



# RACES OF ANSALON

## Bonus Material

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# Races of Ansalon: BONUS MATERIAL

## ELVEN WINDRIDERS

The Windriders are an elven knighthood of griffon riders founded over 2500 years ago. Their numbers are diminished due to the twin tragedies that struck the elves in 421 AC (38 SC), but they remain formidable both in the air and on land. Scattered across Ansalon, the Windriders seek to regroup the disparate elven races and bring all elves together beneath one banner for the betterment of all.

The Kinslayer War had scarcely begun when Kith-Kanan and his Wildrunners were forced within the elven fortress of Sithelbec. Kith and his brother, Speaker Sithas, knew they needed help to break the Ergothians' superior numbers. When Kith recalled a dream about griffons in flight, the pair was inspired to create a cavalry of griffon riders. They procured a magical scroll from the mysterious Vedvedsica and set off for the fabled griffon aeries of the Khalkist Mountains. Although Kith-Kanan was injured on their journey, Sithas bound the noble beasts to the elven people through the power of Vedvedsica's scroll. The elven twins returned in triumph, and Kith-Kanan broke from elven tradition to form the Windriders without regard to House or station.

Under the young Captain Hallus, the Windriders helped to break the siege of Sithelbec in their very first deployment. They proved their worth many times during the Kinslayer War, though their forces were split with the founding of Qualinesti in 2073 PC. Both nations' Windriders earned a fearsome reputation that nearly ended when Takhisis' dragons struck during the Third Dragon War. The elven kingdoms enlisted griffon-riding wizards to counter the dragons' magic, yet the griffons themselves were nearly wiped out by the time Huma's sacrifice ended the war. The Windriders were forced to disband until the noble beasts could regain their numbers.

Lord Garan of House Protector restored the Silvanesti Windriders to prominence during the Time of Darkness. They fared better against dragonkind during the War of the Lance, but they were forced to flee when King Lorac ordered the evacuation of Silvanesti in 349 AC. General Reyl Konnal returned to reclaim the corrupted kingdom three years later, but his inept leadership resulted in the deaths of all but seven Windriders.

Qualinesti suffered its own losses during the War of the Lance, but its Windriders remained strong under the leadership of Porthios Kanan. After marrying the Silvanesti princess Alhana Starbreeze in 362 AC, Porthios led the struggle against Lorac's Nightmare and brought hundreds of Qualinesti griffon-riders to replenish Silvanesti's forces. As a result of Porthios' actions, the elven knights developed a deep kinship that remains strong to this day.

The Windriders try to maintain a low profile in the Age of Mortals. The Silvanesti shield's life-draining effects considerably weakened that nation's riders and contributed to their easy defeat during the minotaur invasion. Qualinesti was under Nerakan rule throughout the Fifth Age, and its Windriders were grounded until recently. The two nations of Windriders have again united in an effort to find a home for the elven people.

## ATTITUDE

Griffons are reputed to be proud beasts, and it is little surprise that the Windriders are equally dignified. The elves place great importance on their griffon mounts and may be willing to sacrifice themselves for their griffons if necessary. Their aerial presence allows them to see the "big picture" in conflicts, and this literal view frequently develops into an expanded philosophical outlook. For this reason, Windriders are more willing than many of their kin to assist other races.

The "Pride of Silvanesti," as that nation's Windriders are known, lives up to its name. In times past, the Sinthal-Elish placed the Windriders on public display in an effort to ease Silvanesti war concerns. (The kirath, though exceptional in their own right, prefer to stay out of the limelight whenever possible.) They are surprisingly pleasant to their allies, but Silvanesti Windriders do not understand how other knighthoods could possibly compare to their own aerial might. They have spent so much time in the elven public's eye that they believe in their own superiority. This attitude has not helped the elves with their current crisis, but some Windriders are learning to be humble for the good of their people.

Qualinesti's griffon riders are more affable and possess a quieter strength than their cousins, whereas the rare Kagonesti Windriders seem to care more for their griffons than for their fellow elves. Both races possess some of the famed elven haughtiness, but their increased exposure to other races has tempered their attitudes somewhat. Some Windriders blame the dwarves for the tragedy that befell Qualinost in an attempt to rationalize a destruction they were powerless to prevent.

## LEADERSHIP AND ORGANIZATION

Before the sundering of the elven nations, the Windriders were an essential part of their respective Wildrunner armies. The griffons' speed made them ideal couriers, and a handful of Windriders delivered messages to the various Wildrunner units. Windrider prides, each consisting of two-dozen griffons and their riders, assisted the army as aerial strike teams. Their vantage enabled them to easily pick out an opponent's weak formation and destroy it with pinpoint accuracy. The few but powerful griffon wizards defended the elven army from magical assaults.

Speaker Gilthas realizes that the Windriders' greatest asset is their flexibility. To that end, the Speaker activates two full wings of Windriders to watch over Qualinesti and Silvanesti while he restructures the remaining two wings. These smaller units are now scattered throughout Ansalon in an effort to organize all elves for an eventual sojourn to their new home.

Qualinesti and Silvanesti Windriders had similar ranks despite centuries of separation, and the elven exodus resulted in a simple yet efficient chain of command. The Sky Warden is responsible for the Windriders as a whole, and he develops tactics with the Wildrunner general as well as his own commanders. The Sky Warden ultimately answers to the general (or "marshal of the field" as he is sometimes known), but in rare cases the general and the Sky Warden are one and the same.

The Windriders' smallest field unit is a flight consisting of six griffons and riders as well as the Flight Leader (the first officer's rank). A pride of Windriders contains four flights and is led by a Pridelord. A wing of Windriders consists of four prides, is led by a Wing Commander, and is the largest military unit short of the entire Windrider army. The wizardly division follows the same structure as the main force despite their smaller numbers, but they are often spread out amongst the Windrider forces unless there is a need for them to act in concert. Flight leaders, pridelords, and commanders wear bright blue, gold, and silver lanyards, respectively, which flutter in flight and allow the other Windriders to recognize their superiors.

#### **Daringflight** (LG male Qualinesti elf ranger 11)

Daringflight is a famed Qualinesti Windrider who fought to reclaim the Silvanesti forest from Lorac's Nightmare. He is weary of elven politics and timetables, and he took the initiative in leading two Windrider prides into the Khalkist Mountains. There he hopes to discover the reason behind the ogres' obsession with elven slaves.

**Halthanas Kaldeist** (LG male Silvanesti elf noble 3/fighter 4/skylord 8) When the previous Sky Warden perished in the failed defense of Silvanost, Speaker Gilthas appointed this little-known commander from House Protector to take her place. Halthanas was away from his homeland when the Shield was raised, and some Silvanesti nobles use this excuse to call for his resignation. He leads the Duntollik Windriders astride his bonded griffon Aduial, and he hopes to turn his alliance with the Legion of Steel into something more permanent.

**Lionwind** (N male Kagonesti elf rogue 4/fighter 3/skylord 3) Lionwind is determined to save his people from humans, ogres, and themselves if necessary. The Kagonesti Pridelord holds a palpable grudge against the "civilized" elves for the past enslavement of his kin, but his cool temper (for a Kagonesti) has allowed him to maintain good relations thus far.

**Anderra Tarqualan** (NG female Qualinesti elf mystic 6/Citadel Mystic 2) Anderra was a morose youngster who fell into despair when shadow wights slew her father in the Chaos War. Her burgeoning talent for mysticism caused nearby animals to share her dour attitude even after she graduated from the Citadel of Light. Her mood improved considerably when she discovered proof of her father's existence and appended his name to her own. Anderra cares for the griffons in Avalune and teaches young Windriders how to properly respect and care for the beasts.

## **AREAS OF INFLUENCE**

One full wing of Windriders harasses Samuval's bandit army in Qualinesti, while another works with the Legion of Steel in the Plains of Dust. Both units send frequent updates to Speaker Gilthas and to one another. The remaining griffon riders are in the process of uniting elven settlements and can be found in many locales. Windriders located near Southern Ergoth hope to reunite the scattered elves of that region now that Gellidus is no more, assisting Amara Pathfinder in bringing them "home" to Cristyne. Small flights of Windriders are spread throughout Solamnia's Heartlund and Southlund regions, and they seek their kindred while avoiding Ankhari's monstrous army.

## **AVALUNE**

Nestled in the Anviltop Mountains and concealed by gigantic oak trees, this hamlet is the only permanent Windrider settlement. Mystics and Habbakite clerics help care for the Windriders' griffons. Recruits who have completed their training are sent to Avalune to be paired with a suitable griffon.

## **CRISTYNE**

The isle of Cristyne is now home to most of Southern Ergoth's elves, some of which were tricked into heading for the island a few years ago, the rest arriving after the city of Baleph was re-established. Cristyne's existing Kagonesti tribes are suspicious of their brethren and remember their recent attempts at reeducating the wilder elves, but their current leader Amara Pathfinder has earned the respect of the Ergonesti. Cristyne also hosts the largest population of Kagonesti Windriders, a fact that has not gone unnoticed by the other elven races.

## **DUNTOLLIK**

The Duntollik region of the Plains of Dust serves as a temporary base of operations for the Windriders keeping track of Silvanesti. They dislike being so far away from their homeland, but the aggressive Tarmak have made it difficult for them to establish a closer settlement. The Duntollik Windriders are allied with the Legion cell commanded by Falaius Taneek, and both groups are working together more effectively than either side thought possible.

## **ALLIES**

The Windriders once respected the Knights of Solamnia, but the Solamnics' perceived abandonment of the elves after Sanction has not left them in high regard. The elves of Southern Ergoth and Cristyne have established a cautious friendship with the knights of Castle Eastwatch, but the Windriders pay little credence to offers of Solamnic assistance.


The Windriders' closest allies are the Silvanesti kirath and the Wildrunner army, but the groups are separated by hundreds of miles and unable to assist one another. They maintain good relations with druids and the fey races of Qualinesti and surrounding lands. In addition, Halthanas Kaldeist continues a productive alliance with the Legion of Steel that has benefited both parties. The griffon riders provide support and reconnaissance for Legion activities in the Plains of Dust, and the Legion furnishes them with information on minotaur activities. Halthanas is even willing to help the Legion retake its holdings near the Missing City, since the Windriders could make great use of its proximity to the Silvanesti forest.

## **ENEMIES**

Chromatic dragons despise and respect the Windriders, and the elves return these feelings in kind. Green dragons are particularly fond of ambushing small groups of Windriders before flying out of range. The Dark Knights were indifferent to the Windrider's presence, but the words of their dragons carry heavy weight and the griffon riders are now viewed as a genuine threat.

Windriders are chiefly concerned with reclaiming occupied Silvanesti and thwarting minotaur activities whenever possible. The minotaurs are not overly concerned since they slaughtered the Silvanost Windriders





(weakened as they were by the Shield) during their initial invasion. The ogre nations remember the tearing of griffon claws all too well and are quick to strike at passing Windriders and wild griffons alike.

## JOINING THE WINDRIDERS

The Silvanesti senate had once mandated that Windriders be drawn from the high-caste ranks of House Protector. During the Third Dragon War, the senate decreed that highborn members of House Mystic could join the wizard division of Windriders as long as they possessed the appropriate magical aptitudes. In contrast, the Qualinesti's Thalass-Enthia largely respected Kith-Kanan's proclamation allowing all elves to join the Windriders, provided they possessed the requisite skills.

Now that the Windriders have unified, their recruiting process is markedly similar to that used by the Qualinesti. Any adult elf who is not devoted to another organization (such as the kirath) can simply ask a ranking Windrider if he may be tested for the order. Windrider tests involve rigorous martial and endurance training as well as a personality test to ensure that the aspirant will be able to get along with a griffon. Those who fail are politely but firmly offered a position in the Wildrunners. Unfortunately, the number of Windrider recruits has sharply dropped since the separation of the Windriders from the bulk of the elven population in Khur, and some Windriders are approaching prospects instead of waiting for their order to expand.

## COSTS AND BENEFITS OF MEMBERSHIP

The most obvious benefit to joining the Windriders is the acquisition of a bonded griffon. This is never as simple as choosing a mount; instead, the Windrider is paired with a particular griffon based on the individual's skills and personality. If both parties cannot get along, they may part ways to seek more appropriate partners. After a couple months, a Windrider becomes accustomed not only to his own bonded griffon, but to other griffons as well. In addition, a Windrider might form a particularly strong bond with his griffon and take the elven skylord prestige class.

The typical Windrider receives a longsword, a longbow or shortbow, a set of masterwork leather or studded leather armor and a three-piece masterwork steel lance. The Windrider is held in high regard by other elves and is not only expected to keep his equipment in pristine condition, but to also maintain a higher quality of living. This often includes such fineries as buying the most expensive wine or paying more for a particularly nice cloak. Fortunately, a Windrider's pridelord or commander often contributes to his unit's expenditures, but the Windrider should be prepared to pay from his own pouch just in case.

## ACTING WITHIN THE WINDRIDERS

A Windrider flight can negotiate a safe haven for elves found on Sancrist, destroy ogre slavers in Kern, or investigate rumors of elven relics being sold in Abanasinia. The Windriders understand the necessity of alliances in this time and may help the Legion of Steel thwart a Nerakan cell or may give "griffon rides" to the citizens

of Kendermore if it will help in future negotiations. (The griffon, however, may need some convincing so it does not end a ride in mid-air.)

## ACTING OUTSIDE THE WINDRIDERS

Adventuring Windriders typically work with elven groups such as the kirath, but individual Windriders can be found in Nordmaar and other distant lands. The elves stay informed about minotaur activities, and a Windrider may join a group to disrupt the Minotaur Empire's latest plans. A griffon's presence both limits and expands the Windrider's function within a group, and many companies appreciate the Windrider's presence when a locale must be scouted or when a battle is imminent.

## CLASSES

Fighters and rangers comprise the bulk of the Windriders, but other character classes bring their own benefits to the group. Similarly, some classes do not function well within the Windriders for their own reasons.

**Barbarians:** Windriders are hesitant to allow barbarians within their ranks. Their coarse natures do not mesh well with the Windriders' noble visage, and their chaotic disposition may disrupt an otherwise well-planned operation.

**Druids:** Druids are valued for their nature lore as well as their ability to provide magical support to both griffons and elves.

## ELVEN SKYLORD PRESTIGE CLASS

Elven skylords are elite Windriders that have formed deeper bonds with their griffon mounts. Skylords combine a griffon's ferocity with the visage of elven leadership, and their unspoken method of communication enables both griffon and rider to attack with maximum effectiveness.

## BECOMING AN ELVEN SKYLORD

Elven fighters and rangers are most likely to join the ranks of the skylords. Nobles are often encouraged to pursue the skylord path, but more than a few seek an easier path for themselves. Clerics rarely dedicate themselves to the organization in this fashion, but some mystics of the Animal domain are willing to sacrifice their spell advancement to experience the griffon bond.

## PLAYING AN ELVEN SKYLORD

You are a noble defender of elven traditions, lands, and the people themselves. Your bonded griffon is your trusted ally in the fight for the continued existence of elvenkind. You prefer the company of elves and may be perceived as a bit haughty around other races, but that's because the elven people and their safety is of paramount concern to you.

## COMBAT

Your griffon is your trusted ally and should be treated with the same respect you demand from others. The griffon bond protects you from effects that may impair your mind or faculties, and your superior martial prowess puts you on even footing with the most dangerous opponents.

Since the Windriders lack the numbers that are necessary to reclaim the elven homeland, your battles are smaller and must be chosen carefully. You prefer aerial

combat when possible, but when dragons appear on the horizon you must adapt, call in reinforcements, or do whatever is necessary to preserve your mission. Unlike other Orders, your people—not your honor—is your life.

## ADVANCEMENT

Skylords are experienced combatants who possess a rare skill with animals; many Windriders who want to become skylords are unable to meet their requirements. If you are accepted into their ranks, you are likely to perform minor tasks such as brushing down every griffon in a pride. These duties give you patience and develop your new bond.

When you join the skylords, you gain a greater understanding of griffon instincts through your enhanced link. As you acquire more skill with your bonded griffon, you learn to combine its instincts with your training for maximum effectiveness. At higher levels, you are likely to be promoted for your dedication and prowess.

## RESOURCES

Your trusty lance, quick bow, and sturdy armor are all you usually need, but an exotic military saddle and secondary weapon never hurt. Your mount is rarely burdened with excess equipment, since you can usually locate a friendly village within a couple of hours.

You should improve your weapons and armor at the earliest opportunity. As part of an aerial cavalry unit, you'll want to counter ranged attacks with an arrow-deflecting shield, armor that protects from energy attacks, and a *brooch of shielding*. You can improve your griffon's combat prowess with an *amulet of mighty fists*, magical barding (if it agrees to wear barding), or scrolls (if you can read them). A *ring of feather fall* also has its obvious uses.

## ELVEN SKYLORDS IN THE WORLD

The Windriders (and thus the elven skylords) have represented elven courage for centuries and are easily recognized throughout Ansalon. Skylords are common to southwestern Ansalon, but the elves' current fractured state means the skylords can be found across the continent and even as far south as Icewall.

## ORGANIZATION

Skylords are elite Windriders and remain subject to the Order's ranking structure. They are more aggressive in their defense of elven people and lands, and they resent being deployed as mere couriers or scouts. Few skylords become flight leaders unless they want to relocate or are otherwise stuck in a proverbial rut. Those who accept the rank of flight leader are fond of directing their flights in hit-and-run tactics against wandering goblin tribes or minotaur *dekares* on their way back from a mission.

Skylords maintain a strong camaraderie with their units and other skylords, and skylord officers tend to be pridelords. Pridelords participate in tactical meetings and social events but spend the majority of their time with their prides, which suits the skylords just fine.

## NPC REACTIONS

The sight of a griffon pride on the wing rouses feelings of awe and trepidation in most people, but few of Ansalon's "civilized" races remember being on the other end of a skylord's lance. Solamnic knights hail them as elven knights, and the Legion of Steel greets them as brothers-in-arms (which many skylords are).

Evil dragons hate the skylords with a passion and have convinced the Knights of Neraka that they should share this hatred. Goblinoid races instinctively cower at a griffon's passing, and many start running as soon as they realize that the beast is carrying a rider. The Tarmak brutes are unusual in that they want to fight the skylords, since most brutes have never run across a war-trained griffon.

## ELVEN SKYLORD LORE

Characters can use Gather Information or Knowledge (history) to learn about the skylords and the Windriders as a whole. A successful check reveals the information listed under the appropriate result as well as lower results.

**DC 10:** The elven skylords are part of the larger Windrider unit of elven griffon riders.

**DC 15:** The elven skylords have a closer connection to their griffons than do most Windriders. This heightened bond allows the pair to function more effectively in combat.

**DC 20:** The elven skylords can communicate with their griffon mounts, and many of them prefer the company of griffons over that of other races.

**DC 30:** Characters who achieve this result can gain information on specific elven skylords such as Sky Warden Kaldeist or Arisarea Damere.

## ELVEN SKYLORDS IN THE GAME

Skylords can provide assistance to a number of potential allies, and their range makes them easy characters to drop into a campaign. A skylord might check in on a known elven character or even make an offer for an elf to join the Windrider organization. They are interested in the affairs of other races and a skylord can provide a number of services that a party may not otherwise be able to do on their own. Of course, the skylord may want something in exchange. An all-elven campaign might have a skylord character working in tandem with a griffon wizard.

## ADAPTATION

The skylord prestige class could easily be altered to provide other races or organizations with their own aerial cavalry. The skylord's mount can be changed as well—draconians, for example, could train hippogriffs to carry them over fortified areas where they could glide down upon an enemy. The prestige class may need some alterations to account for those mounts that possess a different Level Adjustment than that of the griffons.

## ENCOUNTERS

A wounded skylord may quite literally drop in on the characters unannounced. Skylords are otherwise rarely encountered alone, but the characters might run across a flight of skylords preparing for battle or seek assistance by flagging down a passing flight.

## ENTRY REQUIREMENTS

**Race:** Elf.

**Alignment:** Any good.

**Base Attack Bonus:** +5.

**Feats:** Martial Weapon Proficiency (lance), Mounted Combat, Tremendous Charge.

**Skills:** Handle Animal 10 ranks, Knowledge (nobility and royalty) 2 ranks, Ride 10 ranks.

**Special:** Must not already possess a cohort or familiar.



TABLE 5-4: ELVEN SKYLORD

HIT DIE: D8

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Griffon bond, mounted attack
2nd	+2	+3	+3	+0	Griffon feat, sturdy charge
3rd	+3	+3	+3	+1	Eagle's poise (+2, elves)
4th	+4	+4	+4	+1	Bonded mind
5th	+5	+4	+4	+1	Griffon feat
6th	+6	+5	+5	+2	Eagle's poise (+4, elves)
7th	+7	+5	+5	+2	Lion's might
8th	+8	+6	+6	+2	Griffon feat
9th	+9	+6	+6	+3	Eagle's poise (+6, all allies)
10th	+10	+7	+7	+3	Linked mind

Class Skills (2 + Int modifier per level) Craft, Handle Animal, Jump, Knowledge (nobility and royalty), Listen, Profession, Ride, Search, Spot.

## CLASS FEATURES

As an elven skylord, you are dedicated to preserving the elven way of life and exploring the centuries-old griffon bond. Your abilities develop from your growing bond and from your Order's reputation as stalwart defenders of your people.

**Weapon and Armor Proficiency:** You gain proficiency in all simple and martial weapons, light and medium armor, and shields (but not tower shields).

**Griffon Bond (Su)** As an elven skylord, you form an empathic connection with your griffon mount that resembles that of a normal wizard and his familiar, or a paladin and his special mount. As you advance in level, your connection with your mount grows stronger and you both gain more abilities. You may maintain a bond with only one mount at a time.

**Mounted Attack (Ex)** You can always attack on the same round as your bonded griffon and do not have to make a Ride check to do so.

**Griffon Feat (Ex)** Beginning at 2nd level, you can grant your bonded griffon the benefits of one of the following feats, as long as your griffon meets the prerequisites: Blind-Fight, Cleave, Dodge, Flyby Attack, Hover, Mobility, Power Attack, Toughness, Weapon Focus (claw), Wingover. You must spend one week training with your griffon in order for it to receive the bonus feat, which does not count against the griffon's normal feat capacity. You may bestow a second bonus feat upon your griffon at 5th level and a third bonus feat at 8th level.

**Sturdy Charge (Ex)** At 2nd level, your lance never breaks when you use the Tremendous Charge feat. In addition, you no longer suffer the -2 penalty to AC when your griffon performs a charge. Your griffon, however, suffers the penalty as normal.

**Eagle's Poise (Ex)** At 3rd level, your presence on the battlefield causes all elves within 30 feet (including yourself) to gain a +2 morale bonus to saves against fear. At 6th level, this bonus increases to +4. At 9th level, you

are immune to fear (magical or otherwise) and the bonus increases to +6. In addition, your presence affects all allies within 30 feet (not just elves).

**Bonded Mind (Su)** At 4th level, as long as you are within 1 mile of your griffon, you are both unaffected by spells or abilities that target humanoids or magical beasts, unless the spell or ability is capable of affecting both creature types.

At 7th level, as long as you are within 1 mile of your griffon, it is considered to have your number of Hit Dice when determining its resistance to spells and effects that target creatures of particular Hit Dice.

**Lion's Might (Ex)** Once per day as a free action, you can tap into your griffon's feral nature to produce a rage that functions like a barbarian's rage in all ways except for duration, which is equal to 3 + your Charisma modifier.

**Linked Mind (Su)** At 10th level, as long as you are within 1 mile of your griffon, you both benefit from a deepened bond that alerts you to your surroundings. If one of you is not flat-footed, neither of you is flat-footed. Similarly, if one of you is not flanked, neither of you is flanked.

## ELVEN SKYLORD MOUNT BASICS

**Bonus HD:** Extra ten-sided (d10) Hit Dice, each of which gains a Constitution modifier as normal. Extra Hit Dice improve the griffon's base attack and base save bonuses. A griffon's base attack bonus is equal to its HD. A griffon has good Fortitude and Reflex saves (treat it as a character whose level equals the griffon's HD). The griffon gains additional skill points or feats for bonus HD as normal for advancing a monster's Hit Dice (see the *Monster Manual*).

**Natural Armor:** The number on the table is an improvement to the griffon's existing natural armor bonus of +6.

**Str Adj:** The griffon's new Strength score.

**Empathic Link (Su)** You have an empathic link with your mount out to a distance of 1 mile. You cannot see through the griffon's eyes, but you both can communicate

TABLE 5-5: ELVEN SKYLORD'S MOUNT

Class Level	Bonus HD	Natural Armor	Str Adjustment	Special
1-3	+0	+2	18	Empathic link, improved evasion, share saving throws
4-6	+2	+4	20	Improved flight speed (90 ft)
7-9	+4	+6	22	Improved maneuverability (good)
10	+6	+8	24	Improved flight speed (100 ft)

empathically. (Note that griffons see the world differently from humanoids, so misunderstandings are always possible.)

**Improved Evasion (Ex)** When subjected to an attack that normally allows a Reflex saving throw for half damage, a griffon takes no damage if it makes a successful saving throw and half damage if the saving throw fails.

**Share Saving Throws (Ex)** For each of its saving throws, the griffon uses its own base save bonus or the elven skylord's, whichever is higher. The griffon applies its own ability modifiers to saves, and it doesn't share any other bonuses on saves that the elven skylord might have.

**Improved Flight Speed (Ex)** The griffon's flight speed increases to the listed amount.

**Improved Maneuverability (Ex)** The griffon's maneuverability increases to good.

**GALE PROUDHAWK CR 8**

Female Kagonesti elf ranger 7 of Chislev/elven skylord 1  
NG Medium humanoid

Races of Ansalon (Kagonesti racial ability modifiers)

Init +3; Senses elvensight; Listen +10, Spot +10

Languages Common, Elven, Sylvan, empathic link

AC 19, touch 13, flat-footed 16

hp 56 (8 HD)

Resist Endurance

Fort +9, Ref +10, Will +2

Spd 30 ft.

Melee +1 heavy lance +11/+6 (1d8+5\*/x3) or

Melee longsword +10/+5 (1d8+2/19-20)

Ranged +1 composite shortbow +12/+7 (1d6+3/19-20) or

Ranged +1 composite shortbow +10/+10/+5 (1d6+3/19-20) with Rapid Shot

Reach 10 ft. with lance

\* Includes increased damage due to Tremendous Charge feat

Base Atk +8; Grp +10

Atk Options favored enemy Dark Knights +2, favored enemy goblins +4, improved combat style (Manyslot, Rapid Shot), mounted attack, Mounted Combat, Tremendous Charge

Ranger Spells Prepared (CL 3rd, +10 melee touch, +11 ranged touch)

1st—animal messenger, magic fang

Abilities Str 14, Dex 17, Con 14, Int 10, Wis 11, Cha 8

SQ griffon bond, wild empathy +6, woodland stride

Feats Endurance B, Leadership, Mounted Combat, Track B, Tremendous Charge

**Skills** Handle Animal +10, Knowledge (nature) +8, Knowledge (nobility & royalty) +2, Listen +10, Ride +16, Search +5, Spot +10, Survival +9

**Possessions** +2 studded leather armor, mwk light wooden shield, +1 heavy lance, +1 compound shortbow (+2 str) with 20 arrows, longsword, pack of survival gear

**Griffon Bond (Su)** Gale has formed an empathic connection with Northwind, her griffon.

**Mounted Attack (Ex)** Gale can always attack on the same round as her bonded griffon, and does not have to make a Ride check to do so.

Gale Proudhawk is a new Windrider who recently enhanced her griffon bond. Though stationed on the isle of Cristyne, Gale is young and has frequent bouts of wanderlust (though she takes offense to any kender comparisons). She may be found on Sancrist or Southern Ergoth, enjoying the wind and the companionship of Northwind, her bonded griffon.

**NORTHWIND CR—**

Gale Proudhawk's Bonded griffon

N Large magical beast

Init +2; Senses darkvision 60 ft., low-light vision; Listen +6, Spot +10

AC 19 (-1 size, +2 Dex, +8 natural), touch 11, flat-footed 17

hp 59 (7 HD)

Fort +10, Ref +9, Will +5; improved evasion

Spd 30 ft., fly 80 ft. (average)

Melee bite +11 (2d6+4) and 2 claws +8 (1d6+2)

Space 10 ft.; Reach 5 ft.

Base Atk +7; Grp +15

Atk Options pounce, rake 1d6+2

Abilities Str 18, Dex 15, Con 16, Int 5, Wis 13, Cha 8

SQ scent, share saving throws

Feats Iron Will, Multiattack, Weapon Focus (bite)

Skills Jump +8, Listen +6, Spot +10

**Empathic Link (Su)** Gale has an empathic link with Northwind out to a distance of 1 mile. She cannot see through the griffon's eyes, but they both can communicate empathically.

**Share Saving Throws (Ex)** For each of its saving throws, the griffon uses its own base save bonus or the elven skylord's, whichever is higher. The griffon applies its own ability modifiers to saves, and it doesn't share any other bonuses on saves that the elven skylord might have.



**Pounce (Ex)** If a griffon dives upon or charges a foe, it can make a full attack, including two rake attacks.

### ARISAREA DAMERE CR 15

Female Qualinesti elf fighter 7/elven skylord 8

LG Medium humanoid

**Init** +2; **Senses** Listen +10, Spot +13

**Aura** eagle's poise (30 ft., +4 on saves against fear)

**Languages** Common, Elven, empathic link

**AC** 21, touch 12, flat-footed 19

**hp** 87 (15 HD)

**Fort** +11, **Ref** +10, **Will** +6

**Spd** 30 ft.

**Melee\*** +2 *flaming heavy lance* +18 (1d8+13/x3 plus 1d6 fire) or

**Melee** +1 *ghost touch longsword* +19/+14/+9 (1d8+4/19-20)

\* Includes adjustments for Tremendous Charge feat and a 3-point Power Attack

**Reach** 10 ft. with lance

**Base Atk** +15; **Grp** +18

**Atk Options** Cleave, mounted attack, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, sturdy charge, Tremendous Charge

**Special Actions** lion's might 1/day

**Abilities** Str 16, Dex 14, Con 10, Int 14, Wis 10, Cha 13

**SQ** bonded mind, eagle's poise +4, griffon bond, lion's might

**Feats** Cleave B, Iron Will, Leadership, Mounted Combat, Power Attack B, Ride-By Attack B, Spirited Charge, Tremendous Charge B, Weapon Focus (heavy lance), Weapon Specialization (heavy lance)

**Skills** Balance +7, Diplomacy +2, Handle Animal +19, Listen +10, Knowledge (nobility & royalty) +4, Ride +22, Search +4, Sense Motive +1, Spot +13

**Possessions** +2 *flaming heavy lance*, +1 *ghost touch longsword*, +2 *elven chain*, mwk heavy steel shield, mwk dagger, pack of survival gear

**Bonded Mind (Su)** As long as Arisarea is within 1 mile of her griffon, both are unaffected by spells or abilities that target humanoids or magical beasts, unless the spell or ability is capable of affecting both creature types.

**Eagle's Poise (Ex)** Arisarea's presence on the battlefield causes all elves within 30 feet (including herself) to gain a +4 morale bonus to saves against fear.

**Griffon Bond (Su)** Arisarea has formed an empathic connection with Mahatva, her griffon.

**Griffon Feats (Ex)** Mahatva gains the feats Dodge, Flyby Attack, and Mobility.

**Lion's Might (Ex)** Once per day as a free action, Arisarea can tap into her griffon's feral nature to produce a rage that functions like a barbarian's rage in all ways except for duration, which is 4 rounds (3 + Charisma modifier).

**Mounted Attack (Ex)** Arisarea can always attack on the same round as her bonded griffon, and does not have to make a Ride check to do so.

**Sturdy Charge (Ex)** At 2nd level, Arisarea's lance never breaks when she uses the Tremendous Charge feat. In addition, she no longer suffers the -2 penalty to AC when her griffon performs a charge. Mahatva, however, suffers the penalty as normal.

As a veteran of the Chaos War, Arisarea has seen more than her fair share of horrors. The recent destruction of Qualinost has driven Arisarea to the edge of madness, and she has dedicated herself to guarding the sunken ruins of Nalis Aren against all intruders. She may seek to turn the characters away from the poisonous lake, but if there are elves in the party (particularly Qualinesti elves) she may "assign" them to accompany her on a raid against one of the bandit-king's outposts.

### MAHATVA, ARISAREA DAMERE'S BONDED GRIFFON

N Large magical beast

**Init** +2; **Senses** darkvision 60 ft., low-light vision; Listen +8, Spot +10

**AC** 23 (-1 size, +2 Dex, +12 natural), touch 11, flat-footed 21; Dodge, Mobility

**hp** 91 (11 HD)

**Resist** bonded mind, improved evasion

**Fort** +14, **Ref** +9, **Will** +7

**Spd** 30 ft., fly 90 ft. (good); Flyby Attack, Hover

**Melee** bite +17 (2d6+6) and 2 claw rake +14 (1d6+3)

**Space** 10 ft.; **Reach** 5 ft.

**Base Atk** +11; **Grp** +21

**Atk Options** pounce, rake 1d6+3

**Abilities** Str 22, Dex 15, Con 16, Int 5, Wis 13, Cha 8

**SQ** scent

**Feats** Dodge, Flyby Attack, Hover, Iron Will, Mobility, Multiattack, Weapon Focus (bite)

**Skills** Jump +8, Listen +8, Spot +10

**Bonded Mind (Su)** Arisarea's link with Mahatva means that the griffon is considered to have 15 Hit Dice when determining resistance to spells and effects that target creatures of particular Hit Dice.

**Empathic Link (Su)** Arisarea has an empathic link with Mahatva out to a distance of 1 mile. She cannot see through the griffon's eyes, but they both can communicate empathically. (Note that griffons see the world differently from humanoids, so misunderstandings are always possible.)

**Share Saving Throws (Ex)** For each of its saving throws, the griffon uses its own base save bonus or the elven skylord's, whichever is higher. The griffon applies its own ability modifiers to saves, and it doesn't share any other bonuses on saves that the elven skylord might have.

**Pounce (Ex)** If a griffon dives upon or charges a foe, it can make a full attack, including two rake attacks.