

The Four of Eltison

The Four of Eltison are an adventuring group that has been working together for several years. They all grew up in the city of Eltison, north of Ogburg. They've performed a few missions for the Church, but have spent most of their time outside the Pale. In particular, they have spent a great deal of time in Tenh and the Bandit Kingdoms. They are all very familiar with each other, and act like a family – displaying the affection and tension within most families.

Rosina Selynn, female human Rgr4/Clr3 (Pholtus): Medium Humanoid (5 ft. 9 in. tall); HD (4d10+3)+(3d8+3); hp 64; Init +3 (Dex); Spd 30 ft.; AC 22 (+3 studded leather, +3 *buckler* +2, +1 *ring of protection* +1, +3 Dex); Atks +12/+7 melee (1d8+3 [19-20/x2], *longsword* +2); SA favored enemy (goblinkind), two-weapon fighting, turn undead; SQ spells, spontaneous casting, domain spells; AL LG; SV Fort +10, Ref +5, Will +6.

Str 17, Dex 17, Con 16, Int 13, Wis 14, Cha 11.

Skills: Handle Animal +5, Heal +6, Intuit Direction +6, Knowledge, Religion +5, Knowledge, Nature +6, Listen +6, Search +8, Spellcraft +5, Spot +6, Swim –9, Wilderness Lore +12. **Feats:** Combat Reflects, Focus: Longsword, Leadership, Power Attack, Track.

SQ: Law domain: Casts Law spells (marked in the spell list with (L)) at +1 caster level. **Good domain:** Casts Good Spells (marked in the spell list with (G)) at +1 caster level. Domain spells are marked with an asterisk.

Spells Prepared, Cleric (4/4/3, base DC = 12 + spell level): 0 – *detect magic, detect poison, protection from chaos(L)*, protection from evil(G)* purify food and drink, resistance*; 1st – *aid(G)*, bless, calm emotions(L)*, detect evil, endure elements, magic weapon*; 2nd – *augury, hold person, zone of truth*.

Spells Prepared, Ranger (1, base DC = 12 + spell level): 1st – *speak with animals*.

Equipment: studded leather, buckler +2, longsword +2, dagger +1, ring of protection +1, backpack, bedroll, explorer's outfit, flint and steel, grappling hook, bullseye lantern, 3 pints of oil, 5 pitons, spyglass, rope, silk (50 ft), rations, trail (10 days), 150gp.

Rosina Selynn was a cleric of Pholtus, training within the Church, when she decided that its ideals were different than hers. She gathered

some friends and formed the Four of Eltison. She has brown eyes and loosely curling black hair that reaches her shoulders, most likely of Flan blood. Rosina has a reserved and guarded nature, which distances her from strangers. Her friends, however, find her a stalwart companion and thus she holds the role of leader within the company. She is oblivious to the affections that Silvestro holds for her and is confused by the continual bristling of Envita.

Silvestro the Fleet, male half-elf Rog3/Ftr2: Medium Humanoid (5 ft. 3 in. tall); HD (3d6-3)+(3d10-2); hp 23; Init +3 (Dex); Spd 20 ft.; AC 15 (+2 leather, +3 Dex); Atks +10 melee (1d6-1 [18-20/x2], *rapier* +2); SA Sneak attack +2d6; SQ Evasion, uncanny dodge; AL N; SV Fort +3, Ref +6, Will +1.

Str 9, Dex 17, Con 9, Int 14, Wis 11, Cha 16.

Skills: Appraise +6, Bluff +7, Climb +4, Decipher Script +6, Disable Device +6, Gather Information +5, Hide +2, Innuendo +1, Jump 0, Listen +3, Move Silently +1, Open Lock +5, Pickpocket +1, Search +4, Sense Motive +1, Spot +2, Swim –2. **Feats:** Combat Reflexes, Dodge, Focus (Rapier), Weapon Finesse (Rapier).

SQ: Evasion—when spell allows Ref save for ½ dmg, Silvestro takes no dmg on successful save and full dmg on failed save.

Equipment: backpack, bedroll, caltrops, crowbar, dagger, explorer's outfit, leather, *rapier* +2, trail rations (5 days), thieves' tools.

Silvestro is an extremely charming gentleman, who often acts as spokesperson for the Four. While he always makes an effort to charm any fair lady he meets, he secretly holds strong desires for Rosina. An astute bargainer and quick thinker, Silvestro frequently gives counsel to her. He works hard to boost the spirits of the entire party.

Bartholome Festis, male human Wiz4: Medium Humanoid (5 ft. 7 in. tall); HD 4d4-4; hp 9; Init 0; Spd 30 ft.; AC 12 (*bracers of armor* +2); Atks +0 melee (1d4-2 [19-20/x2], dagger); Face/Reach list if other than 5 ft. x 5 ft./5 ft.; SQ spells; AL NG; SV Fort +0, Ref +3, Will +4.

Str 7, Dex 10, Con 9, Int 16, Wis 11, Cha 11.

Skills: Alchemy +7, Concentration +6, Hide +3, Knowledge, Arcana +10, Spellcraft +10, Craft, Bookbinding +6, Knowledge, History +10. **Feats:** Combat Casting, Lightning Reflexes, Scribe Scroll, Silent Spell.

Spells Prepared (4/3/2, base DC = 13 + spell level): 0 – *daze*, *disrupt undead*, *ray of frost*, *read magic*; 1st – *comprehend languages*, *shield*, *magic missile*; 2nd – *levitate*, *web*.

Equipment: traveler's outfit, bedroll, backpack, winter blanket, flint and steel, candle, ink, inkpen, parchment (5 sheets), trail rations (5 days), soap, spell book, *bracers of armor* +2, *wand of color spray*.

A timid man unsure of his abilities, Bartholome Festis seeks security amongst companions he can trust. His brown hair is cut short in a hairstyle that seems only to say how little he cares for his appearance. He appears to be of Oeridian descent. Bartholome speaks in a quiet, stuttering voice, and usually defers to the other members of the adventuring party.

Envita Aldredheart, female human Ftr3/Wiz5:

Medium Humanoid (6 ft. tall); HD (3d10+3)+(5d4+3); hp 58; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft.; AC 18 (+3 chain shirt, +1 shield, +4 Dex); Atks +8 melee (1d8+3 [19-20/x2], longsword); SQ spells, illusion specialization; AL CN; SV Fort +7, Ref +6, Will +4.

Str 17, Dex 18, Con 16, Int 15, Wis 8, Cha 9.

Skills: Climb +8, Concentration +14, Hide +9.5, Intimidate +2, Jump +7, Knowledge, Arcana +6, Move Silently +5, Spellcraft +13. *Feats*: Improved Initiative, Quicken Spell, Scribe Scroll, Silent Spell, Still Spell.

SQ: *Illusion specialization*: Prepare one extra illusion spell at each level (marked in the spell list with (I)). Prohibited classes are: Divination and Necromancy.

Spells Prepared (5/5/4/3, base DC = 12 + spell level): 0 – *dancing lights*(I), *flare*, *ghost sound*(I), *mage hand*, *open/close*, *prestidigitation*; 1st – *change self*(I), *expeditious retreat*, *obscuring mist*, *silent image*(I), *ventriloquism*(I); 2nd – *alter self*, *invisibility*(I), *minor image*(I), *rope trick*; 3rd – *fly*, *hold person*, *major image*(I).

Equipment: traveler's outfit, chain shirt, large steel shield, longsword, spellbook, bedroll, backpack, trail rations (5 days), *ring of counterspells*, *ring of mind shielding*.

Envita Aldredheart is a brooder. Originally honing her skills as an illusionist, she became frustrated and impatient with her studies. She now is attempting to determine if the sword is a more appropriate tool than the spell. She has tightly curled brown hair, blue eyes, and

unremarkable features. The only thing remarkable about her appearance is her height and an ever-present scowl. Her spirits have been more morose as of late, mostly due to frustrated affections for her longtime companion Silvestro. She believes he and Rosina are having a covert relationship, at least partly to spite her.

The Creature

Large Magical Beast

Hit Dice: 11d10+33 (100 hp)

Initiative: +5 (+5 Dex)

Speed: 40 ft.

AC: 21 (-1 size, +5 Dex, +7 natural)

Attacks: Pellet +15

Damage: Pellet 1d8

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

Special Attacks: Pellet spark, spell-like abilities

Special Qualities: Blindsight, damage reduction 25/+5, extraordinary saves, improved evasion, regeneration 5, SR 25

Saves: Fort +13, Ref +17, Will +15

Abilities: Str 14, Dex 20, Con 16, Int 18, Wis 10, Cha 18

Skills: Listen +20, Spot +20

Feats: Leadership

Climate/Terrain: Unknown

Organization: Unknown

Challenge Level: 14

Treasure: None

Alignment: Lawful evil

Advancement: Unknown

The Creature is a mobile plant lifeform whose body is approximately star shaped and 8 feet tall. Its dark green skin is covered by tiny white blossoms that seem to shimmer when it moves.

The Creature propels itself by walking along its branches. The branches end in suction cups, allowing it walk along vertical or inverted surfaces. Inside each suction cup are three small pseudopods that can be retracted, enabling the Creature to manipulate small objects. Its head is positioned on the end of a snake-like stalk protruding from the center of its body. The head can be coiled into the body or extended to a height of 9 feet. The head is roughly spherical with single orifice topped by three black bumps. These sensory organs allow the Creature to detect movement via vibration, smell, and infrared vision. The Creature is blind to the light range visible to humans.

Almost nothing about the Creature is known. It was found escorted by two similar creatures by the wizard Konrad Huber when it was merely 6 feet tall and only sparsely covered by flowers. These other creatures were generally similar in appearance, also 6 feet tall but not covered in flowers. The Creature made no effort to defend itself while the other creatures protected it. Huber killed the other creatures and took this Creature captive. During the week of its captivity, the Creature grew to its full size and gained the abilities described here.

The Creature is able to ingest any form of nourishment, absorbing the food through an orifice underneath its body. The creature has a three-year lifespan, at the end of which it rapidly disintegrates into a rotting mass of plant matter.



causes 1d8 points of damage when it strikes. This pellet also produces a small spark upon impact that could possibly ignite highly flammable materials. The range increment of this pellet is 300 feet. When shooting the pellet, the Creature instinctively curls up its front branches.

Rather than shooting a pellet, the Creature can quickly extend its sticky tongue outward up to 30 feet to capture an opponent. This is a touch attack. To pull free of the tongue, the victim must succeed an opposed Strength roll, with a cumulative -1 penalty per round. The Creature will pull in an immobilized opponent, pinning the victim to the center of its body with its head while using its branches to inflict an automatic 1d8 points of crushing damage per round.

Extraordinary Saves (Ex): As a function of its unusual physiology, the Creature has extremely high save bonuses.

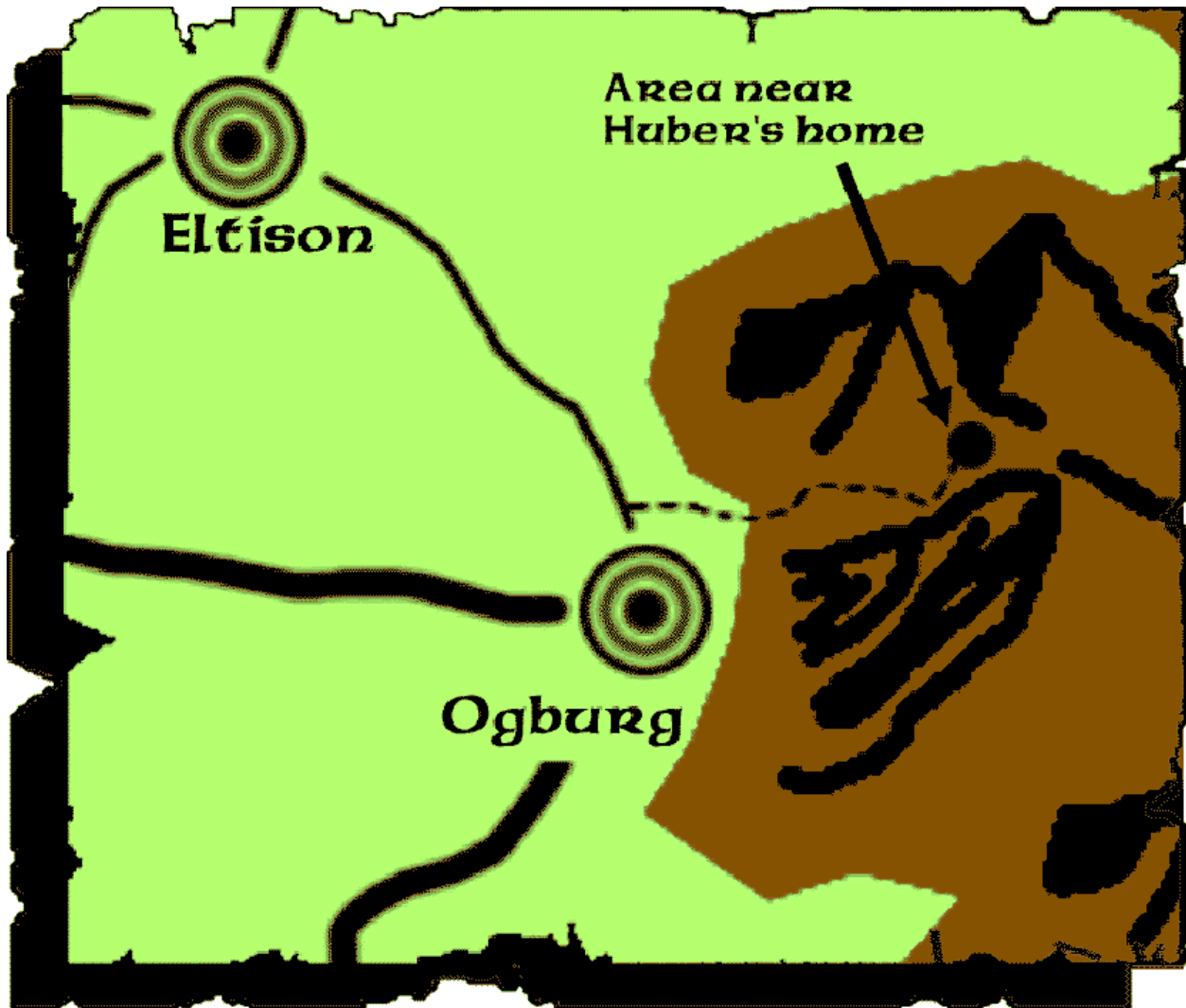
Regeneration (Ex): Silver weapons deal normal damage to the Creature.

Spell-Like Abilities: 1/day – *Antilife shell*, *Bigby's clenched fist*, and *Bigby's grasping hand*. In outdoor environments only, it also has the following additional abilities: 3/day – *control plants*, *control weather*, *hallucinatory terrain*, *mass invisibility*, *veil*, and *screen*. All of these abilities take effect as though cast by a 16th level wizard. The *Bigby* spells, rather than creating disembodied hands, bring forth large fist-like masses of plant matter.

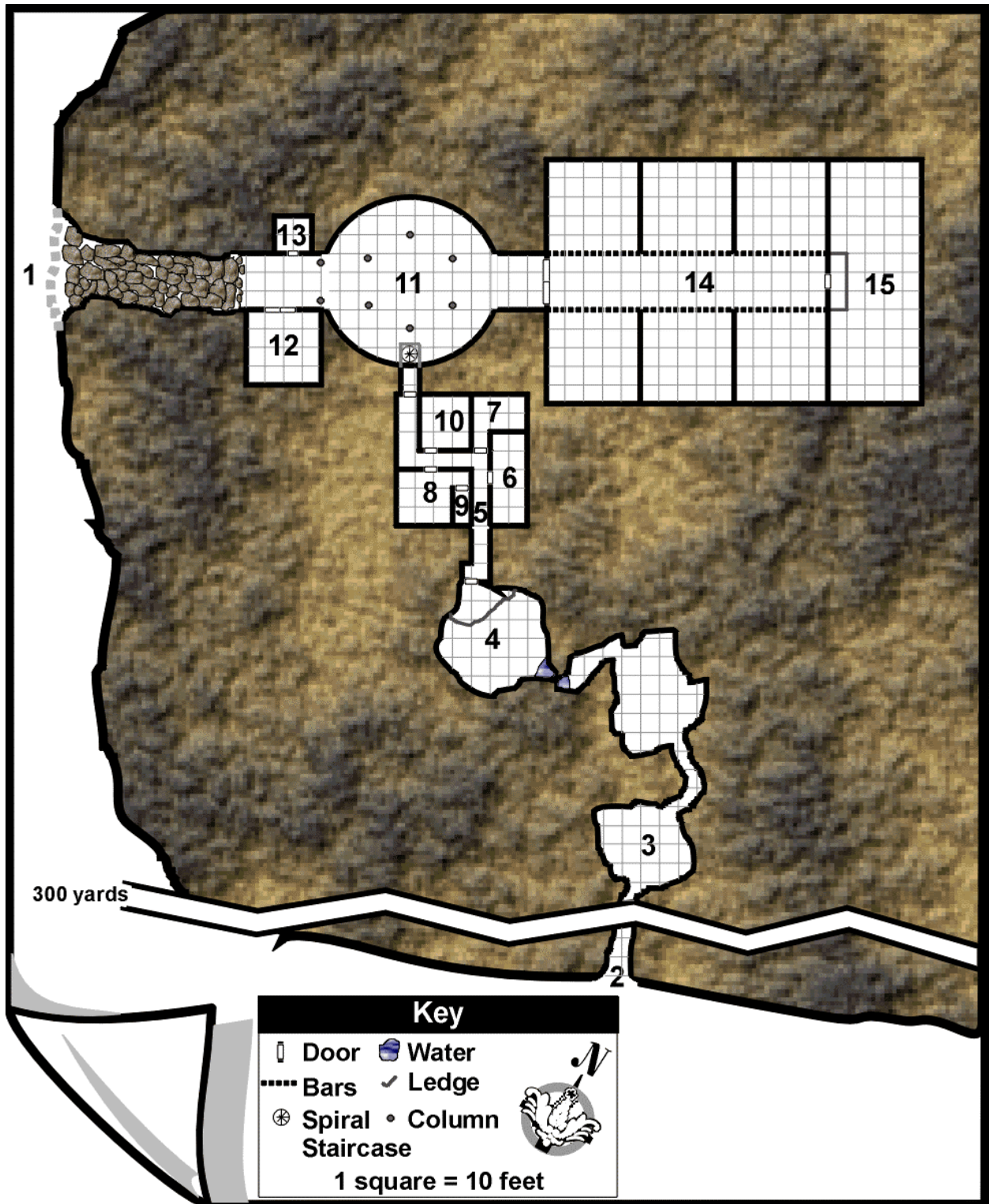
COMBAT

The Creature spits forth a secretion from the orifice in its head, solidifying upon contact with air to form a rock-hard pellet that

Map to Lab



DM's Map of Lab



Letter on Desk

To E. and my other esteemed colleagues,

Our last correspondence left me greatly dissatisfied. I appreciate the fact that you are grateful for the information I have provided in the past, and I have been paid quite handsomely for my efforts, though they were undertaken at great personal risk.

My experiments are at a critical stage and the cessation of this steady stream of income will be a major setback. I anticipate that your forces will most certainly benefit from the fruits of my labor once they are realized.

To wit, I object to being cast away so casually. The intelligence I provided you about the Church Militant and the misinformation I feed into their government, played a critical role in bolstering your position. Without my help, you would not have gained the favor of your allies in Nyrond. Even in your current position I can be of great assistance - for I can continue to feed misinformation to serve as a distraction to the Militant. I am owed much more, and the information I am privy to could be very damaging to your cause if we don't work together to take steps to protect it.

Sincerely,

Konrad Huber

Notebook Excerpts – Tier 1

[Dated a week ago]

A most interesting find today. Three creatures of a nature I have never encountered before, appearing as the sketch to the right. Mobile, but definitely a species of plant. Two seemed to be protecting a rather docile third. I chose to capture one. The battle was difficult, as they exhibited some sort of regenerative ability, but a few acid arrows solved that. The third has been placed in a cell for observation. Perhaps I'll delay my meeting with Ivy.



[Dated two days ago]

The studies on the plant creature are both intriguing and frustrating. There seems to be so much to learn, but it will take so much time. I have decided to modify the routine and work on the other captive – the griffon.

The griffon provides a perfect example of the synthesis of disparate physiologies, in this instance that of the lion and the eagle. Its claws are quite effective in combat but its bite is far worse. After almost losing a few metacarpals, I decided to maim the beast and remove its beak, nullifying its ability to bite. The creature's sense of smell is extremely keen. When attacking prey, I speculate it would be able to use its hind claws in a devastating pounce attack.

I must say, I feel so fulfilled to be finally living my dream – to be working on bringing a new hybrid species to Oerth. And to have my research unknowingly funded by the Church Militant!

[Dated yesterday]

The plant creature has grown significantly in size, at least three feet in stature, and just today sprouted white blossoms all over its green body. The once docile creature has recently become aggressive, banging on the cell walls and exhibiting other disconcerting behavior. I worry that I may need to euthanize it before fully studying it. It would be a shame.

Notebook Excerpts – Tier 2

[Dated a week ago]

A most interesting find today. Three creatures of a nature I have never encountered before, appearing as the sketch to the right. Mobile, but definitely a species of plant. Two seemed to be protecting a rather docile third. I chose to capture one. The battle was difficult, as they exhibited some sort of regenerative ability, but a few acid arrows solved that. The third has been placed in a cell for observation. Perhaps I'll delay my meeting with Ivy.



[Dated two days ago]

The studies on the plant creature are both intriguing and frustrating. There seems to be so much to learn, but it will take so much time. I have decided to modify the routine and work on the other captives – the griffon and the leucrotta. The griffon provides a perfect example of the synthesis of disparate physiologies, in this instance that of the lion and the eagle. Its claws are quite effective in combat but its bite is far worse. The creature's sense of smell is extremely keen. When attacking prey, I speculate it would be able to use its hind claws in a devastating pounce attack. The leucrotta is a beautifully wretched beast, merging the stag, lion, and badger. Immune to magical charming, a keen sense of smell, and the ability to speak, and mimic another's voice – this a fascinating creature. The jaws are so powerful, I'm sure they could sunder even the sturdiest plate armor. I must say, I feel so fulfilled to be finally living my dream – to be working on bringing a new hybrid species to Oerth. And to have my research unknowingly funded by the Church Militant!

[Dated yesterday]

The plant creature has grown significantly in size, at least three feet in stature, and just today sprouted white blossoms all over its green body. The once docile creature has recently become aggressive, banging on the cell walls and exhibiting other disconcerting behavior. I worry that I may need to euthanize it before fulling studying it. It would be a shame.

Notebook Excerpts – Tier 3

[Dated a week ago]

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[Dated two days ago]

The studies on the plant creature are both intriguing and frustrating. There seems to be so much to learn, but it will take so much time. I have decided to modify the routine and work on the other captives – the dragonne and the peryton. The dragonne provides a perfect example of the synthesis of disparate physiologies, in this instance that of the lion and the brass dragon. Its claws are quite effective in combat but its bite is far worse. The creature's sense of smell is extremely keen. When capturing it, its roar almost deafened me; thankfully I was able to enchant its cell to prevent further such sonic assaults. The peryton is a beautifully wretched beast, merging the stag and the eagle. It attacks with two claws, two staves from its wings, and a bite – all at once – making it a fearsome foe. Before capturing it, I witnessed it pulling the beating heart from its prey – an attack that would be difficult to recover from. I must say, I feel so fulfilled to be finally living my dream – to be working on bringing a new hybrid species to Oerth. And to have my research unknowingly funded by the Church Militant!

[Dated yesterday]

The plant creature has grown significantly in size, at least three feet in stature, and just today sprouted white blossoms all over its green body. The once docile creature has recently become aggressive, banging on the cell walls and exhibiting other disconcerting behavior. I worry that I may need to euthanize it before fully studying it. It would be a shame.

Notebook Excerpts – Tier 4

[Dated a week ago]

A most interesting find today. Three creatures of a nature I have never encountered before, appearing as the sketch to the right. Mobile, but definitely a species of plant. Two seemed to be protecting a rather docile third. I chose to capture one. The battle was difficult, as they exhibited some sort of regenerative ability, but a few acid arrows solved that. The third has been placed in a cell for observation. Perhaps I'll delay my meeting with Ivy.



[Dated two days ago]

The studies on the plant creature are both intriguing and frustrating. There seems to be so much to learn, but it will take so much time. I have decided to modify the routine and work on the other captives – the dragonnes and the perytons. The dragonne provides a perfect example of the synthesis of disparate physiologies, in this instance that of the lion and the brass dragon. Its claws are quite effective in combat but its bite is far worse. The creature's sense of smell is extremely keen. When capturing it, its roar almost deafened me; thankfully I was able to enchant its cell to prevent further such sonic assaults. The peryton is a beautifully wretched beast, merging the stag and the eagle. It attacks with two claws, two staves from its wings, and a bite – all at once – making it a fearsome foe. Before capturing it, I witnessed it pulling the beating heart from its prey – an attack that would be difficult to recover from. I must say, I feel so fulfilled to be finally living my dream – to be working on bringing a new hybrid species to Oerth. And to have my research unknowingly funded by the Church Militant!

[Dated yesterday]

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Notebook Excerpts – Tier 5

[Dated a week ago]

A most interesting find today. Three creatures of a nature I have never encountered before, appearing as the sketch to the right. Mobile, but definitely a species of plant. Two seemed to be protecting a rather docile third. I chose to capture one. The battle was difficult, as they exhibited some sort of regenerative ability, but a few acid arrows solved that. The third has been placed in a cell for observation. Perhaps I'll delay my meeting with Ivy.



[Dated two days ago]

The studies on the plant creature are both intriguing and frustrating. There seems to be so much to learn, but it will take so much time. I have decided to modify the routine and work on the other captives – the dragonnes and the spirit nagas. The dragonne provides a perfect example of the synthesis of disparate physiologies, in this instance that of the lion and the brass dragon. Its claws are quite effective in combat but its bite is far worse. The creature's sense of smell is extremely keen. When capturing it, its roar almost deafened me; thankfully I was able to enchant its cell to prevent further such sonic assaults. The spirit naga has the body of a snake and the head of a woman. Its accurate bite delivers a potent poison, and its gaze charmed Bjorn when we captured it. It also casts spells like those wretched untrained sorcerers. I was able to enchant the cells to prevent the nagas from using their spells against me. I must say, I feel so fulfilled to be finally living my dream – to be working on bringing a new hybrid species to Oerth. And to have my research unknowingly funded by the Church Militant!

[Dated yesterday]

The plant creature has grown significantly in size, at least three feet in stature, and just today sprouted white blossoms all over its green body. The once docile creature has recently become aggressive, banging on the cell walls and exhibiting other disconcerting behavior. I worry that I may need to euthanize it before fully studying it. It would be a shame.