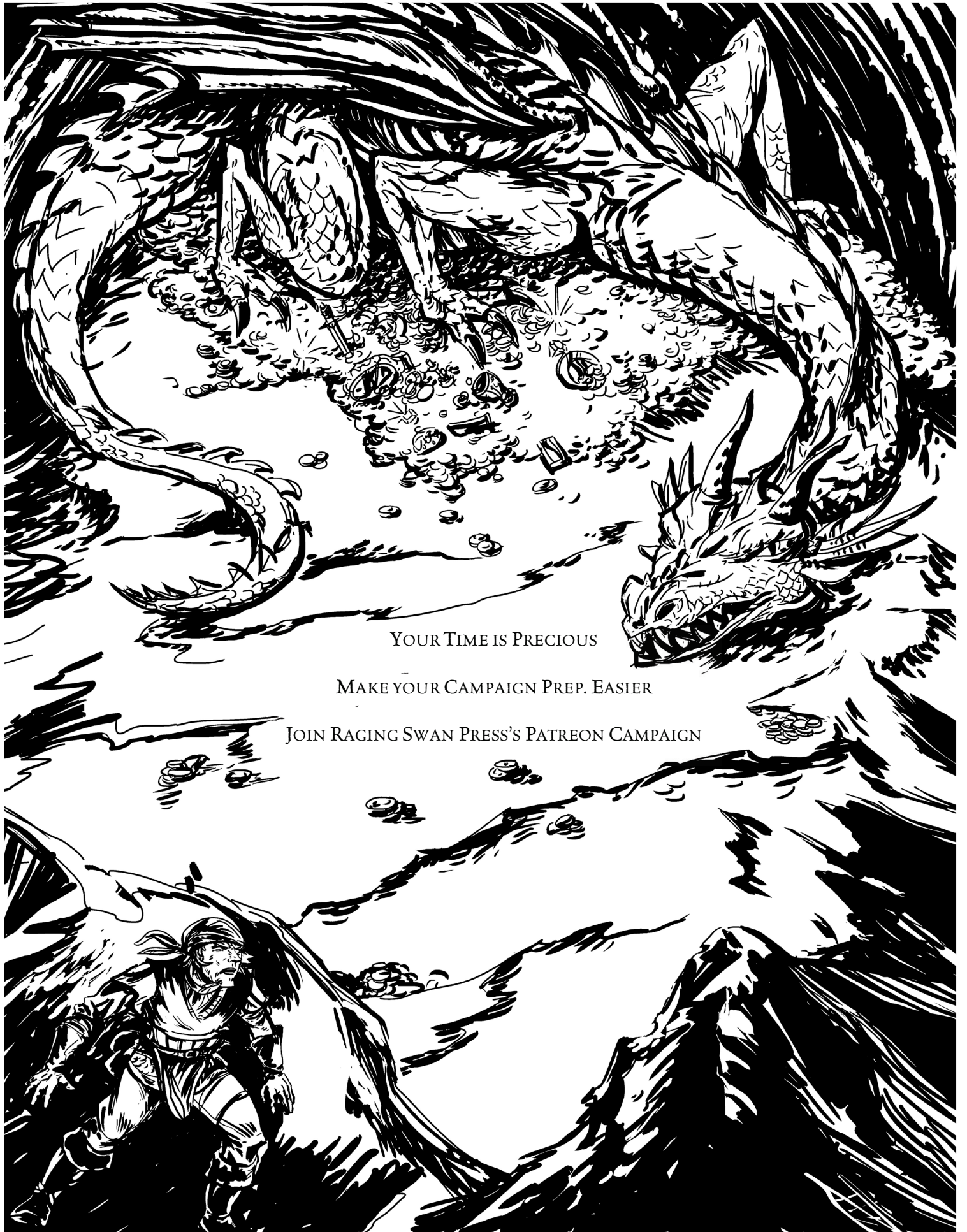


RAGING SWAN PRESS

PLACES OF POWER:  
VALLEY OF THE ROCKS



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# PLACES OF POWER: THE VALLEY OF THE ROCKS

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*Hidden in a wild, untamed range of wooded hills lies the legend-mantled, mist-drenched Valley of the Rocks. This deep, cliff-fringed valley has lingered in borderland lore for centuries. Many stories speak of the valley's otherworldly and elusive denizens, its ancient—and impossibly immense—trees and of the many travellers and explorers who have disappeared therein.*

*Remnant of an elder, forgotten time the valley is both a dangerous place and a sanctuary. For amid the gloom, stand mysterious, timeworn animal sculptures raised up for some unknowable and unguessable purpose. And among the stones linger the shades of the valley's last guardians—a cabal of ancient, long-dead elven druids—dedicated to protecting their home from all who would despoil its tranquil, benighted depths.*

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Thank you for purchasing *Places of Power: The Valley of the Rocks*; we hope you enjoy it and that you check out our other fine print and PDF products.

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## VALLEY OF THE ROCKS AT A GLANCE

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In the depths of a wooded range of hills far from civilisation's pernicious creep lies the tree-shrouded, legend-cloaked Valley of the Rocks. The valley and its timeworn sculpted rocks—remnants of an elder, forgotten time—have featured in stories circulating among the border folk for centuries and, in truth, it is a place lost to time and legend.

This deep, steep-sided valley meanders through the hills for almost two miles. The valley is so deep, it has its own climate. Within its depths it is noticeably colder than the surrounding forest and mist stubbornly lingers among the huge, gnarled time-worn trees. The valley's majestic cliffs—fully 200 ft. high in places—cloak the place in perpetual shadow and keep all but the most persistent or resourceful explorers at bay.

The valley is a place of ancient elven power—a living temple to nature's glory and power. Silently lurking among the trees lie the carven monuments of a forgotten people. Now eroded by time's remorseless passage and moss-wreathed these sculptures depict wolves, bears, owls and other woodland denizens. Some are small, and easily missed among the gloom and foliage, while others are huge. Carved from boulders fallen from the vertiginous cliffs bounding the valley the sculptures lend a haunted, forlorn aspect to the gloomy valley.

### DEMOGRAPHICS

**Ruler** Rideth Cyelrae  
**Population** 4 (3 elves, 1 half-elf)  
**Alignments** NG, N, NE  
**Languages** Elven  
**Resources & Industry** None

### LORE

A PC making a Knowledge (geography) or Knowledge (local) check may know something about the Valley of the Rocks. A successful check gains all the information revealed by a lesser check.

**DC 15:** Legend and rumour shroud the Valley of the Rocks. Many speak of the valley's otherworldly, elusive denizens and the strange sculptures dotted about the site. The trees growing within the valley are immense—some are over 200 ft. high.

**DC 20:** The strange carvings and sculptures found in the valley are unknowably old and depict various woodland creatures such as wolves, bears, owls and so on.

**DC 25:** The valley is an ancient place of power once sacred to a fallen elven civilisation. Since its fall no one has successfully settled in the valley—or laid claim over it.

### NOTABLE FOLK

No living folk yet dwell in the Valley of the Rocks. However, a few remnants of the ancient elves linger on:

**Naillae Aralivar** (N old female ghost elf druid 6) Naillae loves the tranquillity of the valley, but longs to once again experience the joy of being alive.

**Rideth Cyelrae** (NG venerable female ghost elf druid 13) Custodian of the valley, Rideth is a gentle soul much given to thoughtful introspection.

**Solalith Evdrearn** (location 7; NE venerable male ghost half-elf druid 3/sorcerer [undead] 8) This half-elf hid his true self from his fellows. He is not the most dangerous—but is the most vindictive—of the valley's inhabitants.

**Tahyls Vonothvar** (NG venerable female ghost elf druid 7) Dedicated to protecting the animals dwelling in the valley, Tahyls can be a great friend or implacable enemy.

Only Solalith normally lingers in a certain location (location 7); his companions can be encountered anywhere.

### NOTABLE LOCATIONS

Most of the Valley of the Rocks comprises locations of little interest to adventurers. A few locations, however, are notable:

1. **The Kanae Falls:** Here, the Malinrae tumbles over the valley's cliffs in a series of spray-drenched tiered cascades.
2. **The Malinrae:** The Malinrae's turbulent waters flow swiftly through the valley's depths.
3. **Wolf Rock:** Moss, lichens and thick undergrowth all but obscure this sculpture.
4. **Deer Rock:** Carved from a huge boulder, this sculpture depicts a stag and two young deer.
5. **The Giant's Horn:** Roughly at the valley's midpoint, a spire of rock rises from the northern cliff. Half again as high as the cliffs, it casts a long shadow over the surrounding forest.
6. **Bear Rock:** Thick bushes of thorn surround this huge statue.
7. **Solalith's Pool:** In this seemingly tranquil pool lurks the hateful spirit of Solalith Evdrearn.
8. **The Aldond:** Eventually, the Malinrae flows out of the valley through a great jumble of slick, tumbled stones and into a small lake—Lake Vontyrr.
9. **Lake Vonytrr:** This waters of this willow-fringed, idyllic lake of wide extent shimmer enticingly in the sunlight.

### MARKETPLACE

No magic items are for sale in the valley, but its folk may cast spells to aid adventurers if they are deemed worth. Those hunting the valley's inhabitants or destroying its fauna do not fall into this category (and are instead destroyed).



## EVENTS

While the PCs are in the Valley of the Rocks, one or more of the below events may occur. Choose or determine randomly:

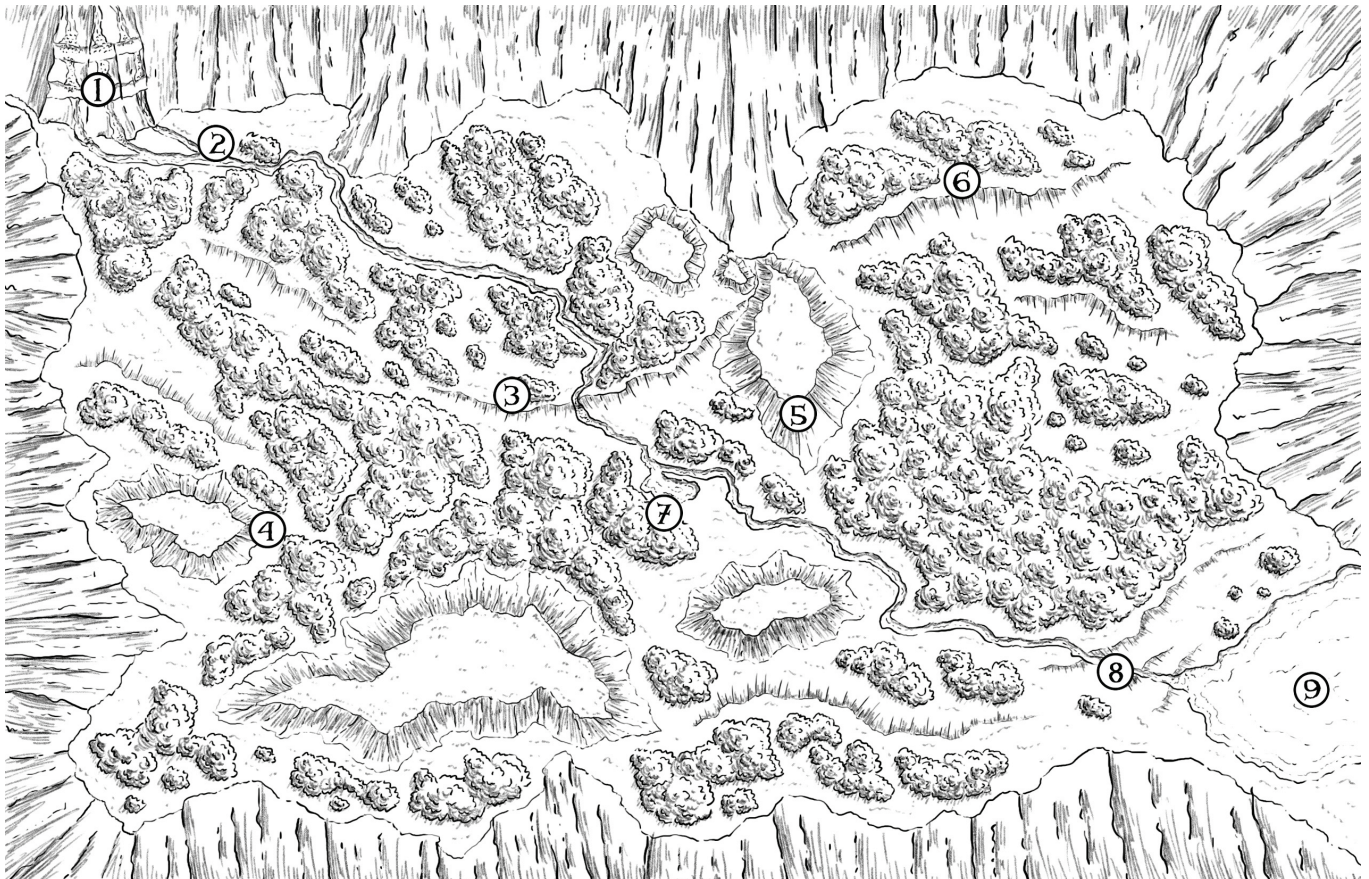
D6	EVENT
1	A huge fox scampers into view. It watches the party without fear. If the PCs attack, Tahyls arrives shortly thereafter to investigate events.
2	Thick mist gathers about the valley floor, cutting visibility to mere feet and muffling any sounds. This mist is cold and damp.
3	With a loud crack, a huge branch falls from above. It plummets through several lower branches before crashing to the ground.
4	A large bird alights on a nearby mossy sculpture and whistles a beautiful, melodic song. If approached, it flies away to continue its song elsewhere.
5	A small animal—perhaps a rabbit or squirrel—scurries through the undergrowth close to the PCs. It is completely unafraid of them.
6	Solalith Evdrearn becomes aware of the PCs and begins to stalk them.

## WHISPERS & RUMOURS

A PC can use Diplomacy in nearby settlements to gather information about the Valley of the Rocks. This takes 1d4 hours and requires a DC 10 check. A PC exceeding this check gains one additional rumour for each 5 points by which he exceeded DC 10. Use the table below, to determine which rumour(s) the PC learns.

D6	RUMOUR
1*	The valley is haunted; any who enter are doomed.
2*	The valley's sculptures and statues come alive at night and destroy anyone they find therein.
3	Sunlight never reaches the mist-drenched valley floor and the ghosts of an ancient people yet linger in its gloomy depths.
4	The valley was formed when two gods battled. One struck at the other—missed—and gouged a huge jagged wound in the very fabric of the world.
5	Few dare to enter the valley, and fewer emerge again. Some escape months or even years later. They are never the same again.
6*	The valley is an otherworldly place; the boundaries between this world and other, ephemeral places are weak within its depths.

\*False rumour



## NOTABLE LOCATIONS

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### 1: THE KANAE FALLS

Here, the Malinrae tumbles over the valley's cliffs in a steep "stair" of four spray-drenched tiered cascades. The rocks here are slick and smooth. On each tier, the Malinrae has carved a foam-flecked pool from the vertiginous cliffs. Unless explorers dare the falls, climbing down to the valley floor here is difficult (DC 30 Climb) in the extreme—the spray and slick rock making a descent extremely hazardous.

### 2: THE MALINRAE

The Malinrae flows swiftly away from the Kanae Falls through a narrow and deep twisting channel bored deep into the valley's rocky floor. Never more than 20 ft. wide or so, the Malinrae is swift (DC 15 Swim), cold and turbulent. Boulders lurk beneath the surface ready to shatter the bodies of unwary swimmers. In many places, old and gnarled trees cluster thickly upon its banks throwing long stretches of the river into perpetual shade.

### 3: WOLF ROCK

Standing hard against the Malinrae's bank, Wolf Rock is almost unrecognisable. Covered in moss and lichens and surrounded by thick, cloying bushes, it is easily missed by explorers. The carved wolf is depicted snarling savagely and ready to leap on its prey.

### 4: DEER ROCK

Carved from a huge boulder, this sculpture depicts a stag and two young deer. The young are grazing while the stag stands—head up—protectively between them. Time has not been kind to this sculpture. Decades ago, a falling branch smashed one of the stag's antlers—the shards of which lie concealed among the surround thick undergrowth—and one of the fawns has clearly been vandalised. Perhaps in stark warning as to the fate of vandals, the yellowing bones of a humanoid lie nearby.

---

#### IN YOUR CAMPAIGN

The Valley of the Rocks can be placed in any wild or semi-wild wooded hill range. It is not a place often visited and should lie in a remote—or dangerous—region of the hills. The valley's ghosts yet guard it from incursion by those who would do it damage and so—for the right party—it could become a refuge of sorts (if they are exploring a nearby adventure site).

The exact details of the ancient elven culture that once held the valley have been left intentionally vague. While such a culture undoubtedly exists in almost every campaign, most PCs are unlikely to delve too deeply into its mysteries.

### 5: THE GIANT'S HORN

Perhaps the valley's most recognisable feature, the Giant's Horn rears up from the northern-most cliff. Standing at roughly the midpoint of the valley, the Giant's Horn is fully 100 ft. higher than the nearby cliffs. The outcrop is visible for scores of miles in all directions and is the subject of wild conjecture among sages and other sagacious folk.

Its rough and pitted flanks offer many handholds for the persistent climber. Those reaching the horn's tip can enjoy unparalleled views of the surrounding territory. Legend has it that at dusk on a certain day of the year, the shadow of the horn's tip falls upon the hiding place of some ancient treasure. The veracity of this—and details of the hidden treasure's composition—is hotly debated among those steeped in the region's legends and lore.

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#### VALLEY FEATURES

The Valley of the Rocks is essentially (now) virtually unexplored wilderness—protected by formidable natural barriers and ghostly custodians.

**Stealth & Detection:** In the valley, the maximum distance at which a Perception check can be made to detect other creatures is 2d6 x 10 feet. Background noise increases the DC of Perception checks by 2 per 10 feet.

**Cliffs:** Vertiginous, 200 ft. high cliffs bound the valley. They are rough and pitted, but relatively easy to scale (DC 15 Climb). In many places, shallow caves pierce the rock.

**Huge Trees:** Many of the valley's trees are immense. The branches of some—protected from harsh weather and augmented by the ancient enchantment of long-dead druids—mingle with the boughs of the forest above. Some are well over 200 ft. high and can be scaled with DC 15 Climb checks.

**No Paths:** No large creatures dwell in the valley and so there are no handy pathways for explorers to follow. Instead, the place is home to birds (in great profusion) squirrels, foxes, rabbits and other normal woodland creatures.

**Vegetation:** Vegetation grows wild throughout the valley; vines, roots and bushes grow through the valley, hindering movement. Treat such areas as difficult terrain. Clearings are few and often only occur in areas even gloomier than the norm. Elsewhere, thick stands of dense undergrowth make travel virtually impossible.

**Sculptures:** Sculptures great and small stand throughout the valley. All depict woodland animals of some kind or another. Many are wreathed in moss, obscured by vegetation or damaged (either by accident, time's remorseless flow or deliberate act).

## 6: BEAR ROCK

This huge, crumbling sculpture stands upon a small, rocky rise. It rears up above the surrounding thick bushes and brambles as if the angry bear were about to sweep it all aside with one massive paw. Vines snake up from the surrounding vegetation like the tentacles of some gigantic, unknowable predator ensnaring the bear in its deadly, implacable grip.

Such is the thickness of the thorny bushes about Bear Rock that getting closer to examine the sculpture is impossible without magic unless a path is cleared through the cloying, vine-riddled growth.

## 7: SOLALITH'S POOL

Fed by the Malinrae, but separated from its main course by a high and wide sandbar only overcome during flooding, Solalith's Pool is a seemingly tranquil place. However, it is not a safe place for here lurks Solalith Evdrearn (NE venerable male ghost half-elf druid 3/sorcerer [undead] 8).

### VALLEY DRESSING

Use the table below, to add minor points, or encounters, of interest to the party's exploration of the valley. Reroll (or ignore) inappropriate results.

#### D12 EVENT

1	A multitude of bird nests fill the boughs of a nearby tree. Birds flit about and the sound of their songs fills the air.
2	Dozens of rabbit holes pierce a high, earthen bank. Their tracks are scattered all about.
3	The thick and gnarled roots of one of the valley's trees grow out of an earthen bank. They appear almost like petrified, writhing serpents.
4	Birds in a nearby tree suddenly take flight. They alight nearby and begin to sing.
5	Ahead, the trees cluster thickly together creating an area of deeper gloom pregnant with unseen menace.
6	A huge fox—easily four-foot-long from snout to tail—ambles out of nearby bush, observes the party for a few minutes and then dashes away.
7	The loud rushing sound of the Malinrae reaches the party's ears. Moments later, they hear a loud splash.
8	A strong wind rattles the boughs high overhead and a light "rain" of leaves falls about the party.
9	A small sculpture of a fox stands partially obscure by a great mound of leaves.
10	The yellowing bones of a previous explorer lie amid his mouldering equipment. There are no signs of violence upon the old, brittle bones.
11	A huge, rotting tree trunk lies amid the undergrowth. A riot of ferns moss and fungi grows up its remains.
12	The undergrowth is so dense the party must hack their way through or find a different way forward.

The pool is deep and the water cool. It is also a mass grave. Solalith sometimes forces his possessed victims into the pool and half buries them under the many stones littering its bed. He then relinquishes his sinister control over their psyche and watches their last moments—revelling in their realisation, panic and death throes. Adventurers exploring the pool find the skeletal remains of dozens of humanoids along with a vast amount of rotting or rusting equipment.

## 8: THE ALDOND

The Valley of the Rocks ends in a great field of smashed and tumbled rocks. Here, it is if some ancient, primordial being of superlative strength smashed the surrounding cliffs into rubble, destroying them utterly. This great field of rubble descends steeply for hundreds of feet. The Malinrae flows under, over and through this great expanse of rock to finally reach the placid waters of Lake Vontyrr through dozens of channels.

It is across the Aldond—clambering up and across the great mass of slick, moss-wreathed stones (DC 5 Climb)—that most explorers reach the Valley of the Rocks

## 9: LAKE VONTYRR

Whereas much of the Valley of the Rocks lies cloaked in perpetual gloom, Lake Vontyrr's placid waters scintillate enticingly in the sunlight. Here fish swarm, birds wheel in the sky and reeds grow in great profusion. Dotted along its banks—some say like great sentinels of old—stand hoary old willow trees of prodigious extent. Their leafy boughs reach far out over the lake's waters and swarms of bees buzz about them in search of their precious nectar.

Many folk have camped upon the lake's wide and gentle banks. Here, the fishing is easy, the ground comfortable and wild berries and nuts grow in abundance. It is an idyllic place.

### DANGER IN THE VALLEY

Naillae, Rideth and Tahlys yet protect their ancient temple-home and the creatures dwelling within. Intruders who despoil the valley are punished mercilessly; their remains nourish the great trees.

Solalith Evdrearn is a different matter entirely. The venerable half-elf is yet twisted by the dark, malevolent forces dominating his life. He still secretly works against his fellows and takes every opportunity to despoil the valley. To do this, he prefers working through proxies and he often attempts to possess interlopers. When successful, he wreaks as much damage and death as possible upon the flora and fauna of the place before drowning his doomed pawn in Solalith's Pool (location 7) or until his vengeful companions destroy the intruder. Thus far, his part in these crimes has gone undetected.



## NOTABLE INHABITANTS

### NAILLAE ARALIVAR

*This old female elf has arresting blue eyes and bright silver hair hanging far down her back.*

N old female ghost elf druid 6

Naillae loves the tranquillity of the valley, but longs to once again experience the simple pleasure of being alive.

**Personality:** Naillae is sad that she is dead. While she loves her extended “life” she longs to once again feel the sun on her face, swim in the Malinrae and to eat and drink real food.

**Mannerisms:** Naillae loves to meditate and can often be found—floating in midair—in a cross-legged position.

**Distinguishing Features:** Naillae’s bright blue eyes glow with an inner fire. When she speaks with living elves they take on a somewhat predatory gleam; this is Naillae imagining possessing the unfortunate’s body...but only for a month or two.

#### **RIDETH CYELRAE** CR 14 (XP 38,400)

Female venerable ghost elf druid 13

NG Medium undead (humanoid, elf, incorporeal)

**Init** +4; **Senses** darkvision 60 ft., low-light vision; Perception +29, Sense Motive +4

**Speed** 30 ft., (trackless step, woodland stride), fly 30 ft. (perfect); **ACP** 0; Fly +12, Stealth +8 (incorporeal)

**AC** 14, touch 14, flat-footed 14; **CMD** 23 (+4 deflection)

**Immune** sleep, mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless); critical hits and precision-based damage (except from *ghost touch* weapons); nonmagical attacks

**Fort** +12, **Ref** +4, **Will** +14 (+16 vs. enchantments, +18 vs. channelling); +4 vs. fey and plant-targeted effects

**hp** 114 (13 HD)

**Space** 5 ft.; **Base Atk** +9; **CMB** +9

**Incorporeal Melee Touch** corrupting touch +9 (14d6 [DC 20 Fort halves])

**Atk Options** Flyby Attack, Vital Strike

**Special Actions** a thousand faces, corrupting gaze, frightful moan, telekinesis, wild shape

**A Thousand Faces (Su [standard])** Rideth changes her form at will as if using *alter self* while in her normal form.

**Corrupting Gaze (Su [standard])** Rideth has a gaze attack (range 30 ft.) that causes 2d10 damage and 1d4 Charisma damage (DC 20 Fortitude negates the Charisma damage).

**Frightful Moan (Su [standard])** Rideth emits a frightful moan affecting all living creatures in a 30-foot spread. Affected creatures are panicked for 2d4 rounds (DC 20 Will negates). This is a sonic mind-affecting effect. A creature resisting Rideth’s moan is immune to this effect for 24 hours.

### RIDETH CYELRAE

*A timeworn face, long silvery hair and a hunched frame mark this elven female as a woman of exceptional old age.*

NG venerable female ghost elf druid 11

Custodian of the valley, Rideth is a gentle soul much given to thoughtful introspection.

**Personality:** Truly at one with nature, Rideth has seen much in her long life. Nothing—cruelty or compassion—surprises her anymore. She is instinctively distrustful of non-elves, but is not vindictive. It is hard to earn her trust.

**Mannerisms:** Rideth speaks achingly slowly as she searches for exactly the right word or phrase.

**Distinguishing Features:** Rideth’s long silvery hair glistens in both moonlight and sunlight. Whichever form she takes, her hair—or a decent proportion of her fur—is of identical hue.

**Telekinesis (Su [standard])** Rideth can use *telekinesis* once every 1d4 rounds (CL 13).

**Wild Shape (Su [standard; 5/day])** Rideth can assume the form of a Huge or Diminutive animal (*beast shape III*), a Huge elemental (as *elemental body IV*) or a Huge plant (as *plant shape III*) creature. Rideth can cast spells while using wild shape.

**Druid Spells Prepared** (CL 13th; concentration +17; Weather)

7th—*control weather*<sup>D</sup>, *true seeing*

6th—*control winds*<sup>D</sup> (DC 20), *greater dispel magic*, *liveoak*

5th—*call lightning storm* (DC 19), *cure critical wounds*, *ice storm*<sup>D</sup>, *wall of thorns*

4th—*command plants* (DC 18), *control water*, *cure serious wounds*, *dispel magic*, *flame strike* (DC 18), *sleet storm*<sup>D</sup>

3rd—*call lightning*<sup>D</sup> (2; DC 17), *cure moderate wounds*, *protection from energy*, *speak with plants* (2)

2nd—*animal messenger*, *cat’s grace*, *fog cloud*<sup>D</sup>, *heat metal* (DC 16), *resist energy* (2)

1st—*calm animals* (DC 15), *cure light wounds*, *detect animals or plants*, *obscuring mist*<sup>D</sup>, *speak with animals* (2)

0—*create water*, *detect magic*, *light*, *stabilize*

**Domain Spell-Like Abilities** (CL 13; concentration +17)

13/day—lightning lord (13 bolts/day)

7/day—storm burst (+9 ranged touch, 1d6+6 nonlethal)

**Abilities** Str –, Dex 10, Con –, Int 15, Wis 19, Cha 19

**SQ** elven magic, nature bond (Weather domain), nature sense, rejuvenation, wild empathy (+17 [+13 vs. magical beasts])

**Feats** Eschew Materials, Flyby Attack, Improved Initiative, Iron Will, Natural Spell, Self-Sufficient, Vital Strike

**Skills** as above plus Diplomacy +16, Handle Animal +20, Heal +20, Knowledge (nature) +20, Knowledge (religion) +18, Survival +26

**Languages** Common, Draconic, Druidic, Elven, Sylvan

**Gear** ghostly elven robes, holy symbol, spell component pouch



## SOLALITH EVDREARN

*With long black hair tied in a ponytail, soulless black eyes and an emaciated frame this mongrel elf wears clothes of severe cut and dark hue.*

NE venerable male ghost half-elf druid 3/sorcerer [undead] 8

This half-elf hid his true self from his fellows. He is not the most dangerous—but is the most vindictive—of the valley's inhabitants.

**Personality:** Solalith is a twisted, evil man. He hates his fellows—but dares not move against them. He dreams of corrupting the valley completely, and of being its lord. In particular, he hates Rideth (but is scared of her power). He is devoid of mercy or compassion, but is full of guile and well practised at hiding his true feelings.

**Mannerisms:** Solalith's mouth is often twisted into a sneer.

**Distinguishing Features:** Solalith's eyes are flat and black; they portray no emotion, except when he is inflicting pain on others—then they seem to light up with an unholy fire.

### SOLALITH EVDREARN CR 12 (XP 19,200)

Male venerable ghost half-elf druid 3/sorcerer (undead) 8  
NE Medium undead (humanoid, elf, human, incorporeal)

**Init** +4; **Senses** low-light vision, darkvision 60 ft.; Perception +26, Sense Motive +4

**Speed** 30 ft. (trackless step, woodland stride), fly 30 ft. (perfect); **ACP** 0; Fly +13, Stealth +16 (incorporeal)

**AC** 17, touch 17, flat-footed 17; **CMD** 23 (+7 deflection)

**Immune** sleep, mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless); critical hits and precision-based damage (except from *ghost touch* weapons); nonmagical attacks **Resist** cold 5

**Fort** +12, **Ref** +3, **Will** +15 (+17 vs. enchantments, +21 vs. channelling)

**hp** 133 (11 HD)

**Space** 5 ft.; **Base Atk** +6; **CMB** +6

**Incorporeal Melee Touch** corrupting touch +6 (12d6 [DC 24 Fort halves])

**Atk Options** Flyby Attack, Vital Strike, draining touch

**Draining Touch (Su [standard])** Solalith can drain 1d4 points from any one ability score with an incorporeal melee touch attack (+6). With a successful hit, he heals 5 hp.

**Special Actions** malevolence, telekinesis

**Malevolence (Su [standard; at will])** Solalith can merge his body with an adjacent creature from the Material Plane (DC 24 Will resists). This works similar to *magic jar* (CL 11). A creature that successfully saves against this attack is immune to Solalith's malevolence for 24 hours.

**Telekinesis (Su [standard])** Solalith can use *telekinesis* once every 1d4 rounds (CL 12).

## TAHLYS VONOTHVAR

*Old, but distinguished, this elven woman has a welcoming smile and twinkling golden eyes.*

NG venerable female ghost elf druid 7

Dedicated to protecting the animals dwelling in the valley, Tahlys can be a great friend or implacable enemy.

**Personality:** Gentle and thoughtful, Tahlys can be aroused to terrible anger when she believes her charges are threatened. She dislikes Solalith for an indefinable reason—she simply feels uneasy around the half-elf.

**Mannerisms:** Always a patient person, in death Tahlys' patience has reached preternatural levels. She can sit unmoving for hours—even days—on end simply watching a badgers' set.

**Distinguishing Features:** Tahlys' eyes often seem to sparkle with merriment or excitement—particularly when she's with her beloved animals.

**Druid Spells Prepared** (CL 3rd; concentration +7; Air)

2nd—*heat metal* (DC 16), *soften earth and stone*, *wind wall*<sup>D</sup>

1st—*detect animals or plants*, *entangle* (DC 15), *faerie fire*, *obscuring mist*<sup>D</sup>

0—*create water*, *detect magic*, *flare* (DC 14), *resistance*

**Sorcerer Spells Known** (CL 7th; concentration +15; bloodline arcana [corporeal undead affected by humanoid affecting spells])

4th (4/day)—*enervation*

3rd (7/day)—*deep slumber* (DC 20), *haste*, *vampiric touch*

2nd (8/day)—*eagle's splendour*, *false life*, *resist energy*, *touch of idiocy*

1st—*chill touch* (DC 17), *detect undead*, *mage armour*, *magic missile*, *shield*, *silent image* (DC 18)

0—*bleed* (DC 17), *dancing lights*, *detect magic*, *disrupt undead*, *ghost sound* (DC 17), *message*, *prestidigitation*, *touch of fatigue* (DC 17)

**Bloodline Spell-Like Abilities** (CL 8th; concentration +15)

10/day—grave touch (+6 melee touch, 4 rds.)

**Domain Spell-Like Abilities** (CL 3rd; concentration +7)

7/day—lightning arc (+6 ranged touch, 1d6+1 electricity)

**Abilities** Str –, Dex 10, Con –, Int 15, Wis 18, Cha 25

**SQ** elf blood, nature bond (Air domain), nature sense, rejuvenation, wild empathy (+10 [+6 vs. magical beasts])

**Feats** Ability Focus (corrupting touch, malevolence), Deceitful, Eschew Materials<sup>B</sup>, Flyby Attack, Improved Initiative, Iron Will, Skill Focus (Perception), Vital Strike

**Skills** as above plus Bluff +20, Disguise +9, Handle Animal +11, Heal +10, Knowledge (arcana) +13, Knowledge (nature) +10, Knowledge (religion) +8, Spellcraft +13, Survival +12

**Languages** Abyssal, Common, Druidic, Elven, Sylvan

**Gear** tattered ghostly robes, unholy symbol

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