.

BARD DOMAIN SPELLS

1	<i>Charm person</i>
2	<i>Entrall</i>
3	<i>Sculpt sound</i>
4	<i>Legend lore</i>
5	<i>Dream</i>
6	<i>Mass suggestion</i>
7	<i>Project image</i>
8	<i>Irresistible dance</i>
9	<i>Wail of the banshee</i>

CLERIC DOMAIN

Granted Power: You can turn/rebuke undead as per a cleric of the same level once per day. If you already have turn/rebuke undead as a class ability, this adds one extra use per day at your current class level.

CLERIC DOMAIN SPELLS

1	<i>Divine favor</i>
2	<i>Consecrate or desecrate</i>
3	<i>Prayer</i>
4	<i>Lesser planar ally</i>
5	<i>Commune</i>
6	<i>Planar ally</i>
7	<i>Resurrection</i>
8	<i>Holy aura or unholy aura</i>
9	<i>Miracle</i>

DRUID DOMAIN

Granted Power: Speak with plants or animals, as per the spells *Speak with animals* or *Speak with plants*, once per day.

DRUID DOMAIN SPELLS

1	<i>Charm animal</i>
2	<i>Tree shape</i>
3	<i>Dominate animal</i>
4	<i>Control plants</i>
5	<i>Awaken</i>
6	<i>Liveoak</i>
7	<i>Control weather</i>
8	<i>Animal shapes</i>
9	<i>Shapechange</i>

FIGHTER DOMAIN

Granted Power: You gain a +1 divine bonus to all attack rolls.

FIGHTER DOMAIN SPELLS

1	<i>Magic weapon</i>
2	<i>Bull's strength</i>
3	<i>Heroism</i>
4	<i>Magic vestment</i>
5	<i>Stoneskin</i>
6	<i>Greater heroism</i>
7	<i>Mage's sword</i>
8	<i>Iron body</i>
9	<i>Regenerate</i>

HEARTH DOMAIN

Granted Power: You can cast *hold portal* once per day.

HEARTH DOMAIN SPELLS

1	<i>Create food and water</i>
2	Refresh: Gives subject the benefits of a full night's sleep in two hours.

3	<i>Helping hand</i>
4	Everlasting hearth: Creates a flame that burns without consuming fuel.
5	<i>Secure shelter</i>
6	<i>Heroes' feast</i>
7	<i>Forbiddance</i>
8	<i>Antipathy</i>
9	<i>Mage's magnificent mansion</i>

PALADIN DOMAIN

Granted Power: Smite evil once per day as a paladin of equal level. If you already have smite evil as a class ability, this adds one extra use per day at your current class level.

PALADIN DOMAIN SPELLS

1	<i>Shield of faith</i>
2	<i>Shield other</i>
3	<i>Keen edge</i>
4	<i>Holy sword</i>
5	<i>Dispel evil</i>
6	<i>Blade barrier</i>
7	<i>Holy word</i>
8	<i>Shield of law</i>
9	<i>Storm of vengeance</i>

RANGER/TERELLIAN KNIGHT DOMAIN

Granted Power: Gain the Track feat for free.

RANGER/TERELLIAN KNIGHT DOMAIN SPELLS

1	<i>Pass without trace</i>
2	<i>Animal messenger</i>
3	<i>Water walk</i>
4	<i>Locate creature</i>
5	<i>Commune with nature</i>
6	<i>Find the path</i>
7	<i>Creeping doom</i>
8	<i>Animal shapes</i>
9	<i>Summon nature's ally IX</i>

ROGUE DOMAIN

Granted Power: You gain sneak attack +1d6. This stacks with any existing sneak attack ability.

ROGUE DOMAIN SPELLS

1	<i>Spider climb</i>
2	<i>Find traps</i>
3	<i>Silence</i>
4	<i>Freedom of movement</i>
5	<i>Passwall</i>
6	<i>Mislead</i>
7	<i>Sequester</i>
8	<i>Moment of prescience</i>
9	<i>Freedom</i>

SORCERER DOMAIN

Granted Power: You gain a familiar, as per the sorcerer.

SORCERER DOMAIN SPELLS

1	<i>Mage armor</i>
2	<i>Alter self</i>
3	<i>Greater magic weapon</i>
4	<i>Imbue with spell ability</i>
5	<i>Greater shadow conjuration</i>
6	<i>Greater shadow evocation</i>
7	<i>Limited wish</i>
8	<i>Power word stun</i>
9	<i>Foresight</i>

SPIRIT DOMAIN

Granted Power: You cast spirit spells at +1 character level.

SPIRIT DOMAIN SPELLS

- Invisibility to spirits:** Makes one creature/level imperceptible to spirits.
- Identify spirit:** Determines type and subtype of one spirit.

- Magic circle against spirits:** As *protection from spirits* but 10-ft. radius and 10 minutes/level.
- Spirit wall:** Creates a wall spirits can't pass through.
- Lesser Astral Projection (T).** Allows caster to project onto the Astral Plane.
- Slay spirit:** Kills a spirit instantly.
- Vision*
- Trap the soul*
- Shadow Projection (T).** Projects caster and companions into the Plane of Shadow.

WIZARD DOMAIN

Granted Power: You gain the Scribe Scroll feat.

WIZARD DOMAIN SPELLS

1	<i>Identify</i>
2	<i>Charm spirit</i>
3	<i>Dispel magic</i>
4	<i>Scrying</i>
5	<i>Permanency</i>
6	<i>Analyze dweomer</i>
7	<i>Summon monster VII</i>
8	<i>Polymorph any object</i>
9	<i>Wish</i>

NEW SPELL DESCRIPTIONS

This section presents new spells, and notes on existing spells as they related specifically to ancestral speakers. Many of the new spells here are usable by classes other than ancestral speakers; this is noted in the spell's description.

ARBOREAL ARCHER

Transmutation

Level: Druid 2, Ranger 2, Tree Maiden 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living tree or shrub (see text)

Duration: Concentration, up to one minute/level (D)

Saving Throw: None

Spell Resistance: No

The caster imbues limited intelligence to one non-sentient tree or shrub no less than 20 ft. tall, allowing him to telepathically communicate simple instructions to the tree. On his command, the tree pulls back its branches and fires a volley of acorns, branches, or other debris at any target that he designates. The tree receives one ranged attack per round at an attack bonus of +2 plus the caster's Dexterity modifier. Its attack deals 1d4 points of damage plus one point of damage per three caster levels, with a range increment of 30 feet.

The tree is immobile, and it has an AC of 16 and 30 hit points. The tree is incapable of defending itself; it only attacks

when directed. The spell ends as soon as the caster ceases concentration or the tree sustains 30 or more points of damage.

BIND OATH

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level: Ancestral Speaker 3, Cleric 3, Justice 3

Component: V, S, DF

Casting Time: 10 minutes

Range: Touch

Target: Creature touched

Duration: Permanent (see text)

Saving Throw: None

Spell Resistance: Yes

The caster can bind the subject to an oath that he voluntarily swears. No one can be forced to be bound to an oath with this spell, and any efforts to trick or coerce a person into so doing result in the failure of the spell. During the casting, the subject agrees to be bound to an oath before the witness of the ancestral spirits. Anything the subject says after the words "I swear to" is the oath. Anything prior to that is merely preamble and has no effect on the spell.

If the subject violates the oath, he suffers from the effects of *bestow curse* until he atones. Because he swore the oath voluntarily, the curse cannot be lifted by any means short of an *atonement* spell. An ancestral speaker who breaks such an oath may lose his spirit-granted powers. This too cannot be undone by any means short of *atonement*.

BODY OF EYES

Divination

Level: Ancestral Speaker 3, Shaman 3, Sorcerer/Wizard 3

Components: V, S, M

Casting Time: 1 minute

Range: You

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

Body of eyes covers the caster's skin and clothing with eye-shaped spots that allow vision in a 360-degree radius around the caster. The caster gains a +10 circumstance bonus to Search and Spot checks. He retains his Dex bonus to AC even while flat-footed and cannot be flanked. However, the caster cannot avert or close his eyes to avoid gaze attacks.

Material Component: The preserved head or eye of a chameleon, spider, or insect.

CANOPY WALK

Transmutation

Level: Druid 2, Elf 2, Ranger 2, Shaman 2, Sorcerer/Wizard 2, Tree Maiden 2, Wild 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creatures touched (up to 1 creature per 2 caster levels)

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Affected creatures gain the ability to stride along any vegetation or plant matter as if it were solid ground. Tree trunks, vines, and even leaves form a comfortable walking surface. Gaps in the canopy require some other means to cross, such as a Jump check, just as gaps in the ground would.

Material Component: A bundle of leaves wrapped around a wad of hardened sap.

CHAMELEON BLEND

Illusion (Glamer)

Level: Animal Master 1, Druid 1, Ranger 1, Sorcerer/Wizard 1

Components: S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D)

This spell alters the caster's appearance, including clothing and equipment, such that he blends into whatever background sits behind him, adding +1 per caster level (max +10) to Hide checks for the duration of the spell.

CLEAR PATH

Transmutation

Level: Druid 1, Plant 1, Ranger 1, Tree Maiden 1

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

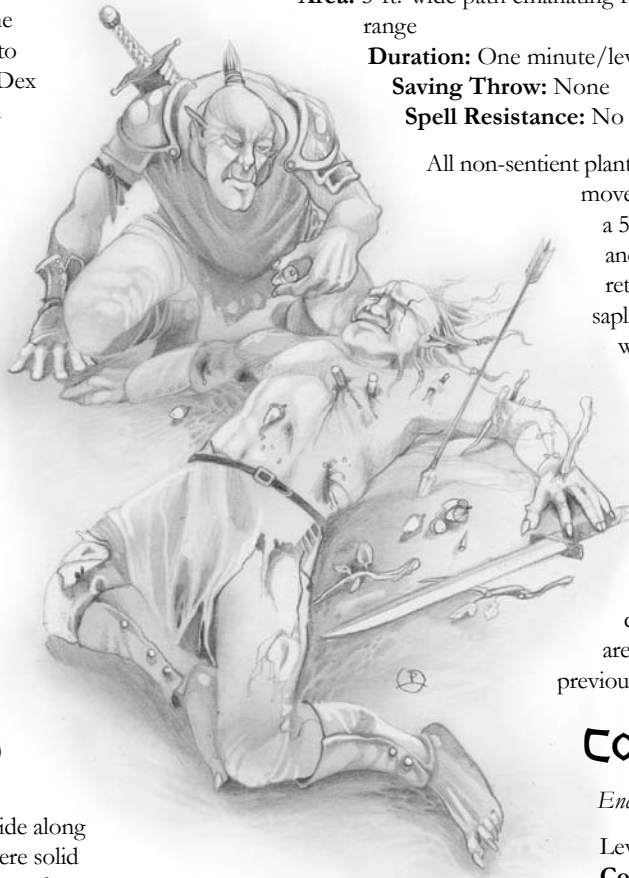
Area: 5-ft.-wide path emanating from you to the extreme of the range

Duration: One minute/level

Saving Throw: None

Spell Resistance: No

All non-sentient plant life within the area of effect moves out of the caster's way, clearing a 5-foot wide path. Underbrush and vines flatten themselves or retreat up a tree, while shrubs, saplings, and trees bend out of the way. Clear path allows the caster and his companions to move at their normal movement rate while traveling through trackless sections of jungles and forests. The caster can walk or hustle along the path created by the spell, but cannot run. After the caster passes through a cleared area, the plants reassume their previous positions.



CONTEMPLATION

Enchantment (Charm) [Mind-Affecting]

Level: Ancestral Speaker 2

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: Two living creatures within a 30-ft. radius

Duration: Concentration

Saving Throw: Will negates

Spell Resistance: Yes

If this spell is cast on two people of the same community (or dedicated to the same cause) who are arguing or fighting, each must make a Will save with a -2 penalty; if both fail their saves, then each remembers the important things they have in common and their quarrel is stayed. If a person who has been compelled by mind-affecting magic to attack the other makes his save, that compulsion is broken, even if the other fails his save.

A *break enchantment* cast on either target ends the spell.

CURE PLANTS I

Conjuration (Healing)

Level: Tree Maiden 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Plant touched

Duration: Instantaneous

Saving Throw: Will half (harmless); see text

Spell Resistance: Yes (harmless); see text

When the caster lays his hand upon a living plant or plant creature, he channels positive energy that cures 2d8 points of damage +1 point per caster level (maximum +10). This spell deals damage to undead plants instead of curing their wounds. An undead plant or plant creature can apply spell resistance, and can attempt a Will save to take half damage.

CURE PLANTS II

Conjuration (Healing)

Level: Tree Maiden 2

This spell functions like *cure plants I*, except that it cures 3d8 points of damage +1 point per caster level (maximum +15).

CURE PLANTS III

Conjuration (Healing)

Level: Tree Maiden 3

This spell functions like *cure plants II*, except that it cures 4d8 points of damage +1 point per caster level (maximum +20).

DETECT RETURN

Divination

Level: Ancestral Speaker 2, The Dead 1

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Quarter circle emanating from caster

Duration: Concentration, up to 10 minutes/level (D)

Saving Throw: None

Spell Resistance: Yes

The caster can discern whether any living being in the area has ever been brought back from death by any means (*e.g., raise dead, resurrection, miracle, wish*). The amount of information revealed depends on how long he studies a particular area or subject:

1st Round: Presence or absence of those who have returned from death.

2nd Round: Number of people in the area who have returned from death, and who among them has returned the most times; if more than one person has returned the most times, it indicates the person who has returned the most by the most powerful means.

3rd Round: The number of times each returned person has returned from the dead and by what means.

Note: Each round the caster can turn to detect things in a new area. The spell can penetrate any physical barrier.

DETECT SPIRITS

Divination [Spirit]

Level: Cleric 1, Paladin 1, Shaman 1

Components: V, S, M

Casting Time: 1 standard action

Range: 60 ft.

Area: Quarter circle emanating from you to the extreme of the range

Duration: Concentration, up to 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

The same as *detect undead*, except it detects only elementals, outsiders, and creatures of the incorporeal subtype (including incorporeal undead).

ETHEREAL BANISHMENT

Transmutation [Spirit]

Level: Ancestral Speaker 6, Cleric 6, Shaman 6

Components: S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

By touching the target creature, the caster forces the creature onto the Ethereal Plane and prevents it from returning to the Material World. The subject of the spell becomes invisible, inaudible, and intangible to those in the Material World, able to see and hear all that goes on, but unable to interact with material beings without magical aid. Only a *limited wish*, *wish*, or *miracle* will end the effects of the spell and return the subject to the Material World.

ETHEREAL PROJECTION

Necromancy [Spirit]

Level: Ancestral Speaker 4, Cleric 4, Shaman 4, Sorc/Wiz 6

Components: V, S, T

Casting Time: 1 round

Range: Personal

Target: You

Duration: 1 minute/level (D)

This spell is similar to *ethereal jaunt* except rather than transporting the caster's body into the Ethereal Plane, it sends only his spirit, leaving his body behind in a deep, deathlike trance. His spirit has all of his normal abilities and ethereal duplicates of everything he wears and carries (except for living creatures like a familiar). His body suffers all of the damage his spirit receives and vice

versa, making him vulnerable to harm from both the Ethereal and Material Planes. If either the body or spirit is killed, the caster dies.

EVERLASTING HEARTH

Evocation [Fire]

Level: Hearth 4
Components: V, S, M
Casting Time: 1 minute
Range: Touch
Effect: Illusory flame
Duration: Permanent
Saving Throw: None
Spell Resistance: No

A flame, equivalent to a cooking fire, springs forth from an object that the caster touches. The flame looks like a regular flame, creating both heat and light, but it doesn't consume fuel or air. The heat from the fire causes 2d4 points of burn damage if touched, but the flame cannot start additional fires or be transferred to a different object (including a victim touching the fire). The flames can be covered and hidden, but not smothered or quenched.

Material Component: Ruby dust (worth 50 gp) and sulphur sprinkled on the item that is to carry the flame

EXTINGUISH

Transmutation [Air]

Level: Bard 0, Sorc/Wiz 0
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. +5 ft./2 levels)
Target: Non-magical flame, no larger than a torch
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

By pointing his finger, the caster causes a focused draft of air to snuff out a small, non-covered, non-magical flame no larger than a torch. Multiple smaller flames (such as candles) can be extinguished, but only if they are within a two-inch radius area.

FORAGE

Divination

Level: Sorcerer/Wizard 1
Components: V, S
Casting Time: 1 standard action

Range: 0

Area: Circle, centered on you, with a radius of 100 ft. + 10 ft./level

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

The caster senses the direction of edible substances, either general types of food (fruit, meat), specific food types (apples, tubers), or food with specific qualities (sweet, red-skinned). In all cases he locates the nearest one of its type if more than one is within range. This spell cannot be used to find a specific food item (such as a piece of meat filched from a campfire by a scavenger), or a unique item (the magical apples of the harvest goddess) unless that item qualifies as food, is within the spell range, and is the nearest item of its type to the caster.

The spell is blocked by lead. Living creatures cannot be found by this spell, but carrion can be detected. *Polymorph any object* fools it.

FOREST WALK

Transmutation

Level: Druid 3, Elf 3, Ranger 3, Shaman 3, Tree Maiden 3, Witch 3, Wood 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level

The caster becomes much more adept at moving through the forest. He may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment. However, undergrowth that has been magically manipulated to impede motion still affects him, but if such magical effects grant a saving throw, he gains a +4 competence bonus on the appropriate save.

In addition, the caster gains a +5 competence bonus on Hide and Move Silently checks in areas of medium to dense vegetation (at the GM's discretion), and a +5 competence bonus on all Diplomacy checks made to influence plant creatures or fey.



FORTIFY WOOD

Transmutation

Level: Druid 4, Tree Maiden 4

Components: V, S, M

Casting Time: 1 minute/100 cubic ft.

Range: Medium (100 ft. + 10 ft./level)

Effect: Wood totaling up to 200 cubic ft./level

Duration: One day/level (D)

Saving Throw: None

Spell Resistance: No

When fortified, wood achieves a stone-like hardness, with a Hardness of 8 and 15 hit points per inch of thickness. If cast on a treant, *fortify wood* adds a +4 *tough skin* bonus to its AC, which stacks with other *tough skin* bonuses. This effect doesn't make the wood fire resistant, nor does it affect the wood's growth.

Note: If used to strengthen a house or other hollow construction, remember that it's not the total cubic footage of the house but of the wood making up its walls, floor, and ceiling that is affected; a 3,000-cu.-ft. house with walls, floor, and ceiling each 6 inches thick might only contain 700 cu. ft. of wood.

GHOST TOUCH

Transmutation [Spirit]

Level: Ancestral Speaker 2, Shaman 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature or object touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Ghost touch gives the creature or item touched the ability to affect incorporeal creatures as if they were solid, so a character affected by *ghost touch* can grapple or strike, a creature can use natural attacks, a weapon can strike, and armor can protect against incorporeal attacks. This spell affects a living being or one of his possessions, not both.

GINZBARG'S MAGIC HOWL

Abjuration [Sonic]

Level: Animal Master 2, Druid 2, Ranger 2

Components: V

Casting Time: 1 standard action

Range: Personal

Area: 50-ft. radius burst

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Upon hearing this eerie, supernatural howl, animals in the spell's area of effect possessing fewer HD than the caster's level flee as if affected by a *fear* spell (a Will save negates). Animals whose HD exceed the caster's level and other intelligent creatures are

shaken (-2 to attack rolls, saving throws, skill checks, and ability checks) for 1 round/two caster levels (Will save negates).

GLOBE AGAINST THE ARCANE

Abjuration

Level: Cleric 9

Components: V, S, DF

Casting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius emanation, centered on the character

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: See text

This spell is identical to an *antimagic field*, with one critical difference: divine spells function normally within the field. Magic items with divine spell-like abilities also function within the globe, as do the spell-like abilities of celestials and infernal beings.

GREATER ETHEREAL PROJECTION

Necromancy [Spirit]

Level: Ancestral Speaker 5, Cleric 5, Shaman 5, Sorc/Wiz 7

Components: V, S, T

Casting Time: 1 round

Range: Personal

Target: You

Duration: Permanent (D)

Like *ethereal projection*, except the caster can wander the Ethereal Plane for as long as he likes.

GREATER INSPIRATION

Evocation

Level: Ancestral Speaker 9, Inspiration 9

Casting Time: 10 minutes

Duration: One week/level

As *inspiration* except the subject enters into a long period of incredible creativity, creating works the likes of which the world rarely sees. He receives a +20 bonus to all creative or artistic skill rolls for a period of one week per caster level.

HAWK EYES

Transmutation

Level: Animal Master 1, Druid 2, Ranger 1

Components: V, S, M.

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: One minute/level

This spell adds a +1 insight bonus per level (up to a maximum of +20) to the caster's Spot checks for the duration of the spell.

Material Component: A feather from a hawk

HEAL PLANT

Conjuration (Healing)

Level: Tree Maiden 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Plant touched

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes (harmless); see text

Heal plant enables the caster to channel positive energy into a plant or plant creature to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the Target: ability damage, blighted, blinded, dazed, dazzled, deafened, diminished (as per a *diminish plants* spell), diseased, exhausted, fatigued, insanity, nauseated, and sickened. It also cures 10 hit points of damage per caster level (to a maximum of 150 points at 15th level). Although the spell is harmless, if the subject decides to attempt a Will save and succeeds the effect is negated.

Heal does not remove negative levels, restore permanently drained levels, or restore permanently drained ability score points.

If used against an undead plant, *heal plants* deals 10 hit points of damage per caster level (to a maximum of 150 points at 15th level). If the undead plant or plant creature is successful at a Will save, the damage inflicted is halved, but it cannot reduce the target's hit points to less than 1.

IDENTIFY SPIRIT

Divination [Spirit]

Level: Ancestral Speaker 2, Shaman 2

Components: V, S, F

Casting Time: 1 standard action

Range: 60 ft.

Target: One spirit

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

The ancestral speaker or shaman casts the spell and indicates a single spirit he can sense (physically or magically) within range. The spell identifies the spirit's type (and subtypes, if any). If the creature is not a spirit, the spell reveals that as well. The creature gets a saving throw against the spell; if it succeeds, or the spell fails to overcome the creature's spell resistance, the ancestral speaker or shaman learns nothing.

INSPIRATION

Evocation

Level: Ancestral Speaker 4, Cleric 5, Inspiration 3

Components: V, DF, T

Casting Time: 1 minute

Range: Touch

Target: Creature touched

Duration: 1 week or until discharged

Saving Throw: None

Spell resistance: Yes (Harmless)

When the caster touches the subject of this spell, he is surrounded by spirits who inspire him to perform or create great works. He receives a +10 bonus on his next Craft, Perform, Profession, or other creative or artistic skill roll. This roll must be made within a week, or the inspiration fades.

INVISIBILITY TO SPIRITS

Abjuration [Spirit]

Level: Ancestral Speaker 1, Shaman 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: One touched creature/level

Duration: 10 minutes/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

This is the same as *invisibility to undead*, but affects spirits instead.

JOLT

Transmutation [Electricity]

Level: Sorcerer/Wizard 0

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature or object touched

Duration: Permanent until discharged

Saving Throw: None

Spell Resistance: Yes (object)

This spell imbues the caster's hand with a minor electrical charge that can be used to shock an opponent. A successful melee touch attack delivers 1d3 points of electrical damage. When attempting the attack, the caster gets a +2 attack bonus if the opponent is wearing metal armor, or if the object is metal.

JOURNEY OF SOUL RETRIEVAL

Necromancy [Healing, Spirit]

Level: Ancestral Speaker 5, Shaman 5

Components: V, S, M, F, T

Casting Time: 10 minutes

Range: Touch

Target: Dead creature touched

Duration: Instantaneous

Saving Throw: None (see text)

Spell Resistance: Yes (harmless)

This ritual is similar to the *raise dead* spell, except it is more complex and more dangerous. The ancestral speaker or shaman performs the ritual over the body of the dead creature, then sinks into a deep trance. His spirit travels out from the Material World and into the

realms of the dead to retrieve the creature's spirit and return it to life. The subject's soul must be free and willing to return, as per *raise dead*. If the subject does not wish to be restored, the spell automatically fails.

Otherwise, the caster must overcome a challenge in the Spirit World to restore the subject to life. Generally, this challenge has a CR equal to the level or hit dice of the subject, although the GM may modify the challenge as necessary. The challenge may be overcoming a spirit, figuring out a puzzle or trap, or something else developed by the GM. If the caster overcomes the challenge, the subject's spirit is free to return to life, as if a *raise dead* spell were successfully cast on it.

Material Components: Rare herbs and incense worth at least 500 gp, and a drum or other musical instrument (focus)

LAY TO REST

Necromancy [Spirit]

Level: Ancestral Speaker 1, Cleric 1, Shaman 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Corpse touched

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Cast on any corpse, this spell prevents it (or the spirit or soul associated with it) from ever being raised as any kind of undead, the same as if the corpse had been buried in hallowed ground. *Lay to rest* does not interfere with later restoring the creature to life in any way, such as *raise dead*.

LEAF SHIELD

Transmutation

Level: Druid 2, Elf 2, Ranger 2, Shaman 2, Tree Maiden 2, Witch 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

Plants, vines, and even trees bend and twist slightly to protect you from attacks. While in an area with even sparse vegetation, you gain cover (+4 to AC).

LESSER ASTRAL PROJECTION

Necromancy [Spirit]

Level: Ancestral Speaker 5, Cleric 5, Shaman 5, Sorc/Wiz 7

Components: V, S, M, T

Casting Time: 30 minutes

Range: Personal

Target: You

Duration: See text

This spell is similar to *astral projection*, except only the caster can travel to the Astral Plane using the spell.

Material Component: Gems or crystals worth at least 300 gp

MAGIC CIRCLE AGAINST SPIRITS

Abjuration [Spirit]

Level: Ancestral Speaker 3, Shaman 3

Area: Emanates 10 ft. from touched creature

Duration: 10 minutes/level

Spell Resistance: No (see text)

As *protection from spirits*, except that it encompasses a larger area and its duration is longer. It can also be used as a magical prison for a spirit like *magic circle against evil*. This spell is not cumulative with *protection from spirits* or vice versa or any of the other protection or magic circle spells.

MASS ETHEREAL PROJECTION

Necromancy [Spirit]

Level: Ancestral Speaker 6, Cleric 6, Shaman 6, Sorc/Wiz 8

Range: Touch (see text)

Targets: You and one other touched creature/three levels

Duration: 1 minute/level (D)

Spell Resistance: Yes

Like *ethereal projection*, except the caster and other creatures joined by linked hands project into the Ethereal Plane. The caster can bring one additional creature with him per three caster levels. Once ethereal, creatures no longer need to stay together. When the spell expires, all affected creatures return to their material bodies.

MATERIALIZER

Transmutation [Force, Spirit]

Level: Ancestral Speaker 3, Shaman 3, Sorcerer/Wizard 3

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

A pale blue ray springs from the caster's hand. He must make a ranged touch attack to hit the target. The ray reaches into the Ethereal Plane and can affect ethereal targets, but if the caster cannot see the target, he suffers a 50% miss chance and must guess at the target's location.

Any incorporeal creature struck by the ray is covered by a faint blue aura and forced into material form, even if it is normally incapable of materializing. The creature must remain in material form for the duration of the spell, after which it can become incorporeal again (and does so automatically if incorporeal is its natural state). The *materialize* spell does not inhibit any of the creature's other abilities, unless they rely on becoming incorporeal.

CHAPTER THREE: SKILLS, FEATS & SPELLS

A *dimensional anchor* spell can be cast on the subject of a *materialize* spell, and the *dimensional anchor* will prevent creatures from becoming ethereal for a longer amount of time, although it has no effect on creatures that become incorporeal through other means. Incorporeal creatures can also cast this spell on themselves to materialize (assuming they do not already have the ability to do so); so a character using *ethereal projection*, for example, could cast *materialize* to become solid and affect the Material Plane.

NATURE'S BOUNTY

Transmutation

Level: Ancestral Speaker 3, Druid 3, Ranger 3, Shaman 3

Components: V, S, DF

Casting Time: 1 minute

Range: One creature touched/2 levels

Targets: Creatures touched

Duration: One day

Saving Throw: Will negates (Harmless)

Spell Resistance: Yes

Performing a short ritual, the caster calls upon the blessings of nature for a group of people (possibly including himself), asking the natural world and its creatures to help provide for their needs and the needs of others. Those affected by this spell gain a +1 sacred bonus per caster level (maximum of +10) on Survival checks in the wilderness for the duration of the spell.

Ancestral speakers commonly cast this spell on hunting parties before they go out, to help ensure that the hunt will be plentiful.

POLYMORPHIC PROJECTION

Transmutation [Spirit]

Level: Ancestral Speaker 4, Shaman 4

Components: V, T

Casting Time: 1 round

Range: Personal

Target: You

Duration: 1 hour/level (D)

As *polymorph*, except rather than changing the caster's body, he sends forth his spirit, which materializes in the desired form next to his body, leaving his body in a state of suspended animation. His spirit suffers any damage his body does and vice versa while the spell lasts, and the death of either body or materialized spirit is fatal.

This spell is compatible with *ethereal projection* and *greater ethereal projection*, and allows the ethereal spirit to materialize in whatever form the caster wishes. Ancestral speakers often use *polymorphic projection* to send their spirits out in the form of various animals or beasts while their bodies appear to sleep. They also use it to fight shapeshifting duels.

PROTECTION FROM SPIRITS

Abjuration [Spirit]

Level: Ancestral Speaker 1, Shaman 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No (see text)

This spell works like *protection from evil*, except it only affects creatures classed as spirits and affects them regardless of alignment. Instead of keeping out summoned and conjured creatures, the spell only prevents bodily contact with spirits (even incorporeal ones).

REFRESH

Enchantment (Compulsion) [Mind-Affecting]

Level: Cleric 2, Hearth 2

Components: V, S

Casting Time: 1 round

Range: Touch

Target: Creature touched

Duration: 2 hours

Saving Throw: Will negates

Spell Resistance: Yes

The caster lowers the recipient into a deep sleep which lasts for two hours but grants the sleep the benefit of a full night's rest. The sleeper suffers no fatigue from sleeping in armor with an armor check of -5 or worse. Moreover, a wounded person heals naturally at an accelerated rate, recovering 1/2 hit point per character level after two hours' sleep. At the end of the duration, a wizard or sorcerer finds himself able to cast spells as if he'd had a full night's sleep, although a wizard still has to spend an hour studying his spell books (clerics and druids don't regain spells any faster under the effects of a *refresh* spell).

Waking up someone from this magical slumber is difficult. Normal noise won't awaken the sleeper before the end of the spell's duration. Shaking, slapping or wounding a sleeper immediately awakens him.

SCENT

Transmutation

Level: Animal Master 1, Sorcerer/Wizard 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes (harmless)

The subject gains the ability to detect approaching creatures by sense of smell, and identify familiar odors just as humans do familiar sights.

He can smell opponents within 30 feet. If the source of the scent is upwind, the range is 60 feet; if downwind, the range is 15 feet. Strong scents, such as smoke or rotting cabbage, can be detected

at twice these ranges. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. False, powerful odors can easily mask other scents, completely spoiling the ability to properly detect or identify specific scents.

The subject detects the presence of the scent, but not its specific location. Noting the direction of the scent is a standard action. If he moves within five feet of the source, the subject can pinpoint that source.

SEE SPIRITS

Divination [Spirit]

Level: Ancestral Speaker 1, Shaman 1
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: Cone
Duration: 10 minutes/level (D)
Saving Throw: None
Spell Resistance: No

Allows the caster to see astral or ethereal objects and beings as if they were normally visible. The spell does not reveal illusions or allow him to see through opaque objects, nor does it reveal creatures that are simply hiding, concealed, invisible, or otherwise hard to see.

SHADOW PROJECTION

Necromancy

Level: Ancestral Speaker 9, Cleric 9, Shaman 9, Sorc/Wiz 9
Components: V, S, M, T
Casting Time: 30 minutes
Range: Touch
Targets: You plus one additional creature touched per two levels
Duration: See text
Saving Throw: None
Spell Resistance: Yes

This spell is exactly like *astral projection* except it sends a spirit form made of shadows to the Plane of Shadow rather than the Astral Plane. Since the Plane of Shadow touches upon the Underworld (see *The Shaman's Handbook*, page 60), travelers there can travel into the Underworld, forming new material bodies for themselves. All the effects are like those of *astral projection*.

Material Component: A black opal worth at least 1,000 gp, plus a silver bar worth at least 5 gp per person to be affected.

SLAY SPIRIT

Necromancy [Death, Spirit]

Level: Ancestral Speaker 6, Shaman 6
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous

Saving Throw: Fortitude partial
Spell Resistance: Yes

Simply by pointing at a spirit and speaking a word of power the caster causes that spirit to be torn asunder. This affects even spirits in ethereal form with no chance of spell failure. The spirit gets a Fortitude saving throw against the spell. Even if it succeeds, it suffers 10d6 points of damage and may be slain. If it fails the saving throw, it is automatically destroyed. Spirits slain by this spell can only be restored to life by *true resurrection*, *wish*, or *miracle*.

If the caster holds a spirit token of the target spirit or is in contact with its memory tree, the spirit suffers a -2 penalty to its saving throw.

SPIRIT CLAWS

Evocation [Force, Spirit]

Level: Ancestral Speaker 2, Shaman 2
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 round/level (D)
Saving Throw: Yes (Harmless)
Spell Resistance: No

Faintly translucent fields of magical force surround the subject's hands, turning them into powerful elongated claws. While so transformed, the subject is considered armed (unarmed attacks do not provoke attacks of opportunity from armed opponents). The subject's unarmed attacks do an additional 1d6 damage. Furthermore, since the spirit claws are a force effect, they can affect ethereal beings as if they were solid.

While using spirit claws the subject cannot cast spells requiring other than verbal components or hold anything in his hands. Any magic rings the subject wears are rendered temporarily inactive, but return to normal when the spell ends.

SPIRIT DART

Evocation [Force, Spirit]

Level: Ancestral Speaker 1, Shaman 1
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Targets: One creature
Duration: One discharge, plus one per two levels above 1st
Saving Throw: Will half
Spell Resistance: Yes

The caster creates a dart of mystic energy in his hand that he can throw at any target within range. The dart strikes unerringly, although the target is entitled to a Will saving throw. The spirit dart does 1d6+1 damage (half on a successful save), and an additional 1d6 damage if the target is a spirit. Since it is a force effect, the dart can hit ethereal creatures like spirits, but it has no effect on inanimate objects.

For every two class levels beyond 1st, the caster can throw an additional spirit dart, one per attack action, to a maximum of five darts at 9th level or above. Throwing a spirit dart does not provoke an attack of opportunity once the spell is cast. A caster “holding” remaining spirit darts is considered to be holding a discharge spell, therefore casting another spell immediately dissipates any remaining spirit darts.

SPIRIT SPEAR

Evocation [Force, Spirit]

Level: Ancestral Speaker 2, Shaman 2

Duration: One discharge, plus one per two levels above 3rd

This spell is exactly like *spirit dart*, except as noted above. A spirit spear does 1d8+1 damage (save for half damage), an additional 1d8 damage vs. spirits, and the caster gains an additional spear for every two levels above 3rd, to a maximum of five spears at 11th level or above

SPIRIT WALL

Evocation [Force, Spirit]

Level: Ancestral Speaker 4, Shaman 4

Components: V, S, F

Casting Time: 1 standard action

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

Effect: Wall whose area is up to one 10-ft. square/level or a sphere or hemisphere with a radius of up to 1 ft./level.

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

A spirit wall is an invisible wall of force that exists solely on the Ethereal Plane (where it is visible as a faint, translucent surface). The spirit wall is immovable once cast, and immune to all forms of damage and unaffected by most spells (including *dispel magic*). A *disintegrate* or *disjunction* spell immediately destroys it, as does the touch of a *rod of cancellation*.

The spirit wall only blocks the passage of ethereal beings, so it is usually formed into a sealed hemisphere or sphere to keep spirits from simply moving around it, through material objects. Ethereal beings cannot damage the spirit wall, except by the means described above.

A spirit wall can be formed anywhere the caster can see, and springs into being regardless of physical barriers or interruptions.

However, if an ethereal object or creature would break its surface, the wall will not form and the spell fails.

Focus: A clear gem or crystal

STICK FIGURE

Conjuration (Summoning)

Level: Druid 2, Ranger 3, Plant 2, Tree Maiden 2

Components: V, S, M.

Casting Time: 1 round

Range: Touch

Target: Pile of sticks

Duration: One hour/level (D)

Saving Throw: None

Spell Resistance: No

This spell summons a spirit that animates a small pile of sticks, giving it the form of a two-foot-tall humanoid. The stick figure performs simple tasks for the caster upon verbal command, much as an

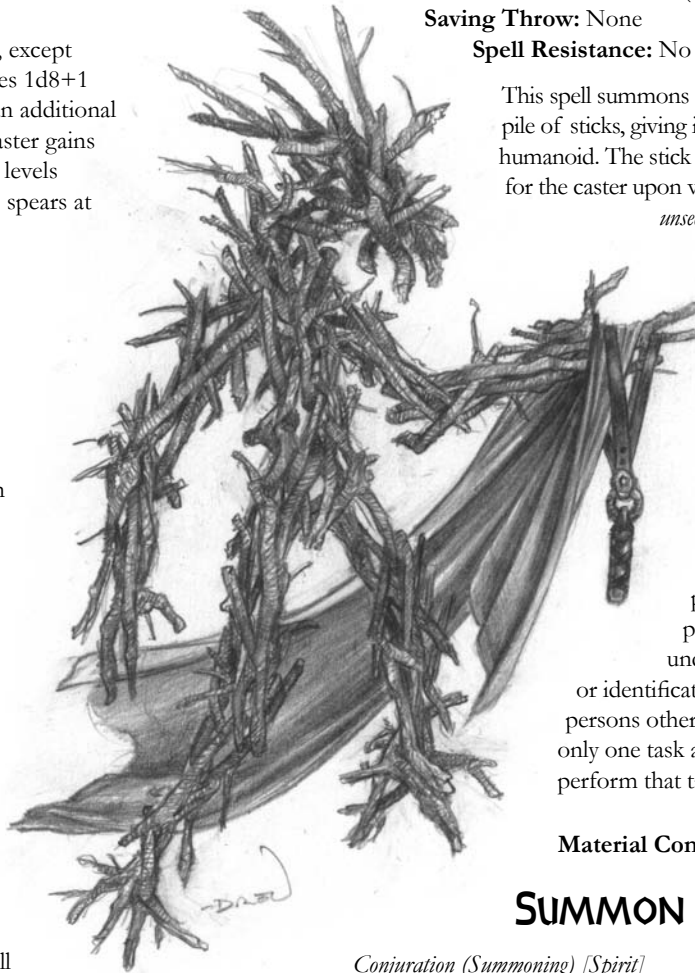
unseen servant does. In addition to

these tasks, the figure can be directed to fight. It has the following statistics: 1 HD (5 hp), Initiative +2, Speed 20 ft. (4 squares), AC 14, +2 claw attack (1d3-1 damage), space/reach 5 ft./5 ft., Str 9, Dex 14, Con 10, Int 9, Wis 10, Cha -.

The stick figure can travel as far as it needs to in order to perform tasks, but it cannot perform tasks that require understanding of human behavior

or identification of specific creatures or persons other than the caster. It can perform only one task at a time, but will continue to perform that task until commanded to stop.

Material Component: A pile of sticks.



SUMMON HERO I

Conjuration (Summoning) [Spirit]

Level: Ancestral Speaker 1

Components: V, S, F, T

Casting Time: See text

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

Effect: One summoned ancestral hero

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

This spell allows the caster to summon a specific ancestral spirit from the Spirit World. During the summoning, the caster must ask the spirit for a particular type of aid, such as attacking an opponent,

performing a skill, or casting a known spell. The casting continues until the spirit is either convinced of the worthiness of the caster's cause or until the caster gives up (which uses up the spell). Generally a summoning takes one minute; if the spirit isn't convinced after that time, it's unlikely that more discussion will change its mind.

If the spirit is agreeable, it materializes where the caster designates and acts immediately (on the caster's turn) to fulfill the agreement made during the casting. The spirit departs after finishing the task or at the end of the spell's duration (whichever comes first), or if the caster attempts to make further requests of it that weren't discussed during the summoning.

The caster can summon a single spirit with one PC class level; a spirit with NPC class levels is considered the equivalent of a spirit with one fewer PC class levels, so an ancestral speaker could summon a 1st-level fighter, a 2nd-level aristocrat, or a 1st-level fighter/1st-level aristocrat with *summon hero*

I. (See **Chapter 4: Nonplayer Characters: NPC Statistics** in the *DMG* for stats to represent the summoned spirits.)

Note: Sometimes an ancestral speaker contacts a spirit in advance to secure its assurances that it will come quickly (in 1 standard action) when a *summon hero* spell is cast.

Focus: A spirit token or contact with the spirit's memory tree

SUMMON HERO II

Conjuration (Summoning) [Spirit]

Level: Ancestral Speaker 2

Effect: One or more summoned ancestral heroes

This spell functions like *summon hero I*, except that the caster can summon either a single spirit with up to 3 class levels, or a combination of spirits (maximum three) whose levels total 3. Each spirit must be separately convinced to be summoned, but all spirits summoned in one casting appear at the same time.

SUMMON HERO III

Conjuration (Summoning) [Spirit]

Level: Ancestral Speaker 3

This spell functions like *summon hero II*, except that the caster can summon up to 5 levels of spirits (maximum five spirits).

SUMMON HERO IV

Conjuration (Summoning) [Spirit]

Level: Ancestral Speaker 4

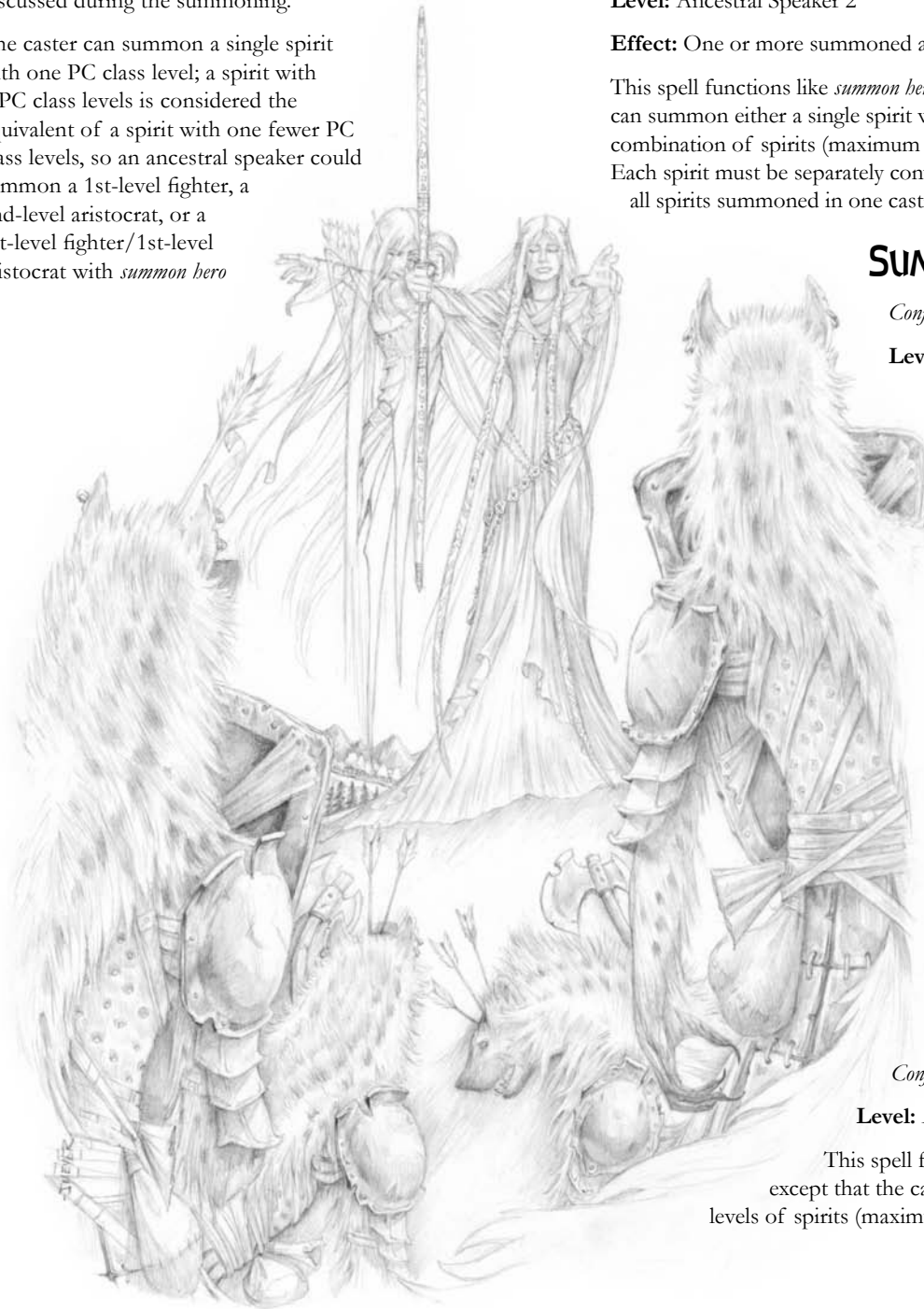
This spell functions like *summon hero II*, except that the caster can summon up to 7 levels of spirits (maximum seven spirits).

SUMMON HERO V

Conjuration (Summoning) [Spirit]

Level: Ancestral Speaker 5

This spell functions like *summon hero II*, except that the caster can summon up to 9 levels of spirits (maximum nine spirits).



SUMMON HERO VI

Conjuration (Summoning) [Spirit]

Level: Ancestral Speaker 6

This spell functions like *summon hero II*, except that the caster can summon up to 11 levels of spirits (maximum 11 spirits).

SUMMON HERO VII

Conjuration (Summoning) [Spirit]

Level: Ancestral Speaker 7

This spell functions like *summon hero II*, except that the caster can summon up to 13 levels of spirits (maximum 13 spirits).

SUMMON HERO VIII

Conjuration (Summoning) [Spirit]

Level: Ancestral Speaker 8

This spell functions like *summon hero II*, except that the caster can summon up to 15 levels of spirits (maximum 15 spirits).

SUMMON HERO IX

Conjuration (Summoning) [Spirit]

Level: Ancestral Speaker 9

This spell functions like *summon hero II*, except that the caster can summon up to 17 levels of spirits (maximum 17 spirits).

SUMMON MONSTER I-IX

Ancestral speakers can use these spells to summon spirits as well as the outsiders given for the spell. A *summon monster* spell can summon a spirit version of any creature with a CR equal to the spell's level -2, so summoning a spirit wolf, for example, would require *summon monster III* (since a wolf is a CR 1 creature). Spirit creatures have manifestation and materialization, but none of the other special attacks from the spirit template (see *The Shaman's Handbook*, page 63). Ancestral spirits can't be summoned with *summon monster* spells, but see *summon hero I-IX*.

TALE OF HEROES

Transmutation

Level: Ancestral Speaker 3, Bard 3

Components: V

Casting Time: One minute

Range: Personal

Targets: You and one additional person/two levels

Duration: One battle, which must take place within a day of the casting

Saving Throw: See text

Spell Resistance: No

Through participation in a retelling of stories of heroes of the past, adventurers of the present can gain some of their qualities. The caster must make a Perform (oratory or sing) check (DC 30), the other targets must make a Perform check (DC 15) (a subject untrained in Perform rolls 1d20 + his Charisma modifier). If the caster fails his check, no one in the group gains any benefits. The caster can take 10 or 20 on his check, but the other participants cannot.

Those who succeed at the check (including the caster), may select one of the following qualities of the heroes in the stories:

- **Strength:** +2 to Strength
- **Steadfastness:** +2 to Armor Class
- **Cunning:** +2 to Will saves
- **Leadership:** +2 to Charisma
- **Trained Eye:** +1 to ranged attack bonuses
- **Alertness:** +2 to Spot/Listen checks

TOUGH SKIN

Transmutation

Level: Animal Master 1, Sorcerer/Wizard 0

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes (harmless)

Tough skin makes a creature's skin almost as tough as leather. The effect grants a +1 natural armor bonus to AC.

The AC bonuses of multiple *tough skins* do not stack, nor does the spell stack with the *barkskin* spell. But *tough skin's* effects do stack with *fortify wood* and a treant's Tough Skin feat.

WOLF EARS

Transmutation

Level: Animal Master 1, Druid 2, Ranger 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: One minute/level

This spell adds a +1 insight bonus per level (up to a maximum of +20) to the caster's Listen checks for the duration of the spell.

Material Component: A tuft of fur from a wolf

WOOD STORM

Evocation

Level: Druid 3, Tree Maiden 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: 10-ft.-high ringed wall of wind-blown debris with a radius of up to 5 ft. per two levels

Duration: One minute/level (D)

Saving Throw: Reflex negates or Fortitude half; see text

Spell Resistance: Yes

The caster causes the twigs, leaves, pines needles, and other debris on the forest floor to form a blinding, stinging whirlwind.

If the caster evokes the storm so that it appears where creatures are, each creature making a successful Reflex save can escape the storm as it's building, taking no damage. Those who fail the Reflex save, or those who enter the area of the storm, take 1d4 points of damage per caster level (maximum 10d4), with a Fortitude save for half damage.

A *wood storm* provides cover (+4 bonus to AC, +2 bonus on Reflex saves) against attacks made through it. The *wood storm* is immobile. The spell has no effect on non-plant debris (e.g., dust, stones, paper), nor does it damage living plants.

WOOD WALK

Transmutation

Level: Druid 0, Plant 1, Ranger 1, Tree Maiden 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: Concentration

For as long as the caster concentrates, any desired portion of his bare skin sticks to wooden surfaces as though glued in place. The caster can change the locations so affected, for example, to free one hand and foot after the other for purposes of climbing. The spell makes climbing easier

(+8 Climb bonus) but slower because of the extra concentration required; if the caster moves at a leisurely pace ($\frac{1}{2}$ normal climbing speed) no Concentration check is necessary; if he moves faster than that, he must make a Concentration check with every Climb check.

Note: A single hand or foot does not have enough surface area to support a person's entire weight by itself. Attempting to hang by one hand or foot results in 1d4 damage from torn skin, plus any falling damage that might result.

ZONE OF PEACE

Abjuration/Enchantment

Level: Ancestral Speaker 4, Cleric 4

Components: V, S

Casting Time: 1 standard action

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

Area: 5-ft. radius/level emanation

Duration: One hour

Saving Throw: See text

Spell Resistance: No

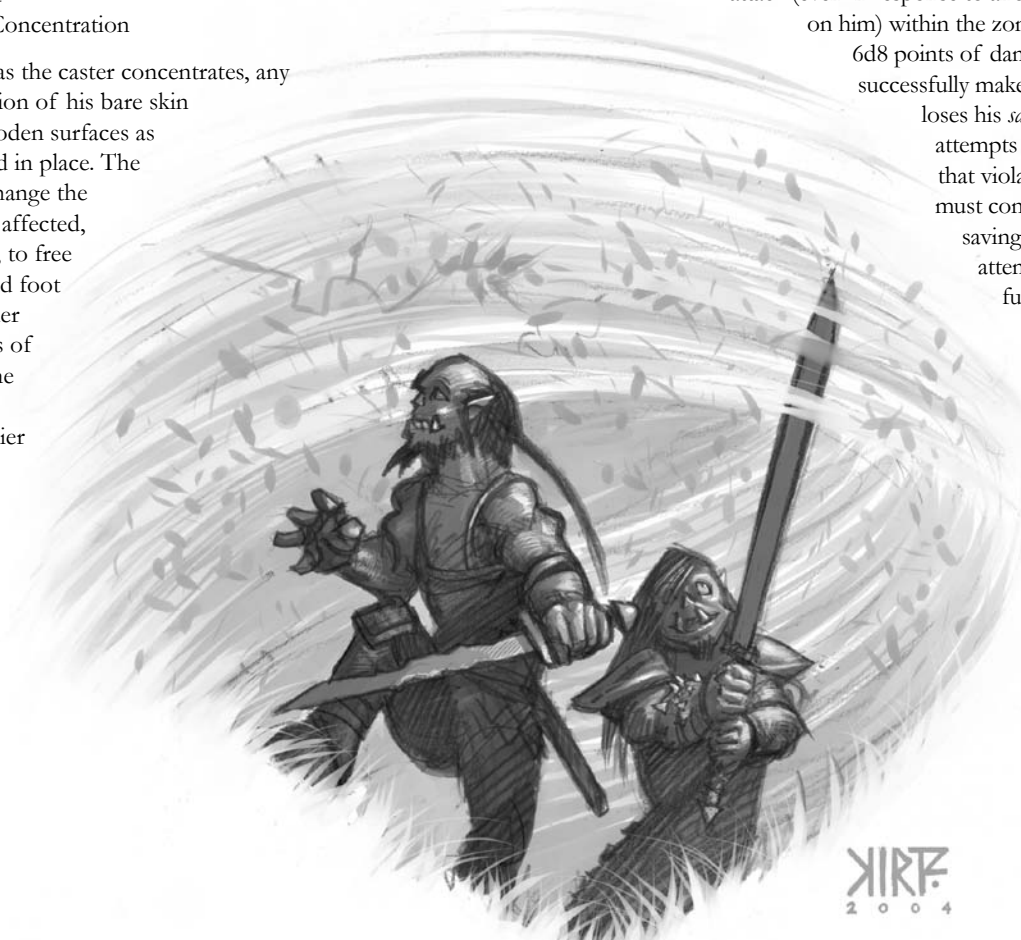
The *zone of peace* is a specially fortified *sanctuary*. When it is set up, anyone who enters it is compelled to proclaim whether he will respect the truce of the zone; this declaration is a free action.

If he agrees to honor the truce, he is protected by a *sanctuary* spell until he leaves the zone, must make a Will save to make any

attack (even in response to another's attacks on him) within the zone, and suffers 6d8 points of damage even if he successfully makes his save. He

loses his *sanctuary* when he attempts to commit an act that violates the zone, but must continue to make saving throws when he attempts to commit further acts of violence.

The *zone of peace* is most commonly used during parleys in battle.



CHAPTER FOUR: LORDS OF THE FOREST

This next chapter details the rulers of Corwyl. From the House of the Ancestors in the heart of the village, Glorianna Deloryl and her Council of Three consult the spirits of their ancestors to keep Corwyl and the area around it as peaceful and safe as possible.

THE QUEEN & REGENT

GLORIANNEL DELORYL

Gloriannel is the half-elven kin of the rash, infamous Valsoff Deloryl, who is now a despised village ghost. Her mother, Endora Deloryl, is also held in disdain for the part she played as a Council member in the Dark War, although no one knows the extent of her participation, or she might not have been allowed to live this long.



Gloriannel has no idea who her father is, although she believes him to have been human, for she resembles the half-elves in her village, and she has matured just as quickly. Her mother has never spoken of him; nor has Gloriannel talked with her mother much, for the woman lives in seclusion, and she gave Gloriannel to Maerin Deloryl, her great grandniece, to raise when the girl was just a babe.

Maerin originally had Gloriannel apprenticed to a clan wizard, but the child was visited in her dreams by her ancestors on the eve of her 12th birthday. Upon waking and looking upon herself in the mirror, she was shocked to find her hair stark white and her irises void of pigment. When the villagers saw her and heard her tale of ancestral visitations, they knew the changes in her were signs that the ancestors

had chosen her as an ancestral speaker, a mediator between her people and their ancestors' spirits. Even though the ancestors chose a half-elf as the vehicle of their wisdom, the villagers welcomed the sign, for it had been over 300 years since the last speaker, Orapha Cor, had passed on, and they believed that the ancestors were displeased with them over the events of the Dark War (see page 5).

Gloriannel is a pensive child. In her discussions with the ancestors, she listens more than she talks. But in her dealings with Maerin, she is strong-willed about the decisions her guides lead her to take. Her cousin Valsoff hovers over her, hoping to influence her, as she and Pattys Dulas are the only ones who pay him any heed. The Regent has warned Gloriannel to ignore his words, especially as he continues to speak of the drow as an imminent threat.

Gloriannel knows that her mixed heritage worries some members of the village, for humans are often considered as rash (if not more so) than Valsoff. Yet the ancestors chose her, so the villagers have accepted her -- for now.

GLORIANNEL DELORYL

18-year-old female half-celestial* Aristocrat 1/Ancestral Speaker
6; CR 8; Medium outsider (native); HD 7d8+14; hp 45; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft. (6 squares); AC 21 (+3 Dex,

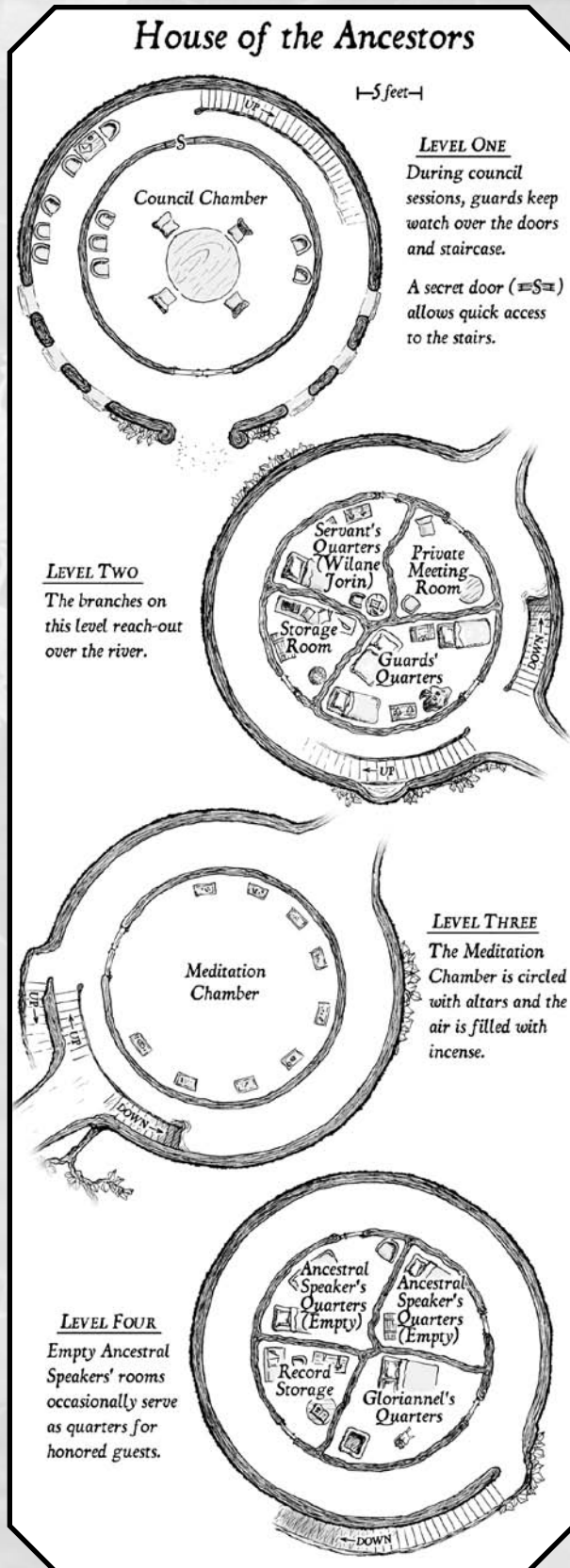
GLORIANNEL'S FATHER

Gloriannel's father is actually a celestial being named Harten Vor. He met the spirit of Orapha Cor in the Spirit World, and she told him of Corwyl's history (especially Endora's role in it) and of how the village's ancestral spirits had forsaken it. She convinced him to join her in her plan to restore the favor and protection of the spirits to the village.

Although tricking Endora into believing he was the spirit of her departed husband to make love to her and impregnate her was against Harten's basic nature, the elf spirits revealed to him that the child from this union would be the key needed to hold Corwyl together during the trials they could foresee in its future. The deception was painful for him, but the greater good was a strong enough impetus to allow him to overcome it.

Sometimes Harten visits his daughter in the Dream World, but she only knows him as a shadowy figure that appears to watch over her. Her spirit guides never speak of him.

House of the Ancestors



THE HOUSE OF THE ANCESTORS

The largest tree in the valley surrounding Corwyl, the House of the Ancestors serves as the center of the village and the seat of its government.

The House of the Ancestors is the seat of government in Corwyl. It serves as a constant reminder to the temporal rulers of the village of their duty to the spirits of their ancestors and to those yet to come.

The tree is home to young ancestral speaker Gloriannel Deloryl. Her advisory council also meets here, symbolizing its respect for the guiding role played by the village ancestors.

THE HOUSE ITSELF

This house is a massive four-story complex that formerly housed several ancestral speakers. Now, it houses only young Gloriannel (and any PC who chooses to be an ancestral speaker), the servant Wilane Jorin, and three seasoned (6th level) Terellian knights. The tree's largest meeting hall is on the ground floor, making it accessible to elves, their pets, and visiting dignitaries.

Gloriannel resides in the uppermost chamber. Her room is sparse, containing only a bed, washbasin, and numerous candles. The previous ancestral speaker, Orapha, left many items (magic and mundane) for her successor.

The three Terellian knights take turns guarding Gloriannel's person, as she is the first ancestral speaker to come along for centuries. The knights see this as an honored post, even if it means they will likely not see the combat for which they've trained all their lives.

THE MYSTERY OF THE HOUSE

The House contains at least one mystery: while it was the birth tree of one of Corwyl's first rulers, that elf has been dead for thousands of years and yet the tree hasn't reverted to its natural form; in fact, as the tree grows it still grows new rooms and other features (albeit glacially slowly), as if shaped by an unseen hand. Generations of ancestral speakers have assumed that the spirit of the tree's original owner, a nobleman named Carthir Deloryl, somehow guides its growth, but attempts to speak to his spirit have always failed.

+1 natural, +5 *bracers of armor* +5, +2 *ring of protection* +2), touch 20, flat-footed 18; Base Atk +4; Grp +6; Atk +7 melee (1d6+3/x2, +1 *quarterstaff*) or +7 ranged (1d8/x3, longbow); Full Atk +7 melee (1d6+3/x2, +1 *quarterstaff*) or +7 ranged (1d8/x3, longbow); SA Daylight (at will), ghost touch, smite evil (+7), spell-like abilities; SQ Darkvision 60 ft., *detect spirits*, *divine favor* 1/day, elven blood, half-celestial traits, half-elf traits, low-light vision, rebuke spirits, *see invisibility*, speak with ancestor 2/day, spirit empathy, spirit guides (3), trancing; AL NG; SV Fort +4, Ref +5, Will +13; Str 14, Dex 16, Con 14, Int 17, Wis 22, Cha 23 *Unlike other half celestials, Gloriannel does not have wings

Skills and Feats: Concentration +6, Craft (painting) +7, Diplomacy +16, Dreaming +11, Gather Information +11, Handle Animal +11, Heal +13, Knowledge (arcana) +5, Knowledge (history) +8, Knowledge (local) +6, Knowledge (the planes) +11, Listen +7, Perform (sing) +9, Perform (wind instruments) +9, Ride +6, Search +4, Sense Motive +7, Spellcraft +8, Spot +7, Survival +8; Improved Initiative, Powerful Rebuke, Smite Spirit

Languages: Common, Dwarven, Elven, Sylvan

Possessions: *Bracers of armor* +5, +1 *quarterstaff*, *ring of protection* +2, *cloak of displacement (minor)*, *potion of cure moderate wounds* (2), *phylactery of spirit turning*

Ancestral Speaker Spells: (5/5/5/3; DC 14 + spell level; Domains: Knowledge, Memory, Protection, Ranger, Spirit, Wizard); 0 -- *cure minor wounds*, *detect magic*, *detect poison*, *guidance*, *know direction*, *light*, *resistance*, 1 -- *bless*, *cure light wounds*, *detect secret doors*, *identify*, *invisibility to spirits*, *pass without trace*, *protection from spirits*, *sanctuary*, *spirit dart*; 2 -- *animal messenger*, *augury*, *cat's grace*, *charm spirit*, *detect thoughts*, *identify spirit*, *shield other*; 3 -- *clairaudience/clairvoyance*, *dispel magic*, *magic circle against spirits*, *protection from energy*, *speak with dead*, *water walk*

Spell-Like Abilities: (CL 7; DC 16 + spell level); 1/day unless otherwise noted: *aid*, *bless*, *cure serious wounds*, *detect evil*, *holy smite*, *neutralize poison*, *protection from evil* (3/day))

Spirit Guides: See page 16.

ANCESTRAL SPEAKERS

Unless a player chooses the ancestral speaker class for his character, Gloriannel Deloryl is the only one in Corwyl. Any PC ancestral speaker will be seen as very special by the other villagers. Unless the character is from another community, the spirits would have chosen him a few years after they returned their wisdom to the village through Gloriannel.

PHYLACTERY OF SPIRIT TURNING

This item is a boon to any character able to turn or rebuke spirits, allowing him to do so as if his class level was four levels higher than it actually is.

Moderate necromancy [good]; CL 10th; Craft Wondrous Item, 10th-level ancestral speaker; Price 11,000 gp

MAERIN DELORYL

REGENT

Maerin has raised Gloriannel as one of her own since she was a baby, because Gloriannel's mother (Maerin's great grandaunt) knew that she wasn't capable of rearing the child properly herself.

Maerin has long questioned Endora about Gloriannel's parentage, but the woman hasn't told Maerin the story. Maerin believes the father may have been the human bard Peter Martel (see **Mirondylla Ree**, page 76) who fathered both Geneviève the Fair and Zaelin Ree, although she is uncertain if he was still in the village at the time of the conception.

Since Gloriannel's odd transformation, Maerin's motherly love for the girl has gained a reverent respect. She is honored that the ancestors trusted her to mold the girl who would become their spokeswoman. Maerin is very wise, and offers counsel to Gloriannel when she requests it; otherwise, she allows the girl to make decisions on her own, as she knows the spirits can far better guide her and that Gloriannel must be ready to assume full rule in as little as two years.

The Three, however, think that the pronouncements coming from the child's mouth are Maerin's words. Maerin fears that the Three may not listen to Gloriannel in an emergency because of her youth and mixed heritage; that she may ultimately cry out to deaf ears, as Orapha Cor did before the Dark War.

Maerin is average height, with deep reddish-brown hair except for a white streak that runs from top to tip on the right side of her face.

THE HOUSE OF ANCESTORS' DEFENSES

Walls: *Fortified Wood*: Thickness 1 ft., Break DC 45, Hardness 8, hp 180, Climb DC 20

Doors: *Fortified Wood*: Thickness 4 in., Hardness 8, hp 60, Break DC 25

Locks: Good, DC 30

Windows: *Fortified* wooden shutters, thickness 2 in, Hardness 8, hp 30, Break DC 18

Magical Protections: The House of Ancestors has a permanent *globe against the arcane* placed on it that extends 10 ft. past its branches' width, so only divine magics and spell-like abilities function within the spell's area of effect. The *fortify wood* spells on the tree's trunk are renewed by Master Dennon and Brother Partol every few days.

MAERIN DELORYL

(Regent): 255-year-old, female elf **Wizard 2/Aristocrat 8:** CR 9; Medium humanoid; HD 2d4+8d6+10; hp 43; Init +1 (+1 Dex); Spd 30 ft. (6 squares); AC 14 (+1 Dex, +3 *ring of protection* +3), touch 14, flat-footed 13; Base Atk +7; Grp +7; Atk +10 melee (1d6+2/18-20/x2, +2 *rapier*) or +8 ranged (1d8/x3, masterwork composite longbow); Full Atk +10/+5 melee (1d6+2/18-20/x2, +2 *rapier*) or +8/+3 ranged (1d8/x3, masterwork composite longbow); SA Spells; SQ Elf traits, low-light vision; AL CG; SV Fort +4, Ref +3, Will +16; Str 11, Dex 13, Con 12, Int 17, Wis 20, Cha 15

Skills and Feats: Appraise +12, Concentration +6, Craft (alchemy) +8, Decipher Script +8, Diplomacy +13, Knowledge (history) +12, Knowledge (local) +17, Listen +16, Perform (wind

instruments) +3; Search +7, Sense Motive +15, Spellcraft +8, Spot +7, Survival +15; Great Fortitude, Iron Will, Scribe Scroll, Tree-Linked (attack, canopy walk, *entangle*, intuit location, *speak with plants*, treescry), Weapon Focus (rapier)

Languages: Aquan, Auran, Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnome, Halfling, Ignan, Orc, Sylvan, Terran

Possessions: Masterwork composite longbow, +2 *rapier*, *ring of protection* +3, *potion of cure moderate wounds*, *potion of cure light wounds*

Wizard Spells: (4/3; DC 13 + spell level); 0 -- *acid splash*, *detect magic*, *disrupt undead*, *ray of frost*; 1 -- *burning hands*, *mage armor*, *true strike*

Spellbook: 0 -- all standard, plus *extinguish*, *jolt*, *tough skin*; 1 -- *burning hands*, *color spray*, *hold portal*, *mage armor*, *shield*, *true strike*

THE COUNCIL OF THREE

The Council of Three advises Gloriannel Deloryl and handles the day-to-day details of governing the village, ostensibly under the guidance of the young noble.

SYLARI NOREL

THE MIND OF THE THREE

Sylari Norel, a noble from a house that came to Corwyl soon after the Dark War, has been the Council Mind for nearly 300 years. She literally lives for political machination, although she practices her magic just as fervently.



Sylari has groomed her children to seek positions on the Council as they open. They have all been schooled in politics and etiquette, and her oldest three children have traveled to other elven communities to hobnob with elven nobility. She hopes they will marry well.

Her youngest two, the twins (a rarity among elves) Freylan and Jondelar, have remained within Corwyl. Sylari persuaded Jondelar to become a Terellian knight, but instead of studying arcane magic like her mother, Freylan joined the druid Grove Guardians (see page 65), abandoning her station and dashing her mother's hopes.

Sylari does not really want what's best for Corwyl: she wants what's best for herself and her family. She uses her magic to spy on others, as she hates not being in the know about something. Fortunately for Gloriannel, the House of Ancestors is impenetrable to Sylari's magic.

Every morning, Sylari casts *misdirection* on herself, to conceal her true alignment. As the spell doesn't function while she's within the House of Ancestors, she's careful not to enter the House when paladins are present.

Sylari thinks Maerin Deloryl is using her role as regent to achieve her personal ambitions, but she has not been able to prove this. As Sylari and Maerin have rarely agreed on anything in the course

of their personal history, she suspects Maerin intends to use Gloriannel as the tool to block Sylari's aspirations.

As for the other Council members, Sylari thinks the quiet Delon Cor, being a member of the mentally weaker sex, is incapable of real thought, although she respects his natural cunning when it comes to battle. She feels she can sway him toward her viewpoint whenever she needs to. And Halsekka Parane seems overly concerned with appeasing her deity and helping the families in Corwyl meet their basic needs, so Sylari has found that pretending to be a devout worshiper and discussing religious matters with Halsekka has earned her friendship and often her vote in times of need.

Though venerable, Sylari's beauty has not completely faded. The tall, svelte, silver-haired woman wears sleek dresses made from the finest high elven silk.

SYLARI NOREL

(The Mind of the Three): 558-year-old female elf **Aristocrat 4/Wizard 11:** CR 14; Medium humanoid; HD 4d8+11d4; hp 45; Init +0; Spd 30 ft. (6 squares); AC 14 (+4 *bracers of armor*), touch 14, flat-footed 14; Base Atk +8; Grp +8; Atk +10 melee (1d8+2/19-20/x2, +2 *longsword*) or +9 ranged (1d8/x3, masterwork longbow); Full Atk +10/+5 melee (1d8+2/19-20/x2, +2 *longsword*) or +9/+4 ranged (1d8/x3, masterwork longbow); SA Spells; SQ Elf traits, low-light vision; AL NE SV Fort +4, Ref +4, Will +14; Str 11, Dex 10, Con 11, Int 19, Wis 17, Cha 18

Skills and Feats: Appraise +10 (+12 appraise pottery or alchemical mixtures), Bluff +7, Concentration +11, Craft (alchemy) +15, Craft (pottery) +14, Decipher Script +15, Diplomacy +14, Gather Information +15, Hide +5*, Intimidate +12, Knowledge (arcana) +15, Knowledge (history) +7, Knowledge (local) +10, Knowledge (nobility and royalty) +10), Listen +7, Move Silently +5, Perform (sing) +5, Search +6, Spellcraft +17, Spot +5; Brew Potion, Craft Magic Arms and Armor, Craft Rod, Craft Wand, Craft Wondrous Item, Scribe Scroll, Skill Focus (Gather Information), Spell Focus (enchantment), Tree-Linked (attack, awaken, canopy walk, *entangle*, intuit location, return, *speak with plants*, tree melding, treescry, wood shape) *includes +5 competency bonus from *cloak of elvenkind*

Languages: Common, Draconic, Dwarven, Elven, Giant, Sylvan

Possessions: Masterwork longbow, 20 arrows, +2 longsword, +3 bracers of armor, cloak of elvenkind, rod of thunder and lightning, potion of cat's grace, potion of invisibility, potion of protection from arrows, potion of gaseous form, potion of hideous laughter

Wizard Spells: (4/5/5/5/4/2/1; DC 14 + spell level; DC 15 + spell level for enchantment spells); 0 -- acid splash, detect magic, jolt, message; 1 -- charm person, chill touch, hypnotism, mage armor, shield; 2 -- detect thoughts, misdirection, protection from arrows, touch of idiocy, web; 3 -- clairaudience/clairvoyance, hold person, lightning bolt, suggestion, vampiric touch; 4 -- arcane eye, charm monster, confusion, lesser geas; 5 -- dominate person, teleport; 6 -- mass suggestion

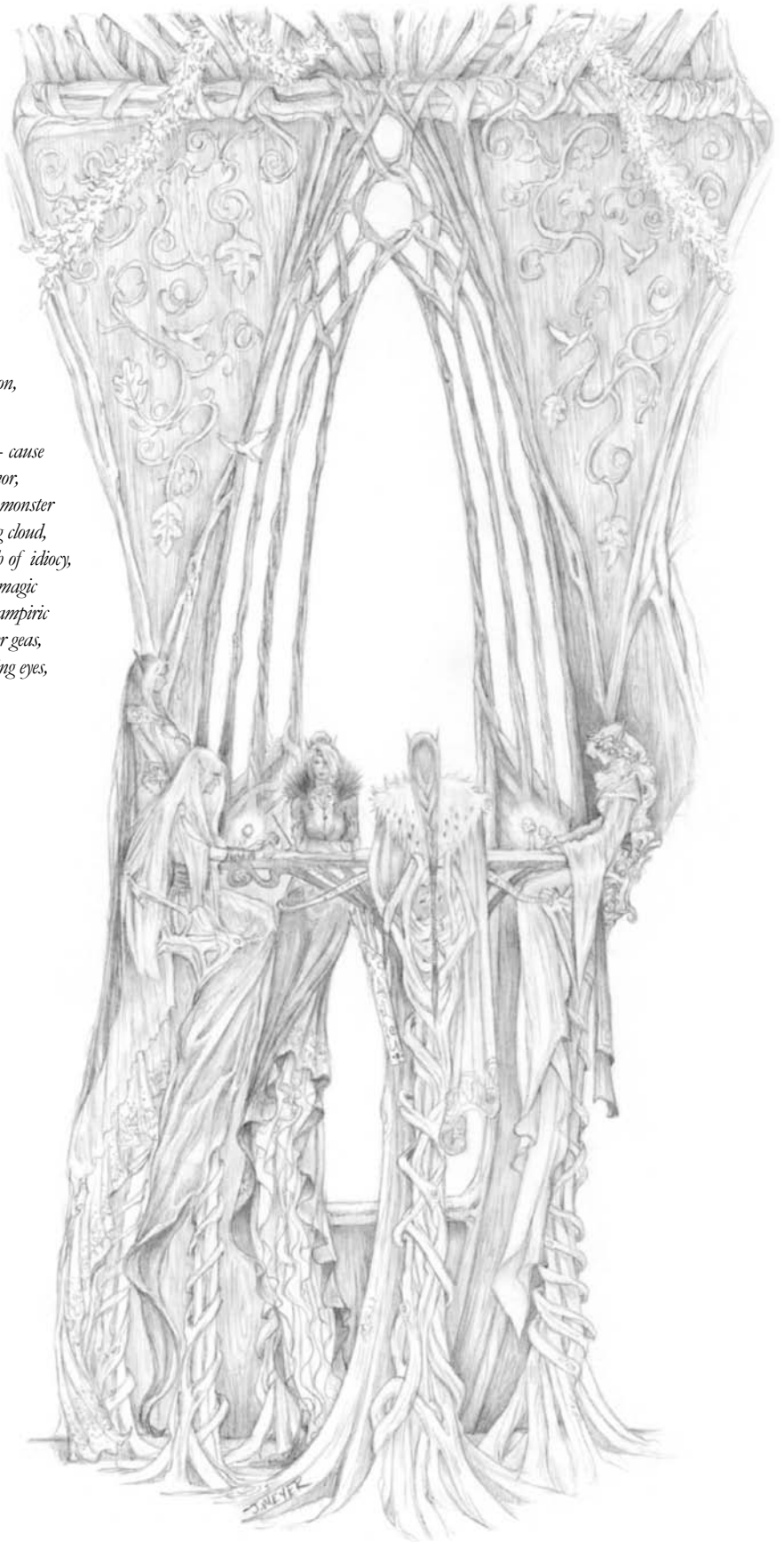
Spellbook: 0 -- all standard, plus *extinguish*, *jolt*, *tough skin*; 1-- *cause fear*, *charm person*, *chill touch*, *feather fall*, *hypnotism*, *jump*, *mage armor*, *magic weapon*, *mount*, *obscuring mist*, *shield*, *shocking grasp*, *summon monster I*; 2 -- *acid arrow*, *arcane lock*, *cat's grace*, *darkness*, *detect thoughts*, *fog cloud*, *hideous laughter*, *invisibility*, *misdirection*, *protection from arrows*, *touch of idiocy*, *web*; 3 -- *clairaudience/clairvoyance*, *fireball*, *gaseous form*, *fb*, *greater magic weapon*, *hold person*, *lightning bolt*, *suggestion*, *summon monster III*, *vampiric touch*; 4 -- *arcane eye*, *charm monster*, *confusion*, *crushing despair*, *lesser geas*, *shout*, *wall of ice*; 5 -- *dominate person*, *feeblemind*, *hold monster*, *prying eyes*, *teleport*, *wall of stone*; 6 -- *globe of invulnerability*, *mass suggestion*

INTERACTION SEED: SUMMONING

Sylari Norel seeks to ensure that her son Jondelar has an auspicious start to his career as a Terellian knight. Not only will this further her plans for his future, but it might keep the witless boy from wandering off out of her influence in search of adventure. Ultimately, she wants him to earn a position as one of Gloriannel's guards, so he can spy on Gloriannel and Maerin for her.

At a public event at which Jondelar is present, Sylari secretly summons a fiendish boar to attack the gathering, hoping that Jondelar will slay the beast with his enchanted spear, bringing credit both to himself and to the family. In a pinch, Sylari uses her spells to help Jondelar or to prevent others from killing the boar. She isn't particularly concerned about the havoc wrought by the creature -- the more villagers who are injured by the beast, the more heroic Jondelar will seem.

Alert adventurers might notice Sylari's odd behavior or fall victim to her efforts to ensure that Jondelar emerges as the hero of the incident.



DELON COR

THE BODY OF THE THREE

Delon Cor, for the most part, is the strong, silent type. He is serious about his role on the Council, but he only talks when he feels passionate about something. He knows Sylari discounts his presence on the Council, and he is wise to her machinations. Luckily, Maerin (through Gloriannel) has seen to it that Sylari's ambitions have been held in check.

The village's warriors think highly of Delon, and they would gladly follow him in battle. Although he is quiet and cautious on the Council, he is quick to act in combat, always knowing the best tactical maneuver to ensure success and keep his people alive. Delon would have made a good Terellian knight; however, he is instead an excellent ranger and soul archer. While he has never met a drow in combat, he spends much time interviewing the veterans of the Dark War, learning techniques to use against the drow, just in case.

Delon is an elf of thin build and average height. He wears his long dark hair in a ponytail entwined with decorative bird feathers. He is never seen without his bonded composite longbow, Seeker.

DELON COR

(The Body of The Three), 193-year-old male elf Ranger 7/Soul Archer 5: CR 12; Medium humanoid; HD 12d8+24; hp 78; Init +4 (+4 Dex); Spd 30 ft. (6 squares); AC 20 (+4 Dex, +3 studded leather), touch 14, flat-footed 16; Base Atk +12; Grp +14; Attack +15 melee (1d8+3/19-20/x2, +1 *longsword*) or +20 ranged (1d8+5/19-20/x3, masterwork bonded composite longbow (+2 Str)); Full Atk +15/+10/+5 melee (1d8+3/19-20/x2, +1 *longsword*) or +20/+15/+10 ranged (1d8+5/19-20/x3, masterwork bonded composite longbow (+2 Str)); SA Combat style (archery), favored enemies (humanoid: drow +4, orc +2), improved combat style; SQ Animal companion, *arcane eye arrow*, bonded bow, endurance, greater bonded bow, *greater magic weapon*, *seeker arrow*, track, wild empathy, woodland stride; SV Fort +11, Ref +13, Will +5; AL CG; Str 14, Dex 18, Con 14, Int 10, Wis 15, Cha 12

Skills and Feats: Balance +8, Climb +11*, Concentration +9, Craft (bowmaking) +13, Handle Animal +4, Heal +5, Hide +11, Jump +6, Knowledge (geography) +3, Knowledge (nature) +8, Listen +10, Move Silently +13*, Ride +8, Search +2, Spot +10, Survival +8 (+10 in aboveground natural environments), Swim +7*; Far Shot, Improved Critical, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow) *includes +5 competency bonus from *boots of elvenkind* or *gloves of swimming and climbing*

Languages: Common, Elven

Possessions: +3 *studded leather armor*, +1 *longsword*, masterwork bonded composite longbow, +1 *arrows* (20), *boots of elvenkind*,



potion of barkskin +4 (3), *gloves of swimming and climbing*, dagger, masterwork handaxe

Ranger Spells: (2; DC 12 + spell level); 1 -- *longstrider*, *summon nature's ally I*

BANDERBOW

Barn owl companion: Tiny Animal; CR 3/4; HD 3; hp 13; Init +4 (+4 Dex); Spd 10 ft. (2 squares), fly 40 ft. (average); AC 20 (+2 size, +4 Dex, +4 natural), touch 16, flat-footed 16; Base Atk +2; Grp -9; Atk +8 melee (1d4-3, talon); Full Atk +8 melee (1d4-3, talons); Space/Reach 2 1/2 ft./0 ft.; SQ Evasion, link, low-light vision, share spells; Fort +2, Ref +6, Will +2; Str 5, Dex 18, Con 10, Int 2, Wis 14, Cha 4

Skills and Feats: Listen +14, Move Silently +18, Spot +6*; Weapon Finesse +8 racial bonus in areas of shadowy illumination

Tricks: Seek, Stay

INTERACTION SEED: FALLEN FRIEND

Delon Cor receives word that a fellow soul archer from another village in the forest has been slain in the dungeons below Skullkeep. Delon finds the thought of her bonded bow, an extension of her very self, falling into the hands of orcs repugnant, and sets out to retrieve it.

He asks some adventurers visiting Corwyl to accompany him, not wishing to endanger other villagers for such a personal mission.

HALSEKKA PARANE

THE SPIRIT OF THE THREE

Although a venerable woman, Halsekka has the energy of an adolescent. She worships the goddess of healing, and spends a great deal of her time trying to improve the lives of everyone around her. She is selfless, a friend to everyone, and is always working into the wee hours of the night.

Halsekka has a large family, 15 children in all. Even Halsekka smiles when people joke that she should have worshiped the fertility god instead.

Halsekka has gray hair, but she looks centuries younger than her true age. Her clothes are very plain, and she is always smiling. She takes everyone at face value, so she has no idea that Sylari's friendship is only a means to manipulate her. She likes the woman a great deal, although she feels that Sylari does not do



enough for the community, preferring the life of the pampered noble. Delon, on the other hand, spends a great deal of time training the villagers to defend themselves should the need arise; Halsekka has the utmost respect for him.

HALSEKKA PARANE

(The Spirit of The Three); 310-year-old female elf Commoner 1/Cleric 11: CR 11; Medium humanoid; HD 1d4+11d8; hp 52; Init +2 (+2 Dex); Spd 30 ft.; AC 21 (+2 Dex, +8 +3 *celestial armor*, +1 *ring of protection* +1), touch 13, flat-footed 19; Base Atk +8; Grp +9; Attack +12 melee (1d6+3/x2, +2 *quarterstaff*) or +11 ranged (1d8/x3, masterwork longbow); Full Atk +12/+7 melee (1d6+3/x2, +2 *quarterstaff*) or +11/+6 ranged (1d8/x3, masterwork longbow); SA Spells; SQ Elf traits, low-light vision, spontaneous casting (*cure* spells), turn undead (5/day; +2 to turn checks); SV Fort +4, Ref +5, Will +13; AL NG; Str 12, Dex 15, Con 10, Int 13, Wis 19, Cha 15

Skills and Feats: Concentration +5, Craft (basketweaving) +4, Diplomacy +13, Handle Animal +5, Heal +12, Knowledge (religion) +6, Listen +9, Perform (sing) +3, Search +3, Spellcraft +6, Spot +6, Use Rope +5; Brew Potion, Iron Will, Scribe Scroll, Skill Focus (Heal), Tree-Linked (empathic healing, intuit location, return, room of refuge, *fortify wood*, wood shape)

Languages: Celestial, Common, Elven

Possessions: +3 *celestial armor*, +2 *quarterstaff*, *ring of protection* +1, dagger, *potion of cure moderate wounds* (3), *staff of healing* (38 charges), masterwork longbow, 20 arrows

Cleric Spells: (6/6+1/5+1/5+1/4+1/2+1/1+1; DC 14 + spell level; Domains: Healing and Plant); 0 -- *detect magic*, *detect poison*, *guidance*, *light*, *read magic*, *resistance*; 1-- *bless*, *command*, *divine favor*, *endure elements*, *entangle**, *magic stone*, *sanctuary*; 2 -- *augury*, *barkskin**, *bull's strength*, *delay poison*, *bold person*, *summon monster II*; 3 -- *daylight*, *glyph of warding*, *invisibility purge*, *plant growth**, *prayer*, *searing light*; 4 -- *command plants**, *dismissal*, *divine power*, *neutralize poison*, *spell immunity*; 5 -- *commune*, *righteous might*, *wall of thorns**; 6 -- *blade barrier*, *heal**
*domain spell

Domain Granted Powers: Halsekka casts healing spells at +1 caster level. She can rebuke or command plant creatures as an evil cleric rebukes or commands undead a total of five times per day.

INTERACTION SEED: VISION

A warning vision comes to Halsekka Parane as she meditates. A baleful eye casts its gaze on Corwyl from afar; a chained demon is held by a twilight stranger but howls under its true master's regard.

The vision refers to the lich Lyassa's search for the escaped sword Bloodspiller, carried by Tanariel Alearea, although Halsekka doesn't know this.

After consulting fruitlessly with others in Corwyl, Halsekka approaches the adventurers for insights into interpreting the vision. Of course, one of the adventurers also might be the stranger of the vision.

ANCESTRAL SPIRIT GUIDES

While there are scores of memory trees in the forest around Corwyl, not all spirits take an active role in village activities. The following spirits have chosen to guide Corwyl's young leader.

ORAPHA COR

Even in death, Orapha Cor still concerns herself with Corwyl. After the Dark War, the spirits continued to speak to Orapha, but they refused to impart their wisdom to another vessel; the Council's blatant refusal to listen to their chosen voice convinced them that Corwyl had forsaken the ancestors. Orapha died 50 years after the war, and as decades and then centuries went by without a new ancestral speaker being chosen by the spirits, the villagers came to understand that they were being punished by the spirits, possibly permanently.

Such would have been the case, had Orapha's spirit not spent the next centuries convincing the other Corwyl-connected spirits in the Spirit World that the villagers were both worthy and willing to listen as they hadn't in the past.

Some 300 years after Orapha's death the others agreed to her proposal, choosing the repentant Endora Deloryl (who cried out to them for forgiveness every night) as the vehicle for their work, along with Harten Vor, a celestial being Orapha had won to her cause. As a group they saw to Gloriannel's birth and early direction, and claimed her on the eve of her 12th birthday.

Orapha was the first spirit to offer Gloriannel guidance. As a previous ancestral speaker herself, Orapha gives Gloriannel access to the Ancestor and Spirit domains.

ORAPHA COR

Female elf spirit guide Ancestral Speaker 14; CR 16; Medium humanoid (incorporeal); HD 14d12; hp 105; Init +0; Spd 30 ft. (6 squares), fly 30 ft. (perfect); AC 15 (+5 deflection), touch 15, flat-footed 15; or AC 18 (+4 *ring of protection* +4, +4 *mithral chain shirt*), touch 14, flat-footed 18; Base Atk +10; Grp +10; Atk +11 melee (1d6+1/x2, +1 *quarterstaff*) or +11 ranged (1d8/x3, masterwork longbow); Full Atk +11/+5 melee (1d6+1/x2, +1 *quarterstaff*) or +11/+6 ranged (1d8/x3, masterwork longbow); SA Ghost touch, manifestation, materialization, rebuke spirits, spells; SQ Commune with ancestor 2/day, *detect spirits*, *divine favor* 3/day, elf traits, grant domains (Ancestor and Spirit), incorporeal, jaunty, low-light vision, projection 2/day, protection from spirits, rejuvenation, see invisibility, speak with ancestor 3/day, spirit empathy, spirit guides, trancing, turn resistance +2; AL CG; SV Fort +7, Ref +4, Will +16; Str 10, Dex 11, Con 12, Int 20, Wis 21, Cha 21

Skills and Feats: Concentration +11, Craft (painting) +15, Craft (pottery) +15, Craft (sculpting) +15, Diplomacy +15, Dreaming +15, Gather Information +7, Handle Animal +10,

Heal +10, Hide +7, Knowledge (arcana) +15, Knowledge (history) +15, Knowledge (local) +13, Knowledge (nature) +7, Knowledge (the planes) +18, Listen +15, Perform (sing) +15, Perform (string instrument) +15, Perform (wind instrument) +15, Ride +2, Search +15, Spellcraft +12, Spot +15, Survival +12 (+14 for checks on other planes); Great Fortitude, Iron Will, Powerful Rebuke, Skill Focus (Knowledge [the planes]), Swift Rebuke

Languages: Common, Dwarven, Elven, Gnome, Halfling, Sylvan, Terran, Undercommon

Possessions: Masterwork longbow, 20 arrows, +1 quarterstaff, *mitbral chain shirt*, *ring of protection* +4 (Note: Orapha left most of her belongings for the next ancestral speaker. The items she now has were buried with her for her use in the Spirit World.)

Ancestral Speaker Spells

Known: (6/7/6/5/5/4/4/2; DC 15 + spell level; Spirit Guide Domains: Bard, Cleric, Fighter, Good, Hearth, Ranger/Terrellian Knight, Rogue, Sorcerer); 0 -- *cure minor wounds*, *detect magic*, *detect poison*, *ghost sound*, *guidance*, *know direction*, *light*, *prestidigitation*, *resistance*; 1 -- *charm person*, *create food and water*, *cure light wounds*, *detect animals or plants*, *divine favor*, *hypnotism*, *invisibility to spirits*, *mage armor*, *magic weapon*, *pass without trace*, *sanctuary*, *spider climb*; 2 -- *alter self*, *animal messenger*, *augury*, *bull's strength*, *cat's grace*, *consecrate*, *contemplation*, *enthrall*, *find traps*, *ghost touch*, *refresh*, *shield other*; 3 -- *bind oath*, *greater magic weapon*, *helping hand*, *heroism*, *materialize*, *prayer*, *protection from energy*, *sculpt sound*, *silence*, *tale of heroes*, *water walk*; 4 -- *everlasting hearth*, *freedom of movement*, *imbue with spell ability*, *inspiration*, *legend lore*, *lesser planar ally*, *locate creature*, *magic vestment*, *spell immunity*, *spirit wall*, *zone of peace*; 5 -- *atonement*, *commune*, *commune with nature*, *dream*, *greater shadow conjuration*, *journey of soul retrieval*, *passwall*, *secure shelter*, *spell resistance*, *stoneskin*; 6 -- *antimagic field*, *find the path*, *greater heroism*, *greater shadow evocation*, *heroes' feast*, *mass suggestion*, *mislead*, *planar ally*, *slay spirit*; 7 -- *creeping doom*, *forbiddance*, *limited wish*, *mage's sword*, *project image*, *repulsion*, *resurrection*, *sequester*

TERELLIAN EVRAYN

Terellian Evrayn, who used his stealth and fighting skills to protect his homeland, lived thousands of years ago, and his legend survives. Terellian was known as the quickest, most vigilant ranger of his time, acting both openly and covertly to ensure his village's safety.

An order of knights named in his honor (see **Terrellian Knights**, page 19) formed during his lifetime, giving themselves into service to their homeland. Long after their leader's death in a battle against demons and hill giants, the knights continued, and joining the order is a most honored position within Corwyl and other elven communities.

Although Terellian has been dead for some time, his spirit is strong and as loyal to his people as when he lived. A spirit guide of Orapha Cor when she lived, Terellian joined her in her guidance of the young Gloriannel, guiding the new speaker in protecting Corwyl from possible incursions. No member of the Evrayn line survived the Dark War, and Terellian does whatever he can to ensure that no other family of Corwyl suffers the same fate.

Terellian gives Gloriannel access to spells from the Ranger and Protection domains.

TERELLIAN EVRAYN

Male elf spirit guide

Ranger 13/Rogue 4; CR

19; Medium humanoid (incorporeal); HD 17d12+34; hp 144; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft. (6 squares), fly 30 ft.

(perfect); AC 17 (+4 Dex, +3 deflection), touch 17, flat-footed 17; or AC 20 (+4

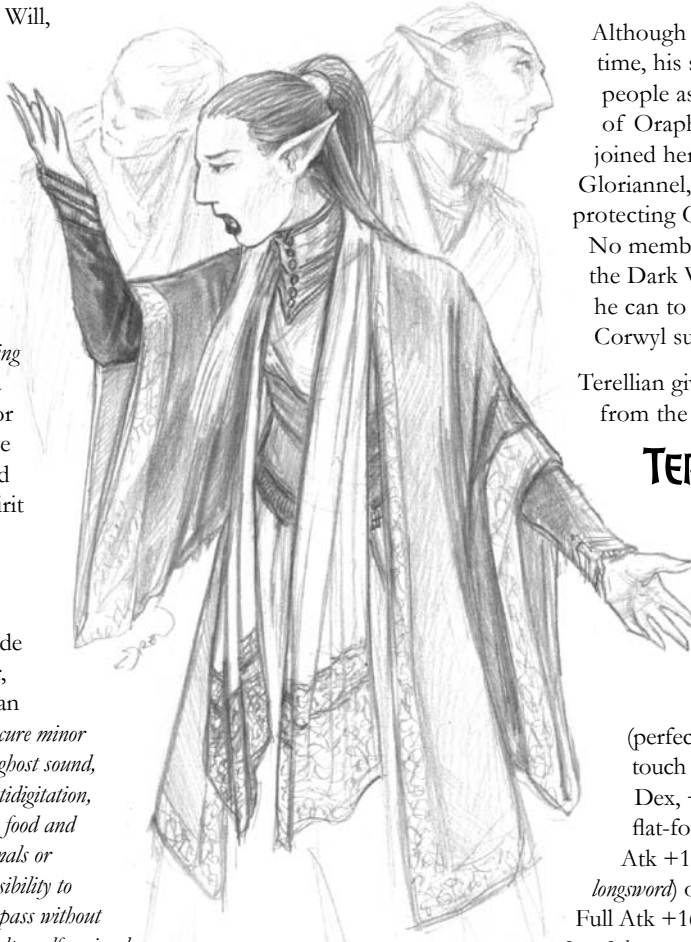
Dex, +6 +4 *leather armor*), touch 14, flat-footed 16; Base Atk +13; Grp +16;

Atk +16 melee (1d8+5/19-20/x2, +2 *longsword*) or +18 ranged (1d8/x3, longbow);

Full Atk +16/+11/+6 melee (1d8+5/19-20/x2, +2 *longsword*) or +18/+13/+8 ranged (1d8/x3, longbow) or Rapid Shot +16/+11/+6 (1d8/

x3, longbow) and +16 ranged (1d8/x3, longbow); SA Combat style (archery), combat style mastery, favored enemy (giant +4, elemental +4, undead +2), improved combat style, manifestation, materialization, sneak attack +2d6; SQ Animal companion, camouflage, elf traits, evasion, grant domains (Protection, Ranger), incorporeal, low-light vision, rejuvenation, swift tracker, trapfinding, trap sense +1, turn resistance +2, uncanny dodge, wild empathy (+2), woodland stride; AL CG; SV Fort +11, Ref +15, Will +6; Str 16, Dex 18, Con 14, Int 13, Wis 13, Cha 17

Skills and Feats: Bluff +9, Climb +9, Concentration +8, Craft (leatherworking) +7, Craft (sculpting) +7, Diplomacy +5, Disable Device +12, Gather Information +11, Handle Animal +12, Heal +8, Hide +24*, Jump +9, Knowledge (dungeoneering) +7, Knowledge (geography) +7, Knowledge (local) +7, Knowledge (nature) +9, Listen +18, Move Silently +16*, Open Lock +12, Ride +15, Search +18, Spot +18, Survival +7 (+2 to follow tracks, on underground checks, in aboveground natural environments, and to keep from getting lost), Use Magic Device +9, Use Rope +8; Animal Affinity, Diehard, Dodge, Endurance,



CHAPTER FOUR: LORDS OF THE FOREST

Improved Initiative, Improved Precise Shot, Manyslot, Nimble Fingers, Rapid Shot, Track, Weapon Focus (longbow) *includes +5 competency bonus from *boots of elvenkind* or *cloak of elvenkind*

Languages: Common, Elven, Sylvan

Possessions: +2 *longsword*, +4 *leather armor*, longbow, 20 arrows, *boots of elvenkind*, *cloak of elvenkind*

Ranger Spells: (2/1/1; DC 11 + spell level); 1 -- *animal messenger*, *charm animal*; 2 -- *barkskin*; 3 -- *darkvision*

KING EROLVIN COR

The village of Corwyl was built thousands of years ago to sustain the memory tree of this king. Erolvin has only recently revealed himself to Gloriannel. Like the girl's other spirit guides, Erolvin wants the best for the village. Gloriannel is the first ancestral speaker to whom he has granted his wisdom in millennia; not even Orapha Cor could attract his spirit to her.

Erolvin was a great wizard and scholar in life. His spirit is thoughtful and wise, and he thinks things out thoroughly before imparting his thoughts to Gloriannel.

Erolvin grants Gloriannel access to spells from the Wizard and Knowledge domains.

EROLVIN COR

Male elf spirit guide

Wizard 7/Lor 5; CR 14; Medium humanoid (incorporeal); HD 12d12+3; hp 81; Init +0; Spd 30 ft. (6 squares), fly 30 ft. (perfect); AC 14 (+4 deflection bonus), touch 14, flat-footed 14; or AC 13 (+3 *bracers of armor* +3), touch 13, flat-footed 13; Base Atk +5; Grp +5; Atk +8 melee (1d6+3/x2, +3 *quarterstaff*) or +6 ranged (1d8/19-20/x2, masterwork light crossbow); Full Atk +8 melee (1d6+3/x2, +3 *quarterstaff*) or +6 ranged (1d8/19-20/x2, masterwork light crossbow); SA Manifestation, materialization, spells, spell-like abilities; SQ Elf traits, grant domains (Knowledge and Wizard), incorporeal, lore (+2 to lore checks), lore of true stamina, low-light vision, rejuvenation, secret health, secrets of inner strength, turn resistance +2; AL NG; SV Fort +5, Ref +4, Will +15; Str 11, Dex 11, Con 10, Int 19, Wis 18, Cha 19

Skills and Feats: Concentration +9, Decipher Script +14, Diplomacy +11, Gather Information +15, Knowledge (arcana) +15, Knowledge (history) +17, Knowledge (local) +15, Listen +8, Move Silently +3, Perform (sing) +8, Search +6, Spellcraft +13, Spot +8; Alertness, Brew Potion, Craft Wand, Craft Wondrous Items, Leadership, Skill Focus (Diplomacy), Skill Focus (Knowledge [local]), Scribe Scroll

Languages: Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnome, Ignan, Sylvan

Possessions: +3 *quarterstaff*, +1 *dagger*, *bracers of armor* +3, masterwork light crossbow, 20 bolts, *ring of djinni calling*, *wand of hold person* (23 charges), *wand of summon monster IV* (17 charges), *potion of mage armor* (3), *potion of cat's grace* (3), *potion of bull's strength* (2), *scroll of fireball* (CL 8), *scroll of lightning bolt* (CL 9), *scroll of greater teleport* (CL 16)

Spell-Like Abilities: (CL 12; at will); *animate objects*, *bless*, *tongues*

Wizard Spells: (5/6/6/6/5/4/3; DC 14 + spell level; no abjuration or necromancy spells); 0 -- *acid splash*, *detect poison*, *detect magic*, *extinguish*, *read magic*; 1 -- *color spray*, *comprehend languages*, *detect secret doors*, *identify*, *mage armor*, *true strike*; 2 -- *detect thoughts*, *invisibility*, *locate object*, *mirror image*, *see invisibility*, *touch of idiocy*; 3 -- *arcane sight*, *clairaudience/clairvoyance*, *deep slumber*, *hold person*, *suggestion*, *tongues*; 4 -- *arcane eye*, *confusion*, *crushing despair*, *detect scrying*, *scrying*; 5 -- *contact other plane*, *feeblemind*, *mind fog*, *prying eyes*; 6 -- *analyze dweomer*, *legend lore*, *true seeing*

Spellbook: 0 -- all standard (except *disrupt undead*, *resistance*, and *touch of fatigue*), plus *extinguish*, *jolt*, *tough skin*; 1 -- *charm person*, *color spray*, *comprehend languages*, *detect secret doors*, *detect undead*, *enlarge person*, *expeditious retreat*, *grease*, *identify*, *mage armor*, *mount*, *obscuring mist*, *summon monster I*, *true strike*; 2 -- *bull's strength*, *cat's grace*, *detect thoughts*, *eagle's splendor*, *fog cloud*, *invisibility*, *locate object*, *mirror image*, *see invisibility*, *summon monster II*, *touch of idiocy*, *web*; 3 -- *arcane sight*, *clairaudience/clairvoyance*, *deep slumber*, *heroism*, *hold person*, *phantom steed*, *sleet storm*, *suggestion*, *summon monster III*, *tongues*; 4 -- *arcane eye*, *charm monster*, *confusion*, *crushing despair*, *detect scrying*, *dimension door*, *minor creation*, *scrying*, *solid fog*, *summon monster IV*; 5 -- *cloudkill*, *contact other plane*, *feeblemind*, *major creation*, *mind fog*, *prying eyes*, *summon monster V*; 6 -- *acid fog*, *analyze dweomer*, *geas*, *legend lore*, *permanent image*, *summon monster VI*, *true seeing*



CHAPTER FIVE: THE VILLAGE

Corwyl rests high in the tall hardwoods of the forest, where the wood elves have shaped their homes (see **Birth Trees**, page 7). While the elves easily travel from one nearby tree to another via sturdy limbs, occasionally a vine bridge connects a pair of distant trees. Most bridges are so high up that passers-by fail to notice them (Spot check DC 25), and sometimes they're hidden by magic (*hallucinatory terrain*).

Some tree homes have spiral stairways suspended by ropes from above to allow pets and less nimble guests into the treetop village. These are most often located in the various travelers' houses, family-owned birth trees that are uninhabited for one reason or another usually because their male owners married and moved into their wives' birth trees.

Depending on the owner's age and interest in shaping, elf homes range from simple one- or two-room structures to massive multi-story complexes. The House of Ancestors is a prominent four-story complex. Villagers furnish their homes with natural items, with furniture like benches and tables formed from the tree itself.

TRAVELERS' HOUSES

These tree homes are generally small, one- or two-room houses, as the trees' previous owners don't expend time and energy to expand them. When the village has welcome visitors, the elves freely offer the tree homes as guest shelters. Because they serve as hostels, the owners keep a few amenities within: bedding, blankets, bowls, cups, and musical instruments, for instance.

THE VILLAGERS

Unless otherwise noted, all the villagers are wood elves.

ARTISTS

The village contains many practitioners of the arts, from bards to jewelers. Most pursue their artistic talents as hobbies as the mood strikes, but some have devoted themselves to these arts.

IOVAR TRYLAIA

A haughty gray elf, the bard Iovar Trylaia despairs to find himself living in a rustic tree-village far from the sophisticated artistic circles of the great elven cities.

Iovar had been a leading light among the next generation of elven bards; one of his compositions was even played at the royal court. Then his sister, the scholar Cyrien, was tragically widowed. Iovar journeyed to Corwyl to bring her back home, but Cyrien refused to leave the village. Iovar resolved to remain in Corwyl for a while to comfort his grieving sister and persuade her to return to "civilization."

Accustomed to the comforts of the city, Iovar considers Corwyl crude and shabby. The food is bland, the conversation insipid, and the villagers simpleminded. When he feels gracious, Iovar allows that a backwater like Corwyl might suit provincial wood

elves just fine; however, a talent of his stature is meant for greater things. He comforts himself with the thought that a little suffering will lend depth to his artistry.

The villagers, for their part, find Iovar an insufferable snob and a prissy intellectual who wouldn't last a day on his own in the wilderness.

The bard spends most of his time composing new songs, although he occasionally accepts a student or two. He has adapted some traditional wood elven songs to current musical tastes improving them tremendously, to his way of thinking. Iovar also has written a few songs about the youthful exploits of Gilraen Arcaran based on the aged hero's reminiscences.

Iovar pays his sister's neighbors to gather his food, launder his clothes, and perform other daily tasks. To his consternation, they rarely accept his coins for these services but instead require him to perform for the village from time to time. Iovar considers this a waste of his talent; it goes without question that the rustic villagers enjoy the music but he believes they lack the sophistication to fully appreciate his artistry. He has little choice, though, unless he desires to perform his own chores -- a distasteful thought.

Beneath his aloofness, Iovar cares deeply for Cyrien. Only for her sake would he endure such deprivations, after all.

Iovar has silver hair and amber eyes. He is taller and more graceful even than other elves, with a regal bearing. He favors stylish white clothing (a source of endless complaints about the dirty conditions in Corwyl) and rich purple cloaks.



IOVAR TRYLAIA

218-year-old male gray elf Bard 9: CR 9; Medium humanoid; HD 9d6; hp 31; Init +3 (+3 Dex); Spd 30 ft. (6 squares); AC 15 (+3 Dex, +2 *ring of protection* +2), touch 15, flat-footed 12; Base Atk +6; Grp +8; Atk +9 melee (1d6+3/18-20/x2, +1 *rapier*) or +10 ranged (1d8/x3, masterwork longbow); Full Atk +9 melee (1d6+3/18-20/x2, +1 *rapier*) or +10 ranged (1d8/x3, masterwork longbow); SA Spells; SQ Bardic knowledge (+2 history checks), bardic music, countersong, elf traits, *fascinate*, inspire competence, inspire courage +2, inspire greatness, low-light vision, *suggestion*; AL NG; SV Fort +3, Ref +9, Will +9; Str 14, Dex 17, Con 11, Int 16, Wis 13, Cha 17

Skills and Feats: Appraise +6, Balance +6, Bluff +6, Concentration 5, Craft (musical instrument) +15, Diplomacy +10, Gather Information +8, Knowledge (geography) +8, Knowledge (history) +14, Knowledge (nobility and royalty) +11, Listen +5, Perform (oratory) +12, Perform (sing) +12, Perform (string instrument) +12, Search +7, Spellcraft +9, Spot +5, Use Magic Device +15 (+17 when using scrolls); Keen Senses, Iron Will, Skill Focus (Knowledge [history]), Skill Focus (Knowledge [nobility and royalty])

Languages: Common, Draconic, Elven, Orc, Sylvan

Possessions: *potion of eagle's splendor*, +1 *rapier*, *ring of protection* +2, masterwork mandolin, dagger, masterwork longbow, 20 arrows

Bard Spells Known: (3/4/4/3; DC 13 + spell level): 0 -- *daze*, *detect magic*, *ghost sound*, *mage hand*, *prestidigitation*, *resistance*, 1 -- *charm person*, *cure light wounds*, *silent image*, *summon monster I*; 2 -- *darkness*, *eagle's splendor*, *shatter*, *silence*; 3 -- *charm monster*, *cure serious wounds*, *dispel magic*

INTERACTION SEED: COMPETITION

Any bards visiting Corwyl may find themselves roped into a bardic competition with Iovar Trylaia by the sly villagers, who would enjoy such an event and have fond but unlikely hopes of seeing the snobby gray elf taken down a notch or two.

By dropping little comments here and there about their respective talents, villagers try to spark a rivalry between the two bards. In Iovar's case, of course, this is hardly difficult and soon he demands the opportunity to match musical skills with the visitor. The villagers quickly step in to suggest the contest be held during a special feast a day or two hence.

From this point on, Iovar ostentatiously declines to notice his rival's very existence until the day of the feast. Only abject groveling and recognition of his superiority has a chance of persuading him to call off the contest.

The bard Geneviève the Fair (who sometimes visits Corwyl to see her mother, healer Mirondylla Ree) is accustomed to these kinds of shenanigans from her former neighbors and has so far stayed clear of such entanglements.

LODOREL MASSLIN

Upon reaching middle age, Lodorel, a cobbler by trade, decided to follow his long-repressed dream of becoming a bard. While Lodorel is good at making shoes, he has always had the uncanny ability to keep his neighbors laughing or intrigued with his tales, and his singing voice is a deep, rich rumble of sound; if a mountain could rejoice, it would sound like Lodorel.

Lodorel has secretly trained with Iovar Trylaia, whom he has kept in fancy, high-quality shoes for several years now. Unbeknownst to his wife, Denora Masslin, with whom he argues incessantly, the cobbler intends to head out into the wilderness as soon as he finds a group bent on adventure to travel with.

Lodorel has unruly blond hair and a barrel chest. Although he says he does nothing to encourage them, Lodorel is the most popular villager among the spirit cat population of Corwyl.

LODOREL MASSLIN

176-year-old male elf Expert 3 (cobbler)/Bard 1: CR 3; Medium humanoid; HD 4d6-4; hp 10; Init +2 (+2 Dex); Spd 30 ft. (6 squares); AC 12 (+2 Dex), touch 10, flat-footed 10; Base Atk 2; Grp +3; Atk +3 melee (1d6+1/x2, club); Full Atk (1d6+1/x2, club); SA Spells; SQ Bardic knowledge, bardic music, countersong, elf traits, *fascinate*, inspire courage +1; AL N: SV Fort +0, Ref +5, Will +7; Str 12, Dex 14, Con 8, Int 12, Wis 14, Cha 15

Skills and Feats: Craft (cobbling) +7, Craft (carpentry) +4, Craft (musical instrument) +7, Gather Information +6, Handle Animal +8, Knowledge (history) +4, Listen +10, Perform (sing) +11, Perform (wind instruments) +11, Search +3, Spot +6; Skill Focus (Perform [sing]), Skill Focus (Perform [wind instruments])

Languages: Common, Draconic, Elven

Possessions: Club, dagger, masterwork lute, masterwork mandolin

Bard Spells Known: (2; DC 12 + spell level); 0 -- *daze*, *detect magic*, *flare*, *mending*

CRAFTSMEN

Because of a desire for self-sufficiency, a diversity of interests gathered over centuries, or simple joy in creation, the elves of Corwyl are adept at many crafts. Some follow their interests as trades (at least for a time), while others pursue them only as hobbies. A few have even gained fame beyond the tree village.

EREVAN DELENOR

Since falling from his treetop home as a young adult, Erevan hasn't regained his courage to live in the canopy. Over the decades, many well-meaning villagers have offered suggestions for how he can overcome his fears, but he imagines pity, disdain, or amusement in their eyes and rejects all offers of help.

Instead, he makes his home in what was once a ground-level storeroom in his birth-tree, where he crafts beautiful musical

CORWYL MAP REFERENCE

Aes Byrniel—A3
 Amras Tyriel—A4
 Brother Hu Thon—C7
 Brother Partol Shenor—B3
 Caros Llirey—B2
 Celoryn Masslin—D3
 Deflorin Cor—A4
 Delon Cor—D4
 Denora Masslin—E2
 Elaryeh Cor—D4
 Endora Deloryl—C4
 Erevan Deloryl—A5
 Faris Venyrae (deceased)—A4

Freylan Norel—A1
 Gilraen Arcaran—B4
 Halsekka Parane—C6
 Helga Crane—A3
 House of the Ancestors—C4
 Jondelar Norel—D2
 King Erolvin Cor—C1
 Kirkolis Dulaek—D6
 Lindellen (treant)—B5
 Maerin Deloryl—C3
 Master Denor Telos—C2
 Meryon Ellyriel—A6
 Meryon's Grove—A7

Mirondylla Ree—A4
 Orapha Cor—C5
 Oswin the Tinker—E5
 Pattys Dulas—B5
 Samron Dulaek (deceased)—B5
 Sylari Norel—A2
 Taia Masslin—E1
 Tanariel Alearae—E3
 Telessar Andros—B5
 Terellian Evrayn—C2
 Tratakeh (treant)—A2
 Winsell (treant)—B3
 Zaelin Ree—E4

instruments (although he has no skill at playing them) that he trades for food and clothing. He also has a knack for mechanical things, and can open locks as quickly as the village's rogues.

Erevan is thin and homely. He rarely talks to anyone, although he has a soft spot for Halsekka Parane, for she healed his wounds after his fall, somehow doing so without making him feel belittled. Because of the way Erevan shuts himself off from the rest of the villagers, he's unaware of the intensity of Amras Tyriel's hatred for him, stemming from a youthful incident that almost cost Amras his life.

EREVAN DELENOR

211-year-old male elf Expert 4 (instrument maker/locksmith):

CR 3; Medium humanoid; HD 4d6-4; hp 10; Init +0; Spd 30 ft. (6 squares); AC 10, touch 10, flat-footed 10; Base Atk +3, Grp +3, Atk +3 melee (1d4/19-20/x2, dagger) or +8 ranged (1d4/19-20/x2, dagger); Full Atk +3 melee (1d4/19-20/x2, dagger) or +8 ranged (1d4/19-20/x2, dagger); SQ Elf traits, low-light vision; AL N; SV Fort +0, Ref +6, Will +4; Str 11, Dex 20, Con 9, Int 10, Wis 10, Cha 7

Skills and Feats: Craft (alchemy) +1, Craft (carpentry) +7, Craft (locksmithing) +7, Craft (musical instrument) +9, Disable Device +12, Listen +2,

Open Lock +12, Search +2, Spot +2, Use Rope +12; Skill Focus (Craft [musical instrument]), Tree-Linked (empathic healing, intuit direction, *fortify wood*, warp wood, wood shape)

Languages: Common, Elven

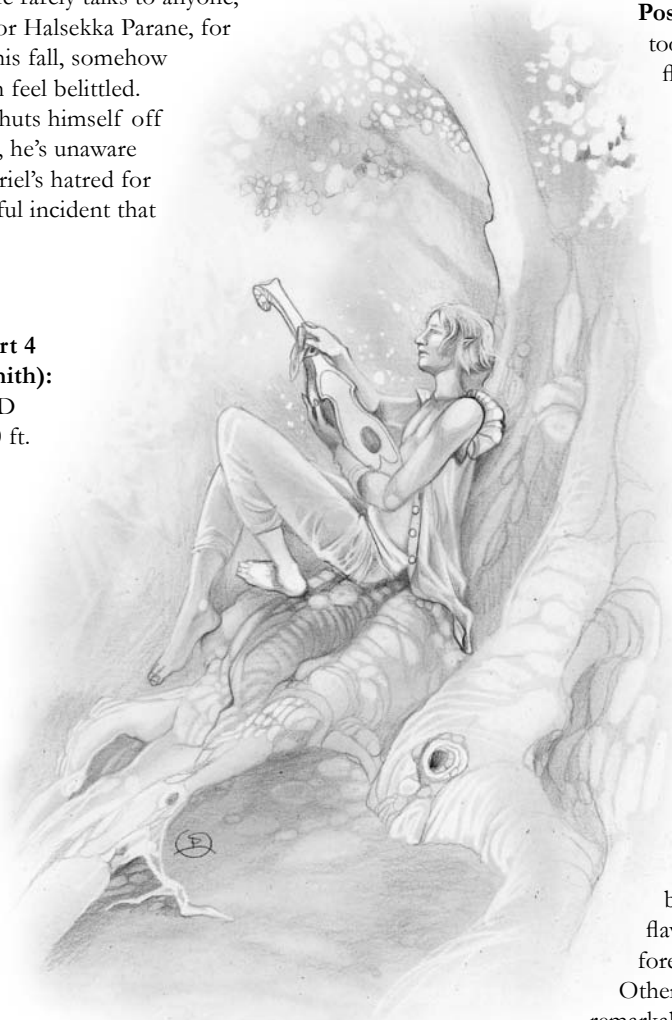
Possessions: Masterwork thieves' tools, masterwork lute, masterwork flute, two ironwood daggers

MERYON ELLYRIEL

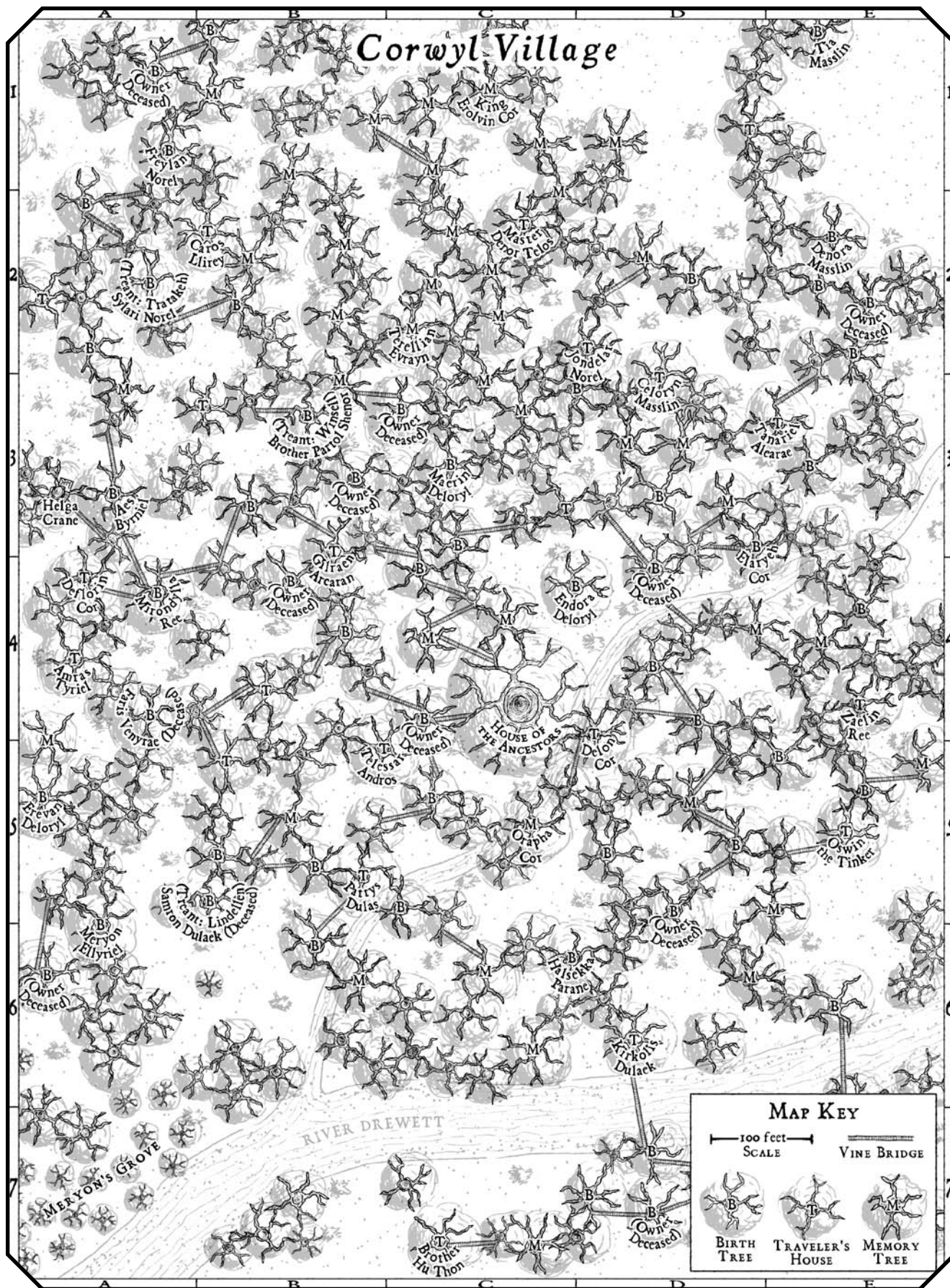
Archers from faraway lands have visited Corwyl over the years in hopes of obtaining a masterwork bow crafted by the famed bowyer Meryon Ellyriel. But the wood elf creates only one or perhaps two bows a year; painstakingly crafting each until it represents the pinnacle of his abilities.

Meryon does not gather or carve the wood used for his bows. Instead, he plants trees of the proper kind in a small grove near Corwyl, gently nurturing each seedling or sapling to grow in the correct shape to someday be transformed into a bow, even using his ability to speak with plants to encourage them to grow in the right shape. Only the best young trees are chosen to become bows; those with knots or other flaws are replanted elsewhere in the forest to continue growing naturally.

Other trees in the grove produce remarkably straight branches well-suited for arrow-making, which Meryon also practices.



CHAPTER FIVE: THE VILLAGE



Once the wood for a bow has been chosen and harvested, Meryon goes about crafting it into a bow with great care and patience. He might spend days or even weeks contemplating a particular step before acting, unless such hesitation might damage the finished product.

Meryon typically spends days shut up in his workshop when creating a bow. Even when he emerges, Meryon often seems distracted and disinterested until he completes the bow. When not working on a bow or tending his grove, Meryon enjoys good food, songs, interesting stories, and other typical elven pastimes.

Though Meryon's highly skilled at bowmaking, there was a time when Meryon thought he'd follow in his skilled father's footsteps and become a glassblower, but he could not maintain his interest, and his projects suffered for it. Meryon then dabbled in many other crafts before finding his true love and purpose: bowmaking. He has lately taken an interest in winemaking, and often spends time talking with the vintners of Corwyl about their craft.

Meryon and his wife, Tiala, also a wood elf, have two young boys. The eldest, Gilaias, serves as Meryon's apprentice, learning the bowyer's craft at his father's side.

Meryon has pale blond hair and gray eyes. He has a fit build.

MERYON ELLYRIEL

220-year-old male elf Commoner 2/Expert 10 (bowyer): CR 11; Medium humanoid; HD 2d4+10d6; hp 40; Init +4 (+4 Dex); Spd 30 ft. (6 squares); AC 15 (+4 Dex, +1 *ring of protection +1*), touch 15, flat-footed 11; Base Atk +8; Grp +11; Atk +11 melee (1d6+3/x2, club) or ranged +13 (1d8/x3, masterwork longbow); Full Atk +11/+6 melee (1d6+3/x2, club) or ranged +13/+8 (1d8/x3, masterwork longbow); SQ Elf traits, low-light vision; AL CG; SV Fort +4, Ref +7, Will +9; Str 16, Dex 18, Con 11, Int 10, Wis 14, Cha 11

Skills and Feats: Craft (alchemy) +2, Craft (basketweaving) +2, Craft (bowmaking) +15, Craft (carpentry) +5, Craft (gemcutting) +3, Craft (glassblowing) +2, Craft (leatherworking) +3, Craft (sculpting) +2, Craft (pottery) +3, Craft (weaving) +2, Handle Animal +7, Listen +13, Profession (arborist) +11, Ride +9, Search +4, Spot +14, Swim +5, Use Rope +5; Keen Senses, Plant Speaker, Skill Focus (Craft [bowmaking]), Skill Focus (Profession [arborist]), Tree-Linked (canopy walk, *entangle*, intuit location, tree melding, warp wood, wood shape)

Languages: Common, Elven

Possessions: Numerous masterwork bows and arrows, *ring of protection +1*, club, dagger, suit of leather armor (in his tree-home)



INTERACTION SEED: BLIGHT

A blight afflicts the trees in Meryon's grove. Unless they can be healed, it may be years before the bowyer can nurture a new crop of trees to a suitable size to be crafted into bows. A druid of Corwyl can remove the blight, but the spell requires unusually clear and pure water found only at a particular spring in the forest. Unfortunately, a troll, griffon, giant or other dangerous creature guards the spring.

Meryon or the druid may ask the party to retrieve the water, particularly if one of the adventurers has come to Corwyl seeking a bow from the master craftsman.

NOBLES

While they are far removed from the royal courts, wood elves count some of noble birth among their number. Many of these characters are built using the Aristocrat NPC class. GMs with Green Ronin's *Noble's Handbook* may wish to substitute the noble core class from that book to create more vibrant NPCs.

ENDORA DELORYL

Endora Deloryl is the only surviving Council member from before the Dark War. It was her hatred of the drow that pushed the village into war with Dezzavold, for she convinced her nephew Valsoff to kill the drow's messenger. His ghost now haunts her, blaming her for all that has occurred since.

After the war, Endora lost all interest in the Council. The war took her husband, Pelarn, and her three sons; every day she wishes she had died with them, and every night she remembers the deaths suffered by those around her.

Endora has not, oddly enough, outwardly aged since the end of the Dark War; although she is well over 600 years old, she appears to be a woman of about 180 years. One night, 19 years ago, she had a powerful dream that her husband returned. The two made love as they had in happier times. Nine months later, the venerable woman, to the astonishment of the villagers, gave birth to Gloriannel Deloryl. Endora is convinced the dream was a visitation from her husband's spirit (but see **Gloriannel's Father** on page 49).

ENDORA DELORYL

650-year-old female elf Aristocrat 15/Sorcerer 5; CR 19; Medium humanoid; HD 158+5d4; hp 72; Init +3 (+3 Dex); Spd 30 ft. (6 squares); AC 21 (+3 Dex, +3 *bracers of armor +3*, +5 *ring*



of *protection* +5), touch 21, flat-footed 18; Base Atk +13; Grp +13; Atk +15 melee (1d4+2/19-20/x2, +2 *dagger*) or +18 ranged (1d4+2/19-20/x2, +2 *dagger*); Full Atk +15/+10/+5 (1d4+2/19-20/x2, +2 *dagger*) or +18/+13/+8 ranged (1d4+2/19-20/x2, +2 *dagger*); SA Spells; SQ Darkvision 60 ft., elf traits, low-light vision; AL N (formerly NE); SV Fort +6, Ref +9, Will +17; Str 11, Dex 16, Con 10, Int 16, Wis 15, Cha 19

Skills and Feats: Appraise +11, Bluff +12, Concentration +8, Craft (alchemy) +7, Decipher Script +8, Diplomacy +18, Disguise +12 (+14 to act in character), Forgery +11, Gather Information +17, Intimidate +16, Knowledge (geography) +11, Knowledge (history) +11, Knowledge (local) +11, Knowledge (nobility and royalty) +11, Listen +12, Perform (oratory) +5, Search +5, Sense Motive +10, Spellcraft +11, Spot +11, Survival +10 (+12 to avoid hazards and getting lost); Craft Wand, Darkvision, Dodge, Improved Initiative, Iron Will, Leadership, Tree-Linked (attack, awaken, canopy walk, empathic healing, *entangle*, intuit location, leaf shield, return, room of refuge, *fortify wood*, warp wood, wood shape)

Languages: Common, Draconic, Elven, Giant, Undercommon

Possessions: Masterwork quarterstaff, +2 *dagger* (4), *bracers of armor* +3, *ring of protection* +5, *potion of invisibility*, *potion of cure light wounds* (3), *ring of water walking*, *wand of fox's cunning*, *wand of summon monster II*

Sorcerer Spells Known: (6/7/5; DC 13 + spell level); 0—*detect magic*, *extinguish*, *light*, *mending*, *resistance*, *tough skin*; 1—*comprehend languages*, *magic missile*, *magic weapon*, *summon monster I*; 2—*fox's cunning*, *summon monster II*

HILORIN PARANE

Hilorin Parane, one of Halsekka Parane's many children, has just recently reached adulthood. Though she's young, the exuberant girl has been dating Telessar Andros, the Council's messenger, for over 15 years. While her mother hopes that Hilorin and Telessar will marry, the two do not seem in a rush to bond for eternity.



For the most part, the life of a noble bores Hilorin, and only Telessar's tales of his travels excite her. She plans to join him on his journeys soon, but she has not let her mother in on this secret. She also has not let her know that she is with child of course, though that's not a secret she can keep for long. She hopes to be away with Telessar and their pet cooshee before she begins to show. Once out of the village, she hopes to make her home in a human town, where she will raise her child away in a more exciting atmosphere.

Hilorin has dark hair and a curvy figure. While just shy of being pretty, Hilorin has a bright, friendly smile, like her mother, which makes her more attractive. Hilorin also has a beautiful singing voice, and she has toyed with the idea of seeking out Geneviève the Fair to train her as a bard.

HILORIN PARANE

110-year-old female elf Aristocrat 2; CR 1; Medium humanoid; HD 2d8+2; hp 11; Init +2 (+2 Dex); Spd 30 ft. (6 squares); AC 12 (+2 Dex), touch 12, flat-footed 10; Base Atk +1, Grp +2; Atk +3 melee (1d6/18-20/x2, masterwork rapier) or +4 ranged (1d8/x3, masterwork longbow); Full Atk +3 melee (1d6/18-20/x2, masterwork rapier) or +4 ranged (1d8/x3, masterwork longbow); SQ Elf traits, low-light vision; AL CN; SV Fort +1, Ref +2, Will +2; Str 12, Dex 15, Con 13, Int 11, Wis 8, Cha 18

Skills and Feats: Appraise +2, Diplomacy +5, Knowledge (geography) +2, Knowledge (local) +2, Knowledge (nobility and royalty) +2, Listen +3, Perform (sing) +12, Search +2, Spot +1; Skill Focus (Perform [sing])

Languages: Common, Elven

Possessions: Masterwork rapier, dagger, masterwork longbow, 20 arrows

INTERACTION SEED: WORRIED MOTHER

When Hilorin finally leaves with Telessar, she leaves no word of her whereabouts with her mother. Frightened out of her mind that something bad has happened to her daughter, she asks the PCs to find her. Their trek to find the girl leads them deep into the human lands.

NAVRIN PARANE

Halsekka's youngest child enjoys playing practical jokes on the villagers. Beyond annoying, the sneaky boy always seems to be underfoot, and he hears and sees many things that he shouldn't. Navrin uses this to his advantage, extorting his fellow villagers to keep his silence. Navrin generally requests homemade pastries and large meals for his silence, and he is beginning to gain a bit of a paunch from his exploits.

Navrin spends time with Erevan Delenor, learning how to pick locks, and is one of the few people Endora Deloryl spends time with, as the boy reminds her of her lost son. She has even been teaching him Undercommon, telling him that it will come in handy one day.

Navrin has black hair and mischievous green eyes.

NAVRIN PARANE

15-year-old male elf Aristocrat 1/Rogue 1; CR 1; Small humanoid; HD 1d8+1d6; hp 7; Init +3 (+3 Dex); Spd 30 ft. (6 squares); AC 13 (+3 Dex), touch 13, flat-footed 10; Base Atk +0; Grp +0; Atk +0 melee (1d4/19-20/x2, masterwork dagger) or +4 ranged (1d4/x2, sling); SA Sneak attack +1d6; SQ Elf traits, low-light vision, trapfinding; AL CN; SV Fort +0, Ref +5, Will +2; Str 10, Dex 17, Con 10, Int 18, Wis 11, Cha 12.

Skills and Feats: Diplomacy +3, Disable Device +6, Forgery +6, Gather Information +3, Knowledge (arcana) +8, Knowledge (architecture and engineering) +8, Knowledge (geography) +8,



Knowledge (local) +8, Knowledge (nobility and royalty) +8, Knowledge (religion) +8, Knowledge (the planes), Listen +6, Move Silently +5, Open Lock +5, Search +6, Sleight of Hand +8, Spot +2; Skill Focus (Sleight of Hand)

Languages: Common, Draconic, Dwarven, Elven, Giant, Undercommon

Possessions: Masterwork dagger, thieves' tools, sling, 10 bullets

RELIGIOUS FIGURES

Forest elves have no need of artificial temples, but the absence of set places of worship doesn't correspond to a lack of spirituality. Several inhabitants of Corwyl serve their faith, whether it be Nature itself or a named deity.

PATTYS DULAS

Pattsy Dulas comes from a long line of Terellian knights, and while she considered following in her family's footsteps, Pattsy's call to serve the Lady of the Forest was stronger. Still, protecting Corwyl is in her blood, and she will do anything to keep the villagers safe.



Although a free spirit, Pattsy is a very serious girl. She spends her time scouting the forest with Corwyl's knights and warriors, ever

vigilant against trouble. She can sense the spirits in the village, and has received numerous visits from Valsoff. She isn't proficient with her custom-made bow, but as it's the weapon of her goddess she intends to improve her ability with it as soon as she's able.

Pattsy is short but stout and strong, and she keeps her long brown hair in braids wrapped tightly around her head.

PATTYS DULAS

150-year-old female elf, Cleric 3; CR 3; Medium humanoid; 3d8; hp 13; Init +0; Spd 20 ft. in chainmail (4 squares), base 30 ft.; AC 15 (+5 chainmail), touch 10, flat-footed 15; Base Atk +2; Grp +6; Atk +6 melee (1d8+4/x2, heavy mace) or -2 ranged (1d8+4/x2, composite longbow (+4 Str)); Full Atk +6 melee (1d8+4/x2, heavy mace) or -2 ranged (1d8+4/x2, composite longbow (+4 Str)); SA Spells; SQ Elf traits, low-light vision, spontaneous casting (*cure* spells), turn undead 4/day; AL CG; SV Fort +3, Ref +1, Will +6; Str 18, Dex 10, Con 11, Int 10, Wis 17, Cha 12

Skills and Feats: Heal +6, Knowledge (religion) +3, Knowledge (the planes) +3, Listen +5, Search +2, Spellcraft +3, Spot +5; Forest Sense (1), Sense Spirits

Languages: Common, Elven

Possessions: Heavy mace, chainmail, composite longbow (+4 Str), *potion of cure moderate wounds* (3), *ring of feather falling*

Cleric Spells: (4/3+1/2+1; DC 13 + spell level; Domains: Good and Sun); 0—*create water, detect magic, light, mending, resistance, 1—divine favor, doom, magic weapon, protection from evil**; 2—*aid**, *bull's strength, shield other** Domain spells

Domain Granted Powers: Pattsy casts Good spells at +1 caster level. Once per day she can perform a greater turning against undead in place of a regular turning, destroying undead creatures instead of merely turning them.

CAROS LLIREY

Caros, a half-elf paladin from Zelcavwyl (some 150 miles from Corwyl), came to the village just over a year ago. A distant cousin to the Norel family, Caros brought tidings from the Norels in her village to those who emigrated to Corwyl. The clan matron, Sylari Norel, has not welcomed



the half-breed into her home or recognized her as family, although Sylari's daughter Freylan has treated the paladin kindly.

Even without the warm welcome Caros expected, she has decided to remain in the area for a few years, as the local legends and nearby ruins have intrigued her. She currently lives in a travelers' house near the memory tree grove.

Caros easily passes for a human. She stands almost 6 feet tall -- her human father, the famous paladin Carlosso Zervanta, whom she most resembles, is said to be well over 7 feet tall. She has broad shoulders and midnight-black hair.

CAROS LLIREY

21-year-old female half-elf Paladin 1; CR 1; Medium humanoid; HD 1d10+6; hp 10; Init +1 (+1 Dex); Spd 20 ft. in chainmail (4 squares), base 30 ft.; AC 17 (+1 Dex, +5 chainmail, +1 buckler), touch 11, flat-footed 16; Base Atk +1, Grp +3, Atk +4 melee (1d8/19-20/x2, masterwork longsword) or +2 ranged (1d10/19-20/x2, heavy crossbow); Full Atk +4 melee (1d8/19-20/x2, masterwork longsword) or +2 ranged (1d10/19-20/x2, heavy crossbow); SA Smite evil (1/day; +3 to atk, +1 damage); SQ Aura of good, *detect evil*, elf blood, low-light vision; AL LG; SV Fort +3, Ref +1, Will +2; Str 14, Dex 13, Con 16, Int 12, Wis 14, Cha 17

Skills and Feats: Diplomacy +6, Gather Information +4, Handle Animal +7, Knowledge (religion) +3, Listen +3, Ride +5, Search +2, Spot +3; Toughness

Languages: Common, Elven, Orc

Possessions: Chainmail, buckler, masterwork longsword, light warhorse, backpack, heavy crossbow, 20 bolts, dagger, lantern, oil

DRUIDS

(THE GROVE GUARDIANS)

The Grove Guardians protect and take care of Corwyl's memory trees, the majority of which are in a grove surrounding the memory tree of King Erolvin Cor. Master Dennon leads (in name only) the druids, and currently the order has 20 members, most of whom are young initiates brought to the calling by Brother Partol's enthusiasm.

TYPICAL INITIATES

Druid Initiates, male or female elf Druid 1; CR 1; Medium humanoid; HD 1d8; hp 4; Init +2 (+2 Dex); Spd 30 ft. (6 squares); AC 14 (+2 Dex, +2 leather armor), touch 12, flat-footed 12; Base Atk 0; Grp +0; Atk +1 melee (1d6+1/x2, quarterstaff) or +2 ranged (1d8/x3, longbow); Full Atk +1 melee (1d6+1/x2, quarterstaff) or +2 ranged (1d8/x3, longbow); SA Spells; SQ Animal companion, elf traits, low-light vision, nature sense, spontaneous casting (*summon nature's ally* spells), wild empathy; AL NG; SV Fort +2, Ref +2, Will +3; Str 12, Dex 14, Con 11, Int 13, Wis 15, Cha 10

Skills and Feats: Handle Animal +4, Knowledge (nature) +4 or +7 (with Skill Focus), Listen +8, Perform +1, Search +3, Spot +4, Survival +6, Swim +5; Skill Focus (Knowledge [nature]) or Tree-Linked

Languages: Common, Draconic, Druidic, Elven

Possessions: Quarterstaff, scimitar, longbow, 20 arrows, pouch

Druid Spells: (3/2; DC 12 + spell level); 0—*cure minor wounds*, *detect poison*, *resistance*; 1—*entangle*, *shillelagh*

MASTER DENNOR TELOS

The Grove Guardians' leader is a melancholy, lonely, old man.

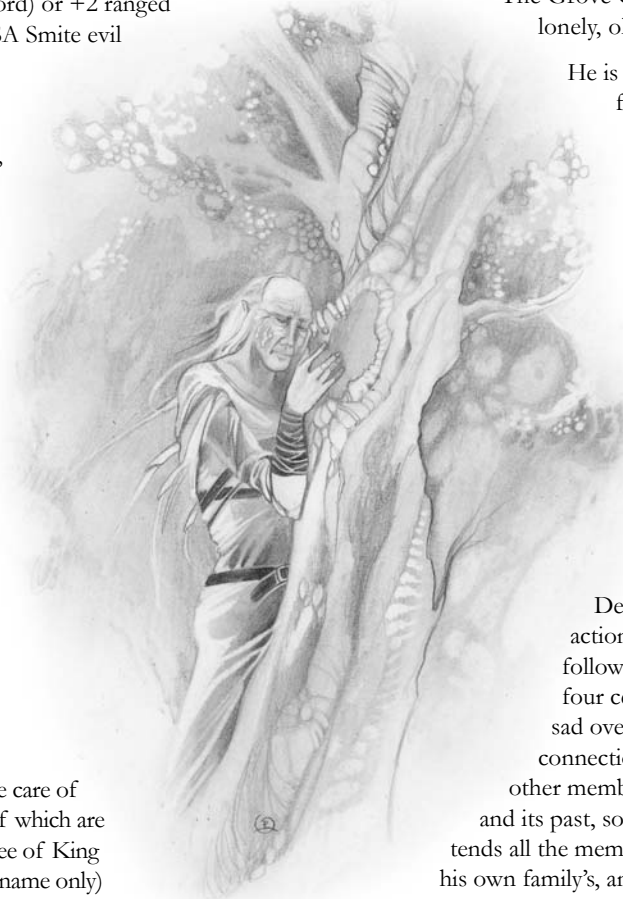
He is sad because he blames himself for the loss of so many memory trees during the Dark War. He had been left in charge of the grove when the leaders and initiates left for a gathering with the other druids of the great forest. Instead of being vigilant, he saw their departure as vacation time for himself, and pursued a dalliance with a wood nymph. He was with her the evening the drow attacked, and thus his life was spared. His family's memory trees were not, however; all were lost in the war.

Dennon feels great guilt for his actions so many years ago, and has followed a life of celibacy for the past four centuries. He remains irrevocably sad over this incident, as he has lost all connection to his family (as there are no other members of the Telos family in Corwyl) and its past, something he never speaks of. He tends all the memory trees now as if they were his own family's, and he is very serious about that duty. He is less concerned with teaching new students, allowing that duty to rest in the capable hands of Brother Partol.

The gray-haired druid has lost the love of life and nature that he once had. He keeps mainly to himself, and he can often be seen weeping among the memory trees.

MASTER DENNOR TELOS

540-year-old male elf Druid 14; CR 14; Medium humanoid; HD 14d8-14; hp 49; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft. (6 squares); AC 17 (+2 Dex, +5 +3 *leather armor*), touch 12, flat-footed 15; Base Atk +10; Grp +10; Atk +12 melee (1d6+2, +2 *quarterstaff*) or +12 ranged (1d8/x3, longbow); Full Atk +12/+7 melee (1d6+2, +2 *quarterstaff*) or +12/+7 ranged (1d8/x3, longbow); SA Spells; SQ Animal companion, a thousand faces, elf traits, low-light vision, nature sense, resist nature's lure, spontaneous casting (*summon nature's ally*) trackless step, venom immunity, wild empathy (+2 wild empathy checks), wild shape 5/day, wild shape (Large, plant, Tiny), woodland stride; AL LN; SV Fort +8, Ref +8, Will +15; Str 11, Dex 15, Con 9, Int 14, Wis 18, Cha 12



Skills and Feats: Concentration +6, Craft (painting) +9, Craft (pottery) +9, Diplomacy +8, Handle Animal +6, Heal +9, Knowledge (nature) +21, Listen +11, Move Silently +10*, Ride +9, Spellcraft +19, Search +3, Spot +11, Survival +9 (+11 in aboveground natural environments), Swim +4; Animal Speaker, Improved Initiative, Iron Will, Lightning Reflexes, Tree Walker
*includes +5 competency bonus from *boots of elvenkind*

Languages: Common, Draconic, Druidic, Elven, Goblin

Possessions: +2 *quarterstaff*, longbow, 20 arrows, +3 *leather armor*, *boots of elvenkind*, *cloak of arachnida*, *dust of appearance*, *potion of cure moderate wounds* (3)

Druid Spells: (6/6/6/5/5/3/3/2; DC 14 + spell level); 0—*create water*, *cure minor wounds*, *detect magic*, *flare*, *guidance*, *resistance*; 1—*calm animals*, *charm animal*, *endure elements*, *entangle*, *magic stone*, *obscuring mist*; 2—*animal messenger*, *barkskin*, *cat's grace*, *flaming sphere*, *hold animal*, *owl's wisdom*; 3—*call lightning*, *cure moderate wounds*, *meld into stone*, *protection from energy*, *spike growth*; 4—*air walk*, *command plants*, *flame strike*, *fortify wood*, *giant vermin*; 5—*animal growth*, *call lightning storm*, *cure critical wounds*; 6—*fire seeds*, *repel wood*, *transport via plants*; 7—*control weather*, *heal*

Animal Companions: Dennon's companions died centuries ago, and he has been too depressed to replace them.

BROTHER PARTOL SHENOR

Where Master Dennon epitomizes sadness and a disinterest in life, Brother Partol lives life to its fullest. He once worked as a scribe, but his love of nature and teaching lured him from that humdrum lifestyle. He also instills his passions in the initiates he trains. Partol can often be found teaching at the grove, planting new trees and flowers around the village, or walking the length and breadth of the valley paying his respects to those memory trees scattered far from the grove.

Partol wears a large feather braided into his hair -- a token from a giant eagle he befriended in the mountains. Although not a bound animal companion, Partol can call on it for aid by burning the feather in the open air.



BROTHER PARTOL SHENOR

350-year-old male elf Expert (Scribe) 1/Druid 9; CR 9; Medium humanoid; HD 1d6+9d8; hp 39; Init +9 (+5 Dex, +4 Improved Initiative); Spd 30 ft. (6 squares); AC 18 (+5 Dex, +3 +1 *leather armor*), touch 15, flat-footed 13; Base Atk +6, Grp +8, Atk +11 melee (1d8/18-20/x2, +3 *scimitar*) or +12 (1d8/x3, masterwork longbow); Full Atk +11/+6 melee (1d8/18-20/x2, +3 *scimitar*) or +12/+7 (1d8/x3, masterwork longbow); SA Spells; SQ Animal companions, elf traits, low-light vision, nature sense, resist nature's lure, spontaneous casting (*summon nature's ally*), trackless step, venom immunity, wild empathy (+2 wild empathy checks),

wild shape 3/day, wild shape (Large), woodland stride; AL NG; SV Fort, Ref, Will; Str 15, Dex 20, Con 11, Int 12, Wis 17, Cha 15

Skills and Feats: Craft (bookbinding) +5, Craft (calligraphy) +5, Concentration +5, Decipher Script +5, Diplomacy +6, Handle Animal +12, Heal +8, Knowledge (nature) +9, Listen +10, Perform (sing) +3, Profession (scribe) +7, Ride +11, Search +7, Spellcraft +6, Spot +9, Survival +8 (+10 in aboveground natural environments); Improved Initiative, Skill Focus (Knowledge [nature]), Plant Speaker, Tree-Linked (attack, awaken, canopy walk, intuit location, leaf shield, warp wood, wood shape)

Languages: Common, Druidic, Elven, Goblin

Possessions: +1 *leather armor*, +3 *scimitar*, *bag of holding type IV*, *potion of cure light wounds* (3), masterwork longbow, 20 arrows

Druid Spells: (6/5/5/4/2/1; DC 13 + spell level); 0—*create water*, *cure minor wounds*, *know direction*, *light*, *mending*, *read magic*; 1—*charm animal*, *cure light wounds*, *goodberry*, *hide from animals*, *longstrider*; 2—*animal trance*, *bear's endurance*, *cat's grace*, *chill metal*, *owl's wisdom*; 3—*dominate animal*, *plant growth*, *quench*, *wind walk*; 4—*flame strike*, *fortify wood*; 5—*stoneskin*

HETTA

Brown bear companion; CR 6; Large animal; HD 12d8+24; hp 120; Init +3 (+3 Dex); Spd 40 ft. (8 squares); AC 23 (-1 size, +3 Dex, +11 natural), touch 10, flat-footed 20; Base Atk +9; Grp +23; Atk +18 melee (1d8+10, claw); Full Atk +18 melee (1d8+10, 2 claws) and +16 melee (2d6+6, bite); Space/Reach 10 ft./5 ft.; SA Improved grab; SQ Devotion, evasion, link, low-light vision, scent, share spells; AL N; SV Fort +12, Ref +11, Will +5; Str 30, Dex 16, Con 19, Int 2, Wis 12, Cha 6

Skills and Feats: Listen +8, Spot +11, Swim +16; Alertness, Diehard, Endurance, Multiattack, Run, Track

Tricks: Attack (including undead), Defend, Guard

DOWA

Screech owl companion; CR 1; Tiny animal; HD 7d8; hp 32; Init +5 (+5 Dex); Spd 10 ft. (2 squares), fly 40 ft. (average); AC 25 (+2 size, +5 Dex, +8 natural), touch 17, flat-footed 20; Base Atk +5; Grp -6; Atk +10 melee (1d6-2, talons); Full Atk +10 melee (1d6-2, talons); Space/Reach 2 ½ ft./0 ft.; SQ Devotion, evasion, hold breath, link, low-light vision, share spells; AL N; SV Fort +5, Ref +10, Will +4; Str 7, Dex 20, Con 10, Int 2, Wis 14, Cha 4

Skills and Feats: Listen +16, Move Silently +21, Spot +8*; Hover, Improved Natural Attack, Weapon Finesse (claws) *Dowa has a +8 racial bonus on Spot checks in shadowy illumination

Tricks: Attack, Come, Seek, Stay

BOP0 AND N0P0

River otter companions; CR 1; Tiny animal; HD 7d8; hp 30 and 31; Init +4 (+4 Dex); Spd 20 ft. (4 squares), swim 30 ft.; AC 22 (+2 size, +4 Dex, +6 natural), touch 16, flat-footed 18; Base Atk +5; Grp -7; Atk +9 melee (1d3-2, bite); Full Atk +9 melee (1d3-2, bite); Space/Reach 2 ½ ft./0 ft.; SQ Devotion, evasion, link,

low-light vision, share spells; AL N; SV Fort +5, Ref +7, Will +3; Str 6, Dex 18, Con 10, Int 2, Wis 12, Cha 5

Skills and Feats: Escape Artist +9, Hide +11, Jump +0, Move Silently +6, Spot +4, Swim +14*, Tumble +10; Acrobatic, Weapon Finesse (bite), Endurance

*Otters have a +8 racial bonus on any Swim check to perform some special action or avoid a hazard and can always choose to take 10 on Swim checks, even if rushed or threatened. They can use the run action while swimming, provided they swim in a straight line.

Hold Breath (Ex): An otter can hold its breath for a number of rounds equal to 3 times its Constitution score before it risks drowning.

Tricks: Fetch, Perform, Seek, Stay

FREYLAN NOREL

The twin sister of the Terellian knight Jondelar Norel and daughter of Sylari Norel, the Council's Mind, FreyLAN has chosen to follow the path of nature rather than the noble or political position that her mother had planned for her. Luckily, her mother has other children willing to let her mold them.



For FreyLAN, nothing is more important than the eco-structure that supports the villagers' lives: the forest. Everything they have, nature has given them. Yet, while the wood elves have learned to utilize the land surrounding them to their advantage, she thinks that most of the villagers fail to fully appreciate the importance of nature's gifts. She feels that her family, with its love of politics and the machinations of the nobility, is especially estranged from the very home that allows them to pursue their pastimes.

She has little patience for people who follow materialistic or superficial goals, which (for her) means following any path that doesn't involve plants, animals, or the protection of the defenseless. She hates chitchat, and she avoids those who engage in it.

FreyLAN spends her time with members of her order, the Grove Guardians, those who tend the memory trees. Her best friend is the druid Zaelin, whom she admires for his insight into the animal mind. She also has a secret friend: Lavenzel the greater treant, who taught her how to speak with plants. FreyLAN is very skilled with flora, and she speaks to her birth tree daily. In fact, the villagers all agree that FreyLAN's tree is the most vibrant and beautiful in all of Corwyl, and they often stop to admire it when they go about their daily routines. FreyLAN intends to become a tree maiden like the wood nymph Loreli, with whom she also spends time.

As a birth gift to the twins, a pair of *twin* daggers were created for them. FreyLAN tends only to use her dagger when she's close enough to Jondelar to gain extra bonuses.

FreyLAN is tall and sandy haired like her twin.

FREYLAN NOREL

115-year-old female elf Druid 2; CR 2; Medium humanoid; HD 2d8+2; hp 10; Init (+1 Dex), Spd 30 ft. (6 squares); AC 13 (+1 Dex, +2 leather armor), touch 11, flat-footed 12; Base Atk +1; Grp +2; Atk +3 melee (1d6+1/x2, masterwork quarterstaff) or +4 melee (1d4+2/19-20/x2, +1 *twin dagger*) or +3 ranged (1d8/x3, masterwork longbow) or +4 melee (1d4+2/19-20/x2, +1 *twin dagger*); Full Atk +3 melee (1d6+1/x2, masterwork quarterstaff) or +4 melee (1d4+2/19-20/x2, +1 *twin dagger*) or +3 ranged (1d8/x3, masterwork longbow) or +4 melee (1d4+2/19-20/x2, +1 *twin dagger*); SA Spells; SQ Animal companion, elf traits, low-light vision, nature sense, wild empathy, woodland stride; AL NG; SV Fort +4, Ref +1, Will +6; Str 12, Dex 13, Con 12, Int 15, Wis 16, Cha 13

Skills and Feats: Concentration +4, Craft (sculpting) +5, Diplomacy +4, Handle Animal +4, Heal +6, Knowledge (nature) +5, Listen +7, Perform (wind instruments) +2, Ride +3, Search +3, Spellcraft +4, Survival +6; Tree-Linked (canopy walk, intuit location, room of refuge)

Languages: Common, Druidic, Elven, Sylvan, Treant

Possessions: Masterwork ironwood quarterstaff, masterwork longbow, +1 *twin dagger*, leather armor

Druid Spells: (4/3; DC 13 + spell level); 0—*cure minor wounds*, *detect magic*, *purify food and drink*, *virtue*; 1—*cure light wounds*, *detect snares and pits*, *goodberry*

FREYLAN AND JONDELAR'S TWIN DAGGERS

When two individuals wielding these two +1 *daggers* stand within 10 ft. of each other, they gain a +2 damage bonus on attacks with the daggers. Furthermore, if they speak the command word at the same time (a free action), they trigger a special enchantment that adds an additional +1d6 damage on attacks, which lasts for three rounds. If the daggers' wielders are relatives, the damage bonus increases to +2d6; if they are twins (like FreyLAN and Jondelar), the bonus increases to +3d6. The special enhancement can only be invoked once per day.

If a single individual were to wield both twin daggers, the bonus would be reduced to +1/+1d6.

Strong divination; CL 12th; Craft Magic Arms and Armor, *locate creature*, both weapons must be made at the same time; Price 18,302 gp each; Cost 9,151 gp + 720 xp each

CHIKI

Squirrel companion; CR 1/8; Tiny animal; HD 1/4; hp 2; Init +2 (+2 Dex), Spd 15 ft. (3 squares), climb 15 ft.; AC 14 (+2 size, +2 Dex), touch 14, flat-footed 12; Base Atk +0; Grp -12; Atk +4 melee (1d3-4, bite); Full Atk +4 melee (1d3-4, bite); Space/Reach 2-1/2 ft./0 ft.; SQ Link, scent, share spells; AL N; SV Fort +2, Ref +4, Will +1; Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 5

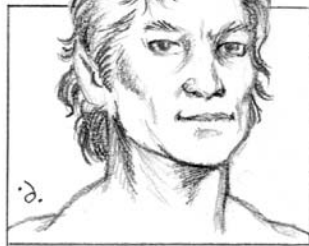
Skills and Feats: Balance +10, Climb +12*, Hide +18, Listen +4, Spot +4; Weapon Finesse (bite)

*Chiki can always choose to take 10 on a Climb check, even if rushed or threatened. Chiki uses its Dexterity modifier instead of its Strength modifier for Climb checks.

Trick: Come

ZAELIN REE

The son of Mirondylla Ree, the half-elf Zaelin is ruggedly handsome. He likes keeping his body in shape, and often joins his human fighter friend Kevis in weapons practice to get the exercise he craves. He also takes morning runs around the village, reveling in the fresh air that fills his lungs. Zaelin has a gift for making friends with animals, and a menagerie of creatures join him on his daily jogs.



Zaelin has dark hair and green eyes. During the hot months, he wears little more than breeches (more often a loin cloth). He is often seen barefooted, as well. Zaelin spends most of his time with Freylan Norel, another druid, and Kevis. He has no idea that he is the object of Jondelar Norel's lust. He is very interested in gaining Freylan Norel's affection, however.

Zaelin Ree's sister is Geneviève the Fair, the renowned half-elf bard who travels between Corwyl and the human lands. The two get along fairly well, and he loves her dearly, but their lives are extremely different. Unlike Geneviève, he's never left Corwyl's valley, the furthest he's ever traveled being the circuit of memory trees that aren't planted in the nearby grove. And the only non-elves Zaelin knows are the few who live in or visit Corwyl.

Sometimes he longs to change this fact, especially when Geneviève visits and shares her wonderful tales. Zaelin always listens to her with rapt attention. Each time he hears her stories, he secretly vows that he will leave the village for a few years to experience what's out there. However, the fear that his beloved animal companions would not be welcomed in the human lands and would have to be left behind always shatters these daydreams.

ZAELIN REE

24-year-old, male half-elf Ranger 1/Druid 4/Animal Master 1; CR 6; Medium humanoid; HD 6d8+18; hp 45; Init +1 (+1 Dex); Spd 30 ft. (6 squares); AC 14 (+1 Dex, +2 leather armor, +1 *ring of protection* +1), touch 12, flat-footed

13; Base Atk 5; Grp +6; Atk +7 melee (1d6+2/18-20/x2, +1 *scimitar*) or +7 ranged (1d8/x3, masterwork longbow); Full Atk +7 melee (1d6+2/18-20/x2, +1 *scimitar*) or +7 ranged (1d8/x3, masterwork longbow); SA Spells; SQ Animal companion (druid), animal companion (animal master), *detect animals*, elven blood, favored enemy (orc +2), low-light vision, nature sense, resist nature's lure, spontaneous casting (*summon nature's ally* spells), trackless step, wild empathy (+2 to wild empathy checks), woodland stride; AL NG; SV Fort +11, Ref +6, Will +8; Str 12, Dex 12, Con 16, Int 11, Wis 15, Cha 18

Skills and Feats: Climb +5, Concentration +5, Diplomacy +6, Gather Information +6, Handle Animal +14, Hide +6, Knowledge (nature) +12, Listen +6, Move Silently +6, Perform (sing) +5, Ride +9, Search +1, Spot +3, Survival +9 (+11 in aboveground natural environments); Animal Affinity, Animal Speaker, Track

Languages: Common, Druidic, Elven

Possessions: Masterwork longbow, 20 arrows, +1 *scimitar*, +1 *leather armor*, *potion of cure light wounds* (2), *potion of bull's strength*, *potion of cat's grace*, *ring of protection* +1

Druid Spells: (5/4/3; DC 12 + spell level); 0—*detect magic*, *detect poison*, *flare*, *know direction*, *resistance*; 1—*calm animal*, *charm animal*, *hide from animals*, *longstrider*; 2—*animal messenger*, *flame blade*, *hold animal*

Animal Master Spells: (1; DC 12 + spell level); 1—*charm animal*

MARAH

Hawk companion; CR 1/3; Tiny animal; HD 1d8; hp 5; Init +3 (+3 Dex); Spd 10 ft. (2 squares), fly 60 ft. (average); AC 17 (+2 size, +3 Dex, +2 natural), touch 15, flat-footed 14; Base Atk +0; Grp -10; Atk +5 melee (1d4-2, talons); Full Atk +5 melee (1d4-2, talons); Space/Reach 2 1/2 ft./0 ft.; SQ Link, share spells; AL N; SV Fort +2, Ref +5, Will +2; Str 6, Dex 17, Con 10, Int 2, Wis 14, Cha 6

Skills and Feats: Listen +2, Spot +14, Weapon Finesse (claws)

Tricks: Seek

TYRIN

Puma companion; CR 2; Medium animal; HD 3d8+6; hp 22; Init +4 (+4 Dex); Spd 40 ft. (8 squares), climb 20 ft.; AC 15 (+4 Dex, +1 natural), touch 14, flat-footed 11; Base Atk +2; Grp +5; Atk +6 melee (1d6+3, bite) or +5 (1d3+1, claws); Full Atk +6 melee (1d6+3, bite) and +1 melee (1d3+1, claws x2); Space/Reach 5 ft./5 ft.; SA Improved grab, pounce, rake (+6 melee, 1d3+1); SQ Link, low-light vision, scent, share spells; AL N; SV Fort +5, Ref +7, Will +2; Str 16, Dex 19, Con 15, Int 2, Wis 12, Cha 6

Skills and Feats: Balance +12, Climb +11*, Hide +8*, Listen +6, Move Silently +8, Spot +6; Alertness, Weapon Finesse (bite) *Tyrin has a +8 racial bonus to Hide checks in areas of tall grass or heavy undergrowth. It can always choose to take 10 on a Climb check, even if rushed or threatened.

Tricks: Come

SCHOLARS, SORCERERS AND WIZARDS

Despite the simple practicality of their lifestyle, Corwyl contains several who spend their days in the pursuit of knowledge both scholarly and arcane.

AMRAS TYRIEL

A foolhardy exploit as a youth has scarred Amras Tyriel both physically and psychologically. Inspired by tales of elven heroes who tamed griffons as their steeds, Amras and other impetuous young men of Corwyl found a griffon's nest in the forested bluffs a few leagues from the village. Amras accepted a challenge from his friend, Erevan Delenor, to climb the bluff and retrieve an egg. But when the griffon returned early from the hunt, Erevan and the others fled in a panic. Abandoned by his friends, Amras tried to fend off the enraged griffon but was repeatedly raked by its vicious talons before tumbling to the foot of the cliff.

A party of rangers told of the encounter by his fleeing compatriots found Amras, barely alive, a few hours later and carried him back to Corwyl. The healers of the village saved his life but not his beauty -- livid scars disfigure his face and body.

Now, nearly a century later, Amras remains embittered by his misfortune. He also nurses his anger toward Erevan Delenor, who Amras blames for his injuries.

Amras has sworn to avenge himself on Erevan but waits with elven patience for the right moment to destroy his former friend's life as he believes his own to have been ruined, only occasionally venting portions of his anger in petty slights against Erevan.

Most inhabitants of Corwyl dislike Amras. He blames this on his ugliness, but in truth most are put off by his sour outlook. Amras sees only the bleak and dreary in life. He expects the worst in everything and everyone. His ill treatment of Erevan doesn't gain him friends either.

After his mauling by the griffon, Amras gave up his martial leanings and turned to the study of magic, particularly illusions. He now spends much of his time poring through such arcane tomes as he can obtain and pursuing new spells to learn.

Amras has golden hair that grows in clumps around the scars on his scalp. The left side of his face bears horrific scars, and his sightless left eye is a white orb sunken in the ruins of his face. Amras walks with a limp. Unlike most in the village, he favors black in his clothing.

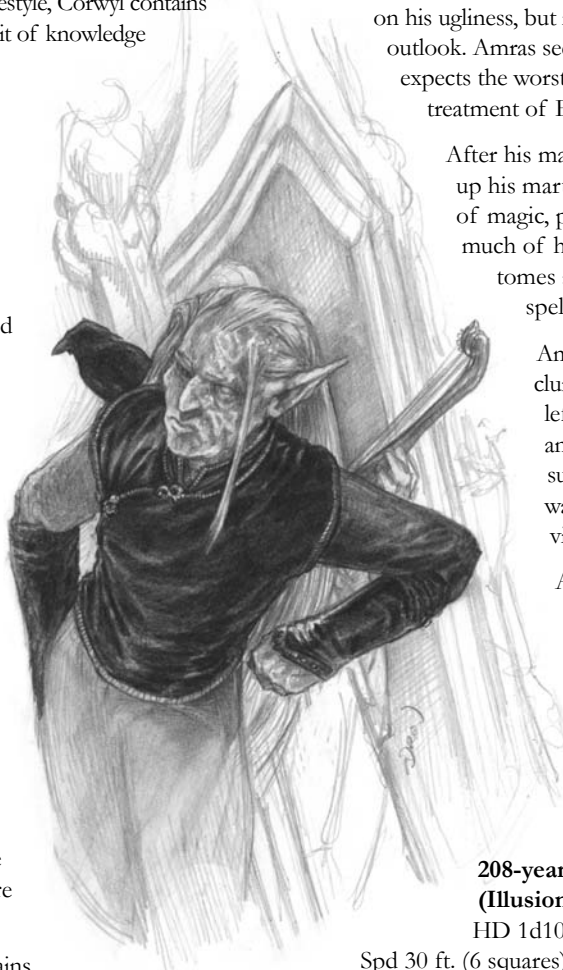
Amras has a raven familiar named Indigo that is always close to Amras, most often found sitting on his shoulder or on a nearby perch. It is a noisy and ill-behaved bird, fond of stealing bits of food and shiny trinkets from villagers.

AMRAS TYRIEL

208-year-old male elf Fighter 1/Wizard (Illusionist) 7; CR 8, Medium humanoid,

HD 1d10+7d4+16; hp 39; Init +3 (+3 Dex),

Spd 30 ft. (6 squares); AC 15 (+3 Dex, +2 *bracers of armor*), touch 15, flat-footed 12; Base Atk +4; Grp/ +7; Atk +10 (1d8+6/19-20/x2, +3 *longsword of wounding*) or +7 (1d8/x3,



HEARTS CLOAK

This amulet keeps hidden the nature and inner desires of its wearer. A high elven wizard created the amulet for a spy serving his great house some centuries ago. In time, the amulet passed from generation to generation, knowledge of its power and purpose lost to the passage of years.

The previous owner happened to visit Corwyl a half-century ago. Divining the enchanted nature of the amulet, Amras persuaded the visitor to part with the trinket. Now he wears the amulet at all times to conceal his dark heart and dreams of vengeance.

Divination spells detect the *hearts cloak's* wearer's alignment as neutral good. Additionally, the wearer is continually immune to *detect thoughts* and *discern lies*. If other divination spells are cast against the wearer, the caster must succeed on a caster level check (1d20 + caster level) against a DC of 16.

Moderate abjuration and illusion; CL 5th; Craft Wondrous Item, *misdirection*, *nondetection*; Price 50,100 gp

composite longbow (+3 Str)); Full Atk +10 (1d8+6/19-20/x2, +3 *longsword of wounding*) or +7 (1d8/x3, composite longbow (+3 Str)); SA Spells; SQ Elf traits, familiar benefits, low-light vision; AL CE; SV Fort +6, Ref +5, Will +4; Str 16, Dex 16, Con 14, Int 16, Wis 8, Cha 9

Skills and Feats: Appraise +6, Climb +7, Concentration +7, Craft (alchemy) +8, Decipher Script +8, Handle Animal -3, Intimidate -3, Jump +7, Knowledge (arcana) +8, Knowledge (geography) +8, Knowledge (the planes) +8, Listen +3, Move Silently +8*, Search +5, Spellcraft +8, Spot +3, Swim +7; Alertness, Blind-Fight, Craft Wondrous Items, Craft Wand, Extend Spell, Improved Initiative, Scribe Scroll *includes +5 competency bonus from *boots of elvenkind*

Languages: Abyssal, Common, Draconic, Elven, Ignan

Possessions: *wand of lightning bolt*, *wand of summon monster II*, +3 *longsword of wounding*, *bracers of armor* +2, *boots of elvenkind*, *heartsloak*

Wizard Spells: (4/5/4/3/1; DC 13 + spell level; no abjuration or transmutation spells); 0—*acid splash* (2), *ghost sound*, *light*, *touch of fatigue*; 1—*color spray*, *disguise self*, *forage*, *silent image*, *summon monster I*, *true strike*; 2—*acid arrow*, *blur*, *detect thoughts*, *invisibility*, *touch of idiocy*; 3—*displacement*, *fireball*, *invisibility sphere*, *lightning bolt*, *greater invisibility*, *phantasmal killer*

Spellbook: 0— all standard (except *mage hand*, *mending*, *message*, *open/close*, and *resistance*); 1—*chill touch*, *color spray*, *comprehend languages*, *disguise self*, *forage*, *magic missile*, *mount*, *obscuring mist*, *shocking grasp*, *silent image*, *summon monster I*, *true strike*; 2—*acid arrow*, *blur*, *darkness*, *detect thoughts*, *fog cloud*, *invisibility*, *see invisibility*, *summon monster II*, *touch of idiocy*; 3—*deep slumber*, *displacement*, *fireball*, *invisibility sphere*, *lightning bolt*, *stinking cloud*, *suggestion*; 4—*contagion*, *greater invisibility*, *illusory wall*, *phantasmal killer*, *rainbow pattern*

INDIGO

Raven familiar: Tiny magical beast; CR -; HD ¼ d8 (effective 8d8); hp 18; Init +2 (+2 Dex); Spd 10 ft. (2 squares), fly 40 ft. (average); AC 18 (+2 Dex, +2 size, +4 natural armor), touch 14, flat-footed 16; Base Atk +4; Grp -9; Atk +6 melee (1d2-5, claws); Full Atk +6 melee (1d2-5, claws); Space/Reach 2-1/2 ft./0 ft.; SQ Improved evasion, low-light vision, speak with master, speak with ravens; AL N; SV Fort +4, Ref +4, Will +7; Str 1, Dex 15, Con 10, Int 9, Wis 14, Cha 6

Skills and Feats: Climb -1, Concentration +5, Jump -1, Listen +3, Spot +5; Weapon Finesse

Languages: Abyssal

CELORYN MASSLIN

A brash sorcerer-rogue, the half-elf Celoryn has a cocky air despite his relative youth and inexperience. His handful of expeditions to nearby ruins have gone to his head; Celoryn now believes himself to be far more knowledgeable about the outer world than his rustic neighbors.



Born in Corwyl to Taia Masslin and the human Alwyne, Celoryn discovered his gift for sorcery as a teenager. Odd lights and sounds troubled the family for many months until Celoryn realized the power of magic coursed through his veins. He trained himself to control and eventually use his arcane talent.

As an adult, Celoryn set out alone or with other adventurous young villagers to places wild and dangerous to test his limits. After narrowly escaping a cunning trap on a trip to an underground ruin, Celoryn realized the skills of a rogue might further his adventuring career -- or at least his own survival.

Despite his growing skill at thievery, Celoryn does not steal from his neighbors. He uses his talents solely in the cause of adventure, not greed. His sorcerous abilities also continue to grow, although not quite as quickly as Celoryn would have others think.

Celoryn misses no chance to tell what he imagines to be thrilling stories about his daring ventures into Skullkeep or the Caverns of Gloom. If he is upstaged by tales of other adventurers, Celoryn retires to his tree-home to sulk but his brash confidence always reasserts itself by morning.

Veteran adventurers in Corwyl tolerate the young half-elf's superior airs with an amused patience, one perhaps born of memories of the early days of their own careers.

He has ostentatiously given gifts of gems or jewelry found on his expeditions to various young women of Corwyl, although none particularly favor him. Celoryn presented the most valuable, a diamond pin, to the bard Geneviève the Fair on her last visit to the village. The sorcerer-rogue was later chagrined to see her mother, the healer Mirondylla Ree, wearing the pin after Geneviève returned to the road.

In spite of his bombastic nature, Celoryn is at heart a likeable, irrepressible fellow who simply can't contain his excitement at being an adventurer and a great one, at that!

Celoryn gets along well with his parents, although he considers their concern for his safety overprotective meddling. The advancing age of Alwyne concerns the half-elf, and Celoryn hopes to find some magical solution to his father's ills either via his sorcery or some wonder awaiting discovery in a ruin somewhere.

Celoryn has blond hair and green eyes, with a fair complexion. He is slight of build, taking after his mother's heritage. Celoryn is fond of wearing his enchanted needle sword even when there is little need.

CELORYN MASSLIN

30-year-old male half-elf Sorcerer 4/Rogue 2; CR 6; Medium humanoid; HD 4d4+2d6+6; hp 23; Init +0; Spd 30 ft. (6 squares); AC 15 (+1 Dex, +4 +2 *leather armor*), touch 11, flat-footed 14; Base Atk +3; Grp +2; Atk +3 melee (1d4/17-20/x3, +1 *needle sword*) or +4 ranged (1d6/x3, shortbow); Full Atk +3 melee (1d4/17-20/x3, +1 *needle sword*) or +3 ranged (1d6/x3, shortbow); SA Sneak attack +1d6, spells; SQ Elven blood, evasion, familiar benefits, low-light vision; SV Fort +2, Ref +5, Will +3; AL CG; Str 8, Dex 13, Con 12, Int 12, Wis 9, Cha 16

Skills and Feats: Balance +3, Bluff +7, Climb +2, Concentration +6, Craft (alchemy) +5, Diplomacy +5, Disable Device +3, Escape Artist +3, Forgery +3, Gather Information +5, Knowledge (arcana) +5, Listen +4, Move Silently +3, Open Lock +3, Profession (scribe) +0, Search +4, Spellcraft +5, Spot +4; Alertness, Arboreal, Martial Weapon Proficiency (needle sword), Scribe Scroll

Languages: Common, Elven, Gnome

Possessions: +1 *needle sword*, +2 *leather armor*, dagger, shortbow, 20 arrows, *scroll of magic missile* (3), *scroll of blur* (2), *scroll of mage armor* (2), *potion of cure moderate wounds*

Sorcerer Spells Known: (6/7/4; DC 13 + spell level); 0—*dancing lights*, *detect magic*, *mage hand*, *prestidigitation*, *read magic*, *tough skin*; 1—*cause fear*, *mage armor*, *magic missile*, 2—*blur*

VORRY

Lizard familiar: Tiny magical beast; CR --; HD 1/2d8 (effective 6d8); hp 11; Init +2 (+2 Dex); Spd 20 ft. (4 squares), climb 20 ft.; AC 16 (+2 Dex, +2 size, +2 natural armor), touch 14, flat-footed 14; Base Atk +3; Grp -9; Atk +5 melee (1d4-4, bite); Full Atk +5 melee (1d4-4, bite); Space/Reach 2-1/2 ft./0 ft.; SQ Improved evasion, low-light vision, speak with master; AL N; SV Fort +2, Ref +6, Will +5; Str 3, Dex 15, Con 10, Int 8, Wis 12, Cha 2

Skills and Feats: Bluff +0, Balance +10, Climb +12, Concentration +4, Escape Artist +4, Hide +10, Listen +3, Move Silently +4, Search +1, Spot +3; Weapon Finesse

INTERACTION SEED: ADVENTURE!

Eager for excitement, Celoryn Masslin seeks out any adventurers who visit Corwyl in hopes of joining them on their next quest into the unknown. Of course, he does so by pointing out they are certainly doomed without him, or by pretending to consider whether he will allow them to take part in *his* next venture.

Celoryn's braggadocio may persuade those even less experienced than he into believing that they are joined by an accomplished sorcerer -- much to their regret if they depend on his purportedly vast talents to get out of a jam!

Perhaps Celoryn knows of a secret entry to a nearby dungeon or cavern, or else possesses some other bit of knowledge highly useful to adventurers planning an expedition. He will certainly use this as leverage to force himself on the party.

Celoryn is not inept, just less experienced and less powerful than he imagines. He comports himself well in dangerous situations, although his infallible penchant to later portray himself as the star of every encounter may grate on the nerves of his companions.

TERELLIAN KNIGHTS

Elaryeh Cor leads the 40 active Terellian knights. Since she spends a great deal of time with the newest trainees, she leaves the day-to-day mission assignments to her captains: her son Deflorin Cor and Emri Gallows (CG, Tek 7). Deflorin and Emri each control two six-man teams led by 5th-level lieutenants, and made up of 1st- to 3rd-level knights. Three 6th-level Terellian knights reside in the House of the Ancestors to protect the ancestral speaker at all costs. A number of the highest-level knights roam the valley independently, finding themselves more effective alone.

DEFLORIN COR

Elaryeh Cor, a Terellian knight, discovered a baby gnome in the arms of a gnoll on a routine patrol of the area surrounding the village. Elaryeh slew the gnoll before he could make lunch of the baby. After killing him, she discovered three more gnolls nearby feasting on what Elaryeh assumed was the baby's parents. Since Elaryeh knew of no nearby gnomish communities, and therefore couldn't return the baby to his people, and because she had been barren for over 60 years and longed for a child of her own, she adopted the baby as her own, naming him Deflorin after her great grandfather.

That took place over 70 years ago, and now Deflorin is a stalwart, if short, Terellian knight, the only gnome within the knights' ranks. His valiant deeds have won him the villagers' respect and a position as one of his mother's captains.

Although an outsider growing up in the village, Deflorin's gregariousness and affable nature helped him win friends. However, Deflorin has never felt as though he's fit in, so he is always trying to prove himself useful to the community that took him in. Because of this, he is very serious about his knight duties. Patrolling the lands (whether on foot or mounted on a kanershee) makes him happy, for he knows the villagers appreciate his skills in protecting them and their homes, and that makes him feel useful and loved.

Elaryeh salvaged a four-inch ivory figurine of excellent craftsmanship from the gnolls who killed Deflorin's parents. It depicts a gnome family: a smiling gnome father with his arm around his wife, who carries a child in her arms. Elaryeh informed Deflorin that the two adult figures resembled the gnomes in the gnoll camp, suggesting that he is the baby in the woman's arms. The bottom of the figurine has the name Gelvi on it.

Deflorin carries it with him always, wrapped in cloth and placed in a wooden box. Early on, he tried his hand at copying the figures in wood, but his talent is by no means equivalent to the original artist's. Deflorin finds the skill useful in creating animal sculptures for the village's children, though.

Deflorin is kind, good mannered, and friendly to all. When in the village, he spends most of his time visiting his mother or Kirkolis Dulaek, his best friend. After over a century of trying, his mother finally gave birth to a child of her own, and Deflorin has a 1-year-old sister named Medyeh. The ranger Valken Cor is Deflorin's adoptive father.

Deflorin dresses in elven, not gnomish, style.

NEEDLE SWORD (MEDIUM MARTIAL WEAPON)

Crafted of special alloys (so that it's far more durable than its fragile appearance suggests) this thin blade is devastatingly effective at sliding through chain links or between plates of a suit of armor.

Smaller versions of the needle sword are particularly popular among sprites and other small fey.

The Weapon Finesse feat can be used with this weapon.

Cost: 65 gp; **Damage:** 1d3 (S), 1d4 (M); **Critical:** 17-20/x3; **Weight:** 1.5 lb.; **Type:** Piercing

DEFLORIN COR

73-year-old male gnome Terellian Knight 8; CR 8; Medium humanoid; HD8d10+16; hp 60; Init +3 (+3 stalwart defender); Spd 20 ft. (4 squares); AC 18 (+5 +1 *chain shirt*, +3 stalwart defender), touch 13, flat-footed 18; Base Atk +8; Grp +4; Atk +12 melee (1d6+2/19-20/x2; +2 *small longsword*) or +12 melee (1d6+2/19-20/x2, called *small longsword*) or +10 ranged (1d4+1/x3, +1 *small shortbow*); Full Atk +12/+7 melee (1d6+2/19-20/x2; +2 *small longsword*) or +12/+7 melee (1d6+2/19-20/x2, called *small longsword*) or +10/+5 ranged (1d4+1/x3, +1 *small shortbow*); SA Call weapon, spell-like abilities; SQ improved uncanny dodge, gnome traits, inner strength 1/day, low-light vision, stalwart defender +3, uncanny dodge, trackless step, woodland stride; AL NG; SV Fort +8, Ref +2, Will +4; Str 11, Dex 11, Con 15, Int 10, Wis 15, Cha 14

Skills and Feats: Climb +1, Craft (sculpting) +6, Diplomacy +4, Handle Animal +4, Hide +7, Knowledge (geography) +4, Knowledge (nature) +4, Listen +5, Move Silently +11*, Ride +6, Search +1, Spot +3, Survival +3; Diehard, Endurance, Fearless, Forest Sense (1), Track, Two-Weapon Fighting, Weapon Focus (longsword) *includes +5 competency bonus from *boots of elvenkind*

Languages: Common, Elven

Possessions: +1 *chain shirt*, +2 *small longsword*, +1 *small shortbow*, 20 arrows, *boots of elvenkind*, *potion of bull's strength*, *potion of cure moderate wounds*, small masterwork dagger, small light mace, backpack, ivory figurine of a gnome family (450 gp value)

Inner Strength: Str 15 (+2), 1d8+8 temporary hit points, duration 7 rounds

Spell-Like Abilities: 1/day (CL 1; DC 12+ spell level); *dancing lights*, *ghost sound*, *prestidigitation*

ELARYEH COR

A Terellian knight of some renown, adoptive mother of Deflorin Cor, and wife of Valken Cor, Elaryeh currently spends her time close to the village, taking care of the baby girl she calls her miracle. 130 years after first trying to conceive, Elaryeh gave birth to a daughter, and now that she has little Medyeh Cor she doesn't want to be away from her. Thus Elaryeh has retired to a life of training other knights. A local widow takes care of the baby while she teaches, as Elaryeh's husband spends much of his time away from the village, keeping tabs on the



nearby humanoid populations and gathering news from the human North Province. Four months have passed since Elaryeh last saw Valken, and she is beginning to worry about him; this is the longest he has been away with no word being sent back to her.



Elaryeh has a strong but thin face with prominent blue eyes.

Her hair is a fiery mane of red. She loves both her children greatly, and is very proud of Deflorin. Whenever someone makes note of his deeds, especially in song, Elaryeh beams.

ELARYEH COR

255-year-old female elf Terellian Knight 12; CR 12; Medium humanoid; HD12d10; hp 66; Init +11 (+3 Dex, +4 Improved Initiative, +4 stalwart defender); Spd 30 ft. (6 squares); AC 24 (+3 Dex, 7 +3 *chain shirt*, +4 stalwart defender), touch 17, flat-footed 24; Base Atk +12; Grp +13; Atk +18 melee (1d6+3 plus 1d6 fire damage/19-20/x2, +2 *flaming short sword*) or +19 melee (1d8+4/19-20/x2, called *longsword* (+3)) or +17 ranged (1d8+2/x3, +2 *longbow*); Full Atk +16/+11/+6 melee (1d6+3 plus 1d6 fire damage/19-20/x2, +2 *flaming short sword*) and +16 melee (1d6+3 plus 1d6 cold damage/19-20/x2, +2 *short sword of frost*) or +17/+12/+7 ranged (1d8+2/x3, +2 *longbow*); SA Call weapon; SQ improved uncanny dodge, inner strength 2/day, low-light vision, stalwart defender +4, uncanny dodge, trackless step, woodland stride; AL NG; SV Fort +10, Ref +7, Will +4; Str 12, Dex 17, Con 15, Int 15, Wis 11, Cha 14

Skills and Feats: Climb +3, Diplomacy +7, Handle Animal +6, Heal +3, Hide +15*, Knowledge (dungeoneering) +7, Knowledge (geography) +7, Knowledge (nature) +9, Listen +9, Move Silently +15*, Ride +13, Search +9, Spot +9, Survival +10 (+12 underground, in aboveground natural environments, to keep from getting lost, or to follow tracks), Swim +5; Alertness, Fearless, Forest Sense (2), Improved Initiative, Track, Tree-Linked (attack, canopy walk, *entangle*, intuit location, room of refuge, *fortify wood*, wood shape), Two-Weapon Fighting, Weapon Finesse, Weapon Focus (shortsword) *includes +5 competency bonus from *boots of elvenkind* or *cloak of elvenkind*

Languages: Common, Elven, Sylvan, Terran

Possessions: +3 *chain shirt*, +2 *flaming short sword*, +2 *short sword of frost*, +2 *longbow*, 20 arrows, *boots of elvenkind*, *cloak of elvenkind*, *ring of the ram* (37 charges), *potion of bull's strength*, *potion of cat's grace* (2), *potion of cure moderate wounds*, masterwork dagger, light mace, backpack

Inner Strength: Str 16 (+3), 1d8+12 temporary hit points, duration 9 rounds

JONDELAR NOREL

The youngest son of Sylari Norel, the Council's Mind, and the twin of Freylan Norel, Jondelar has recently completed his Terellian knight training under Elaryeh Cor's tutelage, but despite the training's emphasis on protecting his homeland, Jondelar dreams of a life of adventure away from Corwyl. He wants to fight giants, slay dragons, and win the heart of an elven princess well, elven prince, actually. Only, he knows he is more likely to be offered a life as the Three's lackey, perhaps as escort to their messenger, Telessar Andros. Jondelar cannot imagine anything more boring.



Jondelar loves the trappings of the good life: fine clothing, imported wine and books from the human lands, and he enjoys his noble status. Though he hopes to find an elven prince or nobleman to share his life with, he finds himself attracted to his sister's friend, the young half-elf druid Zaelin, a handsome commoner who eschews (much like Freylan) everything that Jondelar enjoys.

The handsome Jondelar stands three inches taller than most of his fellow knights. Although somewhat haughty, having grown up getting his way, he has a kind heart and a desire to bring good into the world. His hair is sandy brown, his eyes dark, and he is rarely seen out of his armor and tabard. He carries a spear, True Kill, that his father recovered in a dungeon he once explored in the human realms, and a *twin dagger* linked to one his sister wields (see **Freylan and Jondelar's Twin Daggers**, page 67). He tends only to use the dagger when he is close enough to Freylan to gain extra bonuses.

JONDELAR NOREL

115-year-old male elf Terellian Knight 2; CR 2; Medium humanoid; HD2d10+3; hp 14; Init +3 (+2 Dex, +1 stalwart defender); Spd 30 ft. (6 squares); AC 18 (+2 Dex, +5 *mithral chain shirt*, +1 stalwart defender), touch 13, flat-footed 16; Base Atk +2; Grp +3; Atk +4 melee (1d8+2/x3; +1 *longspear*) or +4 melee (1d4+2/19-20/x2, +1 *twin dagger*) or +5 ranged (1d8+1/x3, masterwork composite longbow (+1 Str)) or +5 ranged (1d4+2/19-20/x2, +1 *twin dagger*); Full Atk +4 melee (1d8+2/x3; +1 *longspear*) or +1 melee (1d6+1/19-20/x2, short sword) and +1 melee (1d6+1/19-20/x2, short sword) or +1 melee (1d6+1/19-20/x2, short sword) and +2 melee (1d4+2/19-20/x2, +1 *twin dagger*) or +5 ranged (1d8+1/x3, masterwork composite longbow (+1 Str)) or +5 ranged (1d4+2/19-20/x2, +1 *twin dagger*); SQ

TRUE KILL

A dwarf from the clanhold of Amrahal created this +1 *longspear*. The weapon is a bane weapon against evil outsiders (+3 *longspear*, +2d6 damage, when fighting evil outsiders), and dwarven runes proclaim its name as True Kill.

Moderate Conjuration; CL 8th; Craft Magic Arms and Armor, *summon monster I*; Price 4,305 gp; Cost 2,150 gp 5 sp + 160 XP

elf traits, low-light vision, stalwart defender +1, uncanny dodge, woodland stride; AL NG; SV Fort +4, Ref +2, Will +1; Str 12, Dex 15, Con 10, Int 12, Wis 12, Cha 16

Skills and Feats: Diplomacy +6, Hide +6, Listen +5, Knowledge (nature) +3, Move Silently +6, Ride +5, Search +3, Spot +4, Survival +6; Toughness, Track, Two-Weapon Fighting

Languages: Common, Elven, Sylvan

Possessions: True Kill (+1 *longspear*, *bane* weapon vs. evil outsiders), +1 *twin dagger*, masterwork composite longbow (+1 Str), 20 arrows, *mithral chain shirt*, ironwood dagger, short sword (2), *potion of cure light wounds*, backpack

INTERACTION SEED: KNIGHTS AND CASTLES

Knowing Jondelar's love of legends, Oswin the Tinker brought a book of lore from the human lands especially for the young knight to purchase, as he's one of the tinker's best customers and one of the few who trades in coin.

Among other things, the book contains a partial map of Castle Angorn (see page 92). Jondelar hopes to gather a group to explore the castle soon.

OTHER VILLAGERS

These are the ordinary inhabitants of Corwyl who make up most of the population.

TYPICAL VILLAGER

This represents an ordinary adult wood elven inhabitant of Corwyl, one with no special talents or extraordinary skills. The GM can use it for random villagers as needed, or as a base for constructing new NPCs of note.

Male or female elf, Commoner 2/Expert 1: CR 2; Medium humanoid; HD 3d4+1d6; hp 8; Init +2; Spd 30 ft. (6 squares); AC 12, touch 12, flat-footed 10; Base Atk +1; Grp +1; Atk +1 melee (1d4/19-20/x2, dagger) or +3 ranged (1d8/x3, longbow); Full Atk +1 melee (1d4/19-20/x2, dagger) or +3 ranged (1d8/x3, longbow); SQ Elf traits, low-light vision; AL CG; SV Fort +0, Ref +2, Will +3; Str 10, Dex 14, Con 11, Int 12, Wis 12, Cha 12

Skills and Feats: Balance +3, Climb +2, Craft (any two) +7/+3, Handle Animal +3, Listen +4, Spot +4, Perform (any) +3, Profession (any two) +3; Tree-Linked, Skill Focus (one Craft skill)

Possessions: Dagger, longbow, arrows (30)

AES BYRNIEL

Even amid wood elves (who are physically stronger than other elves) sturdy Aes Byrniel is a marvel. His enormous strength and tireless constitution are made all the more remarkable by comparison to his lithe, graceful fellow villagers.

Aes is a friendly and good-natured sort who goes out of his way to help others. He's always willing to lift or carry something for his less robust neighbors, which is to say pretty much everyone else in Corwyl.

In truth his great strength embarrasses Aes. Next to his nimble neighbors, Aes feels like a blundering oaf. He worries constantly about breaking things or accidentally hurting someone. As a result, he's one of the gentlest and most considerate inhabitants of the village.

Most days he accompanies foraging parties into the woods around Corwyl, returning laden with baskets of food and often a tuckered-out child or two. Other days, Aes helps the village craftsmen with any heavy lifting they require.

Aes has coppery hair and pale blue eyes. He has a pale complexion with a dusting of freckles across his nose. Aes is quite stocky and muscular.

AES BYRNIEL

155-year-old male elf Commoner 3: CR 2; Medium humanoid; HD 3d4+15; hp 22; Init -1 (-1 Dex); Spd 30 ft. (6 squares); AC 9 (-1 Dex), touch 9, flat-footed 10; Base Atk +1; Grp +5; Atk +5 melee (1d4+4/19-20/x2, dagger) or -1 ranged (1d4+4/19-20/x2, dagger); Full Atk +5 melee (1d4+4/19-20/x2, dagger) or -1 ranged (1d4+4/19-20/x2, dagger); SQ Elf traits, low-light vision; AL CG; SV Fort +5, Ref +0, Will -1; Str 18, Dex 9, Con 18, Int 9, Wis 7, Cha 12

Skills and Feats: Climb +7, Jump +7, Listen +0, Search +1, Spot +0; Toughness, Tree-Linked (canopy walk, empathic healing, intuit location, leaf shield)

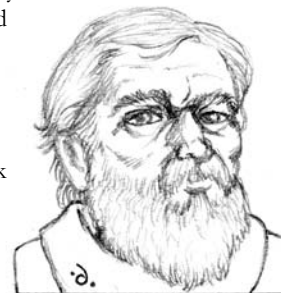
Languages: Common, Elven

Possessions: Dagger (2)

ALWYNE "THE GREY" MASSLIN

A human, Alwyne has lived in Corwyl for most of his adult life. A breeder and trainer of horses from the human kingdoms to the south, Alwyne came to Corwyl some 40 years ago to purchase breeding stock. During the negotiations, which took place at a properly leisurely elven pace, Alwyne met and fell in love with the young elf Taia Masslin (a distant relative of Denora Masslin; see **Lodorel Masslin**, page 59). The couple married and Alwyne settled in Corwyl.

His gentle, patient manner serves Alwyne well as a trainer, and over the years he has augmented his knowledge of horses with various elven techniques. In keeping with local practice, Alwyne doesn't corral horses but allows them to stay or depart of their own free will, wooing their cooperation with treats and kind



words. Trained horses used by villagers roam the valley freely. Alwyne trains colts and the occasional wild horse that joins the herd. He can train both riding horses and warhorses as needed.

Alwyne lives with Taia in her tree-home. The couple has a son and a daughter, both young adults. Their son, the sorcerer and rogue Celoryn, also lives in Corwyl. While she has expected it for many years, the increasing infirmity of her aging husband distresses Taia, who is only 170 years old herself.

Alwyne has gray hair and beard with blue eyes. He has a slightly stooped posture, and a recurrent cough. He favors no particular color in his clothing, but wears muted shades so as not to startle or distract his equine charges.

ALWYNE MASSLIN

62-year-old male human Expert (Hostler) 6; CR 5; Medium humanoid; HD 6d6-6; hp 15; Init +0 Spd 30 ft. (6 squares); AC 10, touch 10, flat-footed 10; Base Atk +4; Grp +4; Atk +4 melee (1d6/x2, quarterstaff) or +4 ranged (1d4/19-20/x2, dagger); Full Atk +4 melee (1d6/x2, quarterstaff) or +4 ranged (1d4/19-20/x2, dagger); AL NG; SV Fort +2, Ref +2, Will +7; Str 10, Dex 11, Con 9, Int 12, Wis 14, Cha 17

Skills and Feats: Appraise +10, Handle Animal +16, Listen +11, Perform (string instrument) +4, Profession (hostler) +14, Ride +15, Spot +11, Survival +11, Use Rope +9; Animal Affinity, Skill Focus (Handle Animal), Skill Focus (Profession [hostler]), Skill Focus (Ride)

Languages: Common, Elven, Sylvan

Possessions: Quarterstaff, dagger

INTERACTION SEED: AGE

Taia seeks some way to prolong her beloved husband's life. The witch Raisa Dawn can brew a potion to restore some of his youth and extend his life, but she requires as payment a unicorn's horn. The elven warriors of the village would surely refuse to slay such a noble beast, and Alwyne himself would no doubt object were he to learn of it, but a party of adventurers visiting Corwyl might be persuaded to carry out the task.

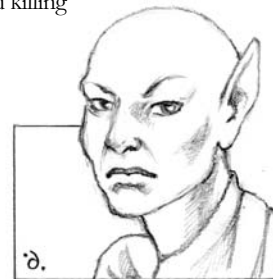
Taia meets secretly with the party and offers something likely to tempt the outsiders -- jewelry, an elven sword, mithral armor -- in exchange for a unicorn's horn. She can direct them to a part of the forest where unicorns have recently been spotted.

VALKEN COR

The ever-vigilant Valken Cor roams the wilds around Corwyl to keep track of humanoid populations that could threaten the village. He is the husband of Elaryeh Cor, a Terellian knight, who finally gave birth to their first child, a daughter named Medyeh, just over a year ago. The Terellian knight Deflorin Cor is their adopted gnome son.

Valken is a well-respected ranger, and he has trained many in his trade. Orcs in the area fear his name, although many an orc warrior has tried to win honor by tracking and killing this formidable foe.

Valken is completely bald (not by choice). To keep his shiny head from giving away his position in the woods, he generally keeps it and his face covered in mud or green paint.



VALKEN COR

258-year-old male elf Ranger 13; CR 13; Medium humanoid; HD 13d8+16; hp 74; Init +9 (+5 Dex, +4 Improved Initiative); Spd 30 ft. (6 squares); AC 24 (+5 Dex, +9 +5 *mithral chain shirt*), touch 15, flat-footed 19; Base Atk +13; Grp +14; Atk +14 melee (1d6+3, +2 *mithral short sword*) or +19 ranged (1d8/x3, masterwork longbow); Full Atk +14/+9/+4 (1d6+3, +2 *mithral short sword*) and +14/+9/+4 (1d6+3, +2 *mithral short sword*) or ranged +19/+14/+9 ranged (1d8/x3, masterwork longbow); SA Spells; SQ animal companion, camouflage, darkvision 60 ft., elf traits, evasion, favored enemies (orc +6, drow +2, giant +2), low-light vision, swift tracker, wild empathy, woodland stride; AL NG; SV Fort +9, Ref +8, Will +6; Str 13, Dex 20, Con 12, Int 13, Wis 15, Cha 17

Skills and Feats: Handle Animal +7, Hide +21, Jump +7, Knowledge (nature) +13, Listen +16, Move Silently +29*, Ride +15, Search +11, Spot +16, Survival +12 (+14 in aboveground natural environments, or to follow tracks), Swim +9; Darkvision, Endurance, Greater Two-Weapon Fighting, Keen Senses, Improved Initiative, Improved Two-Weapon Fighting, Skill Focus (Move Silently), Toughness, Track, Two-Weapon Fighting *includes +5 competency bonus from *boots of elvenkind*

Languages: Common, Elven, Orc

Possessions: +5 *mithral chain shirt*, +2 *mithral short sword* (2), 30 arrows, masterwork longbow, *boots of elvenkind*, *potion of cure moderate wounds* (3), backpack, trail rations (5 days)

Ranger Spells: (2/2/1; DC 12 + spell level); 1—*delay poison, longstrider*; 2—*bear's endurance, cat's grace*; 3—*reduce animal*

KALIL

Viper companion; CR 1; Small animal; HD 5d8; hp 28, Init +8 (+4 Dex, +4 Improved Initiative); Spd 20 ft. (4 squares), climb 20 ft., swim 20 ft.; AC 22 (+1 size, +4 Dex, +7 natural), touch 15, flat-footed 18; Atk +4; Grp -1; Atk melee +9 (1d2-1 + poison, bite); Full Atk melee +9 (1d2-1 + poison, bite); Space/Reach 5 ft./5 ft.; SA Poison; SQ Devotion, evasion, link share spells, scent; AL N; SV Fort +4, Ref +8, Will +2; Str 8, Dex 19, Con 11, Int 1, Wis 12, Cha 2

Skills and Feats: Balance +13, Climb +13, Hide +13, Listen +7, Spot +8, Swim +7; Improved Initiative, Weapon Finesse (bite)

Tricks: Attack, Come, Stay

Poison (Ex): Kalil's bite is poisonous (Fortitude save DC 10), with initial and secondary damage of 1d6 Constitution.

INTERACTION SEED: MISSING

Valken left Corwyl over four months ago and hasn't returned. As Elaryeh only expected him to be gone for five weeks, she worries that the orcs may have found a warrior strong enough to take him out. Elaryeh seeks information about her husband from some of the village's wizards, yet their efforts fail to reveal anything. She then seeks out a group willing to go out in search of him.

MIRONDYLLA REE

A skillful healer, Mirondylla Ree tends to the health and well-being of the inhabitants of Corwyl. Her mother (also a healer) trained Mirondylla from her childhood to heal wounds and cure diseases. A venerable wild elf disclosed an older magic to Mirondylla when she was very young, but over the years, Mirondylla abandoned further study of it in favor of her alchemical studies. She relies primarily on her vast knowledge of the helpful and harmful properties of plants in her role as a healer, preferring natural healing to the magical kind except in extremis. Mirondylla nurtures an assortment of healing herbs growing on the bark and branches of her tree-home, and knows where to find many others throughout the valley.



Her daughter, the half-elf bard Geneviève the Fair, visits Corwyl once or twice a year with news of the human kingdoms to the south. Geneviève's human father, Peter Martel, also roamed the world as a bard. He came to Corwyl to match his musical talents against those of the elves, and his bravado won Mirondylla's heart. But Peter could not be tied to any one place, and his wanderlust soon put him back on the road. A few years after the birth of Geneviève's younger brother, the half-elf druid Zaelin, brigands waylaid and killed Martel.

Mirondylla had hoped to pass on her knowledge of the healing arts to Geneviève, but couldn't overcome her daughter's love of music and travel. The knowledge that her daughter prefers a dangerous life on the road to remaining home with her also grieves Mirondylla. Geneviève stays with Mirondylla when she visits, but the two quarrel often and the bard rarely stays for more than a few days at a time.

The healer has a practical, calm disposition, at least with those other than her daughter. In emergencies, Mirondylla takes charge of the situation. Other villagers joke that she would order the elven queen herself to boil water or wrap bandages if her royal highness happened to be nearby during a medical crisis. But the healer also respects the desires of her patients in guiding their treatment.

Mirondylla has long reddish-brown hair and green eyes. She has a pale complexion and a light build.

MIRONDYLLA REE

183-year-old female elf Adept 3/Expert (Apothecary) 6; CR 8; Medium humanoid; HD 9d6+9; hp 40; Init +1 (+1 Dex); Spd 30 ft. (6 squares); AC 14 (+1 Dex, +3 *ring of protection* +3), touch 14, flat-footed 13; Base Atk +5; Grp +5; Atk +6 melee (1d4/19-20/x2, masterwork dagger) or +6 ranged (1d4/x2, sling); Full Atk +6 melee (1d4/19-20/x2, masterwork dagger) or +6 ranged (1d4/x2, sling); SA Spells; SQ Elf traits, familiar benefits, low-light vision; AL NG; SV Fort +4, Ref +4, Will +11; Str 11, Dex 12, Con 13, Int 16, Wis 17, Cha 17

Skills and Feats: Concentration +7, Craft (alchemy) +17, Decipher Script +9, Heal +14, Knowledge (arcana) +9, Knowledge (local) +10, Knowledge (nature) +12, Knowledge (the planes) +12, Listen +7, Perform (sing) +4, Profession (apothecary) +15, Search +5, Spellcraft +12, Spot +7 (+10 for checks in shadows); Alertness, Brew Potion, Skill Focus (Craft [alchemy]), Skill Focus (Profession [apothecary]), Tree-Linked (canopy walk, intuit location, leaf shield, treescry)

Languages: Common, Elven, Giant, Sylvan, Undercommon

Possessions: Masterwork daggers (3), sling, 10 bullets, *potion of cure light wounds* (6), *ring of protection* +3, various alchemical mixtures

Adept Spells: (3/3; DC 13 + spell level); 0—*cure minor wounds*, *guidance*, *touch of fatigue*; 1—*cure light wounds*, *obscuring mists*, *sleep*

SAPIO

Barn owl familiar; Tiny magical beast; CR --; HD 1d8 (effective 9d8); hp 20; Init +3 (+3 Dex); Spd 10 ft. (2 squares), fly 40 ft. (average); AC 24 (+3 Dex, +2 size, +9 natural armor), touch 15, flat-footed 21; Base Atk +5; Grp -6; Atk +8 melee (1d4-3, talons); Full Atk +8 melee (1d4-3, talons); Space/Reach 2-1/2 ft./0 ft.; SQ Improved evasion, low-light vision, speak with master, speak with owls; AL N; SV Fort +3, Ref +5, Will +10; Str 4, Dex 17, Con 10, Int 10, Wis 14, Cha 4

Skills and Feats: Concentration +6, Listen +14, Move Silently +17, Spot +6*; Weapon Finesse *Sapio has a +8 racial bonus to Spot checks in areas of shadowy illumination.

INTERACTION SEED: HEALING ARTS

A rare ailment has afflicted an adventurer or one of his friends. Magical healing, at least any within the price range of the party, alleviates the symptoms but not the underlying illness. Or perhaps a magical, slow-acting poison is the culprit.

Local healers are baffled until one remembers that an elf woman in the village of Corwyl knows how to cure such a disease or poisoning. When the party arrives, Mirondylla tells them she can cure the ailment, but only with a rare herb found in some dangerous location, such as a mountain peak or deep within a network of caverns. Armed with a description and drawing of the plant, the adventurers must brave many threats to find the herb and save their friend.

HEART OF THE FOREST

An emerald pendant given to Gilraen Arcaran by the elven queen in honor of his many brave deeds, *the heart of the forest* confers a constant +2 deflection bonus to its wearer and a +2 resistance bonus to saving throws while in forested or wooded areas. Additionally, upon uttering “Heart, send me an ally” in Elven, the wearer can use *summon nature’s ally III* once per day (CL 8).

Moderate conjuration and abjuration; CL 8th; Craft Wondrous Item, *mage armor*, *resistance*, *summon nature’s ally III*; Price 55,200 gp

GILRAEN ARCARAN

Once a renowned adventurer and explorer, the high elf Gilraen Arcaran now enjoys the winter years of his life in the quiet village of Corwyl. The easy pace of life in the village appeals to Gilraen after his long years of excitement and danger, even as its place on the frontier nourishes his love for the wild.



In his youth, Gilraen battled pirates on faraway seas, climbed the highest peaks, explored the deepest caves, and once even visited an infernal plane to free a comrade imprisoned there by a wizard. In yet another adventure, Gilraen helped prove the birthright of his earliest human friend -- the lost heir to a kingdom, unbeknownst even to himself for most of his life -- and set him on his rightful throne.

Gilraen also traveled the world, feasting in the tents of desert nomads and telling stories around the campfires of northern barbarians, toasting kings in their palaces and trading with jungle savages.

Over the years, Gilraen collected untold fortunes in coins, gems, jewelry and other valuables from fallen foes, but spent his riches almost as quickly as he gained them. The adventures, not the rewards, captivated Gilraen.

Gilraen traveled less and less as he aged, finally giving up his adventuring for good at his 300th birthday party, to which the elven ruler sent a special gift in honor of his many achievements. But Gilraen found life in the elven cities as stifling as ever, and moved frequently from one to the next. Almost 300 years ago, the famed adventurer moved to Corwyl in hopes of a somewhat less-quiet retirement.

Gilraen enjoys a good nap in the afternoon, but has lost none of his faculties. His memory remains clear, allowing the ancient elf to spin fascinating tales of faraway places and adventures of long ago so vivid listeners feel they are experiencing the events themselves.

Gilraen has now outlived even most of his elven contemporaries. A few of their descendants visit on occasion, as do young adventurers seeking guidance or knowledge of some faraway place from the aged warrior.

His longbow Starflame (with a grip that molds itself to the archer’s hand and an unbreakable bowstring that burns with a mystical flame that follows arrows through the air as they fly to their targets) now hangs on a wall of the traveler’s home he inhabits. Runeblade (a longsword bearing the elven rune for “fire” engraved at the base of the blade and a large ruby inset in its pommel, both of which glow with a deep red hue when magical flames envelop the sword in combat) spends its days carefully wrapped in cloth in a niche.

Gilraen has white hair and deep green eyes. He moves slowly and complains good-naturedly about the ache in his bones when the weather turns cold. He has many scars, although none are disfiguring, and can tell a tale about each.

GILRAEN ARCARAN

728-year-old male high elf Fighter 10/Rogue 8; CR 18; Medium humanoid; HD 10d10+8d6-36; hp 47; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft. (6 squares); AC 22 (+1 Dex, +8 +3 *mithral chainmail*, +1 buckler, +2 *heart of the forest*), touch 13, flat-footed 16; Base Atk +16; Grp +14; Atk +19 melee (1d4+4+1d6 fire/19-20/x2, +3 *flaming longsword*) or +21 ranged (1d8+4+1d6 fire/x3, +4 *flaming longbow*); Full Atk +19 melee (1d4+4+1d6 fire/19-20/x2, +3 *flaming longsword*) or +21 ranged (1d8+4+1d6 fire/x3, +4 *flaming longbow*); SA Sneak attack +4d6; SQ Elf traits, evasion, improved uncanny dodge, low-light vision, trapfinding, trap sense +2, uncanny dodge; AL CN; SV Fort +7, Ref +10, Will +11; Str 8, Dex 12, Con 7, Int 17, Wis 22, Cha 18

Skills and Feats: Appraise +11 (+13 to appraise armor), Balance +5, Bluff +12, Climb +5, Craft (armorsmithing) +13, Diplomacy +14, Gather Information +14, Handle Animal +9, Intimidate +11, Jump +0, Knowledge (geography) +7, Knowledge (local) +11, Knowledge (nature) +9, Listen +8, Profession (sailor) +14, Profession (scout) +14, Ride +13, Search +5, Sense Motive +14, Swim +5, Spot +8, Survival +17; Cleave, Dodge, Expert Tracker, Fearless, Improved Initiative, Nature Affinity, Poison Tolerance, Power Attack, Track, Trailblazing, Tree Walker, Weapon Focus (longsword), Weapon Specialization (longsword)

Languages: Aquan, Common, Dwarven, Elven, Terran

Possessions: Runeblade (+3 *flaming longsword*), Starflame (+4 *flaming longbow*), +3 *mithral chainmail*, buckler, *heart of the forest*, *potion of cure moderate wounds* (2)

INTERACTION SEED: DESTINY

The cryptic human wizard who created the bow Starflame told Gilraen Arcaran that he had been guided in crafting the mystic bow by a vision of the future, advising the elf to guard it well, and at the end of his days pass it on to the one who would fulfill its destiny, whatever that might be.

A vile but powerful wizard known to consort with demons (a descendant of the wizard who long-ago trapped one of Gilraen's companions in an abyssal realm) seeks to prevent Starflame from reaching its intended recipient. Perhaps the wizard fears that the bow's mysterious destiny involves his downfall, or the defeat of an even more powerful master whom he serves. In any case, the diabolist summons up demons to raid Corwyl for the bow.

The winged demons rampage through the village, searching each tree-home frantically for Starflame, gibbering about "the bow." Adventurers no doubt will respond to the threat along with the village's defenders. Any who have heard the story of the bow may deduce the purpose of the demon attack and rush to Gilraen's tree-home; if the demons beat them to it, the party may have to chase them down to retrieve the artifact.

And if Gilraen should perish in the attack, perhaps it is the fate of one of the party members to take up Starflame and fulfill its unrevealed destiny.

KEVIS CRANE

30-year-old male human Warrior 3; CR 2; Medium humanoid; HD 3d8+3; hp 16; Init +1 (+1 Dex); Spd 30 ft. (6 squares); AC 16 (+1 Dex, +5 masterwork chainmail), touch 11, flat-footed 15; Base Atk +3; Grp +3; Atk +8 melee (1d8+3/1d8+3/x3, masterwork elven double spear) or +4 ranged (1d8+3/x3, composite longbow (+3)) or +6 ranged (1d8+3/x3, masterwork elven double spear); Full Atk +8 melee (1d8+3/1d8+3/x2, masterwork elven double spear) or +4 ranged (1d8+3/x3, composite longbow (+3)) or +6 ranged (1d8+3/x3, masterwork elven double spear); AL N; SV Fort +4, Ref +2, Will +1; Str 16, Dex 12, Con 13, Int 11, Wis 10, Cha 13

Skills and Feats: Climb +1, Gather Information +4, Handle Animal +3, Jump +1, Ride +3, Swim +1; Exotic Weapon Proficiency (elven double spear), Power Attack, Tree Walker, Weapon Focus (elven double spear)

Languages: Common, Elven, Sylvan

Possessions: Masterwork elven double spear, masterwork chainmail, composite longbow (+3 Str), 20 arrows, dagger, backpack, torches, *potion of cure light wounds*

TELESSAR ANDROS

A wood elf native to Corwyl, Telessar Andros has acquired a good deal of respect and authority within the village despite his youth.

As an agent of the Council, Telessar spends much of his time away from Corwyl on its behalf. He carries messages to other

KEVIS CRANE

One of the few humans living in Corwyl, Kevis is the oldest of Helga and Donal Crane's five children (three boys and two girls). Kevis lends his fighting talents to Corwyl's militia when not taking jobs from various villagers to find this or kill that. He also does a bit of exploration from time to time, and even uncovered substantial treasure on one such trip (but gold doesn't do him much good in Corwyl, so he likes to travel to the human realms on occasion to buy things).

Kevis is great friends with the Zaelin Ree. At one time, Kevis was quite taken with Zaelin's sister Geneviève. Now, however, he has his eyes set on a fairly recent half-elven arrival, the paladin Caros Llirey. Kevis just loves half-elven women, even though Caros could surely pass for human.

Kevis is just over six feet tall. He is very agile for a human, and can walk the trees almost as well as the elves. He wears his dark hair short and has a full beard.



ELVEN DOUBLE SPEAR (MEDIUM EXOTIC WEAPON)

This unusual weapon looks like a staff with a spear point at each end. About as long as a shortspear, the double spear may be thrown as a spear or used in melee much like a bladed quarterstaff.

This is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons as if you are using a one-handed weapon and a light weapon. A Large or bigger creature using a double spear can't use it as a double weapon.

You can use the Weapon Finesse feat with this weapon.

Cost: 10 gp; **Damage:** 1d6/1d6 (S), 1d8/1d8 (M); **Critical:** x3; **Range Increment:** 10 ft.; **Weight:** 10 lb.; **Type:** Piercing

DAWNFIRE

This enchanted longsword was crafted ages ago by the famed elven swordsmith Thoniel. Borne by a succession of elven warriors, the blade was lost during the Dark War. While traveling through the forest a few years ago, Telessar happened across a human boy whose companions had foolishly entered an ancient barrow and vanished. Defeating the dark creature within the mound, Telessar brought out the captive youths as well as Dawnfire, which had somehow found its way there.

Dawnfire has a straight, double-edged steel blade engraved with an elvish rune for "dawn." Two fire opals are inset on the guard, and the sharkskin grip ends in a setting for a missing third fire opal. Restoring the lost gem might reveal other enchantments.

Dawnfire is a +2 *longsword* that sheds light equivalent to a *light* spell. This light cannot be shut off. Additionally, the sword pulses in the wielder's hand and points in the direction of any creature or creatures hostile to the bearer, as per a *rod of enemy detection*.

Moderate enchantment and divination; CL 10th; Craft Arms and Armor, *magic weapon*, *true seeing*; Price 31,500 gp

elven villages, smooths over disputes with nearby human communities and consults with the elven nobility. Since his duties often require him to travel alone through dangerous lands, Telessar has become an expert archer and swordsman as well as a diplomat.



When in Corwyl, he courts the young Hilorin Parane in an unhurried fashion both find comfortable.

He has a calm, patient demeanor that serves him well in his occasional diplomatic duties. His frequent contacts with humans gave Telessar a better understanding of human nature than most wood elves have.

Telessar has coppery hair, fair skin, and emerald green eyes. He has a strong yet lithe build. A scar on his chest marks a near-fatal wound suffered from a goblin spear-thrust early in his career. Telessar wears a finely crafted silver clasp on his cloak.

TELESSAR ANDROS

135-year-old male elf Fighter 5/Rogue 1; CR 6; Medium humanoid; HD 5d10+1d6; hp 31; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft. (6 squares); AC 17 (+2 Dex, +5 +2 *studded leather armor*), touch 12, flat-footed 15; Base Atk +5; Grp +6;

Atk +9 melee (1d8+3/19-20/x2, +2 *longsword*) or +8 ranged (1d8+1/x3, composite longbow (+1 Str)); Full Atk +9 melee (1d8+3/19-20/x2, +2 *longsword*) or +8 ranged (1d8+1/x3, composite longbow (+1 Str)); SA Sneak attack +1d6; SQ Elf traits, trapfinding; AL NG; SV Fort +4, Ref +5, Will +2; Str 12, Dex 14, Con 10, Int 13, Wis 13, Cha 19

Skills and Feats: Diplomacy +15, Gather Information +16, Handle Animal +7, Knowledge (local) +8, Listen +8, Perform (string instrument) +5, Ride +7, Search +5, Spot +5; Keen Senses, Improved Initiative, Skill Focus (Diplomacy), Skill Focus (Gather Information), Weapon Focus (composite longbow), Weapon Focus (longsword)

Languages: Common, Elven, Sylvan

Possessions: Masterwork dagger, Dawnfire (+2 *longsword*), +2 *studded leather armor*, composite longbow (+1 Str), 20 arrows, *potion of gaseous form*, *potion of cat's grace*, *potion of eagle's splendor* (2), backpack, torches, trail rations

KIRKOLIS "ONE ARM" DULAЕК

Kirkolis was born with one arm, which disheartened his father, Samron Dulaek, for he had high hopes that his son would grow up to be a Terellian knight, like all most of his male and female ancestors before him. Although Samron has long since passed from this world, his father's disappointment weighs heavy on Kirkolis' heart, and growing up, he wondered why the gods had cursed him.

Now an adult, Kirkolis has learned to make the best of his life. He rises early in the morning and spends his days fishing in the river. Kirkolis uses his legs to help pull in the struggling fish, and watching him fight them to the shore is an amusing pastime for many of the village's children. Kirkolis enjoys the attention, and he often plays the fool to make them laugh more, or he tells them fabricated stories of faraway lands to keep them entertained. The children love him dearly, and flock to him.

Kirkolis is a tall, fit elf with sandy brown hair. He is very talkative, and he never tires of telling stories. The gnome, Deflorin Cor, is Kirkolis' best friend.

KIRKOLIS DULAËK

247-year-old male elf Commoner 4; CR 3; Medium humanoid; HD 4d4; hp 10; Init +1 (+1 Dex); Spd 30 ft. (6 squares); AC 11 (+1 Dex), touch 11, flat-footed 10; Base Atk +2; Grp +3; Atk +4 melee (1d6+1/x2, club) or +4 ranged (1d4+1/19-20/x2, dagger); Full Atk +4 melee (1d6+1/x2, club) or +4 ranged (1d4+1/19-20/x2, dagger); SQ Elf traits, low-light vision; AL CG; SV Fort +1, Ref +2, Will +2; Str 12, Dex 12, Con 10, Int 11, Wis 13, Cha 11

Skills and Feats: Fish +10, Handle Animal +2, Listen +6, Perform (comedy) +2, Perform (oratory) +1, Search +4, Spot +6; Keen Sense, Skill Focus (Fish)

Languages: Common, Elven

Possessions: Dagger (2), club, fishing pole, sack

TANARIEL ALEARAE

A high elven warrior maiden, Tanariel Alearae unknowingly carries a cursed blade that seeks to twist her soul to evil.

Born in a great elven city, Tanariel left in search of caverns, dungeons and ruins to explore. While exploring the upper reaches of a great network of caverns, she recovered the enchanted falchion Bloodspiller, although she remains unaware of its evil nature or origin.

Tanariel came to Corwyl hoping to discover the location of the drow stronghold rumored to be nearby. She has kept this goal secret from the villagers, who would surely fear that her planned intrusion into the realm of the drow would reopen old wounds. She has settled in Corwyl for a time in hopes of ferreting out the secret.

The malevolent influence of Bloodspiller has begun to work on Tanariel. Her joy in life now takes the form of a passion for excess and decadent delights, while a love of battle bordering on the bloodthirsty has replaced her adventuresome spirit. Her former acquaintances would notice that Tanariel isn't herself,

BLOODSPILLER

A demon bound into a sword, Bloodspiller is a sentient enchanted blade created ages ago by Lyassa, an evil gray elven warrior-wizard. Unwilling to die after a mere six centuries, the mage used dire magic to become an undying lich, and withdrew to the dark places beneath the earth to continue her arcane studies. In time, a party of adventurers encountered and slew Lyassa. The victory came in part because Bloodspiller betrayed its master in hopes of finding new souls to corrupt.

The sword passed from hand to hand over the years, the demon destroying those who claimed it. Eventually Tanariel found it on the decayed corpse of one unlucky owner. Tanariel realizes that she bears an enchanted blade, but doesn't know of its malevolence or of the demon trapped within. Bloodspiller has subtly convinced her not to have the sword examined by a wizard.

The sentient blade also has not yet revealed the full range of its powers to Tanariel, waiting until she has been more thoroughly corrupted into a proper servant.

Bloodspiller has a curving blade, and its hilt ends in a golden figure of a striking serpent with tiny glittering emeralds for eyes.

Unbeknownst to all, the lich Lyassa still exists, for the adventurers failed to find and destroy the phylactery containing her life force. Still in hiding far below the earth, Lyassa uses her dark magics to search for the traitorous Bloodspiller, which she intends to reclaim and punish for its escape.

Bloodspiller, Slayer of All: +4 *falchion of wounding*; AL CE; Int 17, Wis 10, Cha 17; Speech, telepathy, darkvision and hearing 120 ft.; Ego score 21

Lesser Powers: *Doom* 3/day, Item has 10 ranks in Bluff (total +13 modifier) and Intimidate (total +13 modifier)

Special Purpose: Slay all (other than the item and its wielder)

Dedicated Power: *Mass inflict light wounds*

Personality: Bloodspiller is very happy to be out from Lyassa's clutches, for the recluse offered it little fun. It sees a lot of potential for spilling elven blood in Corwyl, and tales of a nearby drow enclave have it dreaming of another deadly war to devastate the village. To this end, it has convinced Tanariel to find the drow fortress Dezzavold spoken of in such hushed tones. Bloodspiller *feels* its master Lyassa still remains in this world, so it's keeping its evil doings under wraps at the moment, so no tales of devastation lead her to it until its servant (or a more powerful one) is ready to destroy the lich.

Strong evocation and necromancy; CL 15th; Craft Magic Arms and Armor, sword; Price 231,375 gp

but as a newcomer to Corwyl the changes in her personality pass unnoticed by the villagers.

Tanariel has flowing black hair and penetrating green eyes. She has a fit, muscular build.



TANARIEL ALEARAE

135-year-old female high elf Aristocrat 1/Fighter

5; CR 5; Medium humanoid; HD 1d6+5d10; hp 31; Init +1 (+1 Dex); Spd 30 ft. (6 squares); AC 16 (+1 Dex, +4 +1 *studded leather armor*, +1 *ring of protection* +1), touch 12, flat-footed 14; Base Atk +5; Grp +8; Atk +13 melee (2d4+8 plus 1 point of Con damage/18-20/x2, +4 *falchion of wounding*) or +6 ranged (1d8/x3, longbow); Full Atk +13 melee (2d4+8 plus 1 point of Con damage/18-20/x2, +4 *falchion of wounding*) or +6 ranged (1d8/x3, longbow); SQ Elf traits, low-light vision; AL CN (moving toward CE); SV Fort +4, Ref +2, Will +2; Str 16, Dex 13, Con 11, Int 13, Wis 8, Cha 17

Skills and Feats: Bluff +9, Climb +8, Gather Information +9, Intimidate +10, Knowledge (geography) +7, Listen +5, Ride +4, Search +5, Spot +5; Dodge, Investigator, Persuasive, Power Attack, Skill Focus (Knowledge [geography]), Weapon Focus (falchion)

Languages: Common, Elven, Undercommon

Possessions: Bloodspiller (intelligent +4 *falchion of wounding*), +1 *studded leather armor*, *potion of cure light wounds* (2), *potion of bull's strength*, *ring of protection* +1, dagger, light mace, longbow, 20 arrows, backpack

INTERACTION SEED: TAINTED BY EVIL

Adventurers visiting Corwyl might well invite Tanariel to join them on an expedition as an extra sword-hand. She is a good companion (although influenced by Bloodspiller) prone to leaping to the attack and slaying wounded foes or noncombatants. If the other explorers are put off by such behavior, Bloodspiller seeks to turn Tanariel's mind against them, causing her to brood on perceived slights or insults. She might even begin to suspect her companions of hiding treasures from her or engaging in other skullduggery.

Bloodspiller tries to avoid provoking an open fight with other adventurers; it doesn't want to wind up sitting unclaimed in another dungeon for years. But if one of the adventurers seems a promising servant, Bloodspiller seeks to betray Tanariel in the midst of combat, whether against monsters or against her companions, in hopes of being claimed by a party member. The sword then works its corruption on its new wielder, while the lich continues to search for it.

CYRIEN TRYLAIA

A respected gray elf scholar, Cyrien Trylaia came to the remote village of Corwyl for a love that turned to tragedy.

Growing up, scholarly pursuits were Cyrien's only passion in life, and she spent most of each day locked up in the elven capital's libraries. In time, she became well-regarded in scholarly circles for her excellent knowledge of elven history even considered an expert on the long-ago split between elves and drow. But Cyrien felt only a detached professionalism in her achievements. Her serious demeanor and focus puzzled even her fellow scholars for such single-minded dedication isn't the elven way.

Then the wood elf Faris Venyrae, a glazier of enormous artistry and skill, arrived in the capital to replace the windows in the city's greatest library. Cyrien at first sparred with the jovial Faris over his disruption of her studies, but her annoyance turned to interest when she learned he hailed from Corwyl, home to the memory trees of early elven royalty -- some even dating before the split with the drow. Faris agreed to tell Cyrien about the memory trees and ancestral speakers, but only in exchange for guided tours of the elven capital. Grudgingly at first, Cyrien accompanied the wood elf on visits to the monuments, great buildings, and other famous places of the city.

Impressed by his penetrating questions and artistic talents, Cyrien started to see there might be more to life than her studies, and her heart began to open. By the time Faris completed the project, he and Cyrien were in love. They married, and Cyrien agreed to return with him to Corwyl to begin their lives together.

A few happy years passed, and Cyrien settled in well with her wood elf neighbors. She continued her studies, interviewing her fellow villagers for their unique perspective on the history of elvenkind.

An ill-fated expedition brought a sudden end to Cyrien's joy. A chance encounter with a treeskinner worm (see *Bow & Blade*, page 62) during a hunt turned deadly serious. The elves fought defensively while waiting for reinforcements to arrive, and when Faris shoved a companion out the path of its claws, he fell victim to the treeskinner's acid-dripping mandibles himself.

In the months following his death, Cyrien spent much of her time at his memory tree. Her neighbors brought her food (which she ate sparingly) and brought her in at night. The long memories of elves can be as much a curse as a blessing when they lose loved ones. As a result, elves grieve long and hard.

Adding to Cyrien's despair, the tree-home she shared with Faris for so short a time is deaf to her, as the birth-tree of Faris it was bound to his will alone. In time, the tree will resume its natural shape, erasing all trace of the tree-home, but that day won't come for decades. For now the home remains exactly as Faris left it, the changes they had begun for their new life together frozen half-formed.

Cyrien's brother, Iovar Trylaia, traveled to Corwyl intending to return with her to the elven capital, but she felt that returning to her old life would be like pretending that her time with Faris had never happened. She refused to leave the village, and Iovar remains in Corwyl to help his sister through her grief.

Cyrien shares her tree-home with Iovar, an arrangement that both find comfortable even though they don't spend much time together, Iovar busy composing his songs, and Cyrien lost in the tomes of her personal library. His presence has helped Cyrien begin to function again, although she continues to grieve deeply.

Cyrien has silver hair and amber eyes. She has a sad but beautiful face, and a willowy build. While Cyrien once favored golden hues in her clothing, she now wears robes and cloaks of deep blue or violet.

CYRIEN TRYLAIA

236-year-old female gray elf Expert (Scholar) 11/Wizard (Diviner) 1; CR 11; Medium humanoid; HD 11d6+1d4; hp 33; Init +1 (+1 Dex); Spd 30 ft. (6 squares); AC 13 (+1 Dex, +2 *ring of protection* +2), touch 13, flat-footed 12; Base Atk +8; Grp +8; Atk +8 melee (1d6/x2, quarterstaff) or +9 ranged (1d8/19-20/x2, light crossbow); Full Atk +8/+3 melee (1d6/x2, quarterstaff) or +9/+3 ranged (1d8/19-20/x2, light crossbow); SA Spells; SQ Elf traits, familiar benefits, low-light vision; AL NG; SV Fort +3, Ref +4, Will +13; Str 11, Dex 12, Con 10, Int 19, Wis 18, Cha 15

Skills and Feats: Concentration +5, Craft (alchemy) +5, Decipher Script +17, Diplomacy +4, Gather Information +4, Knowledge (arcana) +18, Knowledge (history) +22, Knowledge (local) +14, Knowledge (nobility and royalty) +13, Listen +8, Move Silently +2, Perform (wind instruments) +4, Profession (librarian) +12, Search +6, Spellcraft +9, Spot +8; Alertness, Brew Potion, Skill Focus (Decipher Script), Skill Focus (Knowledge [history]), Skill Focus (Knowledge [local]), Scribe Scroll

Languages: Celestial, Common, Draconic, Dwarven, Elven, Undercommon

Possessions: Quarterstaff, dagger, light crossbow, 20 bolts, *ring of protection* +2, *feather token* (bird), *scroll of acid splash*, *identify*, *charm person*, *potion of resistance*, *potion of tough skin*, personal library (in tree-home)

Wizard Spells: (4/2; DC 14 + spell level; no necromancy); 0 -- *detect magic*, *extinguish*, *read magic* (2); 1 -- *comprehend languages*, *unseen servant*

Spellbook: 0 -- all standard (except *disrupt undead* and *touch of fatigue*), plus *extinguish*, *jolt*, *tough skin*; 1 -- *charm person*, *comprehend languages*, *detect secret doors*, *expeditious retreat*, *identify*, *obscuring mist*, *unseen servant*

GIDEON

Cat familiar; Tiny magical beast; CR -- ; HD 1/2d8 (effective 11d6+1d4); hp 16; Init +2 (+2 Dex); Spd 30 ft. (6 squares); AC 20 (+2 Dex, +2 size, +1 natural armor), touch 14, flat-footed 18; Base Atk +8; Grp -4; Atk +10 melee (1d2-4, claw); Full Atk +10 melee (1d2-4, 2 claws) and bite +5 melee (1d2-4); Space/Reach 2-1/2 ft./0 ft.; SQ Improved evasion, low-light vision, scent; AL N; SV Fort +3, Ref +5, Will +10; Str 3, Dex 15, Con 10, Int 6, Wis 12, Cha 7

Skills and Feats: Balance +10, Climb +6, Hide +14*, Jump +10, Listen +3, Move Silently +6, Spot +3; Weapon Finesse +8 racial bonus to Hide checks in tall grass or heavy undergrowth

BROTHER HU THON

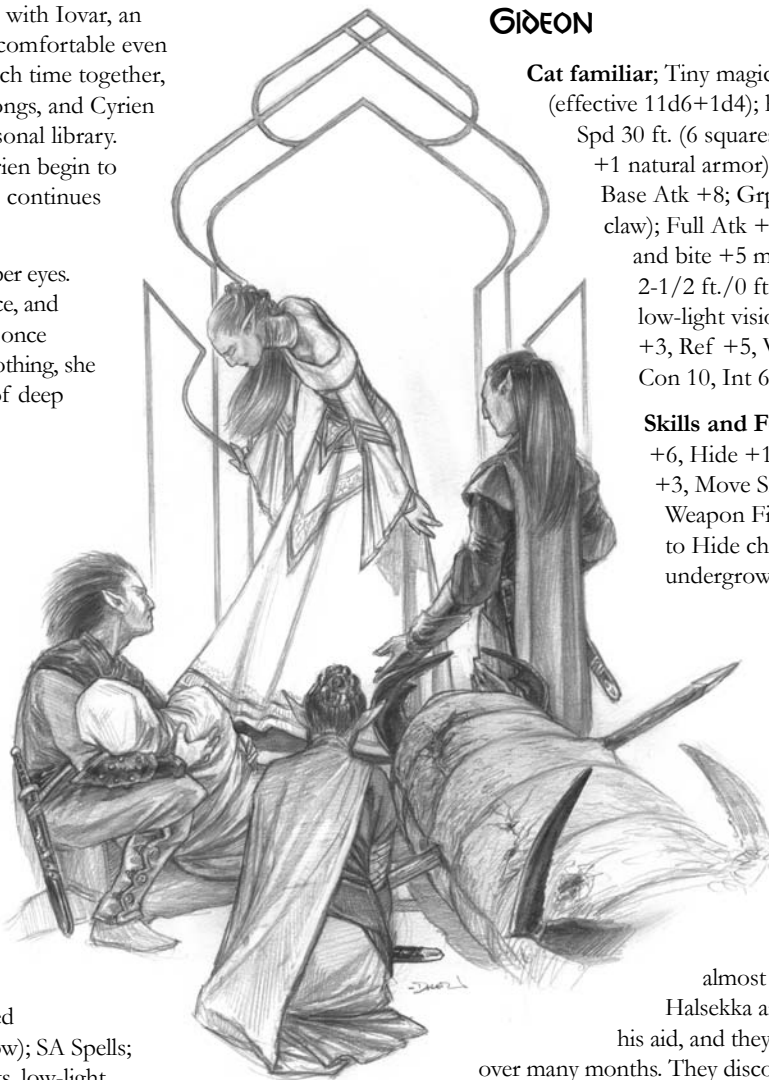
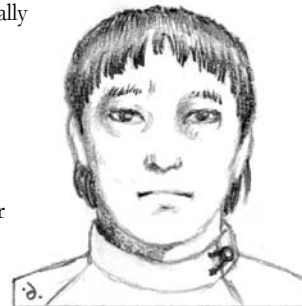
This thin man with yellowish complexion and dark hair literally stumbled into Corwyl five years ago, half dead, with his body badly beaten and bleeding and his left arm almost severed above the elbow.

Halsekka and Mirondylla Ree rushed to his aid, and they nursed him back to health over many months. They discovered the man had been tortured and his tongue removed.

Now fully recovered from his injuries, Brother Hu has remained with the people who saved his life. He has a lost look in his eyes, and he has never communicated by any means the cause of his massive wounds. The silent monk assists the villagers with their daily chores, such as carrying water, and helping the elderly Alwyne Masslin with his horses. Brother Hu also spends time practicing his unusual fighting maneuvers along the river. If someone showed an interest in this fighting art, Brother Hu would gladly take on a pupil.

The cooshees that roam the village are especially solicitous of Brother Hu, possibly because he is the only villager who is habitually silent like them.

Brother Hu is a small, thin human. He looks very different from the other humans in the village. He permanently resides in one of the travelers' houses. The items Brother Hu Thon carries were donated to him by various villagers, for they know he will one day leave them.



BROTHER HU THON

38-year-old male human Monk 9; CR 9; Medium humanoid; HD 9d8; hp 36; Init +7 (+3 Dex, +4 Improved Initiative); Spd 60 ft. (12 squares); AC 16 (+3 Dex, +3 AC bonus), touch 16, flat-footed 16; Base Atk +6; Grp +8; Atk +9 melee (1d6+3/x2, +1 *quarterstaff*) or (1d10+2/x2, unarmed strike) or +8 ranged (1d8/19-20/x2, light crossbow); Full +9/+4 melee (1d6+3/x2, +1 *quarterstaff*) or +8/+8/+3 (1d10+2/x2, flurry of blows) or +8/+3 ranged (1d8/19-20/x2, light crossbow); SA Flurry of blows; SQ Evasion, improved evasion, *ki* strike (magic), purity of body, slow fall 40 ft., still mind, unarmed strike, wholeness of body; AL LG; SV Fort +6, Ref +11, Will +10; Str 14, Dex 17, Con 11, Int 11, Wis 14, Cha 11

Skills and Feats: Balance +10, Climb +7, Escape Artist +8, Hide +9, Jump +9, Listen +9, Move Silently +15, Spot +9, Tumble +14; Alertness, Deflect Arrows, Dodge, Improved Initiative, Improved Trip, Iron Will, Lightning Reflexes, Stunning Fist

Languages: Common, Elven

Possessions: +1 *quarterstaff*, club, light crossbow, 20 bolts, *potion of delay poison*, *potion of levitate*, *potion of owl's wisdom*, *ring of sustenance*, backpack

INTERACTION SEED: SILENCED

The conqueror of Hu Thon's homeland dealt ruthlessly with all those capable of inspiring others to rebel against him. Being traveling teachers, Hu Thon's parents were among those imprisoned in a labor camp. The young Hu Thon sought to free his family and began speaking out against the emperor and his thugs. He was soon captured, but instead of sending him to a labor camp, they tortured him, cut out his tongue to silence his insolence, and scheduled him for public execution.

Hu Thon escaped before they could kill him, spending months dodging six of the emperor's men sent to recapture him to prevent his escape from inspiring like actions from others. They finally caught up with him in a forest far from their home. Hu Thon fought valiantly and killed them all, but only at great personal cost; if he hadn't stumbled into Corwyl he would have died within days.

Hu Thon is bent on returning home to free his parents (if they still live) or other prisoners like them. Then he intends to lead a rebellion against the emperor, for which he'll need help.

GHOSTS

These are spirits who (for whatever reason) neither went on to the afterlife nor were bound to a memory tree.

VALSOFF DELORYL

Valsoff's spirit has been unable to rest since the Dark War, and no memory tree was planted for him. Although Valsoff generally

wanders the village, he spends a great deal of time haunting Endora Deloryl and trying to influence young Gloriannel and now Pattys Dulas. He remains bitter about the events that transpired, but only because the villagers make warding signs at the mention of his name, when they should be embracing him as the village's greatest hero, the man who saved them from enslavement by their dark kin. He believes that Endora did not do enough to ensure his place in history for his great deed. She allows the others to curse him, and never reveals her complicity in the act that caused their kin to revile him.

Valsoff wants nothing more than to finish the drow war. He believes that they are still planning Corwyl's destruction, and that leading Gloriannel into a preemptive strike can rehabilitate his legacy. He intends to wear his cousin down, so that she will begin preparing for the inevitable. He also tries to influence any villager who has the Sense Spirits feat (see page 27). His *dream* spell doesn't affect elves, but is effective on half-elves and humans.

VALSOFF DELORYL

Male elf spirit Fighter 10/Bard 1; CR 13; Medium humanoid (incorporeal); HD 11d12; hp 75; Init +5 (+1 Dex, +4 Improved Initiative); Spd fly 30 ft. (perfect) (6 squares); AC 14 (+1 Dex, +3 deflection bonus), touch 14, flat-footed 13; or AC 17 (+1 Dex, +6 +2 *chain shirt*), touch 11, flat-footed 16; Base Atk +11; Grp +15; Atk +20 melee (1d8+9/17-20/x2, +3 *longsword*) or +14 ranged (1d8+4/x3, composite longbow (+4 Str)); Full Atk +20/+15/+10 melee (1d8+9/17-20/x2, +3 *longsword*) or +14/+9/+4 ranged (1d8+4/x3, composite longbow (+4 Str)); SA Manifestation, spell-like abilities; SQ Bardic music, bardic knowledge, countersong, elf traits, *fascinate*, incorporeal, inspire courage +1, low-light vision, rejuvenation, +2 turn resistance; AL NE; SV Fort +11, Ref +6, Will +2; Str 18, Dex 16, Con 10, Int 11, Wis 9, Cha 17

Skills and Feats: Bluff +5, Climb +7, Gather Information +5, Handle Animal +7, Hide +15*, Intimidate +16, Jump +4, Listen +11, Perform (string instruments) +5, Search +10, Spot +11, Swim +4; Alertness, Cleave, Great Fortitude, Greater Weapon Focus (longsword), Improved Critical (longsword), Improved Initiative, Power Attack, Skill Focus (Intimidate), Weapon Focus (longsword), Weapon Specialization (longsword) *includes +5 competency bonus from *cloak of elvenkind*

Languages: Common, Elven

Possessions: +3 *longsword*, +2 *chain shirt*, *cloak of elvenkind*, composite longbow (+4 Str), 20 arrows, masterwork lute

Bard Spells Known: (3; DC 13 + spell level); *detect magic*, *message*, *read magic*, *resistance*

Spell-Like Abilities: (CL 11; 3/day each); *dream*, *emotion*, *suggestion*, *tongues*

ORELLIN BYRNIEL

An ancestor of the villager Aes Byrniel, the capricious Orellin perished in the Dark War. Known in his lifetime for his love of playing tricks on his neighbors, Orellin continues to do so as a mischievous ghost. He uses his ghostly powers to pull pranks on the villagers from time to time. If an inexplicable (but harmless) accident occurs, villagers are likely to attribute it to Orellin.

Orellin blames Valsoff Deloryl for his death and the deaths of many other elves in the Dark War. He has chosen his ghostly afterlife to keep an eye on the spirit of his enemy and to attempt to fight his continuing influence over the rulers of Corwyl. If Valsoff makes a move against the village, Orellin will attempt to counter it with his “accidents.”

ORELLIN BYRNIEL

Male elf spirit Rogue 5/Wizard (illusionist) 1; CR 8; Medium humanoid (incorporeal); HD 6d12; hp 39; Init +4 (+4 Dex); Spd 30 ft. (6 squares), fly 30 ft. (perfect); AC 19 (+4 Dex, +5 deflection), touch 14, flat-footed 19; or AC 18 (+4 Dex, +4 +2 *leather armor*), touch 14, flat-footed 18; Base Atk +3; Grp +3; Atk +4 melee (1d6+1/18-20/x2, +1 *rapier*) or +7 ranged (1d8/x3, longbow); Full Atk +4 melee (1d6+1/18-20/x2, +1 *rapier*) or +7 ranged (1d8/x3, longbow); SA Manifestation, sneak attack +3d6, spells, spell-like abilities; SQ elf traits, evasion, incorporeal, low-light vision, rejuvenation, trapfinding, trap sense +1, +2 turn resistance, uncanny dodge; AL CN; SV Fort +1, Ref +8, Will +3; Str 10, Dex 19, Con 10, Int 13, Wis 8, Cha 20

Skills and Feats: Balance +6, Bluff +12, Decipher Script +8, Diplomacy +15, Disable Device +11, Disguise +10 (+12 to act in character), Escape Artist +9, Gather Information +12, Hide +24, Jump +2, Listen +13, Search +11, Sleight of Hand +16, Spellcraft +4, Spot +9, Tumble +14, Use Rope +4 (+6 for checks involving bindings); Scribe Scroll, Skill Focus (Hide), Skill Focus (Sleight of Hand), Skill Focus (Tumble)

Languages: Common, Elven, Sylvan

Possessions: +2 *leather armor*, +1 *rapier*, longbow, 20 arrows, thieves' tools

Spell-Like Abilities: (CL 6; 3/day each); *animate objects*, *dancing lights*, *faerie fire*, *ghost sound*

Illusionist Spells: (4/3; DC 15 + spell level, no abjuration or necromancy spells); 0—*dancing lights*, *ghost sound*, *open/close*, *prestidigitation*; 1—*color spray*, *grease*, *silent image*

Spellbook: 0—all standard (except *disrupt undead*, *resistance*, and *touch of fatigue*); 1—*charm person*, *color spray*, *disguise self*, *grease*, *obscuring mist*, *silent image*

ERANADE DEZZAV

Eranade came to Corwyl 400 years ago to gain the wood elves' help against the encroaching Virdrae. Eranade had serious reservations about the mission, but her mother believed that logic

and diplomacy could overcome the differences between their two peoples, especially in the face of a threat that could consume them both. Eranade's plea fell on deaf ears and the Honor Meet was desecrated by death, leading to the Dark War.

But Eranade's outrage at her murder tied her spirit to the Middle World, returning her to unlife as a ghost. Centuries later, she still hates the elves of Corwyl. In fact, she actively spies on them, passing the information back to those now in Dezzavold. Fearful of discovery by the new ancestral speaker, though, Eranade has done nothing to reveal herself during her visitations.

ERANADE DEZZAV

Female drow ghost Fighter 9/Rogue 2; CR 14; Medium humanoid (augmented humanoid) (incorporeal); HD 11d12; hp 84; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft. (6 squares), fly 30 ft. (perfect); AC 17 (+3 Dex, +4 deflection), touch 17, flat-footed 14; or AC 21 (+3 Dex, +7 +2 *adamantine chain shirt*, +1 *ring of protection* +1), touch 14, flat-footed 18; Base Atk +10; Grp +12; Atk +13 melee incorporeal touch (1d6) or +16 against ethereal foes (1d6+3) or +15 melee (1d6+4/15-20/x2, +2 *rapier*) or +14 ranged (1d8+1/x3, +1 *longbow*); Full Atk +13/+8 melee incorporeal touch (1d6) or +16/+11 against ethereal foes (1d6+3) or +15/+10 melee (1d6+4/15-20/x2, +2 *rapier*) or +14/+9 ranged (1d8+1/x3, +1 *longbow*); SA Corrupting touch, draining touch, malevolence, manifestation, sneak attack +1d6, spell-like abilities; SQ Damage reduction 2/-- (adamantine armor), darkvision 120 ft., drow traits, evasion, incorporeal traits, light blindness, rejuvenation, spell resistance 21, trapfinding, +4 turn resistance; AL NE; SV Fort +7, Ref +9, Will +4; Str 14, Dex 17, Con –, Int 15, Wis 11, Cha 18

Skills and Feats: Climb +9, Diplomacy +11, Gather Information +12, Handle Animal +10, Hide +12, Intimidate +12, Listen +10, Move Silently +7, Ride +9, Search +12, Spot +10, Swim +5, Survival +9; Dodge, Mobility, Improved Critical (rapier), Skill Focus (Diplomacy), Skill Focus (Survival), Track, Trailblazing, Weapon Focus (rapier)

Languages: Common, Drow sign language, Elven, Terran, Undercommon

Possessions: +2 *adamantine chain shirt*, +2 *rapier*, +1 *longbow*, 20 arrows, dagger, *ring of protection* +1

Spell-Like Abilities: (CL 11; 1/day each); *dancing lights*, *darkness*, *faerie fire*



CHAPTER SIX: OUTLYING REGIONS

PEOPLE OF NOTE

While sparsely settled, the surrounding wilderness is home to various outsiders and travelers who interact regularly with the villagers.

DOL-ROK

This orc chieftain has personally pledged to rid the region of the ranger Valken Cor. He sends patrols out to comb the forest for him, and has offered a large bounty, including his youngest daughter's hand in marriage, to anyone -- orc, human, or other -- who brings him to Dol-Rok alive, for the orc wants the pleasure of personally torturing him.



Dol-Rok leads the Skull Crushers, a ferocious band of 260 orcs that roams the wilderness beyond the vale. The group has caused Corwyl some problems over the years, but the orcs are generally too busy fighting with their rivals to cause the Terellian knights and rangers much problem.

If the warring bands ever forge a true peace, then the elves might have serious trouble on their hands.

DOL-ROK

Male Orc Barbarian 12; CR 12; Medium humanoid; HD12d12+36; hp 114; Init +3 (+3 Dex); Spd 40 ft. (8 squares); AC 20 (+3 Dex, +7 +3 *chain shirt*), touch 13, flat-footed 20; Base Atk +12; Grp +18; Atk +20 (1d8+11/19-20/x3; +2 *orc double axe*); Full Atk +18/+13/+8 melee (1d8+11/19-20/x3; +2 *orc double axe*) and +18/+13 melee (1d8+11/19-20/x3; +2 *orc double axe*); SA Greater rage, rage 4/day; SQ Damage reduction 2/-; darkvision 60 ft., fast movement, improved uncanny dodge, light sensitivity, orc traits, trap sense +4, uncanny dodge; AL CE; SV Fort +11, Ref +7, Will +4; Str 22, Dex 17, Con 16, Int 10, Wis 11, Cha 14* *includes bonus from *cloak of charisma* +4

Skills and Feats: Climb +10, Craft (armorsmithing) +10, Craft (weaponsmithing) +10, Intimidate +19, Listen +5, Ride +13, Survival +10, Swim +10; Exotic Weapon (orc double axe), Improved Critical, Improved Two-Weapon Fighting, Two-Weapon Fighting, Weapon Focus (orc double axe)

Languages: Common, Orc

Possessions: +3 *chain shirt*, +2 *orc double axe* ("Elf Splitter"), *cloak of charisma* +4, *potion of bull's strength*, *potion of cure moderate wounds*, *potion of invisibility*, dagger, heavy mace, backpack

Rage: Str 28 (+9), Con 22 (+6), temporary hit points +36, +3 to Will and morale, duration 9 rounds

GENEVIÈVE THE FAIR

When not in search of new adventures to inspire songs, the half-elf bard Geneviève the Fair visits villages (both in the elf woods and the human North Province) too small to support bards of their own. Her normal circuit brings her to Corwyl a few times a year to visit her mother, Mirondylla Ree, and her brother, Zaelin Ree, although circumstances may delay her visits by weeks.



Geneviève tries to educate as well as entertain people with her songs and stories about the history of the region. She also helps prevent remote villages from falling into isolation.

Geneviève laughs often and enjoys spending time with others. Her friendly rivalries with other bards challenge her to find new songs and stories for her repertoire.

Geneviève has curly brown hair and brown eyes. She has a lithe, fit build, and is quite agile. As she often travels alone, Geneviève has become quite proficient with the longsword always at her side.

GENEVIÈVE THE FAIR

26-year-old female half-elf Bard 7; CR 7; Medium humanoid; HD 7d6+21; hp 42; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft. (6 squares); AC 15 (+3 Dex, +2 *bracers of armor* +2), touch 15, flat-footed 12; Base Atk +5, Grp +5; Attack +6 melee (1d8+1/19-20/x2, +1 *longsword*) or +7 ranged (1d8/19-20/x2, light crossbow); Full Attack +6 melee (1d8+1/19-20/x2, +1 *longsword*) or +7 ranged (1d8/19-20/x2, light crossbow); SA Spells; SQ Bardic knowledge, bardic music, countersong, elven

blood, *fascinate*, half-elf traits, inspire competence, inspire courage +1, low-light vision, *suggestion*; SV Fort +5, Ref +8, Will +5; AL CG; Str 11, Dex 16, Con 17, Int 14, Wis 10, Cha 17

Skills and Feats: Concentration +4, Craft (musical instrument) +9, Diplomacy +5, Gather Information +5, Hide +4, Knowledge (history) +6, Knowledge (local) +6, Listen +3, Move Silently +4, Perform (dance) +7, Perform (oratory) +9, Perform (sing) +9, Perform (string instruments) +10, Search +5, Spot +1; Combat Reflexes, Improved Initiative, Craft Wondrous Item

Languages: Common, Celestial, Draconic, Dwarven, Elven, Giant, Goblin, Halfling, Ignan, Orc, Sylvan

Possessions: +1 *longsword*, dagger, whip, +1 *cloak of resistance*, +2 *bracers of armor*, masterwork lute, flute, 255 gp, 30 sp, 8 cp, five 35 gp amethyst gems

Bard Spells Known: (3/4/3/1; Base DC = 13 + spell level); 0 -- *daze*, *detect magic*, *flare*, *ghost sound*, *prestidigitation*, *read magic*; 1 -- *charm person*, *cure light wounds*, *identify*, *ventriloquism*; 2 -- *cat's grace*, *cure moderate wounds*, *detect thoughts*, *eagle's splendor*; 3 -- *blink*, *displacement*

LAVENZEL

Lavenzel, a greater treant, made her home on the outskirts of Corwyl over 200 years ago. The treant stands over 100 ft. tall and has a 7-ft. circumference. She lives 10 miles to the south of the House of Ancestors, where she believes she can be a buffer against any threats coming from the human North Province.

Although a self-proclaimed ally to the elves, Lavenzel hides her presence from them. Only Freylan Norel, the astute druids and tree maidens have had direct dealings with her, and they have respected her desire to remain inconspicuous and alone. In times of severe need, however, Lavenzel risks exposure by animating nearby trees to protect the village. Otherwise, she only does so when no elven spectators are about.

GM's Note: Lavenzel is a major NPC, and her mere presence, if discovered by the PCs, could lead to attempts by them to get her to solve their problems. Your adventures should be about the PCs being heroes, not the NPCs, so if the PCs continuously come to Lavenzel for things they can handle on their own, she uproots herself and moves on. If this happens, those few who knew of her existence become most irritated with the PCs.

LAVENZEL

370-year-old female greater treant; CR 11; Huge plant; HD18d8+90; hp 180; Init +3 (-1 Dex, +4 Improved Initiative); Spd 30 ft. (6 squares); AC 24 (-1 Dex, -2 size, +15 natural, +2 tough skin), touch 7, flat-footed 24; Base Atk +13; Grp +30; Atk +20 melee (2d8+9, slam); Full Atk +20 melee (2d8+9, 3 slams); SA Animate trees, double damage against objects, spell-like abilities, trample 2d8+13 (DC 28 Reflex for half); SQ Blindsight, damage reduction 15/slashing, low-light vision, plant traits, vulnerability to fire; AL NG; SV Fort +16, Ref +5, Will +13; Str 29, Dex 9, Con 21, Int 18, Wis 20, Cha 17

Skills and Feats: Diplomacy +15, Gather Information +5, Hide +1 (+21 in forested areas), Intimidate +11, Knowledge (geography) +16, Knowledge (arcana) +16, Knowledge (history) +12, Knowledge (local) +12, Knowledge (nature) +20, Listen +16, Sense Motive +17, Spot +17, Survival +13 (+15 in aboveground natural environments, or to keep from getting lost); Extended Animate Trees, Greater Animate Trees, Improved Initiative, Iron Will, Power Attack, Tough Skin, Wisdom of the Ages (CL 18; 1/day each: *control plants*, *dimension door*, *plant growth*, *resist elements*, *summon ally I*, *summon ally V*)

Languages: Common, Elven, Gnome, Sylvan, Treant, Terran



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LORELI

The wood nymph has taken an interest in a promising druid named Freylan Norel, as she thinks the girl has the desire and talent to be trained as a tree maiden. The girl has expressed a sincere interest in learning her arts, as well.

Loreli and several nymph companions live a few miles north of Corwyl, in a grove of some of the more ancient trees. Other than Loreli's contact with Freylan, the nymphs have very little to do with the elves.

LORELI

Female nymph Tree Maiden 10; CR 17; Medium fey; HD 6d6+10d8+16; hp 82; Init +3 (+3 Dex); Spd 30 ft. (6 squares), swim 20 ft.; AC 21 (+3 Dex, +4 deflection, +2 tough skin, +2 *ring of protection* +2), touch 19, flat-footed 18; Base Atk +13, Grp +13, Attack +19 melee (1d6+3/ +3 *quarterstaff*) or +17

GREATER TREANT

Huge Plant

Hit Dice: 16d8+80 (152 hp)

Initiative: +3 (-1 Dex, +4 Improved Initiative)

Speed: 30 ft. (6 squares)

AC: 24 (-2 size, -1 Dex, +15 natural, +2 tough skin), touch 7, flat-footed 24

Base Attack/Grapple: +12/+29

Attack: Slam +19 melee (2d8+9)

Full Attack: 3 slams +19 (2d8+9)

Space/Reach: 15 ft./15 ft.

Special Attacks: Animate trees, double damage against objects, trample 2d8+13, spell-like abilities

Special Qualities: Blindsight, damage reduction 15/slashing, low-light vision, plant traits, vulnerability to fire

Saves: Fort +15, Ref +4, Will +12

Abilities: Str 29, Dex 9, Con 21, Int 18, Wis 20, Cha 17

Skills: Diplomacy +15, Gather Information +5, Hide +1*, Intimidate +11, Knowledge (geography) +16, Knowledge (history) +12, Knowledge (local) +12, Knowledge (nature) +20, Listen +16, Sense Motive +17, Spot +17, Survival +13 (+15 in aboveground natural environments, or to keep from getting lost)

Feats: Extended Animate Trees*, Greater Animate Trees*, Improved Initiative, Iron Will, Power Attack, Tough Skin*

Environment: Any forest

Organization: Solitary

Challenge Rating: 10

Treasure: Standard

Alignment: Always neutral good

Advancement: 17-21 HD (Huge); 22-30 HD (Gargantuan)

Level Adjustment: +8

* indicates new feat

Greater treants appear much like standard treants, but they are much tougher and wield magic. They are solitary beings. Upon reaching adulthood, they find a location to protect as their own, sometimes far from forested areas.

They have been known to locate near human or elven villages to protect them from humanoid invasions, and they occasionally work with normal treants, especially those who have been hard hit by enemies and are in great need of rebuilding their groves.

Greater treants speak Common, Elven, Gnome, Sylvan, Treant, and Terran.

COMBAT

Like treants, greater treants prefer to watch potential foes carefully before attacking. They can charge from cover and trample forest despoilers, but they more often use their spell-like abilities to deal with threats, summoning allies if need be. They can also animate trees as reinforcements.

Animate Trees (Sp): A treant can animate trees within 180 ft. at will, controlling up to two trees at a time. It takes 1 full round for a normal tree to uproot itself. Thereafter it moves at a speed of 10 and fights as a treant in all respects. Animated trees lose their ability to move if the treant who animated them is incapacitated or moves out of range. The ability is otherwise similar to *liveoak* (caster level 12th). Animated trees have the same vulnerability to fire that a treant has.

Blindsight (Ex): Greater treants have eyes, but they can ascertain all foes within 30 ft. using sound, scent, and vibration.

Double Damage Against Objects (Ex): A treant or animated tree that makes a full attack against an object or structure deals double damage.

Trample (Ex): Reflex DC 27 for half. The save DC is Strength-based.

Spell-Like Abilities: Greater treants can use *color spray*, *entangle*, *ray of enfeeblement*, and *slow* twice per day as a 16th-level sorcerer.

Skills: Greater treants have a +20 racial bonus to Hide checks made in forested areas.

ranged (1d8/19-20/x2, masterwork light crossbow); Full Atk +19/+14/+9 melee (1d6+3/ +3 *quarterstaff*) or +17/+12/+7 ranged (1d8/19-20/x2, masterwork light crossbow); SA Blinding beauty, spells, spell-like abilities, stunning glance; SQ Awaken tree, damage reduction 10/cold iron, *commune with nature* 4/day, *detect plants*, low-light vision, nature sense, tough skin +4, *tree stride* 4/day, unearthly grace, *tree shape* 2/day; wild empathy (+2 to checks); SV Fort +14, Ref +19, Will +15; AL NG; Str 10, Dex 17, Con 12, Int 16, Wis 19, Cha 19

Skills and Feats: Balance +16, Climb +13, Concentration +10, Diplomacy +8, Escape Artist +12, Handle Animal +13, Heal +17, Hide +12, Knowledge (nature) +19, Listen +11, Move Silently

+19*, Ride +7, Sense Motive +12, Spot +20, Swim +9, Use Rope +3 (+5 with bindings), Survival +17 (+19 in aboveground natural environments); Combat Casting, Craft Magic Seed, Dodge, Nature Affinity, Plant Speaker, Tree Walker, Weapon Finesse *includes +5 competency bonus from *boots of elvenkind*

Languages: Common, Elven, Gnome, Halfling, Sylvan

Possessions: +3 *quarterstaff*, *ring of protection* +2, *boots of elvenkind*, masterwork light crossbow, 20 bolts, dagger (3), *magic seed of faerie fire*, *magic seed of wood storm*, *magic seed of cure serious wounds*

Tree Maiden Spells: (4/4/4/4; DC 14 + spell level); 1 -- *clear path*, *entangle*, *pass without trace*, *wood walk*; 2 -- *arboreal archer*, *canopy*

GREATER TREANT FEATS

CRAFT MAGIC SEED [ITEM CREATION]

You create magic seeds, from which you or another spellcaster can cast the encoded spell.

Prerequisites: Spellcaster level 1st+, must be a plant or tree maiden

Benefit: The treant can create a magic seed containing any spell it knows. This feat functions exactly as the Scribe Scroll item creation feat, except that it produces magic seeds instead of scrolls.

MAGIC SEEDS

Treants with the Craft Magic Seed feat can store spells in seeds. Activating the seed releases the spell, and the seed crumbles to dust thereafter.

A magic seed looks like a nut a little smaller than a man's fist, with magical energy tracing patterns across its surface. The color and pattern tell an experienced spellcaster what spell is stored within. Magic seeds are difficult to damage, being made of wood, but they catch fire easily. Only one spell can be stored in a single seed. Treants usually carry their magic seeds in rough spidersilk satchels.

To activate a magic seed, a spellcaster must first know what spell is stored within. This requires a successful Spellcraft check (DC 15 + the spell level). *Read magic* is useless for this purpose.

Deciphering a magic seed to determine its contents does not activate it. Activating a magic seed is subject to the same conditions as activating a scroll, including the possibility of mishaps and disruption during casting.

CRUSHING VINES [TREANT]

You crush your enemies once you have successfully grappled them.

Prerequisites: Str 27+, size Large or greater, Nature's Grasp

Benefit: The treant has access to the constrict special attack, allowing it to do bludgeoning damage to a creature it has successfully grappled.

EXTENDED ANIMATE TREES [TREANT]

Your strength of will allows your animation call to extend beyond the normal 180-ft. range.

Prerequisite: Animate Trees

Benefit: The treant can animate trees within 270 ft. at will.

GIANT'S THROW [TREANT]

You hurl your enemies great distances after a successful grapple attack.

Prerequisites: Str 31+, size Large or greater, Nature's Grasp

Benefit: Once the treant has successfully grappled a foe at least two sizes smaller than it, it may make an opposed Strength check to pick him up and throw him. For every 3 points that the treant beats its check by, it throws its opponent 10 feet, doing appropriate falling damage to him when he lands. It adds its Strength bonus to the total falling damage.

GREATER ANIMATE TREES [TREANT]

You can command greater numbers of trees at one time.

Prerequisite: Animate Trees

Benefit: The treant can control up to four trees at a time.

GREATER TRAMPLE [TREANT]

You do more damage when you trample an opponent.

Prerequisite: Trample special attack

Benefit: +6 to trample damage.

IMPROVED SLAM [TREANT]

Your slam attacks are more lethal than normal.

Prerequisite: Slam ability

Benefit: +6 to slam damage.

IMPROVED TRAMPLE [TREANT]

You know how to trample opponents with skill.

Prerequisites: Str 27+, trample special attack

Benefit: When the treant tramples opponents, it doesn't draw attacks of opportunity from them.

NATURE'S GRASP [TREANT]

You grapple opponents after a successful attack.

Prerequisites: Str 21+, Power Attack

Benefit: The treant can use the Improved Grab ability, allowing it to start a grapple after a successful melee attack as a free action, without incurring an attack of opportunity.

PLANT TALKER [TREANT]

You can communicate with plants.

Benefit: The treant has the natural ability to speak with any creature of the plant type.

TOUGH SKIN [TREANT]

Your skin is tougher than normal.

Benefit: Natural +2 bonus to AC.

GREATER TREANT FEATS

WIND TALKER [TREANT]

You can send messages to others of your kind via the wind.

Benefit: As per the *message* spell, but it can only be used to communicate with treants and greater treants. Useable at will.

WISDOM OF THE AGES [TREANT]

As you have grown in size and age, you have gained access to spell-like abilities.

Prerequisite: 10+ HD

Benefit: With the advancement of age comes wisdom and new abilities. The treant may choose any new spell-like ability allowed at the level of your HD or below (see **Table 7-1**). These abilities are treated as spells as cast by a druid of the same level, and are only usable once per day. This feat may be retaken with a different ability chosen each time.

TABLE 6-1: WISDOM OF THE AGES SPELL-LIKE ABILITIES BY HD

10 HD	Spike Growth <i>Summon Nature's Ally III</i>	22 HD
Endure Elements		Control Weather
Entangle	16 HD	Creeping Doom
<i>Summon Nature's Ally I</i>	Control Plants	Summon Nature's Ally VII
11 HD	Summon Nature's Ally IV	<i>Sunbeam</i>
<i>Dimension Door</i>	<i>Quench</i>	<i>Transmute Metal to Wood</i>
12 HD	18 HD	24HD
Resist Elements	Commune With Nature	Command Plants
Summon Nature's Ally II	Control Winds	Summon Nature's Ally VIII
Summon Swarm	Insect Plague	<i>Sunburst</i>
<i>Wood Shape</i>	Summon Nature's Ally V	26 HD
14 HD	<i>Wall of Thorns</i>	Earthquake
Diminish Plants	20 HD	Elemental Swarm
Plant Growth	Liveoak	Shambler
Protection From Elements	<i>Summon Nature's Ally VI</i>	<i>Summon Nature's Ally IX</i>

walk, stick figure, wood shape; 3 -- cure plants III, forest walk, plant growth, snare; 4 -- antiplant shell, command plants, heal plants, wood storm

Blinding Beauty (Su): This ability affects all humanoid within 30 ft. of Loreli. Those who look directly at her must succeed on a DC 17 Fortitude save or be blinded permanently as though by the blindness spell. She can suppress or resume this ability as a free action. The save DC is Charisma-based.

Spell-Like Abilities: (CL 7; 1/day); *Dimension door*

Nymph Spells: Loreli casts divine spells as a 7th-level druid.

Druid Spells (6/5/4/3/1, save DC 13 + spell level): 0 -- *cure minor wounds, detect magic, flare, guidance, light, resistance*; 1 -- *calm animal, cure light wounds, entangle, longstrider, speak with animals*; 2 -- *barkskin, heat metal, lesser restoration, tree shape*; 3 -- *call lightning, cure moderate wounds, protection from energy*; 4 -- *rusting grasp*

Stunning Glance (Su): As a standard action, Loreli can stun a creature within 30 ft. with a look. The target creature must succeed on a DC 17 Fortitude save or be stunned for 2d4 rounds. The save DC is Charisma-based.

Unearthly Grace (Su): Loreli adds her Charisma modifier as a bonus on all her saving throws, and as a deflection bonus to her Armor Class. (The statistics block already reflects these bonuses).

Wild Empathy (Ex): This power works like the druid's wild empathy class feature, except that Loreli has a +6 racial bonus on the check.

Skills: Loreli has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. She can always choose to take 10 on a Swim check, even if distracted or endangered. She can use the run action while swimming, provided she swims in a straight line.

OSWIN THE TINKER

A traveling peddler, Oswin the Tinker roams from village to village selling his wares. His route takes him into Corwyl every 12 weeks or so, and the elves set him up in a Traveler's House to ease his stay.

Oswin makes and repairs metal vessels. Completed pots and pans, coppersmithing tools and other goods hang from his handcart, which also contains all the necessities for camping between towns. As a side trade, Oswin sharpens knives, scissors and other edged implements on the grindstones in his cart. When he comes to Corwyl, he also brings many luxury items not found within the village: human wine, silk, and books of lore from the North Province and elsewhere.

Oswin also brings news from other communities to Corwyl. Naturally, he also knows quite a bit about the people, places, and landmarks of the area.

Oswin has short gray hair and merry blue eyes. He has a fit build from years of walking between villages of the province. His handcart full of cooking utensils jingles and clangs as he walks.

OSWIN

50-year-old male human Commoner 3; CR 2; Medium humanoid; HD 3d4+3; hp 10; Init +0; Spd 30 ft. (6 squares); AC 10, touch 10, flat-footed 10; Base Atk +1, Grp +1, Attack +1 melee (1d4/19-20/x2, dagger) or +1 ranged (1d4/19-20/x2, dagger); Full Atk +1 melee (1d4/19-20/x2, dagger) or +1 ranged (1d4/19-20/x2, dagger); SV Fort +3, Ref +1, Will +5; AL NG; Str 11, Dex 11, Con 14, Int 15, Wis 15, Cha 10

Skills and Feats: Appraise +4, Craft (basketweaving) +4, Craft (carpentry) +3, Craft (cobbling) +3, Craft (leatherworking) +3, Craft (locksmithing) +4, Craft (mending) +5, Craft (stonemasonry) +3, Craft (tinsmithing) +3, Craft (weaving) +4, Handle Animal +2, Listen +4, Profession (peddler) +5, Profession (driver) +3; Endurance, Iron Will

Languages: Common, Dwarven, Elven, Gnome, Goblin, Halfling, Orc

Possessions: Stocked peddler's cart, dagger, tools, 7 gp, 27 sp, 40 cp

RAISA DAWN

Raisa lives on the southern outskirts of the valley. She hates company, unless her visitors have come to haggle for her potions: she's always looking for gullible souls...er, adventurers...to tackle tasks worthy of her wares -- she rarely trades for gold. Of course, finding Raisa's home is an adventure in and of itself.

Those who know Raisa say to deal with her requires a great deal of patience and diplomacy, and that she's insane. Angered easily, Raisa has been known to transform people into toads and eat them. Some have even become the plants that surround her home.



Raisa currently needs the following items for a few potions she's working on: a unicorn's horn, a medusa's head, a basilisk's brain, three purple worm eggs, and some vampire teeth and she would literally kill for the eyes of the tarrasque!

Despite her age, Raisa doesn't look a day over 40. Her hair is wild and tangled, and she has a far-away look in her eyes.

RAISA DAWN

140-year-old female human Witch 8; CR 8; Medium humanoid; HD 8d4; hp 22; Init +2 (+2 Dex); Spd 30 ft. (6 squares); AC 15 (+2 Dex, +2 bracers of armor, +1 ring of protection +1), touch 15, flat-footed 13; Base Atk +4; Grp +3, Atk +4 melee (1d6-1/x2, masterwork quarterstaff) or +7 ranged (1d8+1/19-20/x2, +1 light crossbow); Full Atk +4 melee (1d6-1/x2, masterwork quarterstaff) or +7 ranged (1d8+1/19-20/x2, +1 light crossbow); SA Spells; SQ Familiar benefits; AL CN; SV Fort +2, Ref +4, Will +11; Str 8, Dex 14, Con 10, Int 14, Wis 16, Cha 14

Skills and Feats: Concentration +7, Craft (alchemy) +9, Diplomacy +9, Handle Animal +7, Heal +8, Knowledge (arcana) +11, Knowledge (nature) +11, Ride +4, Sense Motive +8, Spellcraft +11, Swim +2, Survival +8 (+10 in aboveground natural environments); Alertness, Brew Potion, Empower Spell, Iron Will, Maximize Spell, Spell Focus (Enchantment)

Languages: Common, Elven, Sylvan

Possessions: Masterwork quarterstaff, dagger, +1 light crossbow, spell component pouch, rod of wonder, bracers of armor +1, ring of protection +1, potion of eagle's splendor, potion of cure moderate wounds, potion of invisibility

Witch Spells Known (6/7/7/6/3; DC 13 + spell level or DC 15 + spell level for enchantment spells): 0 -- *arcane mark, dancing lights, detect magic, ghost sound, light, mending, prestidigitation, resistance*; 1 -- *charm person, command, cure light wounds, endure elements, sleep*; 2 -- *alter self, detect thoughts, invisibility*; 3 -- *bestow curse, magic circle against law*; 4 -- *polymorph*

(For more on the witch class, see Green Ronin's *The Witch's Handbook*.)

Belladonna, cat familiar; Tiny magical beast; CR --; HD ½ d8 (effective 8d8); hp 11; Init +2 (+2 Dex); Spd 30 ft. (6 squares); AC 18 (+2 Dex, +2 size, +4 natural armor), touch 14, flat-footed 16; Base Atk +4; Grp -8; Atk +6 melee (1d2-4, claw); Full Atk +6 melee (1d2-4, 2 claws) and bite +1 melee (1d2-4); Space/Reach 2-1/2 ft./0 ft.; SQ Improved evasion, low-light vision, scent, speak with master, speak with cats; AL N; SV Fort +2, Ref +4, Will +7; Str 3, Dex 15, Con 10, Int 11, Wis 12, Cha 7

Skills and Feats: Balance +10, Climb +6, Concentration +7, Hide +14*, Jump +10, Listen +3, Move Silently +6, Sense Motive +6, Spot +3, Swim -1, Survival +6; Weapon Finesse

*+8 racial bonus to Hide checks in tall grass or heavy undergrowth

PLACES OF NOTE

The wilderness surrounding Corwyl contains many places of interest to inhabitants of the village as well as travelers. GMs can use this information as a foundation for adventures or dungeons of their own devising.

CAVERNS OF GLOOM

A limestone shelf underlies several miles of forest near Corwyl, where rainwater and other natural forces have carved an extensive network of caverns. The caves are home to countless humanoids and other monsters.

At least two entrances are known to the elves of Corwyl: the outlet of an underground stream and a 100-ft.-deep sinkhole into an enormous cavern.

Miles of twisting passages link natural chambers great and small in the caverns. Mud pits, pools of water, and submerged caverns are frequent. Stalactites, stalagmites, gypsum flowers, and other features are present as well.

Several colonies of bats dwell in the upper caverns, as does a tribe of goblins who occasionally venture forth to forage aboveground. Deeper caverns contain far greater threats, most of which are fortunately content to remain in their dark underground world. The Caverns of Gloom are said to connect to the Below, the networks of underground tunnels populated by drow, duergar, and other civilizations.

DARKSPIRE

A soaring stone spire of unknown origin, the Darkspire towers over the trees of the forest from its hilltop a half day's walk from Corwyl. The spire is constructed of carefully cut and fitted blocks of obsidian, a stone not native to the region; how the obsidian got to the hilltop is unknown. Runes of some language forgotten even by the elves are inscribed on the monolith, but its purpose cannot be divined.

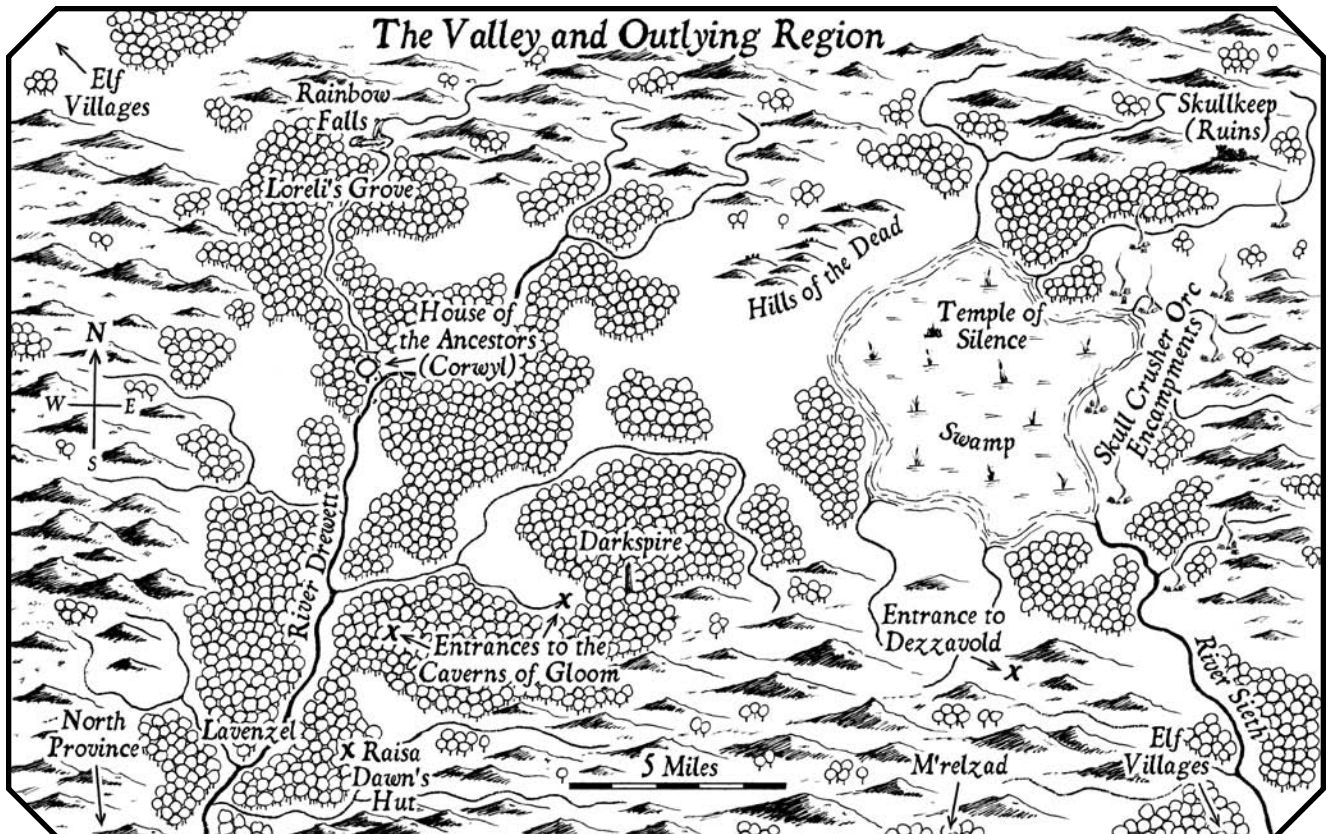
Some scholars speculate that the Darkspire has some connection to the Hills of the Dead, pointing to similarities between its runes and those on the standing stones above the barrow mounds.

HILLS OF THE DEAD

A series of low, treeless hills covered by grass, these hummocks are burial mounds of an ancient civilization. Elven scholars disagree on whether the civilization was human, elf, or something else; the barrows seem to predate the current elven settlements in the region.

Standing stones inscribed with weathered runes of some forgotten language rise from most of the hilltops. Birds shun the hills, save for the flocks of ravens sometimes found there. Visitors complain of a chilly unease.

Most of the ancient tombs remain sealed, but time and graverobbers have opened a few. Stone passages lead into the



APPENDIX: WHO'S WHO IN CORWYL

darkness, where countless cunning traps (magical and mechanical) await the unwary. Enchanted guardians are another hazard, while in some tombs the wizened dead themselves rise to defend their funerary goods! Others are now home to malign spirits or other supernatural threats. And even if the menaces of the tombs are defeated, the curses that descend on their defilers are harder and more insidious.

NORTH PROVINCE

For more than a century successive human kings far to the south of Corwyl have tried expanding their territory northwards by building fortifications (e.g., the now-crumbled and monster-infested Castle Angorn) and giving land grants in the sparsely settled frontier North Province to retainers. A three-decades-old village named Briarton on the banks of the River Drewett is the closest human settlement to Corwyl. The people of Briarton know that many elf communities are hidden in the great forest, but (with the exception of occasional visitors from Corwyl and other elf villages) they care little about the elves or border politics.

RAINBOW FALLS

A high waterfall of surpassing beauty, Rainbow Falls plunges hundreds of feet down a rock wall. A fine spray of mist from the crashing water surrounds the base of the falls, creating a permanent rainbow effect. Water sprites dwell in the pool beneath the falls and play in the mists when no strangers are about.

The waterfall feeds the River Drewett, which winds southward through the forest and into human lands. The beauty of Rainbow Falls lures elves from throughout the realm, many of whom also visit Corwyl while in the valley.

SKULLKEEP

A combined force of elves and humans crushed the orc stronghold of Skullkeep more than a century ago, but its ruins are still home to

many orcs and other creatures. The keep, located in the mountains a few days walk from Corwyl, now attracts a steady stream of adventurers in search of foes to slay and riches to recover.

The upper works have largely fallen into ruin. Below the fortress, however, lies a vast realm of dungeons, slave pits, cellars, animal warrens, crypts, natural caverns, and vast mines where slaves once wrested metals from the earth for their orcish masters. Many mine shafts are filled with water or poison gases, while others are home to malign creatures. Rumors say the hostile spirits of the slaves who died there haunt the mines.

Descendants of the survivors of Skullkeep's fall, now split into squabbling tribes, dwell within the ruins, as do bands of goblins and countless other monsters. There are unconfirmed reports that some of the deep caverns contain passages leading to the realms of the drow.

TEMPLE OF SILENCE

A seemingly eternal mist shrouds a forgotten temple of evil in a bog a few leagues from Corwyl. The shrine appears to have been constructed well after the wood elves established Corwyl, yet the villagers have no record or memory of its creation, occupation, or apparent abandonment. This may indicate the use of powerful magic to hide the temple and cloud memories. Whatever the case, the now-empty stone temple shows no signs of damage or attack.

The elves of Corwyl and other communities shun the silent temple, but daring adventurers sometimes venture to it in search of plunder.

Quicksand, bogs, and deadly swamp creatures in the marshes surrounding the temple threaten travelers, and the perpetual mist makes navigation tricky. Some parties emerge from the bogs -- muddy, sore, and often lacking a comrade or two -- without ever having found the shrine. Those who have entered the silent, eerie temple report it to be infested by evil spirits and undead, particularly in the extensive catacombs beneath, but filled with many ancient treasures.

APPENDIX: WHO'S WHO IN CORWYL

Name	Class and Level	Role	Family	Allies
Tanariel Alearae	aristocrat 1/fighter 5	cursed warrior	--	--
Telessar Andros	fighter 5/rogue 1	Council messenger	--	Hilorin Parane
Gilraen Arcaran	fighter 10/rogue 8	retired adventurer	--	--
Aes Byrniel	commoner 3	village strongman	Orellin Byrniel (ancestor; presence unrevealed)	--
Orellin Byrniel	rogue 5/wizard (illusionist) 1	spectral prankster	Aes Byrniel (descendant)	--

APPENDIX: WHO'S WHO IN CORWYL

Name	Class and Level	Role	Family	Allies
Deflorin Cor	Terellian knight 8	gnomish knight captain	Elaryeh Cor (adoptive mother), Valken Cor (adoptive father), Medyeh Cor (adoptive sister)	Kirkolis Dulaek, Emri Gallows
Delon Cor	ranger 7/soul archer 5	The Body of the Three (councillor)	--	Banderbow (barn owl companion), Halsekka Parane
Elaryeh Cor	Terellian knight 12	knight trainer	Valken Cor (husband), Deflorin Cor (adopted son), Medyeh Cor (daughter)	--
King Erolvin Cor	wizard 7/loremaster 5	spirit guide	--	Gloriannel Deloryl, Orapha Cor, Terellian Evrayn
Orapha Cor	ancestral speaker 14	spirit guide	--	Gloriannel Deloryl, King Erolvin Cor, Terellian Evrayn, Harten Vor
Valken Cor	ranger 13	orc hunter	Elaryeh Cor (wife), Medyeh Cor (daughter), Deflorin Cor (adopted son)	Kalil (viper companion)
Kevis Crane	warrior 3	human warrior	Helga Crane (mother), Donal Crane (father)	Zaelin Ree, Caros Llirey
Raisa Dawn	witch 8	recluse	--	Belladonna (cat familiar)
Erevan Delenor	expert 4	instrument maker and locksmith	--	--
Endora Deloryl	aristocrat 15/sorcerer 5	cause of the Dark War	Gloriannel Deloryl (daughter)	Navrin Parane
Gloriannel Deloryl	aristocrat 1/ancestral speaker 6	ruler	Endora Deloryl (birth mother), Maerin Deloryl (foster mother), Harten Vor (father), Valsoff Deloryl (cousin)	King Erolvin Cor, Orapha Cor, Terellian Evrayn, Wilane Jorin, Terellian knight bodyguards
Maerin Deloryl	wizard 2/aristocrat 8	regent	Endora Deloryl (great grandaunt), Gloriannel Deloryl (foster daughter)	--
Valsoff Deloryl	fighter 10/bard 1	restless spirit	Endora Deloryl (aunt), Gloriannel Deloryl (cousin)	--
Eranade Dezzav	fighter 9/rogue 2	spectral spy	Solfaera Dezzav (sister; unrevealed)	The Black Heart of Nyarleth
Dol-Rok	barbarian 12	orc chieftain	--	the Skull Crushers
Kirkolis "One Arm" Dulaek	commoner 4	one-armed fisherman	--	Deflorin Cor, Lindellen*
Pattys Dulas	cleric 3	priestess of the Lady of the Forest	--	--
Meryon Ellyriel	commoner 2/expert 10	bowyer	Tianal Ellyriel (wife), Gilaias Ellyriel (son)	--
Terellian Evrayn	ranger 13/rogue 4	spirit guide	--	Gloriannel Deloryl, King Erolvin Cor, Orapha Cor
Emri Gallows	Terellian knight 7	knight captain	--	Deflorin Cor
Wilane Jorin	commoner 3	Gloriannel's servant	--	Gloriannel's bodyguards
Lavenzel	greater treant	valley protector	--	Freylan Norel
Lindellen*	28-HD awakened birth-tree	bereaved birth-tree	--	Kirkolis Dulaek, Winsell*, Freylan Norel
Caros Llirey	paladin 1	young adventurer	Freylan Norel (distant cousin)	--
Loreli	tree maiden 10	wood nymph	--	Freylan Norel
Alwyne "The Grey" Masslin	expert 6	aging hostler	Taia Masslin (wife), Celoryn Masslin (son)	--
Celoryn Masslin	sorcerer 4/rogue 2	overconfident adventurer	Taia Masslin (mother), Alwyne Masslin (father)	Vorry (lizard familiar)
Taia Masslin	--	worried wife	Alwyne Masslin (husband), Celoryn Masslin (son)	--

APPENDIX: WHO'S WHO IN CORWYL

Name	Class and Level	Role	Family	Allies
Lodorel Masslin	expert 3/bard 1	cobbler and entertainer	Denora Masslin (wife)	Iovar Trylaia
Freylan Norel	druid 2	Grove Guardian	Sylari Norel (mother), Jondelar Norel (brother), Caros Llirey (distant cousin)	Zaelin Ree, Lavenzel, Lindellen*, Loreli, Chiki (squirrel companion)
Jondelar Norel	Terellian knight 2	bored knight	Sylari Norel (mother), Freylan Norel (sister)	Zaelin Ree
Sylari Norel	aristocrat 4/wizard 11	The Mind of the Three (councillor)	Freylan Norel (daughter), Jondelar Norel (son)	Tratekah*
Halsekka Parane	commoner 1/cleric 11	The Spirit of the Three (councillor)	Hilorin Parane (daughter), Navrin Parane (son)	Erevan Delenor
Hilorin Parane	aristocrat 2	future adventurer	Halsekka Parane (mother), Navrin Parane (brother)	Telessar Andros
Navrin Parane	aristocrat 1/rogue 1	practical joker	Halsekka Parane (mother), Hilorin Parane (sister)	Erevan Delenor, Endora Deloryl
Geneviève "The Fair" Ree	bard 7	wandering minstrel	Mirondylla Ree (mother), Zaelin Ree (brother)	--
Mirondylla Ree	adept 3/expert (apothecary) 6	healer	Geneviève the Fair (daughter), Zaelin Ree (son)	Sapio (barn owl familiar)
Zaelin Ree	ranger 1/druid 4/animal master 1	animal master	Mirondylla Ree (mother), Geneviève the Fair (sister)	Kevis Crane, Freyland Norel, Jondelar Norel, Marah (hawk companion), Tyrin (puma companion)
Brother Partol Shenor	expert 1/druid 9	leader of the Grove Guardians	--	Master Dendor, giant eagle, Hetta (brown bear companion), Dowa (screech owl companion), Bopo and Nopo (river otter companions), Winsell*
Master Dendor Telos	druid 14	caretaker of memory trees	--	Brother Partol
Brother Hu Thon	monk 9	mute monk	--	village cooshees
Oswin the Tinker	commoner 3	traveling peddler	--	Geneviève the Fair
Tratakeh*	32-HD awakened birth-tree	Sylari Norel's tool	--	Sylari Norel
Cyrien Trylaia	expert 11/wizard (diviner) 1	widowed scholar	Iovar Trylaia (brother)	Gideon (cat familiar)
Iovar Trylaia	bard 9	snobbish outsider	Cyrien Trylaia (sister)	Lodorel Masslin
Amras Tyriel	fighter 1/wizard (illusionist) 7	scarred adventurer	--	Indigo (raven familiar)
Winsell*	28-HD awakened birth-tree	memory tree protector	--	Brother Partol, Lindellen*

* for more information on Lindellen, Tratakeh, and Winsell, see the Green Ronin website, www.greenronin.com

Name	Rivals and Enemies	Goals	Secrets	Page
Tanariel Alearae	Bloodspiller (unrevealed)	discover Dezzavold	interest in Dezzavold	80
Telessar Andros	--	protect Corwyl	--	78
Gilraen Arcaran	--	enjoy a peaceful retirement	--	77
Aes Byrniel	--	lead a quiet life	embarrassment at his strength and size	74
Orellin Byrniel	Valsoff Deloryl	protect Corwyl from Valsoff	--	83
Deflorin Cor	--	learn more about his birth parents, prove himself to the villagers	--	71
Delon Cor	--	protect Corwyl	--	54
Elaryeh Cor	--	protect Corwyl and her family	--	72
King Erolvin Cor	--	protect Corwyl	--	57
Orapha Cor	--	protect Corwyl and Gloriannel	--	55
Valken Cor	--	protect Corwyl	--	75

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Name	Rivals and Enemies	Goals	Secrets	Page
Kevis Crane	--	find a nice half-elf woman to adventure with	--	78
Raisa Dawn	--	continue her experiments	--	90
Erevan Delenor	Amras Tyriel (unrevealed)	overcome his fear of heights	--	59
Endora Deloryl	Valsoff Deloryl	forgiveness from the spirits	role in the Dark War	62
Gloriannel Deloryl	Sylari Norel (unrevealed)	protect Corwyl	true parentage	49
Maerin Deloryl	Sylari Norel (unrevealed)	protect Gloriannel	--	51
Valsoff Deloryl	Orapha Cor, Endora Deloryl, the drow	convince the village leaders to attack the drow, rehabilitate his reputation	--	83
Ernade Dezzav	--	destroy Corwyl	her continued presence in Corwyl	84
Dol-Rok	Valken Cor	torture and death of Valken Cor	--	85
Kirkolis "One Arm" Dulaek	--	prove himself to his father's spirit	--	79
Pattys Dulas	Valsoff Deloryl	protect Corwyl	--	64
Meryon Ellyriel	--	create the "perfect" bow	--	60
Terellian Evrayn	--	protect Corwyl	--	56
Emri Gallows	--	protect Corwyl	--	71
Wilane Jorin	--	serve Corwyl's leader	--	50
Lavenzel	--	protect the valley	her existence	86
Lindellen*	--	protect the village birth-trees	--	*
Caros Llirey	--	explore the valley	--	64
Loreli	--	protect the valley	--	86
Alwyne "The Grey" Masslin	--	be remembered after he dies	--	74
Celoryn Masslin	--	find adventure, win the affection of Geneviève the Fair or some other worthy woman	true extent of his accomplishments	70
Taia Masslin	--	stop her husband's aging	--	74
Lodorel Masslin	--	become an adventurer	--	59
Freylan Norel	--	protect the defenseless, become tree maiden	relationship with Lavenzel and Loreli	67
Jondelar Norel	--	become an adventurer, find an elf nobleman with whom to share his life	--	73
Sylari Norel	Halsekka Parane	Gloriannel Deloryl, Maerin Deloryl	take control of Corwyl	58
Halsekka Parane	--	protect Corwyl	--	54
Hilorin Parane	--	find excitement	pregnancy, future plans	63
Navrin Parane	--	--	thefts	63
Geneviève "The Fair" Ree	--	educate the peoples of the region	--	85
Mirondylla Ree	--	find a new love, repair her relationship with Geneviève	--	76
Zaelin Ree	--	protect the animals of the valley, seek adventure	--	68
Brother Partol Shenor	--	protect Corwyl and its memory trees	--	66
Master Dennor Telos	--	protect memory trees	--	65
Brother Hu Thon	emperor's agents	rescue his parents, overthrow the emperor	reason why his tongue was cut out	82
Oswin the Tinker	--	make a good living	--	89
Tratakeh	--	protect Sylari	--	*
Cyrien Trylaia	--	overcome her grief	--	81
Iovar Trylaia	Geneviève the Fair	--	"rescue" his sister	58
Amras Tyriel	Erevan Delenor	revenge against Erevan	--	69
Winsell*	--	protect the village memory-trees	--	*

* for more information on Lindellen, Tratakeh, and Winsell, see the Green Ronin website, www.greenronin.com

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