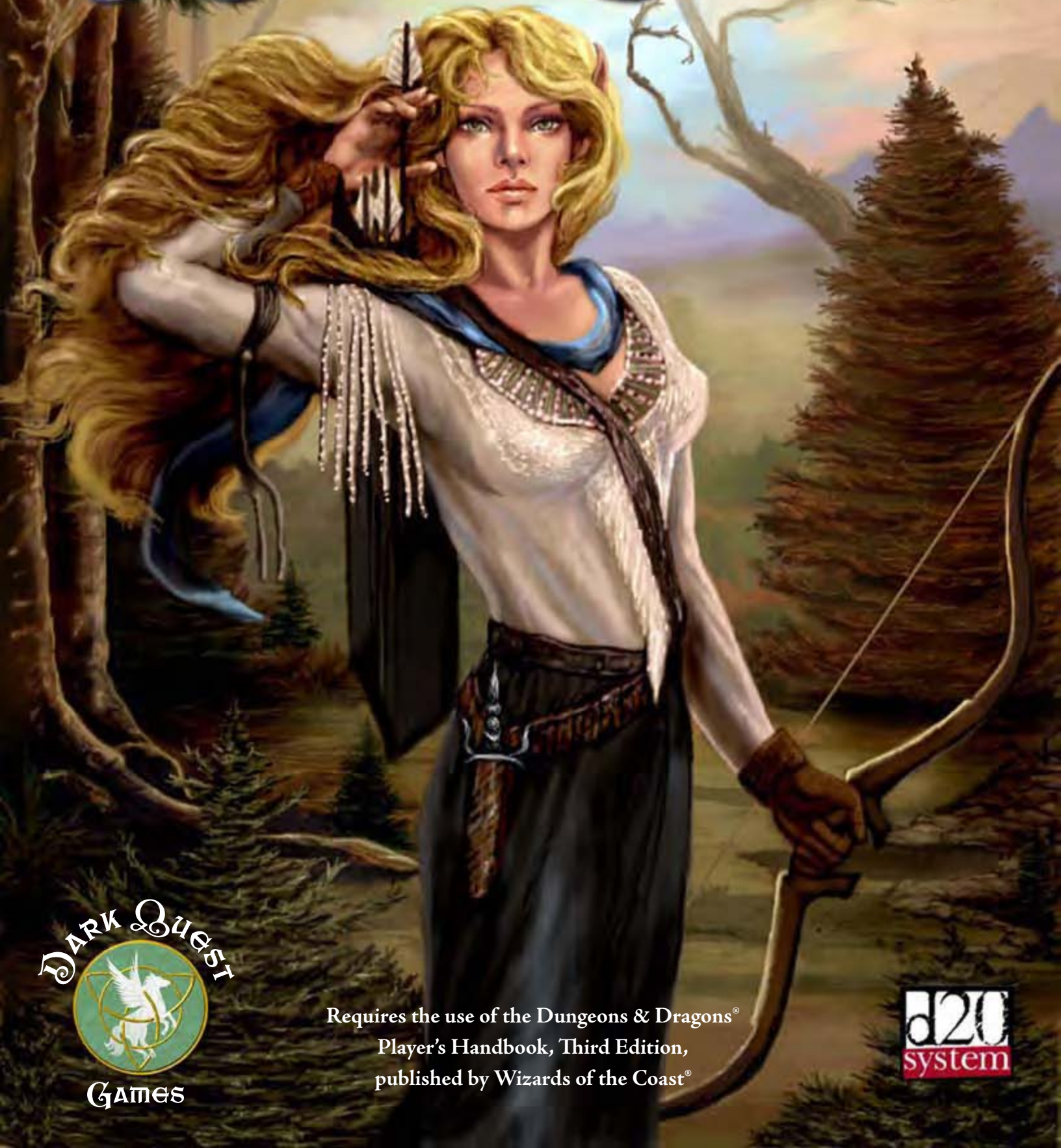


MOON ELVES



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MOON ELVES

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CHAPTER ONE: ELVES

Elves generally prefer the company of other elves, though even that is preferred in small groups. They are rather reserved people, in general, not usually given to chatting your ear off or begging for your attention. Elves in mixed company tend to keep their mouths shut, to watch and listen more than they speak and to undertake actions with minimal consultation with others, especially non-elves. When they act, they do so decisively. They are proud, can be somewhat distant and cool to outsiders, and are considered intelligent, wise and clever by many races, but also aloof and a bit standoffish. They are fiercely loyal to their family and friends, but their respect is held by those who demonstrate skill, knowledge and wisdom, regardless of race.

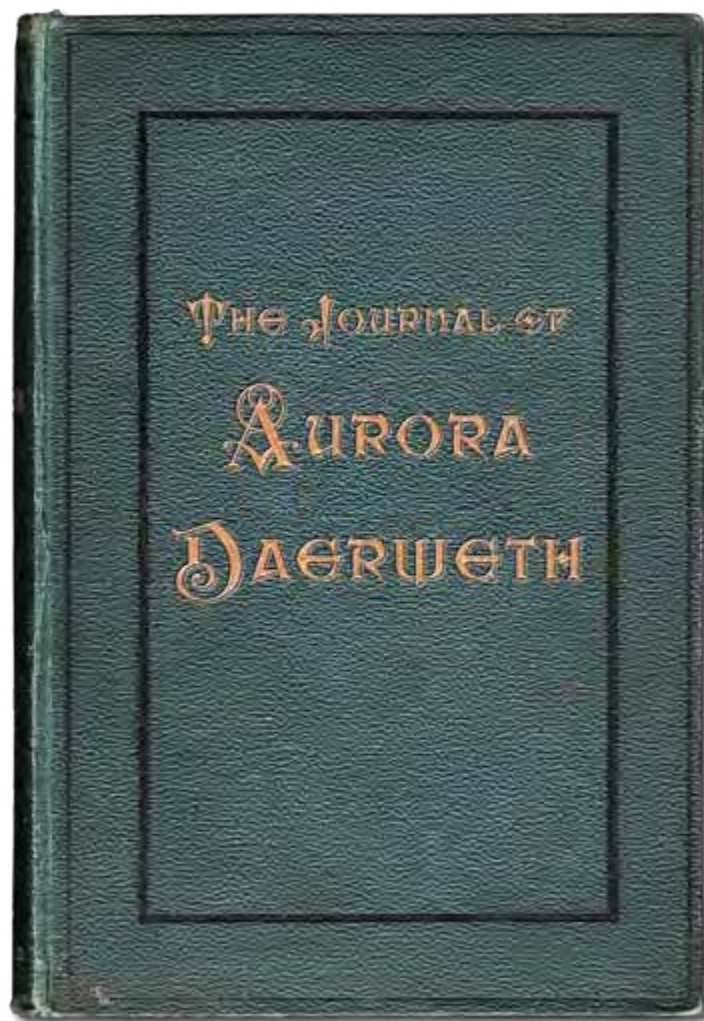
Elves are natural-born hunters and woodsmen. They have a strong tie to nature and spend their lives in close connection to it in every activity. All elves hunt and their culture is based on the myths, legends and magic which tie them to the land and to the cycles of Life. In keeping with their hunting culture and physical type, they favor bows, javelins, slings, staves and sticks as weapons and prize stealth, patience, observation and knowledge.

Elves, as a society, have always had a streak of arrogance and can be somewhat xenophobic about other cultures. There are strong traces of this in individual elves, though it is not universal and the degree to which any individual displays this attitude varies widely. Elves' prejudices may show on first meeting, but they will evaluate an individual of any race based on that individual's behavior after an initial period of reserve. Once they have made a judgment about someone, they will hold on to that view until something demonstrable changes their minds. They don't care much for gossip and discount the tales of others in favor of their own judgments.

Elves have the reputation of being magical creatures. Most elves would say that this is not magic at all, but simply their unique connection to the fundamental power of Life (*Ahlenh*) which enables them to be deeply in touch with Nature and the flow of living things around them. Some Elves

are true Magic users, but they, too, draw their power from the Stream of Life (*Ahlenh Gonh*). This connection forms the basis for all Elven myth, magic and belief and much of Elven culture and social activity is based on this relationship.

Although many people think of Elves as a single group, there are actually two distinct types of elves: the 'wood' elves (*E'ith Braeh*) and 'stone' elves (*E'ith Hchoud*). Each has a distinct appearance and different social conventions, though they are physiologically the same and come from a common ancestor. Among Elves there are also several social classes and groups with varying ways of living and behaving, some of which cross these divisions. But no matter the type, some things about Elves are universal.



APPEARANCE AND ATTRIBUTES

Humans usually find elves to be extraordinarily beautiful, even ethereal, though some other races may find them freakish, with their pointed ears, large, slanted eyes and vibrant coloration. Naturally slender, Elves tend to be long-limbed and supple of movement with an underlying athleticism. Their willowy stature may give the unfamiliar the initial impression that they are physically weak. While not as bulky as a human of similar size, their musculature is rangy or wiry and lends them surprising strength for weight, though it is more tuned to quickness and endurance than displays of bulk and brute force. Over all, they stand a little under human height, but give the impression of being taller. This is partially accounted for by their very upright posture and slenderness of frame, though some people claim this illusion of height is caused by their great vitality.

Coloration patterns tend to run in families and it is usually easy to spot siblings and parents or children by their marked similarity of hair, eye and skin. The majority of Elves have hair and eye colors of intense or unusual hue, when compared to Humans. Eyes of the most vivid green, violet or amber are common and it is

not unusual to find an elf with hair naturally streaked with deep brown and olive green or a dozen shades of silver and white. Even shades of blue or Autumn-leaf-red are not unknown.

Their facial structure is quite sharply sculpted with angular features, especially the eyes, cheekbones and chin. Elven ears are large, elongated and pointed and quite mobile, like a cat's. Originally adapted to climbing trees, their feet and hands have long, slender digits, which are remarkably dexterous and capable of splaying out quite wide for improved grip and balance. Slim, clever hands also contribute to the manual skill, which some elves turn to more artistic pursuits.

Wood elves (*E'ith Braeh*) represent the most common genotype among Elves. They have the most stereotypical physical features. Tall and slender, they stand just under average human stature and have skin tones ranging from parchment white and pale gold to mid-brown. They also tan easily in the sun. Eye and hair color are most frequently reflective of their environment with browns, tans, yellows and greens predominating, though some autumnal oranges and reds do occur. Both eyes and hair may be any color or combination of colors, so stripes and streaks are not

Spring, Year 1

It is a very strange thing to find oneself alone in the world, except for a single cousin. Well, I suppose I am not completely alone, for I know that my cousin Eridthaign has an elven family whom I have never met and surely they must be my family, too? Mother was his aunt, I think, being half-elven, herself. It has been so long since Mother died I find it hard to remember what she was like and I don't remember meeting any of her elven family but Eridthaign. Now Father is gone, too, and I have only this much of my mother's family left to care for me.

I wonder what they will be like. I don't know any elves, except for my cousin. I don't know what to expect. Eridthaign has always been polite to me, but I don't quite know if he really likes me or not...

I hope that someone will. The gods know my horrid guardians don't care for me in the least. They were all smiles when they thought they might get their greedy paws on father's money, but now that my cousin has written to them they have become rather unpleasant. I

suppose it is because they shan't be allowed to steal my inheritance, though I do not understand why Madam Pleaps has taken to muttering when I enter the room. I could swear that she called me a "filthy elf" a few days ago. What has she against elves?

Besides, though I may have tilted eyes and slightly pointed ears, I'm hardly an elf. I have always lived in the city with my parents, not out in the woods like an animal. What an unpleasant woman she is. I shan't be sorry to be shut of her.

Although... I must admit I am afraid of leaving Merseth and going to live with my cousins, these elven strangers. What will they be like?



My goodness! I had forgotten how terribly handsome Cousin Eridthaign is! He arrived this morning and I knew him instantly. He carries himself like a prince and there is a beautiful sternness to his face and I would swear that in the sunlight, his hair is dark green! Remarkable! His eyes are green, too: green as emeralds. My friends are wonderfully jealous of me for having

uncommon, with eye color tending to be more intense than that of hair. Their ears are the most pointed of all elves.

The less-numerous stone elves (*E'ith Hchoud*) are even more striking. Living in colder and darker climates than their woodland cousins, stone elves tend to skin tones of ghostly white, pearl or deep black with some dark browns. Hair and eye color range from glossy black to silver and grey with a range of deep, intense colors in between. Jewel-toned eyes and hair of a single deep color are most common with white and silver streaking showing frequently. One particularly striking coloring can be seen in the King of the North's family, who usually have eyes of moonstone grey flecked with blue and green and hair in streaks of white and black. Living as they do in consistently colder as well as darker climates, they have also developed smaller, more mobile ears than the *E'ith Braeh*.

The large, remarkable ears of Elves are a physiological adaptation to their activity as hunters and their environment. Elves can twitch their ears forward and back and up and down, at least to some degree, to focus and intensify sounds and locate their source. Their ears have a modest dish-shape below the elongated upper part which focuses the incoming sounds into the inner ear. The upper section is long and points upward. This is the most mobile part of the ear, acting like a chute spread into the air to capture the most remote and faint sounds floating there and redirect them into the focusing cup of the lower ear. The long ear also radiates heat, like those of rabbits, and elves in cold environments inevitably cover the tips of their ears, if not the whole ear itself, to preserve body heat. Because they are sensitive, the usual ear covering is a loose scarf or soft hat, which does not bear down or pinch on the ears as it rests on the head. Elves often wear their hair so that it falls over their ears, protecting them from wind and cold. (See **Socializing: Clothing and Fashion.**)

The long, articulate hands and feet and general body type of Elves is also a reflection of their adaptation to their ecological and social niche, as are the large, slightly slanted eyes of unusual hue which many people remark upon.

As hunters under heavy woodland cover, elves adapted to the low light conditions in which they lived. As a result, elves see excellently in dusk and twilight conditions and have excellent night vision. Their visual range extends into the beginning of the infra-red. Under ideal conditions, elves will see the heat aura of animals or campfires quite plainly. On the other hand, they are sensitive to bright lights and if flash-blinded, will recover more slowly than less-acutely sighted races, like humans. A tendency to squint in bright sunlight accentuates the tilted angle of their eyes and may account for the mistaken human belief that elves have slitted pupils like cats or snakes.

THE CONNECTION TO 'LIFE'

Life flows through the body of an elf as breath and blood. It is not merely the fact of being alive, but a relationship to Life (*Ahlenh*) as a tangible force of Na-



ture. This deep and mystical connection is responsible for their unusually long lives and for many of the skills which are inherent in all elves. All magical weavings are the result of the elf's relationship to and manipulation of this 'Life Stream' (*Ahlenh Gonh*) (see **Magic**). Even those of evil bent draw on this source of power.

NATURAL ABILITIES AND AFFINITIES

Elves use their connection to the Life Stream to more fully sense their environment, as well as a source of power for mages. In most Elves, it manifests as a sense of rhythm or of an underlying pulse which an experienced and sensitive elf can learn to interpret. A younger, less-experienced or talented elf will often be able to define this sensation only as 'I am comfortable here' or 'Something is amiss.' Smart companions will learn to heed the comments of an elf when they start muttering about the 'feel' of a place or person. Unfortunately, this sense is less acute in areas with a great deal of activity, where the many crossing rhythms cause confusion, or in buildings of stone or metal so long ago removed from the earth that they have become inert and dead to such life rhythms. On the other hand, a truly gifted elf can nearly give chapter

and verse in the history of a place by listening to its 'tales' in this way, or detect other people and creatures moving through the woods or mountains by their effect on this 'pulse'.

ALIGNMENT

Elves have no specific alignment as a class and may occupy almost any position on the scale, depending on the individual and his occupation, relation to others and general demeanor. Elves have a closely-knit social structure and culture which lends itself to behavior that is lawful and tends toward the good end of the scale, within their own society. However, in relation to others, Elves tend to the Neutral or Chaotic Neutral. They usually hold themselves aloof from non-elves and unknown groups of other elves and tend to serve the interests of themselves and their family, clan and friends ahead of others, though they do have some cultural imperatives which will dictate behavior on a much larger scale. They may seem to do things impulsively or for reasons obscure to non-elves. Their cultural arrogance makes them less worried about how they are perceived by non-elves, so long as they meet the expectations and standards of Elven society.

such a handsome cousin, though they object to my going away to Wyegthwynn, as if once I go I shall never come back, spirited away like some kind of changeling baby. I am not an infant. What silly creatures they are, imagining horrors at every turn. I can barely wait to leave this place and escape from these silly girls.



We have been traveling for nearly a week and have reached the edge of the Western Forest at last. I hoped that we would stop at an inn along the road, but my cousin insisted on going on and making a crude camp by ourselves, quite alone, on the edge of the Forest itself. It is patently unfair of him, I think, to make me sleep on the still-half-frozen ground like that. He doesn't seem to mind it, but I thought I should be half-frozen by morning, myself, even though he leant me his fur-lined cloak and built a fire for us. And I will say that he snared a rabbit and it made a quite palatable stew which is probably the only reason I am not a frozen corpse by the roadside. And the cloak is exceptionally nice.

I am quite certain this forest is haunted. After

darkness had fallen, there were some noises, like wind in the branches, though there was no wind at all. I swear I saw some sort of monstrous creature flit through the shadows on the edge of our camp. Whatever it was must have been frightened away by the two elves who came out of the woodlands to greet us. They must have been late out hunting, for they were dressed in leather garments and carried long, slender bows and some kind of stick or spear across their backs. I don't know how my cousin knew they were there, for they seemed to come from the shadows themselves without a sound. They stopped a while to whisper something with Eridthaign and then vanished back into the darkness. It was most unsettling.



They do not care what other races may think of them, either individually or as a group. Specific elves and elves of certain types or occupations may have specific alignments.

High Elves (*E'ith Edshaign*), as the representatives of Elves to the rest of the world, will always cleave to the Lawful Good or Lawful Neutral positions. Elf mages will also tend to hold to Lawful positions, since the management of Elven magic (*S'Ahlenh Shou*) requires adherence to narrow strictures and forms, though the mage may be Good, Evil or Neutral, depending on their personal goals and pursuits.

Evil and overtly Chaotic elves are at odds with the operation of normal Elven society and will usually be found outside of it, though they certainly do exist. Elves living in non-elven cities have a greater tendency to Chaotic positions than other elves. Elves who have been completely ostracized from Elven society in general are frequently Evil to some degree.

THE SOCIAL ELF

Elves are physically active all their lives. Their deep connection to Life and their natural curiosity draw them to experience and enjoy the natural world and to

investigate and appreciate knowledge, beauty and skill. Elves appreciate grace and style and can wax vain upon occasion, even to the point of individual arrogance, though it is usually not without basis in ability, but an elf whose self-regard is disproportionate will find himself the butt of jokes by his fellows. Elves do not like to be laughed at. They do, however, like to laugh.

Although there are many ceremonial occasions which Elves participate in every year, few of them offer no chance for levity. Most of the particularly solemn occasions of an Elf's life take place in company of their entire village, town or clan, but the deepest and most serious elements of these ceremonies are usually short, after which the elves disperse to contemplate the event in smaller groups or the event leads to a party which may last days in which groups form and disperse to reform over some other activity.

Beyond ceremonial activities, elves most enjoy hunting, sports, music, dance and story-telling and are excellent at all of them. They are also highly competitive in these activities and few entertainments have no element of competition to them.

There are few athletic activities at which an Elf will not try his hand, however, neither riding animals nor

Eridthaign's Journal

Spring, ƒEAR 1

This cousin of mine is the silliest thing I have ever encountered. She complains at every turn and seems to see and hear nothing but what is obviously in front of her. I suppose it is only to be expected, though, raised in a noisy, stinking Human city. I will hope that her elven blood will begin to rise to the surface once she has spent some time away from such places.

I devoutly hope that she is not so deafened by her Bsbehe upbringing that she never learns to listen to the Ahlenh Gonh, though I will be grateful enough if she simply learns to speak a little less frequently. What a chatterer! Oh, Spirits, is it too much to ask that she might just shut up a while? I nearly missed Esheth and Laseithahl calling to us last night because of her incessant chatter.



Furora's Journal

My cousin seems very knowledgeable about many things. There is never a plant or an animal he does not know when I ask about them. He is terribly clever about history and geography and I know that he conducts most of the family business, so he must be very good at bookkeeping and all of that, as well as the wood carving my father always told me about. He also recognized my journal cypher immediately. I shall have to be more careful about that.



It has been a wretched journey. After three days in the forest, my poor backside is blue with bruises from riding that accursed horse in that ridiculous saddle and bouncing about on the uneven road. And then we had to cross the Dran River. The spring flooding has raised the water level tremendously and the passage on the ferry was rough and wet. My clothes were soaked right through my best woolen cloak. But it was not I

sailing boats appeals. Elves are universally bad sailors, prone to seasickness and discomfort even on large, stable craft. The rocking motion of some animals is too similar to that of a boat for an Elf's comfort and they generally prefer walking over riding, though they will ride horses if the necessity arises. To an elf, riding is a necessity, not a sport, and they do not approach it with the competitive and enthusiastic spirit which they bring to many other physical endeavors.

ARTISTIC SENSIBILITIES

Elves enjoy things of beauty and grace and many have fine esthetic sensibilities, which often leads those with leisure time into various artistic pursuits. They may, occasionally, fall into the trap of being a bit too luxury-loving, if they can afford it, and their own products reflect this. Elven goods are prized for their richness of material, delicacy and detail, yet they are strong and

hardy, in spite of appearances. Elves with the skill and time may become artisans of great repute in any of several fields, including leather working, jewelry-making, smithing, carving and weaving. They are careful craftsmen, nearly obsessive, and it may take longer for an elf to produce a single item than for another artisan to create two or more. Themes of Nature and Elven History and Myth are reproduced in all Elven arts and crafts.

Curiously, elves do not seem to cleave to more interpretive arts, like painting, preferring more direct and naturalistic expressions. They love music almost to the point of distraction. An elf may be drawn from almost any mood by good music, dancing or story-telling. Elven minstrels and bards are said to weave tales and tunes of mesmerizing artistry, a skill at which they may even compete fiercely. This love of entertainment has earned them the reputation of being flighty, though it may not be true, in fact.

HUNTING AND SPORTS

All elves hunt. It is both a necessity and a sport and young elves in particular may become very competitive about their hunting prowess. In smaller family groups and villages where hunting is the major activity, it is highly regarded and the best hunter of the village is looked upon with great respect. Elves also participate in ritualized hunting as part of religious and cultural practices. (See *Elven Myths: The Origin and Meaning of the Sun, Moon and Stars* and *Special Days in Elven Culture and Societies: Winter Hunt/The Chasing of the Moon*.)

As an everyday activity, both sexes and all ages participate in hunting in small parties to provide food for the family and village. Elves are excellent trackers and woodsmen and use their skills at climbing, stealth



and patience to stalk and lie in wait for their prey. Hunting parties always go on foot. A hunt may last for several days during which the party will work together. However, the skill and prowess of each member of the party will be noted by the rest and reported to the village in stories over the dinner fires when they return.

During an elf's lifetime, they will hone and maintain their hunting skills by competing with their peers in informal competitions of archery, javelin throwing and so on. Even woodlore and the laying of snares may raise a small competition among young elves and tests of patience and endurance are commonly set by their teachers and parents.

In a combat situation, the Elf's skill with bow, javelin and sling stand them in good stead. However, when combat closes to hand to hand, Elves rely on various forms of staff and stick fighting. The *E'ith Hchoud* are particularly noted stick-fighters and devote much of the long, frozen winter hours to drilling and competing amongst themselves. They are focused and fierce competitors.

Young elves learn a form of two-stick fighting at the instruction of the village champion. Being much lighter than many of the other races, Elves generally

avoid heavy weapons, like swords and heavy staves, which destroy their advantage of speed and stealth, preferring the paired fighting sticks (*'Fwiheshi'*) which are easy to carry and quick to use, with experience and training. It is taught as a defense against attack by large animals or marauders and most villages and elven towns hold a formal *Fwiheshi* competition each year, which is much anticipated by the competitors and the potential audience. The forms are similar to some sword-and-main-gauche styles of blade fighting, with one of the staves longer and heavier than the other. The main staff is center-balanced and double ended and slashes and stabs are replaced with various striking and butting maneuvers, assisted by quick blocks, feints and whips with the more slender secondary staff. City dwelling elves may adapt these skills into use with bladed weapons, which often causes much confusion to their opponents.

Elves also run and climb agilely and foot and obstacle races are popular informal competitions for youngsters and have a place in the celebration of the Elven Winter Hunt ceremony. (See **Special Days in Elven Culture and Societies: Winter Hunt.**)

who had the worst of it. My poor cousin does not care for boats, I think. In spite of his warm, fur-lined cloak, which certainly stayed much drier than mine – I know not how – he spent the crossing looking distinctly green in every part, not just his hair and eyes. I would have laughed, but the quality of his misery did not brook amusement. And I felt a bit unsettled myself. Thank the gods that is over. Never will I cross a river at Spring flood again for anyone!

Today, my cousin tells me, we shall reach the Elven city of Wygethwynn, where his family has a home. He claims it is the largest and most beautiful of all elven cities. I did not even know that elves built cities! I cannot wait to see what it is like! What a relief it will be to reach a city and cease this miserable riding and walking and splashing about in boats!



I can see that Aurora weathers these crossings better than I, though I do not think she was much happier with the miserable craft and its obstreperous motion than I was. At least she had the grace to keep her amusement behind

her teeth. Else I might have done something regrettable. Never will I cross a river in a boat again! I would sooner swim or drown than undergo that passage a second time.



Loud and unendingly noisy she may be, but my cousin shows her elven heritage in one thing, at least: she sings delightfully. After a pause in midmorning to don drier cloths and eat a bit, she seemed to be in good spirits, knowing we were close to Wygethwynn, and began to sing a pretty song about birds as we continued on our way. It was quite enchanting.

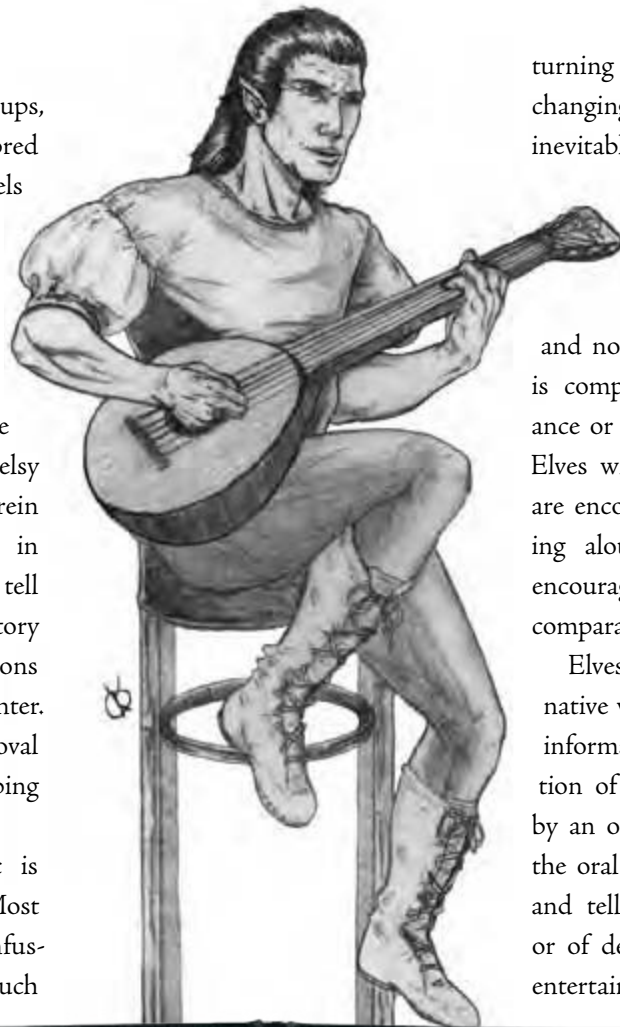


Eridthaign told me that the High King was in Wygethwynn for the Spring Equinox celebration. Apparently, there are several kings as well as this High King. How can one people have so many kings? Isn't it terribly confusing? And they don't obey him, but he does nothing about it. This is quite strange. To whom should I curtsy? Or not? Though I suppose that won't

SOCIAL GATHERINGS

In both large and small groups, Elves enjoy music and have bred musicians, bards and minstrels of extraordinary power and charm. Among themselves, elves often turn to these arts for entertainment in the evenings or on holidays and special occasions. The spontaneous song or minstrelly competition is common, wherein elves each take their turn in attempting to sing, play or tell a better, more enthralling story than the last. These competitions may last days, during the winter. Audiences show their approval not by clapping, but by stamping their feet and nodding.

When appropriate music is offered, Elves like to dance. Most elven dances are rather confusing to watch and involve much



turning and swinging about and changing of partners, which inevitably leads to laughter.

Whether or not they compete, music, dance and story-telling are prized entertainments and no social gathering of elves is complete without a performance or community participation. Elves who have access to books are encouraged to read and reading aloud as entertainment is encouraged, though reading is a comparatively recent art for Elves.

Elves, themselves, have no native writing, so all history and information prior to the adoption of writing was maintained by an oral tradition. To this day, the oral tradition of memorizing and telling myths and histories or of developing new stories for entertainment is strong and vital,

matter, as the King has probably gone back to his palace by now. Or no. Eridthaign says there is no palace... Where does the poor king live? In an ordinary house like everyone else? How does anyone ever know who the king is?



Eridthaign has pointed out that the proper thing to call our cousins is not merely "elves" but Eith Braeh. It's a strange word to say, with a sort of hiccup in the front and it doesn't sound quite right to me. I hope I can remember all the things he has told me in the past few miles. I suspect that we'll be there soon. I'm so excited. But also becoming terribly tired. We've had to walk the past few miles to spare the horses from the mud which is still bogging the road from early rains. Disgusting stuff: it sucks the boots from my feet. I'll be pleased to see a city with proper streets, again.



This is the great and marvelous city of Wygethwynn?! Never have I seen such a thing. It is more like a grove of trees than like a city. It is not that it is not beautiful in a sort of park-like, woodland way, but this is NOT what I would have expected of a city. There is not a proper road in the place.

On the way to Eridthaign's home, we went through what I suppose must be the central plaza. To me, it looked like some kind of clearing among tall, thin trees. The sunlight arrows down between the narrow trees and splashes the plaza like water from the Fountain of the Graces in Merseeth. All the buildings seem to be of living trees, sapling-thin and supple, but oh, so tall and growing together, side by side as tightly as a woven mat and up and leaning toward each other, until they meet and grow into one another, making a sort of vault beneath the comingling trunks. They are not really living trees, surely, but they seem to be, with their fresh, pale bark and leafing young branches splaying against the walls. All are roofed with a green sort of thatching that looks alarmingly like moss or loam over which the leafy branching parts spread with a whispering sound.

central to the success of elven bards and minstrels, who are much prized.

In any casual social situation, Elves will provide entertainment for themselves, though they may be reluctant in front of non-elves. It is not unusual for Humans or others to attempt to ply elves with drink, which usually does the trick but leaves the Elves with horrific hangovers. Drinking to excess is usually self-limiting in Elves, though young elves may forget common sense and over indulge. Drinking as social entertainment palls very quickly once the puking and headaches set in.

FOOD AND DRINK

Elves, in spite of some misconceptions, are not vegetarians. As non-agrarians it is not feasible to support even moderate populations on nothing but forage, though fruits, nuts, vegetables, greens and herbs are a significant and much-loved part of elven diets.

Hunters by necessity and by social condition, elves eat the meat of the creatures they hunt and use much of the bone, skin, sinew and so on for other things. Meat is not the largest constituent of their diet, under normal circumstances, and they prefer all food as fresh and simple as possible. Rich sauces and heavy deserts do not seem to suit Elven tastes and they look upon food more for its value as fuel which tastes good than for its potential epicurean delights.

Because of their active lifestyles, Elves tend to eat many small, light meals throughout a normal day, rather than two or three large ones and usually carry some small snack of dried meat, nuts or fruit when away from home. They rarely sit and eat large, formal meals, though special occasions often include a feast which stretches over many hours, with an emphasis on the variety of foods presented rather than quantity or delicate preparation. Families gathered together may take the final meal of the day together, but it is usually a comfortable, casual gathering over a light meal.

Elves do not tolerate milk or alcohol well and will avoid most cheeses not only because of their milk content but their age. They find the concept of old curdled milk quite disgusting.

Elves do create several types of fermented drinks, themselves, though the alcohol-content tends to be low. They do not distill spirits, but limit their production to fermentation. Forms of mead and berry wine are the most common, depending on what's locally

available. Wood elves are fond of birch beer, made of the watered and fermented sugar syrup that can be gathered from the birch trees in early spring as the sap rises. Where maples are more common, a sweeter maple syrup is used for the fermentation, instead, yielding a sweet, thin brew with a moderate punch more than sufficient to induce giggling and giddy behavior. When it is available, Elves particularly prize wine, but approach it with caution.

Cooking is an activity all elves participate in out of necessity. Like skinning a deer or sharpening a knife, males and females both learn the skill at an early age and maintain it all their lives. Whoever is in the kitchen when food preparation needs to be done does it.

When food is ready to eat, everyone in the household gathers and takes their portion, serving the eldest adults and youngest children first. At large social gatherings, the same rule applies and the eldest and most revered are given precedence, followed by the youngest children, assisted by their parents. Once these two groups have been served, the rest is portioned out and elves retire to small groups to eat and converse quietly.

SOCIAL ETIQUETTE

Elves have simple rules for social situations. They are not too worried about which fork or what spoon is used or if one shakes hands or bows. Loud voices are considered rude at best, however, and spitting of any kind can constitute the most dire insult. Age and experience are generally given precedence over youth, though the impression that one is resting on one's laurels may bump them down a bit. Knives used for eating must always be handled with caution and respect and not waved about intemperately, lest they be snatched away and the owner reduced to the status of a child without a knife at all. Strong personal odors and dirt are frowned upon.

Precedence is always given to the oldest and wisest members of a group. Where food is concerned, the youngest children will be served next, as recognition of the importance of the health of the newest generation, though they are not treated to any additional recognition beyond that until they have earned it.

When greeting, Elves offer a nod or half-bow, depending on the reverence due the person they are facing. The degree of deference is based on the accomplishments and wisdom of the parties. On some

occasions an elf will offer his hand as a sign of comradeship. Hands are clasped at the wrist, never palm to palm. This gesture is most often seen in sporting and hunting competitions or when greeting a social equal with whom one has hunted or competed.

Elves are not noisy people, but when they wish to raise a ruckus, they do so with gusto, preferring to stomp their feet in place of clapping. They smile or laugh when delighted, but otherwise their facial expressions are usually restrained and subtle, unless the situation affects them with great power and depth.

CLOTHING AND FASHION

In villages and working situations, elves are practical dressers, preferring clothing which fits close enough to avoid snagging on rocks or trees, but loose enough for movement. Colors which blend with their environment are favored while at work or in casual relaxation. Generally, they prefer leathers and moderately hefty woven materials with a thinner, softer undergarment beneath.

Nearly all elves keep a scarf or hat about them to protect their ears from wind and cold. Even in fine weather, some elves may keep a light scarf somewhere

on their person, in case of sudden breezes or rain. The material may be anything from the lightest woven silk to a soft, knitted wool or fur-lined cap, and will be gauged to suit the weather. Additionally, most elves wear their hair quite long, except while in mourning (see *Special Days in Elven Culture and Societies: Funerals and Wakes*), with the front and sides loose over the ears. Most braid the back hair into a long plait during their working day, to control it and keep it out of the way, but let it flow free or only loosely pulled back, otherwise. Some *E'ith Hchoud* wear their hair in a complex folded and tied bundle resting on the back of the neck for warmth.

E'ith Braeh avoid shoes, except when terrain requires them, while the *E'ith Hchoud* prefer a soft boot-like footgear to protect them from sharp rocks and cold. Few elves wear gloves, preferring to keep their nimble fingers free of encumbrance, though they may adopt them if necessity requires it.

In cities or on special occasions, elves can be flamboyant dressers. With a variety of dyes available in nature, woodland elves deck themselves in myriad colors for any celebration, delighting in contrasting garments and bright tones. *E'ith Hchoud* prefer to cre-

The central clearing is shaped like an egg and there are many of these vaulted-tree buildings all around the edge, though it is almost difficult to see them, for the real, living trees which stand all around them make it seem, at first glance, that this is merely a very large clearing in a very large woods. In the center of the clearing is one massive tree, quite different from all the others. It is of huge girth, quite ancient, to be sure, and spreading out at the crown like the oaks and chestnuts of home. But it is not an oak or a chestnut. It is even larger than any of those I have ever seen and I feel the size of a rabbit standing beneath it. Its trunk is uneven in shape, as if it had been many trees once, but then grown into one and covered itself in a dark, rough bark. Its leaves are so dark as to be almost black and shaped like hands. There is a strange type of berry or nut growing at the base of the leaf-clusters such that it looks as if the leafy hands are wearing bracelets at their wrists. When the breeze blows through its boughs, it seems as if the tree might reach down and grab me. It almost seemed as if the tree was considering me and making up its mind. Eridthaign calls this The One

Tree, as if there were no other trees at all. Yet there are trees all around us.

I do not like this at all. This is a very strange place. This city, if one can truly call it a city, is not at all like Merseth. I do not think, strange as it sounds, that this place likes me any more than I it. I wish I was at home in Merseth...

Late Spring, Year 1

What an impossible place! Everyone seems to whisper behind my back and to flinch whenever I speak to them. I know I must be saying things all wrong, but everyone just keeps on whispering. How can I be expected to learn and understand this impossible language if no one will speak up?!

This Elvish tongue confounds me, not least because it is so very hard to hear. It shushes past my ears without stopping to make sense. When I speak, I sound like a screeching parrot in a dockside shop. I hate it. Everyone stares at me as if I am stupid. Horrible language. I am sure the trees are speaking Se'ith Shou, too...

ate designs of one or two contrasting colors on solidly colored garments, with intricate woven, painted or embroidered patterns.

City-dwelling elves usually adopt whatever the current fashion is, though in everyday wear, they may hark to their village origins, if they have them, and dress in the colors worn 'back home'. With the variety of goods available to an urban elf, their holiday flamboyance can only be exceeded by the magnificent ceremonial dress of the *E'ith Edsbaign* ('High' Elves).

The kings and high king and their families dress in their regional fashion and are not outstanding in their regular dress. When involved in diplomacy or public ceremony, however, they display the most impressive examples of elven work in weaving, dyeing, jewelry and weaponsmithing. Aware of their position as representatives of Elves, they are careful to balance their appearance to impress without offending when dealing with other races.

Elves are fond of jewelry and often wear some charm or significant object at all times. Most pierce their ears to accommodate earrings and some may choose to have multiple piercings, though excesses are frowned upon as dangerous to the delicate ear. For

everyday wear, elves eschew heavy or flashy ear- or finger-rings as possible hazards, but may choose to wear complex and impressive ones for celebratory events. Some families and clans also pierce other facial and body parts, but this is not as widespread. Ordinary items may be made of woven leather, grass, hair or sinew, carved wood, antler, claws, bone or stone, with metals and gems reserved for small or special occasion items. When an occasion comes to wear their finery, however, they will not stint themselves in this regard.

As well as jewelry, elves always go armed. Except for children and in the most intimate of conditions, every elf carries a practical knife. Most carry the knife they earned at their maturity trial (See *Special Days in Elven Culture and Societies: Trial/Wisdom Ascendancy*) for their entire lives, though they may use another as their primary utility tool. Knives generally follow a local fashion as to style and display, with some communities preferring to keep them concealed while others prefer them out in the open.



I have met most of my family here in the city and it seems as if everyone is either a cousin of mine or some close family friend or some other type of relative or some such. And there are so very many of them and they are all so different to me. It is disconcerting to look out into a crowd and see not a single, ordinary human face. Nothing but the high, thin faces of Elves. I used to think Eridthaign the most beautiful creature on the face of the earth, but now, these sharp, strange people frighten me. There are so many of them and they don't seem to care much for me.

Most of them are quiet to the point of rudeness and they go about barefooted! Imagine! Yet they act as if I am the odd one for wearing shoes and looking as I do. Some of them are quite haughty with me. I cannot help it that I am not an elf, but only a human with a half-elf for a mother. They are the ones who made me come here.

It is not fair! I want to go home...

Late Spring, Year 1

I fear Aurora is not comfortable here. Certainly she has managed to make a great many of the family uncomfortable with her sulking. Though I suppose it is a bit strange to be among people you have never met and know not how to act toward. And it does not help that a few of the family have not been welcoming. Yes, she looks more human than elven and yes, she is loud, unhappy, brash and foolish. But she is not uncomely or stupid and she is our family and she WILL be treated as such and expected to act as such.

Whoever imagined such an tumult over Shahlainen's daughter? What next?

Summer, Year 1

I am an elf! Though I would say that having only one-quarter elven blood hardly qualified me as such, apparently that is the case. Eridthaign informed me today that even my children would be elves and all elves are treated as family. Imagine! Even though I have never met any of them before, all of these cousins

THE LIFE CYCLE OF AN ELF

Elves generally live 200 to 500 years. They mature at about one-half the rate of Humans up until physical maturity at age 30 or so, when their aging process slows considerably. Elves do not usually enter sexual maturity until about 50, however. They age slowly and many physical signs are delayed or disguised by their physiology and features, lending them a protracted youthful appearance. Elves with pronounced signs of aging, such as wrinkles and fading of hair or eyes, are frequently 400 or more. They present excellent health throughout their lives until some major injury or accident claims them late in life, when their health will often appear to fail suddenly. Once this happens, they deteriorate and die quickly.



FROM BIRTH INTO EARLY CHILDHOOD (0-15)

Infants spend the first five years of life in the immediate vicinity of their mother or nurse. Elven children develop at a much slower rate than Human children and are extremely delicate at this age. Luckily, there are very few childhood diseases among elves, so the major threat to infants and young children is from their own curiosity and early-developing sense of Ahlenh. It is necessary for a young elf to have this connection, in order to be healthy, but, like any child, they have no innate knowledge of their own strength and ability and may get into trouble if left unattended.

Between five and 15, elven children begin their first formal schooling. If the child is raised in a large village or city, there may be other children to be schooled with, but if there are none, as is frequently the case, the child is schooled by the village or family as a whole, passed from one trusted adult to the next for lessons in whatever seems appropriate to that adult, including play.

Young elves attain their height early, looking very attenuated and stick-like for the last five years of this period. Facial features and bone structure begin distinct development at about the end of this period.

CHILDHOOD TO FIRST MATURITY (15-30)

These teen-age elves begin by looking rather ridiculous. Their ears seem to suddenly become much too large for their heads until head and facial structure finally settle into their life-long shape. Near the end of this period, they become physically mature, their face and body essentially in the shape which will carry them through the rest of their lives.

This is the period when families will traditionally make marriage contracts. This is also the busiest time for young elves who now begin the most intense stage of their formal education. In addition to instruction by adults throughout their village, clan or city, they are also expected to begin hunting, foraging and taking part in other community activities and duties. There is little free time at this stage for young elves. If they happen to live in a village or city which has books available, they

will be expected to make time to learn the applicable language and read these books, if possible.

If there is an apprenticeship in the offing, the young elf will begin this at about age 20 and continue their education under the supervision of their mentor or his/her assistants or family. At about 25, they will begin to train for their maturity trial. (See *Special Days in Elven Culture and Societies: Trial/Wisdom Ascendency*.)

MATURITY TO WISDOM (30-100)

At this stage, an adult elf enters fully into village and clan life as well as developing any special skills or interests which they may have developed during their Trial. Apprentices now become journeymen.

This is the time at which elves are most likely to travel, to make changes in their lifestyle, or move from villages to cities to continue their study or trade. Between 30 and 50, many marriage contracts are executed and elves at last become sexually mature. Female elves are most likely to become pregnant during or near the end of this period.

Once adult elves have established themselves with family, trade and place in the village or clan hierarchy, they settle into their lives and continue with their activities at a reasonably steady pace for the rest of their lives. Elves rarely 'retire' from activity, though they may choose to change occupations or courses of study several times in their long lives.

CONTINUING ACTIVITIES

Both by social arrangement and temperament, elves usually change occupations or emphasis sometime in their lives. Though most will settle on one lifestyle and pursuit which they prefer over all others, a few are occupational butterflies. The average elf will spend most of his or her life within the village or clan structure, hunting, foraging and working, carrying out their required duties. They will take their turns at various duties and will usually spend some short period at some other interest, such as artistic or intellectual pursuits, then return to their former ways.

Elves in cities and the most curious of scholars may become well-established at what they do after a period of wandering or experimentation with some other discipline or trade. Most elves fall into lives which suit them comfortably and pursue that quite satisfactorily until the sudden onset of old age.

A few will always be restless, changing their trade, study, home and lifestyle over and over again throughout their lives. Though most elves find them odd, these driven and curious elves are the most likely to become truly wise men and women, great mages, scholars and artists, or adventurers, bards and minstrels of wide repute.

DEATH

Although elves live to great ages, and rumors and legends tell of elves 700 years old and more, they are not immortal. If no major injury of illness claims them early, most can expect to live about 400–500 years.

Elves are no less susceptible to accident or illness than other races, though there are fewer diseases common among elves. Elves living in cities of mixed races run the greatest risk of contracting a killer disease, while elves living in villages run the greatest risk of death by physical accident. Neither is extremely common, however, largely because of the elven connection to *Ahlenh*, which offers them a slightly better fighting chance against these incidents.

However, elves do die both of disease and accident and, apparently, of extreme old-age, though it is difficult to say whether they die from age or just becoming too tired and bored to hang onto Life any longer.

When an elf becomes extremely old, it is likely that they will suddenly be stricken with some illness or accident which will bring them to death. After the initial incident, they become extremely weak and simply fade quietly into death in a matter of days. Lingering death is a rarity among elves.

MATTERS OF HEALTH,

ILLNESS, AND PREGNANCY

HEALTH AND HEALTHCARE

Elves tend to be of robust health and prone to few diseases because of the vitality they draw from *Ahlenh Gonh*. A minor illness or injury is usually looked upon with annoyance and dismissed with no more than necessary care. More serious problems may meet with reactions from frowning to fear in severe cases and the necessity of consulting with a mage. There are no known diseases confined only to Elves, though, very late in life, they may become less-hardy and more prone to illness from sources which would

normally bother them not at all. Magical illnesses or dysfunctions are more dangerous than physical ones to Elves, because of the deep ties to *Ahlenh Gonh* which support and dictate so much of what defines the life of Elves.

The most common maladies in Elves are various forms of poisoning and broken bones. They seem to be immune to the common cold and ordinary flu. They may suffer headaches after prolonged periods in stale or smoky air or extremely bright light, but this is usually repaired by exposure to better conditions. There are a few illness of old age and elves of extreme age may suffer from dimming of the vision due to cataracts and occasional aches in the joints. Young elves usually experience a few bouts of stomach sickness from over drinking or eating strange foods, though a few do cross the line into true food poisoning.

Elves are particularly susceptible to nightshade poisoning and several neurotoxins which seem to go around the initial intervention of their natural immunities. Insect stings and most animal bites do not cause them much more than discomfort, but the bites of some reptiles and the spines of some toxic fish can be extremely dangerous if not addressed quickly. Most elves are well-schooled in recognizing the dangerous herbs and creatures, though, and avoid them.

Hunting, climbing and the various rigorous physical activities of an elf's occupation and amusement may lead to broken bones and occasional internal injury from falls. Simple fractures and bruises are usually tended by the nearest friend or relative, though greater injuries or magical illnesses and curses will require more extensive intervention.

When an elf does become ill, injured, or has concerns for their health during some particular time of life, such as pregnancy, they may seek a well-known herbal remedy or consult with a mage. As Elves do not practice a formal religion, they do not have the convention of clerics who act as healers, but rather a healing mage, who is especially skilled in probing the *Ahlenh* of the affected elf and creating a cure or redirecting the *Ahlenh* so that the elf's own health will reassert itself. These healing mages are also extremely skilled with herbs and spells related to health, as well as evaluation and correction of an individual's connection to *Ahlenh Gonh*. They are the only recourse when the illness or dysfunction is magical in nature or affects the *Ahlenh Gonh* connection.

Among the specialist healers are the Mage-midwife who attends to the health and well-being of pregnant elves and their babies and the Herbal, a sort of elven apothecary.

PREGNANCY, LABOR AND BIRTH

Sexual maturity comes comparatively late for elves. It is believed that this is a quirk of their long lives and slow aging process.

Frequency of Pregnancy

Female elves do not experience a 'heat' or specific fertility period but, like human females, are capable of becoming pregnant at any point after they reach sexual maturity. In spite of a long life span, however, both nature and social conditions seem to conspire to keep the rate of pregnancy lower than the opportunity. Technically, a female elf is capable of pregnancy about five years after a previous birth, but it is rare for female elves to become pregnant again so quickly. This may be because their activities keep them too busy or that Nature in some fashion spreads viable pregnancies out over a greater time, or, possibly, that female elves apply minor manipulations of *Ahlenh Gonh* to insure that their pregnancies occur at the most propitious or convenient times in their lives.

In practical terms, female elves having more than one pregnancy average 10-20 years between pregnancies and usually cease to have children after the age of 300 or so. Most do not have their first child until about the age of 100, though they become sexually mature at 50. The average family size among elves is three children, though this is a mere mathematical statistic and does not reflect social or regional differences in lifestyle which may affect family size. Twins are an extreme rarity and most pregnancies result in a single child.

Length and General Stages of Pregnancy and Gestation

An average pregnancy lasts 549 days, or about 18 months. Pregnant elves maintain activity levels up through the first year, altering their usual routines only in the last six months, when physical limits force such changes.

At the first signs (lack of menstruation, lethargy, sensations of 'change' in the *Ahlenh Gonh*, changes in appetite and taste, increased aggression), a pregnant

elf will consult with a mage-midwife and participate in certain ceremonies to examine and maintain the *Ahlenh Gohn* connection between mother and child as well as strengthening and examining that of the mother, herself, fortifying the pregnant elf for the rigors and changes of pregnancy.

During the earliest stage, the pregnant elf may become unusually sensitive to smells and tastes and react to them in atypical ways, such as sudden aggression or crying, extremes of hunger or disgust with food, and obsession about having certain odors nearby while others are exiled from the house for the duration. This stage generally lasts about 6 weeks, with the sensitivity gradually fading to only slightly above normal for the rest of pregnancy. Pregnant elves may retain a heightened aggression and quick temper for the rest of the term. In the remotest villages, where even pregnant females must hunt, this may be of great service.

The pregnant elf will display few physical signs, initially, except for a slight weight gain and changes in hair color. Many pregnant elves will develop colored streaks or fading of their normal hair color which seems to create a greater degree of camouflage.

At six to eight months, the typical swollen abdomen becomes evident and grows steadily larger for the next five months as the fetus within develops. From this point until the one-year mark, bulk slows while development shifts more to internal structures.

The final six months of pregnancy is marked by a sudden spurt of growth, followed by a slow-down while final development finishes. This stage is very energy intensive and the elf will be tired and hungry most of the time. She may become grumpy and will wish to sleep more than normal. During the last six weeks, the mother-to-be may again require the assistance of mage-midwives for various ceremonies and examinations.

Labor and Delivery (Processes, Attendants, Traditions and Superstitions)

The onset of labor is marked by sudden change in the *Ahlenh Gohn* connection between mother and child which most pregnant elves experience as an uncomfortable 'twisting' sensation as the connection prepares to sever at birth. At this point, the mage-midwife is called in and the first in a series of magical disconnections is performed to ease labor. First contractions follow within an hour.

By tradition, a 'bower' is prepared by family members for the delivery. This is usually done by bringing fresh plants, flowers and fruits into the house and arranging them around the top and sides of the bed. A cupful of earth is spread under the bed if it is not already resting on dirt. Lilac or some other clean-scented flower and feverfew are placed at the head of the bed to provide a gentle scent and in token that the mother and child will have an easy labor without complications. While none of this is required, it is rare to attend an elven birth in which at least some of these things have not been done. Their purpose is to provide comfort for the mother during and immediately after the birth.

Other female family or clan members will attend to assist both mage and mother. A second, lay midwife will attend to the physical requirements while the mage-midwife is responsible for all details related to the *Ahlenh Gohn*. The father remains nearby to be available for the 'bonding' ceremony which will follow immediately after delivery of the infant.

Elven labor proceeds quickly up to the point of delivery, when things often slow down as the physical issues become most pressing. By tradition, only females are allowed to attend the mother during the birth itself, though male relatives may assist in the preparation of the room and materials during labor. Once delivery begins, they are banished from the room until the infant has actually made its appearance, when the father will enter for the bonding ceremony. No other males will be allowed to see the baby until after this ceremony is complete as it is believed that the child's spirit will attempt to bond to the first male elf it encounters and consider him its father regardless of biology.

As delivery begins, the mage-midwife will make the second disconnection, magically severing all but a thread of the *Ahlenh Gohn* connection between mother and child to protect both from the risk of death from disease, accident or extreme exhaustion believed to be ever-present during delivery. Elves believe that if this is not done and mother or child falls ill or dies before it is done, the other will soon follow, unable to untie themselves from the failing Life of the other.

As soon as the baby arrives and makes its first cry, the father is ushered in for the bonding ceremony. The final disconnection is made, by symbolically breaking

☞ FAMILY AND ELVEN SOCIETY

ELVEN FAMILY STRUCTURE AND TRADITION

Elves of all types have extremely strong family ties and hold their first loyalty to family and friendships formed in childhood, especially those who share a naming-day (See *Special Days in Elven Culture*), who will be regarded as brothers and sisters. Some elves develop such close ties to particular family members or friends that they become extraordinarily aware of them through their mutual connection to *Ahlenh Gonh*. It is a tie which can be both supportive and trying.

Most elves spend their entire lifespans in the village, town, or city in which they were born and necessarily maintain contact with immediate and extended family. Farther-ranging families and the families of urban elves, though seen less frequently, are no less important to the members and distance will not change the weight or expectations of the relationship.

With such close family ties, elves are often related in one way or another to everyone on their village. Therefore, the entire village will undertake the raising and training of young elves, though the principal responsibility will rest with the young elf's parents and older siblings, with whom they live most closely. Elven communities are highly supportive and protective of children and pregnant females.

Most elven children are born to married couples, but a couple need not be married to have children and pregnancy will not usually be the cause of a marriage, since most marriages are made by contract between families and occur before sexual maturity. Parents share equally in raising children, wherever simple biology does not intrude.

The relationship between Elven parents and their children is a bit different than that of Human parents and children. While a young elf matures more slowly, they will also become and remain mature adults for a longer time and it would be impractical for parents to attempt to maintain apron strings attachments to their offspring. Once maturity

a long, red thread or yarn, which is then tied to each of the parent's wrists and wrapped loosely around the baby's chest. The mage-midwife casts a spell and asks for the blessings of the child's ancestors during the very short ceremony and the birth process is now considered complete.

A birthday feast is usually made up nearby and all members of the village attend to wish the new parents well and formally offer their protection and support to the new child. (See *Special Days in Elven Culture and Societies: Naming Days*.)

Birth Rates and Birth-related Mortality

Birth and survival rates among elves are slightly higher than death rates. Mother and infant mortality is low. About one in eight die during labor and delivery or immediately afterward of some complication. The most common cause is fever or infection, followed by extreme exhaustion. Another small percentage of children die by disease or accident in the first 10 years and, as Elves are hardy and not particularly prone to disease, the population of Elves, long term, is growing, but very slowly.



and wisdom have been reached, the child is expected to act as a full adult and the parent to treat them as an equal, though the call of family responsibility will always tie them together.

Elven children generally live with their parents and immediate blood family until they complete their maturity trials, marry, or begin a journeymanhood in some trade, when they will be expected to establish homes of their own. In very small villages, they will not move into a house of their own, but will add rooms onto the family home. In such a situation, there may be four or more generations living in one house. If Elves do move into their own home, they usually stay near their closest blood ties.

Elves living apart from their family still heed the call of familial duty and desire and will offer housing, assistance or whatever they can when asked by family and friends. Grumbling is rare, because the extension of one's own goods, comfort and capability for the good of one's relatives and friends is simply considered the norm. Only a very unusual Elf in very unusual circumstances would consider refusing a friend or family member or refusing to take part in raising an elf-child.

MISCEGENATION

Elves and Humans can interbreed and have been known to, though the reticence elves often display toward non-elves may make such a relationship the cause of many raised eyebrows. The resulting offspring have attributes of both the elf and the human. Multiple crossings may also occur and because of the regard in which elves hold family, even a person with as little as 1/8 elven blood may be considered both 'family' and an Elf in the same course and consequence as closer relations, though their full-elven relatives may sigh and shake their heads over their non-elven attributes or attitudes. Elves cannot interbreed with races other than Humans, however, and most wouldn't consider it in the first place.

Elves tend to marry within their own clan affiliations, though elves living in cities or in close association with other races may choose to marry or breed with those outside the clan. It is rare for elves to cross their own internal lines, however, and offspring of wood elves and stone elves are not as common as one might, at first, expect.

Half-elves, and those of less elven blood will not, necessarily, be brought up among their elven kin. The

and whatever of mine and all of their neighbors and clan think of me as one of their own, simply because my mother's father was an elf. They aren't always very nice to me, but at least it seems they dislike me for honest reasons instead of my origins. That is certainly more inclusive than my own people ever were. Though I must wonder... why did no one tell me of this when I was a girl?



Summer, Year 1

Why did no one tell Aurora of her birthright? She gaped in a most unbecoming manner when I tried to explain it to her. I suppose that when her mother died, and she still tiny, no one thought it important. I should chide myself as well, though, since I never thought to say anything of it, either. But of course, we all assumed that Aurora had been taught properly. Though Humans think of it so differently: a quarter of elven blood is a "taint" and not a blessing, as if their blood was such a pure and wonderful thing. Oh, what a tangle... How shall she ever become a proper elf when she is already half-grown? Though, being

a quarter elven, she may live much longer than they usually do. We can only hope.



Eridthaighn has been telling me about the One Tree. I find it rather strange to imagine that there are spirits living in the tree, watching everything we do and helping us in some way. It is an odd thought that a tree is in its way alive like we are. Of course, I know that this particular tree is just a symbol, but it still gives me an eerie feeling. More than ever, I feel as if it is observing me. Perhaps it is those Spirits who are watching me. Maybe that is what I feel when I stand under its boughs.

Autumn, Year 1

Today was Naming Day for my classmate Feshaitahn. I found the whole thing terribly dull. Imagine never having a birthday party. The whole thing was very solemn and, luckily, very short. But it is odd: Fesh seems much more comfortable with the others who

offspring of *Bshehe* (city dwellers; the term means 'spine-jangled') or others living outside of the normal clan/village system are more likely to be raised among non-elves and know their elven relatives through regular or irregular visits. On the other hand, a child born or found in an elven village, is likely to be raised in that village. It is rare for a child of even remote elven blood to be unaware of their heritage, though it may happen if the family has thoroughly removed itself from its elven contacts by distance or mutual agreement, or if the child has been separated from its parents at an early age. Elves rarely allow this to happen, but it may, in dire circumstance.

THE POSSIBLE CONNECTION TO DWARVES

Because of some cultural similarities, there has occasionally been speculation on a connection between Elves and Dwarves. One theory suggests that in the great depths of Time the two races were one and that some type of evolutionary adaptation forced them apart. Evidence to back up this theory is rather thin, mostly based on ancient Human myths which call both Elves and Dwarves by the same name and attribute to them the same living areas and activities. There are many more points of dissimilarity, once you get past a general description, and the fact that there has never been a successful crossbreeding of Elves and Dwarves makes it highly unlikely that the theory is true. However, the discussion does sometimes pop up and is hotly disputed by members of both races with the vehemence of theological scholars in debate of Holy Books.

ORIGINS AND TYPES OF ELVES

In the mists of history, elves were all of a common origin. The forests and woodlands were host to the clans of elves. Over time, the elves extended their hunting and foraging grounds into the mountains and some chose to call those places home, rather than trek back into the lower lands. The separate groups changed and adapted both physically and culturally to their surroundings over time.

There are approximately three to four times as many Wood Elves as Stone Elves. Other Elven subgroups are drawn from both of these groups in ratios which usually reflect the general population distribution. All elves are essentially hunters and

gatherers and eschew any type of agriculture. Where leisure or necessity allow, they are also fine craftsmen and artisans with a host of skills.

WOOD ELVES (*E'ith Braeb*)

The most common type of Elf and the origin of all Elves. The first elves were woodlanders, hunter-gatherers living in semi-nomadic family groups and loose family associations. In forested areas far removed from cities, elves continue to live as their ancestors did, though they have become somewhat more sophisticated in the way they go about it.

The *E'ith Braeb* ('free folk' is the closest translation), range throughout the forests and woodlands, presenting various social conditions depending on the size and contact of the specific group.

The elves of the deep woods and forests generally live in small semi-nomadic enclaves of a few closely associated families. These are the most 'primitive' of elves, and it is in these situations that one finds the simplest lifestyle and the most traditional outlook. In larger groups and clans, living conditions will be increasingly diverse and one will find a wider range of activities and occupations.

E'ith Braeb, like all elves, prefer to live as closely as they can to the pulse of the Life Stream, no matter the size or arrangement of the group. To accommodate this, the woodlanders create their homes of living trees. Young saplings growing in thickets or certain types of large and fast-growing bushes are magically manipulated to grow into interwoven walls and roofs, creating the house beneath their still living branches. (See *Magic*.) No matter the size of the enclave, the individual buildings will be set in an arc or circle with all doors facing the central tree. (See *Elven Myths: The One Tree/Center Stone*.) When the community feels the need to move, they simply walk away from the house-grove, which will slowly revert to wilderness, unless the elves choose to move back. Larger groups will create more permanent and numerous buildings, while the smaller, more nomadic groups may live in a single communal house which is more loosely held together and will revert more quickly to its wild state.

Incredible tree climbers, the *E'ith Braeb* use this to their advantage when both hunting and foraging. Their slender, wiry bodies and articulated feet and hands enable them to scramble up and cling to branches and trunks with the agility of squirrels. Using their slim

physique to advantage, they use their perches as both cover and height advantage when either observing or lying in wait. As a result, wood elves prefer to go barefoot whenever possible.

When abroad in the world, it is the *E'ith Braeh* whom a traveler is most likely to encounter. Less geographically isolated than their mountain-dwelling relatives, the wood elves as a whole have much greater contact with Humans and other races (aside from the obvious trolls, dwarves and other mountain-dwelling peoples). Deep-forest elves are known to bedevil lonely travelers in their hunting grounds in hopes of driving them out of their ranges more quickly. More sociable wood elves will still greet strangers with reserve, but rarely turn a traveler in need away. The curiosity of young elves may, on occasion, cause them to pull pranks on their non-elven guests.

In the past, clans would band together to raid other clans in hard times. The woodlanders clung to this tradition longer than smaller groups of Elves, but have largely ceased this practice and now turn to trade with the elven cities when the worst threatens. They produce textiles and wooden objects of great charm, as well as work wrought from the bones and antlers of

deer or other prey from the hunt. Occasionally, a bard will emerge from the forests, though most *E'ith Braeh* do not care to perform for strangers.

Their close ties to the natural world are reflected in their art and handicrafts. Carvings and weavings often depict plants and animals in great and lifelike detail. The goods are shot through with their particular magic and much in demand among humans and others for their durability and pleasing designs.

STONE ELVES (*E'ith Hchoud*)

Fewer in number and much less frequently encountered by most races, the *E'ith Hchoud* ('hard folk') have adapted to their mountainous homes. Their demeanor and social structure are slightly different from those of their woodland cousins.

E'ith Hchoud are more xenophobic than the *E'ith Braeh* and often display a distinct sourness to outsiders. Often taciturn and quick to temper, the *E'ith Hchoud* have adopted a lifestyle which depends on both hunting and craftwork. Accomplished metal and stone workers, these elves do not move about the countryside as their woodland brethren do, but establish larger, permanent villages in homes of stone.

celebrated their name day today than he does with anyone else. But he's a strange boy and not as friendly as some, anyway. Perhaps it is because he is going to be a mage or something like that.



One of my fellow students, Feshaitahn, is apprenticed to a mage. He is the first person here who has smiled at me. I once thought him odd, but now, I find I like him. He doesn't get upset with me when I don't understand something and roll his eyes, like most of them do. At midday, he offered me a late peach and we sat under the Tree to eat it.

I asked him why he liked the Tree, since it still frightens me. He put one hand on the bark of the Tree and closed his eyes. He said that he could see all the way to the center of the Earth through the Tree and see every living thing with his eyes closed. This seemed rather strange to me. I tried putting my hand on the Tree, too, but it just seemed like a tree.

Then Feshaitahn put his hand over mine.

It is truly magical. The ground dropped away

and we seemed to be standing over a deep well which glowed bright as a bonfire, burning all the way to the center of the earth. All the roots of the Tree spread out like rivulets of fire, touching everything and giving it light and life. The world glows when seen from inside the Tree. And Fesh is a bright, white light. I'm a pale, yellow one. I could hardly get my breath, for the wonderful strangeness of it.

The fire in the Tree whispered and muttered in our ears, telling secrets I couldn't comprehend, but Fesh seems to understand. He showed me the peach pit, which was dim and brown, but when he touched it, it began to glow like metal in the forge. The Tree fire muttered and Fesh whispered to the peach pit and it changed shape, slowly, growing round and hollow, until it was a ring. Then they both stopped talking and the peach pit stopped glowing so brightly. Fesh took my hand away from the tree and gave me the ring which used to be a peach pit. "That's for luck," he said, "so you can always find the Ahlenh Gohn."

I thanked him for the ring, which still looks rather like a peach pit, even if it is a ring. The oddest part

For preference, the *E'ith Hchoud* would rather modify an existing cave or cave complex, than build of 'dead' stone, thus preserving the pulse of the Life Stream within their homes. Regardless of the situation of their homes, however, they, too, prefer to build their villages in a circle or arc facing a central stone monolith. (See *Elven Myths: The One Tree/Center Stone*.) When these homes are caves, the Center Stone will be located as close to the center of the main cavern as possible or immediately outside an arc of connected caves, such that every home looks toward the monolith.

The stone elves have the most sensitive eyesight of all elves and can see in near-complete darkness, so long as any contact with the Life Stream can be maintained. They also have smaller ears and a more striking coloring than wood elves.

With fewer trees to utilize, the *E'ith Hchoud* have converted their climbing ability to an agility at crawling through stopes and caverns which is uncanny. Often maintaining sharply-pointed fingernails, they scale cliffs and cavern walls quickly in search of the metals, gems and stone they prefer for their handiwork, as well as hunting for food in an often

inhospitable environment. Their agile fingers and toes allow them to move with assurance in their mountain homes. They are more likely to wear some kind of footwear to protect themselves from the cold and this is usually a soft shoe or kind of reinforced stocking rather than the harder boots of humans and other peoples.

In social terms, stone elves are less gregarious than other elves and more prone to temper and violence, though they rarely turn it against other elves outside of the competition ring. (See *Socializing: Popular Activities*.) They are more aggressive than the *E'ith Braeh* in both sport competition and combat. They do not raid their neighbors, as the woodlanders have been known to do (largely because their neighbors are usually far away), but they are fierce in defense of home and hunting ranges, which is occasionally necessary against the predations of other mountain-dwellers. They have an intensity to them which other races often find unsettling.

The *E'ith Hchoud* can be rather standoffish towards other elves, considering them to be 'soft' by comparison. They are not much liked by other elves, as a rule, which has led to unpleasantness in the past.

is that the ring always seems warm and sometimes I think I can hear it humming like a tiny part of the fire I saw in the tree. Fesh says that's the SAhlenh Shou and that the fire we saw was the Ahlenh Gonh. My little peach pit ring is alive with it. I think it is the best present I've ever had. Fesh is very sweet.

Winter, Year 1

Goodness! All I said was that I thought Dwarves looked a bit like elves. Anyone would have thought I'd said we all looked like pigs or dogs! Such a howling and arguing! Heshheagn, Eridthaighn's wife, stared at me as if I had grown another head!



It's terribly cold now. The snow has made all the trees shorter. Tonight is the Chasing of the Moon. It sounds intriguing, but I am not to go because I am still a child, so says Eridthaighn. This is completely unfair. What am I to do after the meal while all my cousins go out and run through the snow? Sleep? How boring. In Merseith,

I was allowed to go to the Winter Ball, at least for a few hours. Maybe I'll sneak back out and watch after all my cousins leave...

Spring, Year 2

Spring at last! Tomorrow is Renewal Day and it will be my first ever. We will all put on our green clothes tomorrow. I have made myself a new, green vest to wear. It looks very nice with my red hair.

I can hardly believe I've lived in Wygethwynn for just short of a year! We are all going to get up before dawn and go out to the focus and wait for the sun. Eridthaighn has warned me that this is a very serious and somber occasion, and that I will not be able to duck out of going hunting and foraging anymore. I am terrible at both of these and I still am not quite comfortable with stalking animals--it is just so disgusting once you catch them--but I know that if I don't help out, I'll not eat. As I have been reminded with an empty stomach a few times in the past.

And my friend Fesh is going to be betrothed today! In a way it makes me sad, because it means he'll be

URBAN ELVES ('Bsbebe')

Because Elves are not agrarians, it is necessary for large communities of elves to indulge in some kind of trade for food and goods which may not be available to them otherwise. Elven businesses are most frequently operated by a family or clan representative with various artisans and workers coming and going over time, so that they may work for a while, then return to their families and homes during the hunting seasons, or at longer intervals, if necessary. This can be confusing to non-elves who become used to one proprietor only to arrive one morning and find they are now dealing with a relative they never met before.

The majority of urban-dwelling elves are not permanent residents, to their minds, although, with such protracted life spans 'a short while' may mean a month or it may mean ten years. There are exceptions, of course. Occasionally, a scholar or a young elf will find that they enjoy some aspect of city dwelling and stay permanently or long-term. Most elves consider this behavior odd and out of step with Elven culture, but they are not above taking advantage of their 'odd' relatives and friends if they need something which

only a city or city-dwelling elf can provide. The urban elf will be unable to refuse such requests, of course, since family loyalty is paramount.

Elves living in cities, whether elven or otherwise, are usually of *E'ith Braeh* stock, though the *E'ith Hchoud* are represented at a slightly better ratio than outside of the cities. Because of their dependence on marketing their handiwork for survival, a disproportionate number of stone elves establish some kind of workshop or trading concern in or near cities where trade is high, usually maintained by a single journeyman or young couple acting as the family or village agent.

Elves who choose to live in cities long term are usually more gregarious, less xenophobic and more flexible in their thinking and practices than the norm. They often adopt local customs, up to a point, and are the most likely elves to marry or breed with non-elves.

Other elves occasionally call them 'Bsbebe', ('spine-jangled'), which refers to the uncomfortable sensation may elves have in cities when assaulted by the many conflicting beats of so many lives running and crossing in a small area.

going away from us next year, once he's married. I used to wish he was going to marry me but, still, he is so happy at the prospect, how can I begrudge him? I will dance and sing at the feast for my own happiness as well as his. At least he doesn't plan to get married until Midsummer. Grumpy old Ghelhamhernh, his mentor, says that he won't be ready for his trial before then, so we shall all have to wait a little longer to wish him well on his wedding.

But, in the meantime, there will be entertainments and play today. I am so sick of working away at looms and needlework indoors. Any amount of solemnity and ceremony will be worth it just to be outdoors again!

Summer, Year 2

I have finally met an elf who does not seem to be any sort of relative of mine. He is certainly not related to anyone in Wygethwynn, either, for he does not look like any other elf I have seen. His name is Dal, or that is what I believed I heard, for I still struggle mightily with the subtlety of the language.

At first I was not sure that he was not a statue of

some kind. His skin and hair are both as black and glossy as obsidian, except for a streak of silver-white at his forelock. He startled me so much that I screamed when he turned toward me. And who would not have been startled? One would think that a man of carved stone with eyes like brilliant opals would not move and speak. I did apologize for screaming, but I think he was offended. Probably my inability to stop staring at him was not terribly welcome, either. He is a most extraordinary creature.

Eridthaign says Dal is E'ith Hchoud, a stone elf from the Northern mountains. I had, of course, heard of them, but I did not realize that they would look so different from the E'ith Braeh. I could simply look at him for hours, I think. But I know that would be terribly rude.

*Summer, Year 2*

Still impossible. Sometimes I still despair of Aurora. At least our guest was not too upset by her staring at him and screaming in his face. Perhaps, being E'ith Hchoud

HIGH ELVES (*E'ith Edshaign*)

The kings, high king, and their families are collectively referred to as 'the Elevated Folk' (*E'ith Edshaign*). It is a very small group and is not genetically related, each family to the other, though some intermarriage has occurred over the centuries. In general, the *E'ith Edshaign* are much like the people they represent, though immediate family size tends to be larger than the norm.

Members of this group travel more than any other group of elves, are often to be found visiting or working in cities and boast a large number of scholars and wise men and women. Since it is their lot in life to negotiate among the other kings and clans, much family pressure is brought to bear to acquire knowledge, skill and respect among other elves. Young members of these families spend much of their time in study. As they age, they are the most likely elves to be bored and pass through a period of irresponsible behavior most commonly seen in adolescents, called 'shehf gohregñ' (mowing flowers), as they find themselves with nothing much to do between being dedicated students and devoted public servants. This usually passes not long after successfully completing their maturity trials. (See *Special Days in Elven Culture and Societies: Trial/Wisdom Ascendancy*.)

Only the families of the kings are expected to spend more of their time in administrative duties than in other pursuits and their compensation for this is that they participate in the necessities of food gathering, trading and maintaining ordinary households only to the minimum. Other elves or, if they are in large, mixed cities, hired folk of other races, generally do this work for them. They may undertake these duties, if they choose to, but most don't, preferring to use their leisure for more artistic or intellectual pursuits, with the exception of hunting, because of its position of importance to elven culture. *E'ith Edshaign* hunt as a point of pride.

THE ORGANIZATION OF ELVEN SOCIETY

Elven society is based on a clan system which evolved from loose family and village associations in the earliest days of history. Originally hunter-gatherers, individual families banded together for a more efficient hunt, living in close proximity and forming

alliances which survive to this day. As populations gradually increased and disputes arose, larger clan systems developed to settle them as well as to protect hunting grounds and mediate interactions with other clans. Finally, a series of 'kings' was emplaced over regional groups of clans. These kings were chosen by the clans for their honesty, sagacity and diligence as well as their general popularity. Above the regional kings is the 'high king'. These positions are hereditary. Upon the death of a king, the regional clans meet to select the next king from the family, and they may select anyone in the family, not being bound to select the eldest child, though they frequently do. Occasionally, a king may press a member of his family into the position, temporarily, if he is incapable of performing his duties for some reason, or, in the event of total boredom, he wishes to take a vacation. Women are not barred from holding the position, but they are never referred to as 'the Queen', nor are their children called princes and princesses. There are no other hereditary titles.

Non-elves are often confused by the Elven Kingdom system, expecting it to have some similarity to the systems of nobility and regency which are tied to land-seigneurity with which most people are familiar. Although he receives some goods and food from the region over which he reigns, a regional king among Elves does not rule over a people and hold the land on which they live, but, rather, speaks for them and is their representative to other kings and other peoples and issues 'edicts' which are more like suggestions for the benefit of all the clans concerned. Elven kings have great difficulty in dictating to the elves of their associated clans, as elves hold their loyalties from the bottom up: family before all, then closely associated families, then clan, associated clans, the regional king and the high king last. Kings and the high king hold their power only so long as they are respected and do not abuse their position. If a king loses the respect of the elves he serves, they simply do not follow his edicts and go about their business by clan or family authority instead. Generally, if the king or high king commands as the people wish to do anyway, then all will be fine. And if not... then all will probably be fine then, too. Except for the dignity of the king, which will be a bit bruised. The amount of goods and food delivered to the high families each season is based on both the availability of goods and the satisfaction of those they represent.

With the exception of the kings and high king, no elf remains in a position of power or authority for an extended period of time. But, elves do not usually engage in political assassination and, due to their long life-spans, social advancement rarely comes through inheritance. Instead, positions of authority are rotated periodically to alleviate boredom. Elves are not fond of administrative chores and such, preferring to be active and less-fettered in their pursuits. An individual may also attain a position of respect within a community due to his skill or knowledge.

The advantage to the extended family and clan system is that it allows elves to pursue the things most dear to their hearts with as little time as possible spent doing the necessary scut-work, by farming those tasks out and rotating through them regularly. While an elf is engaged in the discharge of these duties, he will receive respect and support from his fellows commiserate with his performance. If he performs well, he will be rewarded by elves grateful that the job was well done and they did not have to do it. But if he performs poorly, he will be sneered at and treated with contempt. Socially, it is the worst thing an elf can suffer and most will avoid incurring the contempt of their neighbors, even if it means performing a task or duty they dislike. No elf wants to get a reputation for being lazy, slipshod or derelict in their duty to family and clan.

Elves who lose their reputations, who engage in evil practices, take no heed of their community's strictures and preferences or cause harm to others or bring harm to the community, clan or family will be ostracized. They are usually marked in some way and driven from the community to live alone. From that moment on, they are no longer regarded as true elves and will be treated as dangerous strangers by any elf who meets and recognizes them.

THE SCHISM BETWEEN THE ELVES

Prior to the establishment of the Elven kingdoms, the only elves were the *E'ith Braeh*. At first, existence was difficult, as with most hunter-gatherers in small populations. As birth rate outstripped mortality, population grew and it became necessary for the elves to expand outward from their traditional hunting grounds and establish other territories. While elves moving into fringes of non-elven cities continued to align themselves with the traditions and contacts of

the *E'ith Braeh*, elves moving into the mountainous regions found some of the traditions and practices of the wood elves to be impractical or constraining. The clans began to argue amongst each other.

Traditional wood elves claimed that the mountain clans were threatening the fabric of elven tradition and life while the mountain-dwelling elves refuted this position with the argument that they had no intention of destroying anything, but that they would not submit to tradition and practices which were impractical to the point of bodily danger. The arguments became bitter.

In response to the looming threat of outright hostilities, the clans chose to select representatives to speak for their individual positions and abide by the decision of these representatives, rather than come to actual violence. This was later called The First Assembly, though the kingdom system which arose out of it was not yet in place. As a result of this assembly, the clans who formed the *E'ith Hchoud* separated formally from certain traditions of the *E'ith Braeh* and established a separate tradition and lifestyle while remaining a single people with their woodland relatives.

In spite of the general success of The First Assembly in keeping the various clans from going to war for ideological reasons, strains, resentments and misunderstandings between the two Folk continue and are the major cause of arguments among the *E'ith Edshaign* and other clan leaders in later Assemblies. Some would claim that the entertainment value of these arguments are the only reason anyone continues to attend these meetings at all.

THE CHANGELING TRADITION

AS A POINT OF CONTENTION

Until recently, in Elven terms, Changelings were one of the chief bones of contention between the two Folk. In early times, the taking of changelings was considered necessary to maintain a vital population. Once populations were larger and more stable, Changelings became a specific and codified tradition among the *E'ith Braeh*. *E'ith Hchoud*, more dependent on contact with their human neighbors, refuted the tradition as unreasonable and disgusting. *E'ith Braeh* initially refused to let the tradition go, both out of belief and because they did not want to give in to their mountain-dwelling cousins. In recent times, however, they have

given up the practice for reasons of diplomacy as well as practicality. The shadow of the contention continues to hang between the two groups, however, pricking their respective pride with an unspoken smugness on one side and a silent resentment on the other.

The situation is so deeply etched in the history and attitude of Elves that the rare marriage between a Stone elf and a Wood elf is referred to by both sides as *Feth Ahenieh* ('Changeling Marriage') and considered an oddity by all.

The most famous *Feth Ahenieh* occurred between the families of the King of the North and the eastern clan Chief of Sh'nei, preceded by the most contentious and dangerous betrothal in Elven history.

ELVEN PLACES

GENERAL SURROUNDINGS

Elves prefer living in natural surroundings, in shelters which are simple and clean and well ventilated. Elves abhor closed, stuffy places and may create extremely clever ventilation systems where necessary to maintain the flow of clean air through their living quarters. They prefer elven goods over any other and enjoy displaying one or two valued items in their homes and on their persons. Woodlands, forests and the rare jungle are the most common places to find elves, while mountains and rocky highlands shelter others. Elves do not care for travel by water but do



seek out sources of fresh, clean water for household use. Even city-dwelling elves prefer to be near a clean well and live in quarters with many windows which open onto clean air. Or as clean as they can find.

SPECIFIC LOCATIONS

The largest enclave of *E'ith Hchoud*, Cheritheigh, can be found in the Northern mountains, while smaller *E'ith Hchoud* villages exist in the West and East.

The largest of the few, rare Elven cities, Wygeth-wynn, lies just within the forests of the West. It is often considered the Elven capitol and the great Assembly Hall lies here. It is a major center for trade with other races, though open market days are strictly regulated and accommodations for non-elves lie outside the city proper.

Other, much smaller trade centers exist, scattered on the edges of forests and woodlands, many no larger than trading posts. The elusive jungle-dwelling elves of the Southern tropic zone do not have a large enough population to gather into one central location and call it a city. They conduct all their trade by sending representatives to larger cities of other races nearby.

MAGIC (*S'Ahlenh Shou*)

Although all elves experience a connection to the Life Stream (*Ahlenh Gonh*) not all are able to manipulate it themselves. Learning to listen to it is a trained talent which some never fully master, but is certainly not considered extraordinary. Additionally, most elves would not consider their minor manipulations of *Ahlenh Gonh* to be 'magic'.

However, elven mages can truly be said to work magic by drawing on their connection to *Ahlenh Gonh*. Elves call the process of magic *S'Ahlenh Shou* ('Life's Speech').

House building is one example of *S'Ahlenh Shou* at work. The mage or mages effectively coordinate and take control of the entire community's collective connection to *Ahlenh Gonh* and direct that power to reshape the trees, plants or stones of their new home into a more desirable shape. They do not brute-force this re-shaping, but 'suggest' to the object that it would prefer to bend its own life in the desired direction and assist it in changing its direction by channeling the available power into the object until it has made a solid transition. This is a particularly slow and exhausting

and traveling as much as he must, Dahln has a greater tolerance for raised voices and bad manners. We shall have to wait and see what comes of all this.



My cousin mentioned another house, today. I have been here more than a year and only now do I discover that he does not think of Wygethwynn as his home. I forget that he is already old by my standards, though he is a young man by the scale of other E'ith Braeh. To him, living for ten years in the city is a mere visit. I wonder if I will even live long enough to see his "real" home. By my best guess, I will probably be an ancient hag by the time Eridthaign decides to go home again. Though, if I am lucky, perhaps I'll marry some nice merchant passing through and never be worried by it.

I am not sure that I would do well outside of a city. It is all I know, after all, even though I've spent my share of time out in the woodland with my teachers and cousins. I must be a strange sort of elf to them. Born and raised in a Human city and preferring to stay in an elven one. I know they call me Bshehe, but

maybe that is just what I am. I know I don't hunt well and I'm nearly hopeless with some things, still, some of us are just meant for cities, I suppose.

Midsummer, Year 2

There is something disquieting about our guest, Dahln. I would almost think he hated my cousin, if I judged only by the glaring intensity of his gaze. But they seem to be on good terms at least in business. He seems a very suspicious man. Dahln brought the most beautiful gemstones with him and the two are closeted, now, discussing them in some fashion. I brought them some tea and the look our guest gave me would have sliced paper. I suppose I must have intruded at a poor time and apologized, but he simply looked away and said nothing. Eridthaign smiled at me a bit, but they shooed me out again very quickly. I thought his sudden look at me as I left was quite odd, as if he was thinking something he'd never had occasion to think, before. Curious, that.

And I do so wish I could stop thinking about him. It is most distracting, but my thoughts wander back to

application, but the end result is esthetically pleasing and has a far lighter impact on the balance of Life in the area, since it is merely a redirection of energy, not a complete transference or annihilation.

Occasionally, an elven mage will take up Necromancy or some dark art, but even though they may be able to acquire additional sources of power, elven mages always draw on *Ahlenh Gonh* in some way. Even spells which revolve around Death are merely using an aspect of *S'Ahlenh Shou*. Often this requires drawing *Ahlenh* away from an object, rather than drawing Death into it. This can be extremely dangerous as the power drawn must be sunk into something. Simple dissipation of more than the merest hiccup of *Ahlenh* can result in catastrophic explosions and while that may, sometimes, be a desirable effect, it is not something to be done lightly.

In any case where *Ahlenh* is transferred, released or annihilated, rather than simply redirected, the loose or excess energy must be managed in some fashion. Most frequently, the mage will take on the additional *Ahlenh* personally. Then they are faced with the choice of how to 'burn it off'. Some mages convert the energy to light, heat, sound or wind which will storm around them and the general area until a balance is reached, leaving the mage exhausted from the two-fold effort. Others, especially Necromancers, may simply keep it within their own bodies, which gives them apparent youth, but the cost is very high: like running excess current through a wire, it burns the machine out faster than normal. Elven Necromancers lead unusually short, but powerful, lives. Elven mages often prefer to work in teams if they can, with the more experienced of them managing the main spell while the less-experienced manage the power dissipation.

ELVEN MYTHS

Elves have a great many myths and legends. Some of the principal and most universal are given here.

OVERALL PHILOSOPHY OF ELVEN CULTURE

While some people have claimed that elves hold all life as sacred, this is too simplistic a statement. Elves are not starry-eyed pacifists. To an elf, Life is the highest power there is and it is a thing to respect. One's own connection to the Life Stream is a gift with a certain duty attached. It is incumbent upon the moral Elf to

address Life wisely in all his dealings and to seek balance in his actions. Any undertaking must be weighed against its overall effect on Life.

Elves do not practice a religion, *per se*, but rely on their sense of the *Ahlenh Gonh* and communication with its attendant Spirits to guide them into the proper paths of behavior.

THE ORIGIN OF THE SUN, MOON AND STARS

At the beginning of Time, that which was the Life and that which was the Void struggled against each other, for that was their nature. From the heat of their struggle came forth the first planets of the Universe. They were so very hot, like molten metal freshly poured, that they steamed in the inky sky, creating a fog which froze into crystals and jewels in the ice-cold Void and these became the stars.

As the planets cooled in the chilly Void, one cracked like an egg and spit forth its molten, fiery yolk. The fire loved the Life and the Life loved the fire, though they could not live together always. The Void was jealous of the fire and took its shell away, molding it into a cold, hard ball which had no door for the fire to return through.

The fire tried to return to its home, but found it could not. It circled and circled around the planet near where its shell lay, looking for the door which never was. In pity, the Life gave its protection to the homeless fire that it would never go out until the end of All and this fire became the Sun which shines upon the Earth with the power of Life, keeping the inky cold of the Void at bay.

So that it would not burn the little planet, Life lifted the cold shell up into the sky nearby and the shell became the Moon, which keeps the fire of the Sun at a safe distance from the planet, which is Earth.

THE SPIRITS OF LIFE

On the still-warm planets of the new Universe, wisps of steam and sparks emerged from the new-made surfaces. Most were captured and gobbled by the hungry Void but on the Earth, which was beloved of the Sun and so stayed warm, the wisps of steam and spark hid behind the shadow of the moon and did not get eaten by the Void. Warmed by the Sun, which burns with eternal Life, the steam and sparks took form and life, themselves, becoming the spirits and forms of Nature and of Life on Earth.

**THE CREATION OF ELVES
AND THE WORLD**

The spirits of Life, alone and exposed upon the new Earth, called out to their Mother. "We must have homes and work or we shall languish." Life touched the surface of the barren Earth and created the land. The jealous Void looked upon the fledgling Earth and touched it with his cold, with the ice of his frozen stars, hoping to freeze the little planet. But the Sun shown down upon the frozen earth and melted the frozen stuff of stars which became the great oceans. Where even the Sun could not melt the stars, they froze to the Earth and became the great Mountains and Seas of Ice.

With such clay as Life and Void and the Sun had created, the spirits of the Life and of the Earth formed the plants and the animals, created the races and peopled the Earth with their creations. Among the first of the races were the Elves, who much resembled the Spirits. "You, alone," said the spirits, "shall see us and you shall know us and assist us in this great work, which shall be the Earth and the Life. And for this you shall live long and be our best-beloved."

THE ONE TREE/CENTER STONE

"All Life springs from but a single root, all forests from but a single tree." At the center of the great plains of the Earth, the Spirits brought forth a great tree (or great stone). "Here shall we dwell; here, where our home reaches up into the sky, toward our jealous father, the Void, where our home reaches down to the warmth of our mother, the Life. Here shall we dwell. Here shall you call upon us and here shall we wait upon thee."

Each Elven village and each city shall have its One Tree or Center Stone, the center of its Life and Spirit, which stands at the exact center of the village or city and toward which all homes face. The cleared, egg-shaped area around the center is called the 'focus'.

THE AFTERLIFE

When Elves die, their spirits rejoin the great heat of Life which rests at the core of the world and are reborn as Spirits to continue in the building and keeping of the Earth. The body of the Elf is no more than the shell, shed at death, like the skin of a snake so that the light spirit of the Elf may travel with speed to the heat of the Life, unburdened by the physical weight

him constantly. Probably it is just the silly girl in me, enthralled by a mystery. Oh, it is terribly confusing...



MIDSUMMER, YEAR 2

Dahln returned to speak to me today, so I suspect there might be something there. He's an odd one, even for E'ith Hchoud. I would never have sought a Feth Aheneih, but, perhaps, it is a better idea than it seems, on the surface. We shall see what comes to pass at Renewal.



Late Summer, Year 2

I must learn to see the world as my relatives do. I have just met a king and been terribly disappointed. He seems so very... ordinary. But, on the other hand, no one seemed any more impressed with him than I was. Not that he did not seem kind and good, but he did not seem... kingly. He could have been just another hunter, except that his hunting clothes were more

heavily decorated and of finer leather than most. He was very pleasant to me, though, and he hunts well. Certainly better than I do, much to everyone's chagrin. I fell right out of a tree and nearly landed quite on top of the unfortunate deer the king was stalking. What a mess. His majesty was very nice about it all, though. And we did get another deer, later... Well, someone did; not me, thank you. Dahln and Eridthaighn didn't even laugh at me for missing it.



LATE SUMMER, YEAR 2

Dahln has been delayed here a few days longer than he had expected and will stay another evening or two with us. Or this is the excuse he gives. I suspect his real reason is my red-haired cousin, Aurora. I was not wrong to suspect that there is something drawing them together.

After dinner last night, Heshagn persuaded him to play the flute a bit for her. She seems to love the sound more than ever now that she is heavy with child. We all played and sang a bit until Dahln started in on a tune we did not know. It was something he had heard on his

of body and unafraid of physical hurts and pains. For this reason, Elves do not preserve or prize the body once they are certain that the spirit has escaped from its shell. To do so would be to cause confusion to the spirit, unable to fly as swiftly as it should, burdened by the weight of its cast off shell and trying to return to it if the empty body remains long intact. To ease this confusion, the body is made as light as the spirit and the wind is allowed to take it away, so that the spirit of the Elf may speed to the core of the World.

THE END OF THE WORLD

The Void is ever jealous and hungry, ever striving to reign supreme over the Universe. Thus do Life and Void, Mother and Father, continuously struggle. In the reaches of Time ahead, the Spirits of Life shall be overcome by their own creations and shall be driven back into the heat at the center. Then shall the Void encroach on the hearts and minds of the races of the Earth.

The One Tree shall wither, the Center Stone crack and crumble. In the spirit of the hungry Void, shall the races of the Earth turn upon each other and, cold and seeking heat, scald the surface of the Earth such that no living thing shall survive. And the spirits of the Life and of Elves shall return to the center and await a call from the Life to begin anew.

SPECIAL DAYS IN ELVEN CULTURE AND SOCIETIES

WINTER HUNT (THE CHASING OF THE MOON)

On the Winter Solstice, the elven hunting season officially ends and the long, cold winter of other activities begins. Much time is spent before the event in readying the markers and ceremonial clothes of the participants. During the actual Chasing of the Moon, every participant wears garments and a wallet or pack of yellow or orange, dyed with a boiling concoction of yellow flower petals, stamens, and yellow onion skin. The color represents the fire of the Sun, which it is hoped will soon come to dispell the cold and death of Winter.

A special set of thirteen carved stones is taken from storage and prepared for the Chase. They are thick, flat stones about the size of two adult fists side by side. On these markers are inscribed symbols or pictures of significant events in the history of elves and of the

village or clan. They are the property of the village and are carefully stored away every year in some place known only to the village mages. Before the event, they are taken out of storage and carefully cleaned and new blacking applied to the incised markings while blessings are asked for the the coming day. Since Elves have no writing of their own and these markers predate the adoption of other writing systems, the markings are a form of stylized pictograph. The symbols are very simple and geometric and the most common are sun disks, crescent moons, wavy lines of rivers, expanding circles for floods, triangular mountains, and 'T' shapes to represent people.

In the morning of Winter Hunt, all of the adults of the village may join in the last, official hunt of the season which lasts until sunset. It is often the first major hunt of an elf's adult life and many young elves proceed into this occasion with competitive delight. From sunset to midnight, food preparation, dining, athletic competitions, and tale-telling usually takes place between napping and preparing for the ceremony of Chasing the Moon. During this period, the mages and elders of the local assembly go out from the village or city in all directions, leaving the thirteen markers at various locations to create a circle or oval around the village.

Chasing the Moon begins at midnight. On foot, every adult elf who is able begins at the western edge of the village or city. At the appropriate signal, they begin to race out to the edge of the wilds, searching for the first marker. Once found, they proceed clockwise until they have found all of the markers. Then, coming back to the edge of the village, they run across the focus to beat the rising sun to the eastern edge of the One Tree or Center Stone. Quickly, before the sun rises, they read or call out each of the symbols in turn, chasing the moon away with the history of the creation of the World, welcoming the Sun as dawn approaches, symbolically urging the winter to be swiftly past and for the sun of Spring to come soon. A crowd of younger elves often chases along behind, not actually part of the competition, but eager to enjoy the chase, anyway.

The chase is both wild and serious, made with whooping and noise to chase the cold moon on its way and with the enthusiasm of natural athletes, while the runners compete to collect the markers and demonstrate their prowess. Yet, the assembling of the

markers is a grave pursuit, for missing a marker may be taken as a sign of bad luck for the village in the coming year. Misfortune during the Chasing of the Moon may be a sign of misfortune to come for the entire village or clan and the markers must all be found and read out, in the proper order, before the sun touches the ground at the roots of the One Tree or Center Stone. If the entire history is not called out, the Winter Moon will continue by as many months as the number of uncalled markers. If none of the markers are found or if none are called before the sun rises, a disaster of epic proportions will come before the end of the coming year. Some elves believe that losing all of the markers in the snow is a sign of the coming of the End of the World. (See *Elven Myths: the End of the World*.)

RENEWAL DAY

(THE ONE TREE/CENTER STONE CELEBRATION)

On the Vernal Equinox, Elves celebrate the continuation of Life. This is both a celebration of Spring and the seasonal cycles as well as an affirmation that the End of the World has not yet arrived. It is traditional to wear green garments or scarves on this day and everyone carries their knife exposed on their belt, to show that they are prepared to defend the tree or stone with their lives. Children too young to handle sharp blades may be given a knife-shaped bit of wood to carry.

As dawn approaches, the entire community gathers around the One Tree or Center Stone in the village focus. A procession of mages and elders wends its way around the focus and to the center where various incantations and prayers for health, safety and prosperity are offered. These vary by location and are specific to the needs and situation of each village. Among the *E'ith Braeh* and the *E'ith Hchoud*, the ceremony itself differs.

The woodland elves gather a small number of fresh leaves from the tree and carefully break them and touch the resulting green sap mixture to the forehead of each person in the village, affirming their connection to the Life through the Tree. Because the shape of the leaves of the One Tree mimics the shape of a human hand, the leaves are carefully plucked one at a time as if one is shaking hands with the tree. The leaves are placed into a basket which has been lined with a pale green silk or cotton cloth or birch paper, then taken to the Eastern side of the focus to be prepared by the senior mage in sight of the assembled village.

The mountain-dwelling elves wait until the sun has touched the Center Stone where the senior mage awaits with a ceremonial knife of flint or obsidian. Then each in turn approaches the stone (assisted if necessary), touches the sun-warmed part of the stone, and pricks a finger of that hand with the knife to leave a single drop of blood at the base of the stone as a symbol of the Life they have drawn from the Heat of the Center. The ceremonial knife is then washed in water from the closest spring or freshet which is poured over the stone as well. The knife is unique to each village and is carefully preserved by the senior of the village mages and kept in a secret place until this date. If the knife is lost or broken, it portends bad luck for the village and the death of the mage before the next Renewal.

As each elf receives the sap, or leaves a drop of blood, they repeat the appropriate version of the Renewal prayer, adapted from the myth-tale of the One Tree/Center Stone: "All Life from a single root/source, all forests/mountains from but a single tree/stone." They may expand the prayer with a personal request for the blessings of Life to be bestowed upon themselves and their families and complete it with the phrase, "I am one of many, one of One. My life flows with the Life of the World."

After the ceremony itself, the rest of the day is given over to feasting and entertainment. In larger villages and cities, the preparations for this celebration may take a week of hunting, foraging and working of crafts. Villages are gaily decorated and small gifts may be exchanged. The winter's work is displayed by artisans and discussed by everyone. Some business may be conducted, including the contracting of marriages, which are traditionally made on this day (though they may happen at any time). Many elven couples marry on this day and not a few children are conceived. It is the most important day in Elven Culture and a time when enmities are to be set aside.

Renewal Day is the beginning of the hunting and foraging which is the chief activity of most elves.

NAMING DAYS

Infant elves are given temporary names for the first few weeks or months of their lives. These names are usually somewhat simple or nonsensical, such as 'shishu' (puddle) or 'afehlah' (little mouse). Once each quarter, Elves recognize the family and clan members

who were born during that quarter of whatever year. The purpose of the brief ceremony is to name the new child to the Spirits of Life, so that they will know him or her, properly. All older elves owning the same naming day will also speak their names, to remind the Spirits that they, too, are still present on the Earth.

Elven names reflect either the parents' hopes for their child or some person, thing, or event they hope will influence the luck or behavior of their offspring. Many small-village elves are given some variation of the words for 'good hunter' (*feshal erthadign*). There are few gender specific names, though some elves differentiate between men and women by adding a vowel or 'h' to the end of names belonging to females. Other common names include variations on the seasons Spring (*gabneh*- 'green season'), Summer (*hanseh*- 'soft season'), Fall (*apseh*- 'chill season'), and Winter (*hchoudneh*- 'hard season') so a child of either sex might be called *Erthadiganh* ('hunts in the Spring'), but *Gonhgoreghn* ('spring flowers') is likely to be female, and a child named *Shouhanh* ('speaks softly') might be expected to be a silent, well-behaved adult or a good diplomat. The syllables of the words will be modified to create a name which sounds pleasing to the parents' ears, even if the meaning is slightly shifted as a result.

City-dwelling elves and *E'ith Edshaign* may, occasionally, give a name which means nothing, but merely sounds euphonious and pleasing. *E'ith Hchoud* are more likely to give names which refer to animals than are *E'ith Braeh*. For instance, *Dahln* ('panther') is uncommon in the lowlands, but crops up occasionally in the mountains, even though panthers are rarely seen there, being a jungle animal.

New infants have their proper name bestowed upon them and they are 'introduced' to their larger family or clan, as well, at this time. Usually, they are given small gifts of useful items on their first name day by the elves whom they share the quarterly event with and these elves often become their particularly close friends and associates and are considered as close as brothers and sisters.

The event itself is quite short and solemn. Immediate family gathers under the One Tree or Center Stone (in the assembly hall if the weather will not allow an outdoor event), and calls out the name of the child. Then, in order of age, youngest to oldest, all the other elves of that quarter step forth and say their name and present their gift, which may be anything

from a secret whispered into the infant's ear to a small bauble or item of clothing. If no infants were born that year, the ceremony consists in each elf of that quarter stepping close to the One Tree or Center stone and speaking their name quietly to it.

Once the ceremony is complete, a blessing upon the named is said by the company and then the community disperses. In larger villages, a communal dinner may be had, but it is not a standard tradition. From this moment on, an elf will be called only by their 'official' name. Their infant name is considered to be shed like a snake's skin.

TRIAL/WISDOM ASCENDENCY

At about 25-30, young elves are considered to be adults. (See *The Life Cycle of an Elf: Childhood to First Maturity*.) They have completed various training and physically matured into adult bodies and skills. Now they must prove to their community that they are ready to assume the duties of full adults by undergoing a physical trial and proof of education in the arts and skills required by their community. The specific skills tested may vary according to the requirements of the community they live in. Urban elves, for instance, may place a higher emphasis on reading than on physical prowess in hunting and foraging, while small-village elves may test only hunting and oral tradition.

Trials are usually conducted at late summer to early autumn, when a young elf's mentors and community judge that he or she has attained the skills required to a satisfactory degree. This is usually about age 25, but is at the discretion of the community. All elves, regardless of gender, undergo the same trial to the community's satisfaction, the only exception being that apprentices will be tested in the knowledge of their particular art as well. Most trials take two days, though some may taken longer, if a complex art or skill is to be demonstrated.

The night before the trial, the young elf is expected to contemplate their training and their position in their community, to think on their connection with the Life and consider their readiness for adulthood by communing privately with the Spirits of Life.

The first day of the trial begins at dawn with the candidate waiting for sunrise on the eastern side of the One Tree or Center Stone. As the sun rises, their mentor or the eldest member of their family, as appropriate, will approach and ask if they consider

themselves to be ready to assume the mantle of adulthood. They are charged to answer truthfully. If they feel unready, and say so, then everything ends and is put off for another year. This rarely happens.

If they affirm that they are ready, then the trial begins with hunting solo. The community determines what animal and under what conditions this will be accomplished and the candidate is sent out to accomplish this goal by mid-afternoon. The candidate is expected to return with their quarry and complete all the necessary steps of cleaning and preparation before sunset. This may include cooking, if the community deems it appropriate. After dinner the candidate must identify various forage foods and other natural items and undergo a thorough quizzing on the subjects of plants, animals, snares, weather and so on.

The second day consists of demonstrations of other education, such as books and languages, arts and crafts and a recitation of the principal elven myths and legends as well as a complete family history and genealogy. If the candidate is also an apprentice in some art or craft, the third day or more will be taken up with whatever demonstration of that art is required by their master.

If at any time the young candidate fails a portion of the trial, the sequence ends and the whole is put off for a year or until the community agrees that a new trial is appropriate. When the candidate passes all demonstrations satisfactorily, the eldest members of the village or clan declare them to be full members of the adult community. They are then presented with a knife with which they cut through a twisted length of sinew, held on one side by their closest relative and on the other by the current head of the village or clan. The cutting of the sinew symbolizes the cutting off of childhood dependencies on the protection of others, family, clan and village. The severed pieces of the sinew are then tied into loose bracelets around each wrist by the respective holders, to symbolize the on-going tie of family and clan duty. The new adult will wear these until they fall off of their own accord.

The new adult then sheaths their knife and is welcomed into the community of adults as an equal. Usually this involves a lot of small parties and congratulations from everyone in the village, especially any peers they may have, who often stage rather raucous and drunken gatherings after the fact.



BETROTHALS AND WEDDINGS

Many elven families in larger villages and cities contract marriages for their children at an early age. In small villages and family groups, it is more common for young elves to make their own choice of mate after they accomplish their maturity trials. All betrothals are sealed and celebrated by the exchange of white garments, symbolizing the purity of the contract. These can be anything from a simple scarf or shirt to elaborate gowns and cloaks.

Generally, one year prior to the proposed wedding date (Renewal Day on the Spring Equinox is particularly favored) an official gift and visit is made by the groom's family to the family of the bride. If the white garments have not yet been exchanged, that is done now. If they have been exchanged before, a new gift of food, furs or skins, and jewelry is made, symbolizing the promise of skill and plenty shared between the couple and their families. The lavishness of these gifts will depend upon the social condition of the families. The bride's family offers similar gifts to the groom's family and the official engagement is celebrated with a meal prepared by the bride- and groom-to-be and any necessary family members.

If any of the gifts are returned or refused before the wedding, then the betrothal is canceled. Occasionally, this leads to disputes, though these are usually settled between the families without need of outside intervention.

The bride and groom will spend the last week of their engagement together at the home of the bride's family, finalizing various arrangements for their future life together and, it is hoped, becoming accustomed to each other. After the wedding, they will spend one week with the groom's family before establishing a home of their own, if they choose to do so. By these mutual visits, it is hoped the two families will become equally integrated into the lives of the new couple.

Elven weddings take place on the eastern side of the One Tree or Center Stone and, once again, Renewal Day is the favorite date, though Midsummer is second favored. The bride and groom wear the white betrothal garments along with the finest items from their own wardrobe. The ceremony is conducted by the eldest mage of the village or clan.

Various prayers and blessings are made and requested in the presence of the Spirits of Life and the two individuals are joined to a life together by the symbolic

shedding of a single drop of blood each from the right hand. Their right hands are tied together for the remainder of the ceremony and the reception, which can lead to some interesting predicaments if the celebration is a long or extremely lively one, which most are.

Weddings are cause for much excitement and merriment in clans and villages. Families turn out in their finery with gifts, food and entertainment for the bride and groom and the revelry often continues all night, even after the bride and groom retire to their official bedchamber. Music, food, drink, dancing and storytelling will be the order of the day and usually the entire village, clan and both families will attend *en masse* until everyone is exhausted. The most noted entertainers of the village will offer their finest efforts to the couple and their guests, which always leads to competitive singing, playing and tale-telling. Elves are usually at their most merry and outgoing at a wedding.

The new couple traditionally sneaks away from the village in the small hours of the morning to some prearranged place where they remain together alone for the next 24 hours. Only after that do they return to the groom's home to make final arrangements for their new life together.

travels and none of us recognized it. But Aurora knew it and began to sing. Her voice is lovely, but when he heard it, Dahln could barely keep playing. When he finally stopped, he looked at her with blinking eyes. She flushed as red as her hair and scampered from the room like a rabbit before a fox.

I wonder what will happen tonight...



Autumn, Year 2

I know that pure elves live to be very old, but they don't really look much older than the humans I knew in Merseeth. Except for a few of them. Beferishu, who keeps the library in the Assembly Hall, seems older than any person could ever be. It's not so much the way he looks as the way he just seems... old, like a mountain is simply old. His eyes don't always seem to see me when I come to read the books, yet he knows I'm there and he's certainly not blind. Maybe there's a sort of lens of age between him and the rest of the world and he sees everything down the tunnel of experience.

But on the other hand, there are my school fellows, who seem barely older than I am, yet I know they are often twice my age. And Dahln, who, though he seems perhaps 25 or 30 is nearly 100! It is a strange contemplation, that. Sometimes, it makes me feel foolish and fragile. I'll be dust and gone long before any of them. Even ancient Beferishu will probably outlive me, just because he's so stubborn.

FUNERALS AND WAKES

Long-lived as Elves are, it is a solemn occasion when one dies. The bodies of the dead are placed in the smallest or most exterior room of the home, where they are carefully washed by the closest family members and dressed in plain cloth garments. A mage of the village will attend on the deceased as soon as possible to free and direct any lingering spirit to the Center, if it should become lost or be stubborn about leaving its mortal home.

Once the mage declares that the spirit has gone, the body is cremated at the edge of the village. In keeping with the myth of the Afterlife, the body is reduced to ash so that the winds may carry it away and not burden or weigh down the escaping spirit. Generally, the entire community will attend the pyre for several hours to be certain that no misguided spirits or evil doers attempt to steal the body for nefarious purposes. As the fire burns, the community cries or sings or howls to frighten away beasts and wicked spirits. As the flames burn down all but the youngest adult of the family will return to the village or home. This watcher will be replaced by each of the family members in turn throughout the evening, by ascending age, until the

fire has reduced completely to ash. Once the body and pyre are ash, the oldest members of the family will scoop the ashes into the air so that the wind may carry them away.

After dusk, the family or clan will host a wake at which the community may attend, as they see fit, to recall the life and works of the deceased. These are often very subdued events, culminating in another ritual 'crying' at midnight, to mark the end of the day of mourning. If the fire still burns at midnight, the watcher will not cry out, but remains with the fire until it has reduced to ash.

Immediate family members will mark their extended period of mourning by cutting off their hair as a remembrance of the lost relative. Their mourning officially ends when their hair has regrown below the shoulder or longer as they see fit. Some spouses may chose to keep their hair shorn for the rest of their lives as a sign that they do not intend to marry again, having lost the partner of their life. (Though short hair is not always a sign of mourning, as some occupations require it and a few elves prefer it.)

*Spring, Year 3*

It seems as if Heshheagn has been pregnant as long as I've known her, but the mage-midwife says the time is drawing near, at last. I admit, I am worried. I seem to be so clumsy compared to most of my cousins that I can't imagine what help I will be. However, Heshheagn insists I must be there with the other women.

We have prepared a bower for her and it is a pleasant and fragrant place, much nicer than the bedrooms I remember in Merseth. I can't help wondering if this will be like the births I've heard of from my friends in Merseth. Will it be bloody and painful? Will it take long? Will Heshheagn be all right? The mage-midwife assures me it will be much easier than my human friends have had it. I hope this is true, because it sounds most unpleasant.

But how will it be for me, neither one nor the other, when my time comes?

Early Summer, Year 3

Fesh has died. Some magic he was working got away

from him and his mentor could not stop it. This is a terrible day. I see his parents and his betrothed with their shorn hair and I remember how much I screamed and cried when Eridthaign told me to cut mine in memory of my father. Now, I wish I could cut it again, but it wouldn't be seemly. Still, I suppose no one will object if I cry a little.

My cousins don't cry as I do. I think they don't really understand it. We will all scream and howl at the pyre, I am told, but aside from that, they all go dry-eyed. It must be the human in me, but I think it a pity they keep such stony expressions in the face of such tragedy.

Midsummer, Year 3

I cannot believe I am here, waiting for morning. I do not think I shall ever be more ready than I am, but I am afraid that I am not prepared enough. My head feels stuffed with information, but not with knowledge. I have tried very hard to learn what my relatives and clan have taught, but, being late in coming to it, I fear disappointing them. And a certain person more than any other...

THE ELVEN LANGUAGE

Though non-elves may refer to it as ‘Elven’ the Elven people call their language *Se’ith Shou* (‘Speech of the Folk’).

OVERALL SOUND AND STRUCTURE

The sound of elves speaking is often compared to the sound of wind moving through the trees. This is not surprising considering the hunting origins and traditions of the people who speak it. Elves, with their sensitive hearing and cultural bias toward quiet, speak in low voices, which some people mistake for whispering. They often find other languages harsh and loud, by comparison.

Se’ith Shou has very few plosives or harshly voiced sounds. All sounds are soft and many are aspirated considerably more than the standard phonetic pronunciation. Elves did not adopt any form of writing until recently, using an oral tradition to record events and information before that, and the adopted script often does not adequately reflect the true sounds of *Se’ith Shou* in speech. Nearly all letters are sounded individually, and there are no single-vowel diphthongs.

The only compound sounds are the CH, SH, TH and OO. Vowels have one consistent pronunciation.

DIALECTS

There are regional differences in pronunciation and in word usage among the various groups of Elves.

In the southern coastal areas, *Se’ith Shou* is spoken with a more gurgling, liquid intonation than the standard, often dropping terminal Hs. Coastal elves also have a greater variety of terms for water and storms than most elven groups. The *E’ith Hchoud* tend to speak with a more forceful breath than other elves and with a greater range of volume. The mountain-dwelling elves have innumerable terms to describe stone both generally and specifically.

E’ith Edshaign have a number of terms rarely heard outside of the Assembly, otherwise, which have crept into the everyday usage of most family members. For example, one may hear ‘*agath*’ (‘resolved/passed’) in preference to other affirmatives, including the simple ‘*atha*’ (‘yes’).

Bshehe often adopt a louder, more clipped pronunciation and many words from other racial languages which they hear every day. They usually adjust their

I pray that the Spirits assist me. Don't let me be proved completely ChiAhlenh. I may be only a quarter of an elf, but I hope it shall be enough to carry me through this Trial.

It is very quiet here beneath the Tree and when I cease to think of anything else, it seems as if that quietness slips up around me like a warm blanket. I do not know if this is the Ahlenh gonh, or if it is simply the quiet of a midsummer night. The peach pit ring is very warm, and, though I miss Fesh terribly, it almost seems he is here, whispering to me that all will be well, holding my hand.

Late Summer, Year 3

Betrothed! I could laugh! This at least I understand. Hurrah! If I had a hat I would throw it into the air! I want to shout and sing! It is more marvelous than I had hoped for.

My beloved has sent me a white cloak, embroidered in silver and lined in white fur. His mother wove the cloth, but he caught the winter white foxes, himself. It is the most perfect thing I have ever owned. I had

nothing to give in return, but Eridthaign found a white doublet which I am embroidering very carefully. I suspect my cousin of having made plans in advance, since the doublet is very fine and too long to fit him and just happens to be exactly right for my betrothed. My cousin pretends to innocence poorly. It is quite plain that he and Dahln have been discussing it for some time and only waited until I had passed my Trial to make it so.

I am going to marry Dahln next Renewal! Hurrah, hurrah!

Early Spring, Year 4

Who'd have thought I'd live to find shopping a burden? There's so much to do for the wedding, it seems, and now I must go shopping for warmer clothes. It may be early Spring, but the snow at the top of the Northern mountains never melts and Dahln tells me it can be cold there even in midsummer. Great Spirits! I'll have to start wearing shoes again!

A is 'ah'.	B is voiced gently and the initial plosive is very mild.
E is 'eh'.	D is a soft stop and is barely voiced at all.
I is 'ee'.	G is aspirated with the voicing deep in the throat and very low.
O is 'oh'.	R is very lightly voiced and never rolled, often sounding more like a long 'ah'.
U is 'uh'.	S is never hissed like a snake.
OO is 'oo'.	CH and SH are softly voiced, if at all, and slightly elongated.
Y is 'yeh'.	TH has a slight voicing at the beginning coming off the tip of the tongue. H often follows other letters to elongate or emphasize the aspiration. T and C never stand alone.

volume and pronunciation after a period of time spent strictly among elves, but have never been known to abandon words.

A very small group of *E'ith Braeh* living in the tropic zone jungles are the only elves known to trill Rs and use a gentle tongue click instead of the softened TH, giving their speech a curiously bird-like quality.

CURSING AND SWEARING

When brought to the point of anger, Elves rarely raise their voices, but their consonants will become harsher and more pronounced and their speech more rapid and clipped. For this reason, many village elves find their urban-dwelling cousins' speech intimidating or annoying, thinking that they are on the verge of losing their tempers when, in fact, it is only a habit of dealing with people of less-sensitive hearing.

Spitting and harsh plosive sounds are considered insulting and elves speaking in this fashion are either furious or deliberately spoiling for a fight. Punctuating a statement by actually spitting on the floor or at the feet of one's conversational opponent is an open insult no elf takes lightly.

Elves don't use as many anatomical terms in insult as other races may, though excrement (*'sherth'* or *'pef'* – 'droppings'), offal (*'farehg'*) and waste (*'banh'*) figure prominently in most basic swearing, as do bastardy, loss of family or clan affiliation, and stupidity, laziness, forgetfulness and lack of education. To be called *'Ch'Ahlenh'* ('Lifeless/without connection to Life/Powerless') is the worst of all possible insults.

Spring, Year 4

Dahln has been teasing me about my poor hunting skills, since I made a fool of myself again today, but I'll show him: Thiregh and Sheshe are organizing a Fwiheshi competition and I know I'm better at it than Sheshe. She always overextends her long staff and it is easy to push her over. I shall end up black and blue, like always, but at least it will be fun! Best not to let Dahln in the ring with me, though: he becomes quite fierce with staff and stick in hand.



I could laugh. In honor of my upcoming wedding, my friends have been trying to get me drunk, I think. For once I find an advantage in being three parts Human. I can drink more than they before we all turn green and spew. It's very funny... or I am much drunker than I thought.

Early Summer, Year 4

In a way, I suppose I never expected to leave

Wygethwynn. But, now, I am going to travel with my husband to a home of my own. It will be a long way from here and an even greater distance from Merseeth. We'll travel all the way to Cheritheigh before we come home again. A new home. Will it seem as strange to me as Wygethwynn first seemed? I don't expect that I shall be as frightened and unhappy as I was when I came to Wygethwynn. And I shall not be among strangers, as I was then. While I do not know these people, yet, they are already my family and I am no longer a stranger to my kind. It will not be easy. I am not quite an elf and what elf I am is E'ith Braeh and not E'ith Hchoud. But I expect I'll manage to be what I am very well. Dahln's wife. To my cousins I shall always be grateful for being my family when I thought I was alone. And I will always think of my friend Fesh, who helped me more than anyone. I still have the peach pit ring and it is still warm with the Life which never truly dies. All of my friends and family that ever were or ever will be exist in that. I'll never be alone among strangers again.

CHAPTER TWO: ELVEN ITEMS

CLOTHING

Assassins' Bane Tunic

Many elven nobles have fallen prey to assassins in faraway lands they were visiting. This type of incident has been increasing in frequency in the last decade, so much so that the elf with no fear in her heart while traveling is considered a fool. Many nobles have commissioned tunics that have been enchanted against being pierced by all but the sharpest of instruments. The most popular by far is the *Assassins' Bane Tunic*. While highly functional, they are also very fashionable, representing everything good and wondrous about elven fashion. Most traveling elves with a few miles on them own at least one; some own one for every day of the week! The makers of these tunics tend to keep up with the latest trends, so that it is not obvious they are wearing protective garments.

This alchemical treated garment provides +1 AC due to an enchantment placed upon it, if worn with armor. If worn with other normal clothing, it will absorb one arrow, sword, or dagger strike that would normally injure the wearer, after this absorption, the garment is ruined. (DC 35 to create). *Cost:* 200 gp; *Weight:* 3 lb

Elven Artisan's outfit

Craft is important to the elves, as important as making the proper show of oneself in dress and form. So the outfit of the elven artisan is one of simple yet elegant lines. Often the elf wears a fine silk shirt, simple and buttoned in pastel or primary colors. A pair of fine pants/leggings or a loose flowing skirt is often belted with a plain and simple unadorned loop of leather. Sturdy shoes/boots are often worn to protect the feet depending on the artisan's kind of work and sometimes a pair of strong leather gloves is also worn.; *Cost:* 2 gp; *Weight:* 3 lb

Elven Cleric's vestments

When not engaged in the dangerous and often brutal pastime of adventuring, the cleric spends time in prayer or performing priestly functions. Wearing the proper attire

for this is important. Most elven priests wear long flowing garments that have deep hoods and draped sleeves, cloaks and robes are often worn over simple shirts and leggings/plain boots. A female priest might wear a dress or a long skirt and unadorned shirt. Colors once again range from pastel shades to primary colors. Usually a simple belt is added to the attire, again unadorned and some have various hooks from which religious artefacts can be hung. *Cost:* 10 gp; *Weight:* 4 lb

Elven Cold weather outfit

Not every elf lives in the forests, or a city. Some elves live out in the frozen tundra and the cold wastelands of northern lands. These elves know the virtue of being prepared for the bitter winters and biting frosts. Often their clothing has been adopted by the city dwellers or hardy adventuring type, consisting of a thick padded shirt and warm leggings. Boots are usually topped with fur, and heavy overcoats are worn over the top of their shirts, once again trimmed with fur. Thick wool or lined gloves protect the hands and it's not uncommon to see a heavy cloak lined and trimmed with fur, hood pulled up over their face. Some elves take great care in protecting their sensitive ears from the elements and might even wear a woollen hat under the hood. *Cost:* 16 gp; *Weight:* 5 lb

Elven Courtier's outfit

Bright colors are the order of the day, ones that stand out from the crowd. The design of these clothes is the next step up the fashion ladder for the elven peoples and once more marks their desire to combine elegance, form and function. The shirt is often flounced and ruffled, made of fine silk and often features at least one monogrammed button or cuff link. The leggings/skirt are most often plush velvet and tuck into a pair of soft, supple leather boots or shoes, usually reaching to over calf length. The belt is usually of the finest quality leather and the buckle can sometimes feature a prominent sigil or symbol. As a last adornment, a flowing silk or velvet cloak is added to provide

a sense of elegance and to complement posture.

Cost: 60 gp; *Weight:* 4lb

Elven Entertainer's outfit

To entertain is a great personal pride to most elves, so they lavish enough attention to their costumes as they do their craft. The entertainer is often found in a simple but very well made white shirt, perhaps ruffled perhaps not. Often this shirt is left daringly open, nothing quite like drawing attention for all the right reasons. For the men, often leggings are worn...perhaps with adorned criss-crossed lacings or buckles. The ladies vary between shirts/leggings or plain yet quality dresses. Soft boots and thin belts are the order of the day, and depending if one is a singer or musician, a pair of gloves (long or short) can also be worn. Added to these garments are the gorgeous flickers of gem-studded earrings or grand pendants.

Cost: 6 gp; *Weight:* 4lb

Elven Explorer's outfit

Sturdy clothing is the watchword for this particular set of garments. It was learned long ago by elves that if one goes adventuring in a skirt or robe then one is asking to catch that item of clothing on rocks, trees and other dangers. So a heavy shirt, leggings and boots are worn. Sometimes over the top of this is lain an over-tunic again made of thick leather or hide; cloaks are very often packed in a travelling bag and kept for inclement weather. Sometimes the garments are treated with a layer of wax to increase their chances to repel water. *Cost:* 20 gp; *Weight:* 6lb

Elven Monk's outfit

Even to the elf the way of pain and denial of the monk is something quite important, so they often dress in accord with that lifestyle. Men and women can be often found wearing simple shirts and breeches, often going bare footed. If there is adornment to be worn, then it is once more simple – wooden beads and bangles, perhaps one small pendant but nothing overly fancy. Robes are another form of attire for the monk; these can sometimes be decorated with a particular symbol or icon of a martial arts school or philosophy. For those who do not go barefooted, sandals are often worn; belts are replaced with sashes that can be used to hide small weapons in the silken folds.

Cost: 5 gp; *Weight:* 2lb

Elven Noble's outfit

Once more in shades of bright color and cut with flowing lines, these garments are the epitome of elven society. Often flagrantly fancy and ostentatious they are designed to show that the wearer has money, influence and power. Gems and small jewels are often lavished onto the clothes themselves. Shirts are always of the finest quality silk and laced with ruffles, flared sleeves, cuffs and flounces. Over tunics/vests are often intricately designed and woven with silver or gold thread, some aristocrats have been known to use diamond thread in their clothing – with the help of magic and elven crafters. Belts are always fine leather and embossed with a variety of motifs and designs. Some are tooled and some are carefully cut to resemble curling vines or woodland themes. The buckles are always made of precious metals and set with gems. Boots can vary from short to thigh or knee high (the popular highwayman style) and are always made from high quality materials, kept at a tip-top shine. For the ladies, either breeches or, of course, extravagant ball gowns and dresses, daringly plunging back and necklines are combined with flowing silk or velvet cloaks, some mask themselves to further add to the mystery and extravagance. If a male elf wears a cloak it is usually once more of the finest quality and trimmed with ermine or another kind of fur.

Cost: 115 gp; *Weight:* 8lb

Elven Peasant's outfit

Simple garb for simple folk, of course, the elves are far from that simple. Yet the lower caste of elf society wears a loose shirt, baggy pants or breeches. The women favor a flowing breezy skirt. Soft shoes and boots are worn by both sexes; rope or thin leather belts are added on preference. Sometimes jewellery might be worn, but once again it would be very simple and likely an heirloom item or some such trinket. Sometimes a soft cap or hood is also worn, depending on the climate or location of the elven people.

Cost: 2 sp; *Weight:* 2lb

Elven Royal outfit

The Kings and Queens of the elves are often seen in the most extravagant garments that their money can buy. Fine silks, satins and velvets are used in the construction of the clothing. Styles vary from the stately to the outlandish with shirts, breeches, pants

and skirts. Sometimes their clothing can have large collars and wickedly pointed sleeves...bodices and corsets are decorated with many fine and expensive gems and jewels for the ladies, while the men have tunics and blouses that drip with gaudy ornamentation. Of course, boots are of a suitably extravagant style (often high topped) and long. Women often wear the most astounding dresses with long flowing trains and shapes, the necks can be closed or plunge as low as the navel in some cases. The backs are usually the same...it's all a matter of style. Bright colors are cast against sombre and pastel shades to create a sense of tonal harmony, usually carefully orchestrated to enhance the ruler's skin or eye color. Cloaks are ostentatious and trimmed with fur or ermine; sometimes snakeskin is used. Usually they are also double sided, one side being crushed velvet and the other fine vibrant silk. A crown or tiara is often worn along with many rings, earrings, pendants and other ornamentation – usually gold or silver. *Cost: 300 gp; Weight: 7 lb*

Elven Scholar's outfit

When one is teaching or debating, it's important to not only remain cool and comfortable but also to show a certain mental focus to one's work. The elven scholar is no exception and this is where the lines are clearly drawn between men and women. Wearing a shirt or breeches is often frowned upon and the robe is the order of the day, boots are shunned for the comfortable feel of shoes and no cloaks or ornamentation are worn, bar that which might be needed – such as an ecclesiastical symbol or magical pendant. Women are attired in long flowing dresses, once more with closed fronts and backs – it is better to have the student's mind upon the lesson than the charms which might be covertly or overtly on display. If one can create the impression of a studious well-dressed member of society then one has succeeded in dressing as an elven scholar. *Cost: 10 gp; Weight: 5 lb*

Elven Traveller's outfit

One elven wanderer stated that he would rather have a sturdy pair of boots, a weather worn set of clothes and a comfortable cloak upon his back than a horde of orcs screaming after his blood. One never knows what one is going to find when they set out on the open road, but the elven traveller often adopts a similar style of clothing to the explorer, save that the cloth-

ing is a little more designed for movement and long rambles, rather than cave hopping or mountaineering. Loose shirts and baggy breeches are the order of the day, with good solid walking or hiking boots. A water-proof hooded cloak is a must, as well as a warm pair of gloves and at least a broad belt, from which can be hung a variety of small trinkets. Women often adopt the style of the men, but there are some cases where they can be found in shirts, skirts and boots (once more it is known to be a dangerous thing to wander the roads and open plain lands...) so this dress style is not often recommended. *Cost: 2 gp; Weight: 3 lb*

North Forest Leafcloaks

These cloaks are named for the small scouting unit that uses them, The North Forest Scouts. This elite unit has become adept at camouflage and hiding, with out the tell tale use of magic. In an effort to fool the eye they began sticking small leaves and twigs into their cloaks and clothing. While serviceable, it made the uniform wear out faster, and harder to clean when they were under inspection. A local tailor made the first leafcloak by sewing small green scraps onto the outside of a cloak, inspired by the scouts' attempts at hiding. (He may have been tired of repairing the costly uniforms every week as well.) These full-length cloaks vary in color, depending on the season and location they are used in. The most common color is green, however this only goes part way to making them excellent camouflage. The trick is they are designed with dozens of little "leaflets" that break up the outline of the scout. These are fast becoming popular in the armies of the elves, as well as slowly spreading to nearby countries' armies. The small tailor who made them has been overrun with requests that he has expanded his shop and now has several employees. There is a two-week waiting list for any cloak order, with the exception of the North Forest Scouts, who take top priority. Specialty cloaks have been made for the Scouts' sister company who patrol the forests at night; these have been colored indigo and brown, to better take advantage of the darkness. Rumors persist of winter colored cloaks, but so far the bleaching process has not proven successful enough to make any of that type of cloak.

This alchemical treated cloak enhances the hiding ability by +5 in natural wooded environments. It is a distinct and popular design now, and may attract the

attention of thieves who want to make a quick gold by selling a hot item.

Cost: 150 gp; *Weight:* 2 lb

Scaling Harness

This leather and rope invention allows the elves to scale trees with minor difficulty and minimal damage to the tree. Used for years for harvesting fruits that grow high in the canopy of great forests, these devices are becoming popular with those that don't have such honest goals in mind. The harness can aid in climbing walls and chimneys as easily as trees, leaving little trace of the user's passing. Some communities list them as thief's tools, and possession can be a serious crime.

This harness gives a +4 bonus to climb checks and associated skills.

Cost: 30 gp; *Weight:* 1 lb

Safefall Wings

These membranous wings attach to a frame that is attached to the wearer's clothing, allowing the "wings" to be extended and the user to glide to a safe landing from a high place. They were first used by the elven general Sorelin Graywind at one of the major battles against the humanoid hordes in the Territorial Wars of Ascension. He had stationed hundreds of foot soldiers in the trees at a location identified as the main incursion point, and when the humanoid army entered the forest, the foot soldiers swooped down out of the trees like a cloud of locusts. Shortly after the end of the war, (which the elves one, partly in thanks to tactics that were far from the normal conventions of the day) these devices were incorporated into the lives of elves working high in the trees as a safety harness and a way for quick egress in an emergency. The elven rogue NightFingers was recently seen using one of these to complete his escape from a palace of a rather wealth human monarch.

These wings are capable of supporting a fit man sized or smaller creature in gliding safely to the ground from any height higher than 30 feet. The maximum weight supported can be no greater than a total of three hundred pounds. The distance able to be glided is up to 2 times the distance fallen. These are a fairly common device and may be purchased anywhere there is work to be done high overhead.

Cost: 70 gp; *Weight:* 5 lb

Winterleaves

These silk undergarments are used primarily in the winter months or when traveling to inhospitably cold regions. They confer the benefit of warmth without adding bulk to the wearer's clothing. The tight weave also resists water and dampness.

The character is treated as though they have been dressed to suit the climate up to an arctic ice storm. These garments become uncomfortably warm in temperatures above 50° F (a cool, late spring morning.) They can be worn under armor and normal clothing.

Cost: 100 gp (outside elven communities); 50 gp (inside elven communities, depending on whether the purchaser is an elf or friendly to the community)
Weight: 1 lb

Cape of the Wolf

Made from the fur of a large wolf killed during the elven winter hunt, this cape provides its wearer with a +2 natural armor bonus to AC and a +4 insight bonus to Wilderness Lore checks when tracking creatures outdoors. Furthermore, the wearer gains a +2 insight bonus on attack rolls to trip opponents in combat; even if a trip attack fails, the opponent cannot react to trip the character.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, 4 ranks of Wilderness Lore, Improved Trip feat; *Market Price:* 4,400 gp; *Weight:* 2 lb.

The Cloak of Whispers

Velvet and as black as a starless and moonless night, this cloak is hooded and fits most moderately sized beings. It is clasped with a single raven's claw made of ebony and attached to the two halves of a black metal chain. It hangs perfectly and is cleverly designed to hide most of the features of those who wear it.

An Elven thief commissioned this particular item of apparel a while ago, to aid her in her meandering (usually into places where she should not go – or other people's pockets.) The cloak when worn allows the wearer (as long as the hood's up) to hear the faintest of voices in a clamoring room. All that is needed is for the wearer to concentrate on the group of people to hear their conversation over all others. Provides +10 to listen checks to make out a single voice.

The cloak also functions like a small bag of holding and can secrete various items into the dark folds of the fabric. Including a weapon, although one must take

extra care not to put unsheathed weapons into where they could rip or tear the extra dimensional space inside the cloak – bad things often happen. The cloak can hold 10 pounds of weight in up to 1 cubic feet of volume, with no extra weight to the wearer.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *clairaudience/clairvoyance*, *Leomund's secret chest*; *Market Price:* 6,000 gp;; *Weight:* 1lb.

Grey-Talon's Bracer of Excellence

Made from dark tanned leather, this is a simple looking Bracer, designed to fit on anyone's arm. There are four smaller straps that lock into silver buckles underneath the item – the surface of the leather is tooled with curved and spiralled patterning and the edges have been gilded with gold leaf. Small holes in the leather straps allow the size to be adjusted, and in the right light it almost seems to shine a little more than it should.

Grey-Talon was a hunter, a human hunter who befriended many Elven clans and castes...he was known for the skill of his arm and the compassion deep in his heart. Some Elves tell the story of his coming to them once carrying a wounded bear although the act broke his back almost, he was able to bring the bear to them for healing – it turned out that the bear was one of their own priestesses who had undergone a magical transformation. Now Grey was badly injured since the priestess could not control her natural rage when she became injured in another's snare. Still this feat of courage, strength and compassion gained him much respect in the Elven community, and a devout and attentive mate. Of course, over time Grey began to age and finally died, unable to live with his loss she went into the wilds and there she gave her life to the earth...the Gods reunited their souls and in the wake of such a loss, the other Elves made the Bracer of Grey-Talon.

Grey was an archer who never missed a shot, so the Bracer was created to allow another archer to mimic this extra-ordinary ability of the human hunter. When worn the Bowman cannot fumble a shot, they can only miss if they were intending to. The bracers provide a +2 competence bonus to attack rolls and allow the reroll of any 1 on a to hit roll.

Caster Level: 4th; *Prerequisites:* Craft Wondrous Item, Craft Magic Arms and Armor; *Market Price:* 8,000 gp; *Weight:* 1lb.

FOOD AND DRINK

Elven Flasks

Some of the larger elven communities support a fine artisan and skilled labor population. Among the most respected artists in the community is the glassblower. By carefully shaping his projects he creates shapes reflecting nature's beauty and the elven way of life. Not content to create mere vessels that slightly resemble nature, he creates objects that nearly perfectly mimic their inspiration. Particularly popular are the snap-dragon shaped pitcher, and the acorn shaped flask.

Cost: 20 gp and higher, depending on the design.

Goldendew Liquor

Goldendew liquor is a fragrant tincture harvested from the buds of the extremely rare goldendew flower, found only in the deepest glades of elven forests. When a dose of goldendew liquor is added to any potion, the potion is affected as if the metamagic feat Maximize Spell had been applied during its creation. Potions bestowing spell effects without random variables are unaffected by goldendew liquor. If a whole vial of goldendew liquor is consumed straight, it tastes like strong, sweet alcohol – and the drinker must make a Fortitude save (DC 18) after one minute or fall into a deep, dreamy slumber for 2d12 hours. Each subsequent dose consumed increases the saving throw DC by +2. A one-ounce vial holds ten doses of goldendew liquor.

The Alchemy check DC to craft one dose of goldendew liquor is 25. Characters with 5 or more ranks of Profession (brewer) gain a +2 synergy bonus to craft goldendew liquor.

Cost: 75 gp per dose; *Weight:* –

Mead of Fervor

This spicy meadlike concoction is made from oats, honey, and a variety of rare herbs and spices. A person consuming a flask of the mead may take an extra partial action on his turn in the combat round, gains a +4 haste bonus to AC (which is lost whenever a dodge bonus is lost), and receives a +1 enhancement bonus to saving throws. The haste effects last for five rounds and the save bonus lasts for one minute.

Caster Level: 5th; *Prerequisites:* Brew Potion, Alchemy skill 6 ranks, *haste* and *resistance* spells; *Market Price:* 875 gp; *Weight:* 1lb.

Halefast Bread

This delicious brown bread has a light, crispy crust. A slice of the bread keeps a person nourished for one day and grants a +1 enhancement bonus to Fortitude saves for four hours after consumption. The special nourishment and saving throw bonus affects a person only once per day – eating two or more slices has no effect and actually makes one feel bloated. A loaf of halefast bread keeps fresh for one month and slices into ten portions. Once stale, its special nourishment fades, and it essentially becomes normal but tasty stale bread. The recipe for making halefast bread is a secret of the elves, but a few enterprising alchemists have gleaned the recipe over the centuries.

The Alchemy check DC to create halefast bread is 15. A character with 5 or more ranks in Profession (cook) gains a +2 synergy bonus to make halefast bread. *Cost:* 25 gp (per loaf); *Weight:* 1/10 lb.

Mystrill's Bottle of Everfull Wine

This is a beautiful cut glass and engraved wine bottle in a silver and jasper chased holder. The silver container is gently made to resemble vine leaves and curved branches. The bottle is made of a dark smoky glass and has a silver stopper in the top, the stopper is shaped like a stag's head and each individual antler is picked out in the finest detail.

What can be told of Mystrill is that she loved her wine, and always managed to have a bottle or two of the finest on hand. She was one of those Elves who could have been described as a Carouser, so she set about to create a small helpful magical item to aid her in her party-goings and make her the talk of the trendsetters. So was born the Everfull Bottle, quite a simple little magical trinket for her to design, but the Master crafter Evaniel was called to make the bottle itself. He used a few tricks of his trade and was able to enchant the container so that it would always remember a sample of the wine placed into it, which could be called forth with a single command word, to fill with the wine of choice, to empty or to simply randomly pick a wine each time it was sipped from, or poured. Evaniel did have a wide-ranging sense of humor. Unless consumed however the wine turns into vinegar in a matter of hours, perhaps this is to discourage the unscrupulous from simply using it to create endless supplies of wine and sell them off. Or again it could be another stunning example of the

crafter's wicked humor in action. Little is known of how Evaniel actually created the bottle but some sages have speculated that he might have sought the help of the Wizard Acelin as well.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *create food and water*; *Market Price:* 5,500 gp; *Weight:* 1 lb

Salimalien

Just as some human communities barter with their neighbors to get new goods that they cannot produce themselves, the elves trade amongst their woodland neighbors. Among these communities are the local faerie populations, who harvest aphid nectar. After brewing and fermentation the resulting red brew is traded to the elves. This brew is among the most prized (and well kept) secrets of the elven communities with access to it. This is also rarely shared with outsiders and it is a sign of great respect for this beverage to be shared with non-elves.

This beverage causes a euphoric effect typical of most alcohol drinks, but has potency about double of the average wine. This recipe is valued because unlike its brethren, there are few after-effects of imbibing beyond the drunkenness. *Cost:* 500 gp per bottle

JEWELRY**Ambush Stones ('Clap Traps')**

Dubbed 'Clap traps' by less civilized races, these small rocks have been imbued with the ability to make a sound and light illusion when activated. By using two different command words this can be done instantly or on impact of the stone upon a surface. The normal usage is to use the impact command word and use a sling to deliver the stone some yards away from an ambush party. On Impact the stone discharges and (with luck) distracts the quarry. A quick thinking scout and her Trap Stone has saved many an ambush, and perhaps saved the elven people from annihilation by her enemies. These are common marketplace items in elven lands, and are popular amongst adventurers.

On command or impact, the stone casts a version of *dancing lights* and *ghost sound*. Treat these spells as being cast by a fifth-level caster. They require a DC 30 Alchemist check to create and a failure on the creation will cause the creator to make a reflex save to suffer deafness for 1d6 days. *Cost:* 20 gp; *Weight:* ½ lb

Hearth Stone

These amber sculptures are given to many elven couples on their marriage day. The bride's parents generally purchase them, although it is not uncommon that both families have contributed to the purchase of an exceptionally lavish one. The design of the sculpture varies from family to family and sculptor to sculptor, needless to say each one is unique. Popular motifs are trees, paired animals such as dragons, and wild flowers. When given this is a lifetime gift which is usually interred when the owners pass on. Some elven families have quiet rooms or small shrines in the forest where they place the sculpture. It is considered a grave offence to disturb one of these areas. Unmarried elves and non-elves are looked upon with suspicion if they are in possession of one of these objects.

These are prized possessions, any non-elven person with one of these may be considered to be a criminal in elven lands. If one is discovered in the home of a collector, elven rogues will attempt to retrieve it until they succeed. If the collector is in attendance, he (or she) is usually found dead in the morning from mysterious causes.

Cost: 1000 gp

Water Gems

Created long before the spread of man and his ilk throughout the world, these palm-sized crystals were often used to provision hunting parties and patrols heading into the desert. They were also frequently used to irrigate plants in hard to get to places, such as the small gardens that were planted high in the trees. When broken, these crystals release up to five gallons of cool fresh water.

In recent years, they have turned up infrequently in the marketplaces, being sold for rather high prices. This alchemical substance releases up to 5 gallons of cool, drinkable, water. DC 25 to create.
Cost: 80 gp

Acelin's Pendant Healing Stone

Made of strange-looking, swirled grey stone, this looks like some kind of brooch or pendant, the setting is made of silver and features various forest animals upon the surface. Along with the elk, the wolf, and the owl, there are various leaves upon the design as well. A long slender chain of medium length (also made of silver) runs in a lazy circle through a tiny silver hoop.

The whole pendant seems to radiate some kind of aura, from the soft blue haze over the stone to a slight sheen on the metal.

Deep in the mountains and the valleys of some long forgotten Kingdom there was once a wise and slightly reclusive enchanter. He was called Acelin, and for an Elven sort he had some odd ideas. But there was nothing more that he loved to do than create useful and unique looking magical items, he was fond of also making the odd joke item that really served no purpose at all. But he created this particular pendant for a good friend, who was always complaining that she never had enough healing potions when out adventuring. So he created the Healing Stone Pendant for such an occasion, when used the Pendant emits a soft silver-blue aura that settles over the injured being and the stone begins to tinkle softly, making a wind-chime like sound. He is also known for Acelin's Handy Throwing Rock, but this is a useless magical item, since all it seems to be is a large stone enchanted to glow a bright blue – the same effects in combat would be provided if one picked up a big rock and hefted it at the target in question.

The pendant may be used 3 times a day to provide a cure light wounds as if cast by a 3rd level caster.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *cure light wounds*; *Market Price:* 4,000 gp; *Weight:* –

Amulet of the Central Stone (or Tree)

This amulet is a small cylindrical stone (or piece of wood) about six inches long, tied to a leather or gut necklace. The finely carved and polished amulet represents the central stone or tree of an elf's home village, and provides its wearer with an enhancement bonus to his Constitution score. The bonus is +2, +4, or +6 depending on the individual item.

Caster Level: 8th; *Prerequisites:* Craft Wondrous Item, *endurance*; *Market Price:* 4,000 gp (+2), 16,000 gp (+4), or 36,000 gp (+6); *Weight:* –

Animal Talisman

An animal talisman is a charm worn by an elf that grants him unique traits characteristic of the animal it embodies. The talisman is typically crafted from a portion of the animal's anatomy, such as its skull, a limb bone, tail, small patch of hide, and so on. Talismans have no standard form – this largely depends

on the materials used to create it – but small amulets, brooches, or necklaces are common designs. Unless its description states otherwise, a talisman operates continuously while worn. An elf may wear only one talisman at any time. Some sample talismans:-

- **Bat:** Grants a +4 competence bonus to all Listen and Spot checks.
- **Bear:** Grants a +4 competence bonus to all grapple checks; grappling does not provoke an attack of opportunity.
- **Cat:** Grants a +4 competence bonus to all Balance and Move Silently checks.
- **Eagle:** Grants a +6 competence bonus to Spot checks while outside during daylight hours.
- **Lizard:** Grants a +4 competence bonus to all Balance and Climb checks.
- **Owl:** Grants a +6 competence bonus to Spot checks while outside during dusk or nighttime hours.
- **Snake:** Grants a +4 competence bonus to all Climb and Hide checks.
- **Toad:** Grants a +4 competence bonus to all Hide and Jump checks.
- **Wolf:** Grants a +6 competence bonus to Wilderness Lore checks when tracking.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, 4 ranks in any appropriate skills; *Market Price:* 640 gp; *Weight:* –

The Band of Chronosis

A torc-like armband made of a single cast piece of bronze finely wrought to resemble a classic hourglass image. The points at where the hourglass meet is the form for the clasp that allows the band to be taken on and off. Many strange symbols and images are carved into the metal's surface, most of them seem to be Elvish equations for the formulas of time and space – giving perhaps some hint as to this items function.

Legends speak of a particular Elven Wizard who studied the forbidden and controlled arts of Chronomancy. The manipulation of the flow of time, and the understanding of how to affect probability with such a minute touch, like a feather's gentle caress. This Wizard forged this very torc to aid him in his experiments and his every day life – the band seems to have no magical power at all and does not show up even under the scrutiny of detect magic or other such spells. But locked within the simple metal is the power to change

one single minor event (*in game statistics:* simply allows the wearer to re-roll any one dice roll per IC day, turning a fumble into something that could be worse, or a miss into a hit) it also contains the power to alter one major personal event per year.

Allows wearer to re-roll any failed dice roll or to re-roll any dice roll they are unhappy with, once per day. Once per year it may also be called upon to alter the fate of the character who wears it, allowing them to avoid death but not the effects of the hit, for example, if they would have died they are then brought to 0 hp and left in a safe position but still wounded. If they fall off a high tower, they will catch onto something that's sticking out, or find their footing.

Note: *The ring actually forces this upon the character; it is not a conscious effort on behalf of the ring wearer. Caster Level:* 17th; *Prerequisites:* Craft Wondrous Item, wish or miracle; *Market Price:* 27,500 gp; *Weight:* 2lb.

Earrings of Perfect Hearing

These are beautiful and exquisite teardrop earrings set in a small gold setting and made of the finest pure crystal. They catch the light in just the right way and sparkle with a thousand rainbow fragments. They also make a slight tinkle and jingle as they swing from a person's ear.

A few years ago these little trinkets saw the light of day, along with a note and a seal of excellence. They appeared on the market not long after as a local enchanters chain and jewellery store picked up on the idea. They were the brainchild of a young, enthusiastic and red-haired elven sorceress called Jillian. She had bright green eyes and a way of going off one subject onto another faster than it took the light to reflect off her earrings. She noticed that when you were in a crowded Tavern or generally on the street, you lost a lot of what was being said while walking because often people talked away from you rather than at you. She did have a problem with being slightly deaf in one ear. So she used her limited skills and powers to craft these wondrous crystal droppers – when worn together they amplify what is being said either in one direction or provide (with a simple mental command word) multi-directional hearing at an amplified state.

They provide a +5 bonus to all listen checks.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *clairaudience/clairvoyance;* *Market Price:* 1,000 gp; *Weight:* –

Faelight stones

Elven communities have strong ties to the other groups living in their environment, despite strained relations with peoples outside their lands. One of the benefits of these relationships is the increased trade with races not normally considered “industrious” or “civilized” enough to do business with. Among the best-kept secrets of the Fae peoples is the Faelight Stone. These thumb-sized moonstones have been enchanted to benefit friends of the faerie folk that create them. The main visible enchantment is creates a twenty-foot radius sphere of light, comparable to moonlight. This is a permanent effect, but can be temporarily defeated by some magics or by being placed in an enclosed container. Elves and related peoples can see twice as far as normal with these stones!

Lowlight Vision is extended out to twice the normal distance when this stone is used. The magic may be countered for 1d6 rounds for every three caster levels with a dispel magic spell.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, Elf; *Market Price:* 1,000 gp; *Weight:* –

Moonglow Bead

This tiny, crescent-shaped clear gemstone glows brightly when dropped inside a flask of holy water, radiating light as the *daylight* spell for one hour. Additionally, the bead protects the flask’s wielder with a shield of faith for six rounds and negative energy protection for six minutes. These spells can be activated upon command simultaneously or individually, but both must be used while the flask is illuminated – when the light extinguishes, so do the spells. A moonglow bead becomes inert after its used, and nothing happens when a bead is dropped in normal water.

Caster Level: 6th; *Prerequisites:* Craft Wondrous Item, *daylight*, *shield of faith*, negative energy protection; *Market Price:* 2,100 gp; *Weight:* –

The Orb of Juliana

Nearly half a foot in diameter this ruby orb has been crafted it seems from a large gem or perhaps an amalgamation of many gems, all moulded or transmuted into a single flawless sphere. Pure and clear, crystal and perfect in every way; there is not a single blemish or mark upon the surface (Those who try and mark it will find that it cannot be damaged at all)

Legend tells of a powerful Elven Seeress who had the gift of second sight, and the power to befriend the strangest of wild animals. She was rumored to have many familiars and a penchant for creating wonderful works of art. Her voice was as clear as the crystal of the Orb that she created, and her favorite familiar was a black cat called ‘Midnight’. It was said that the cat was so trained by her mate that she could be summoned by the slightest click of her fingers. Her mate was rumored to be some kind of wolf, brave and bold, but with a heart that showed great compassion – although the wolf could also show his foul and terrible temper at times as well. The Orb was given to her on the occasion of their marriage and allows the Seeress to see to far off places, and people who have long since vanished. It can be used to talk to those who have entered the arms of death – who ever that deity might be at that time.

The orb may be used with a spell completion action to cast *speak with dead*. It has 50 charges.

Caster Level: 6th; *Prerequisites:* Craft Wondrous Item, Far Seeing, *locate person or object*, *speak with the dead* (Limit 1,000 years); *Market Price:* 13,500 gp; *Weight:* –

The Ring of Revelation

A tiny silver and wood band wrapped around in vine and leaf motifs, this ring is dainty looking and perhaps would have been worn by a woman or a very slim fingered elf. It has no really unusual markings upon the surface and has no glows or shimmers – it’s quite a plain looking ring, with no marks of the crafter or maker burned into the materials.

The creation is however another story; a young apprentice who was always sick of losing things formed it from silver and heartwood. He cast several spells into the ring that allowed him to locate things that were dear to him, unfortunately not people, it can only function with inanimate objects, and only those objects that the wearer has held at one time. It could be a year or ten thousand years, the ring will help the bearer find the lost item. When donned and a full six round are spent concentrating on the item in question; the wearer of the ring begins to get mental flashes of where the object might be, in the form of clues...the closer that they are to the object the more flashes they get and the ring itself begins to pulse softly. Like a heart beat, it will show the location of the object as

a series of slow to fast pulses...getting quicker as the ring wearer gets closer.

Caster Level: 6th; *Prerequisites:* Craft Wondrous Item, Far Seeing, *locate person or object*; *Market Price:* 10,000 gp; *Weight:* –

Rings of the Spider

A pair of rings made of the same black and silver metal and stone (the stone is onyx, the metal is indeed silver.) They are carved and cut to resemble a pair of spiders, the black spider carving sits on a circle of silver, each inlaid with finely crafted filigree webs. The detail on the spider figures is astounding as they seem to almost crawl over the setting, one could swear that the eyes and the pincers are given life in the right light.

A woman crafted these rings, a dark and mysterious lady who kept herself to herself and had a love of spiders. She was able to enchant them with a few strange gifts and they were presented to her lover as a present upon one of his birthdays. There was no sinister motive or background to the making, they were a genuine gift and given with all true love and emotion...unfortunately her lover was also an assassin and he found the pair of rings an invaluable aid to his work. He used them to find out many secrets and to steal and kill. His lover did not know to begin with, but when she found out she was distraught and threw herself off a high balcony, the impact killed her instantly, the guardsmen found her body broken on the rocks of her Cliffside home. Her lover meanwhile went on and used the rings in his own selfish manner, perverting a once fine loving gift into a vile and sinister tool. He clung to the ceilings of noble's mansions in the shadows, like a spider, wrapped his kills with the webbing from the rings and used their poisonous venom bite (which should have been used for defence) to stun and hold immobile those who he wished to interrogate and torture. He was eventually caught and executed for his crimes – all but one, the destruction of a pure and loving elven soul who wished no more than to give a simple gift for a birthday.

The ring provides the constant ability of spiderclimb. It may be used 3/day to cast Web.

Caster Level: 6th; *Prerequisites:* Craft Wondrous Item, *spider climb*, *web*; *Market Price:* 6,000 gp; *Weight:* –

ELVEN ARMS AND ARMOR

Elven fighting sticks (*Fwibesbi*)

Always found in a pair, these are weapons that are hard to use and even harder to master. Roughly a meter long they resemble rods of wood or bone that have been carved and shaped. Upon the surface you can often find icons or symbols, ranging from woodland scenes to strange runes and symbols...these weapons are often also quite flexible and bend like a reed in the wind. Do not be fooled however for they pack quite a painful wallop when used in combat and can break bone and bruise skin quite badly.

Cost: 2 gp; *Damage:* 1d6 (critical: x2); *Weight:* 2lb

ELVEN ARMOR

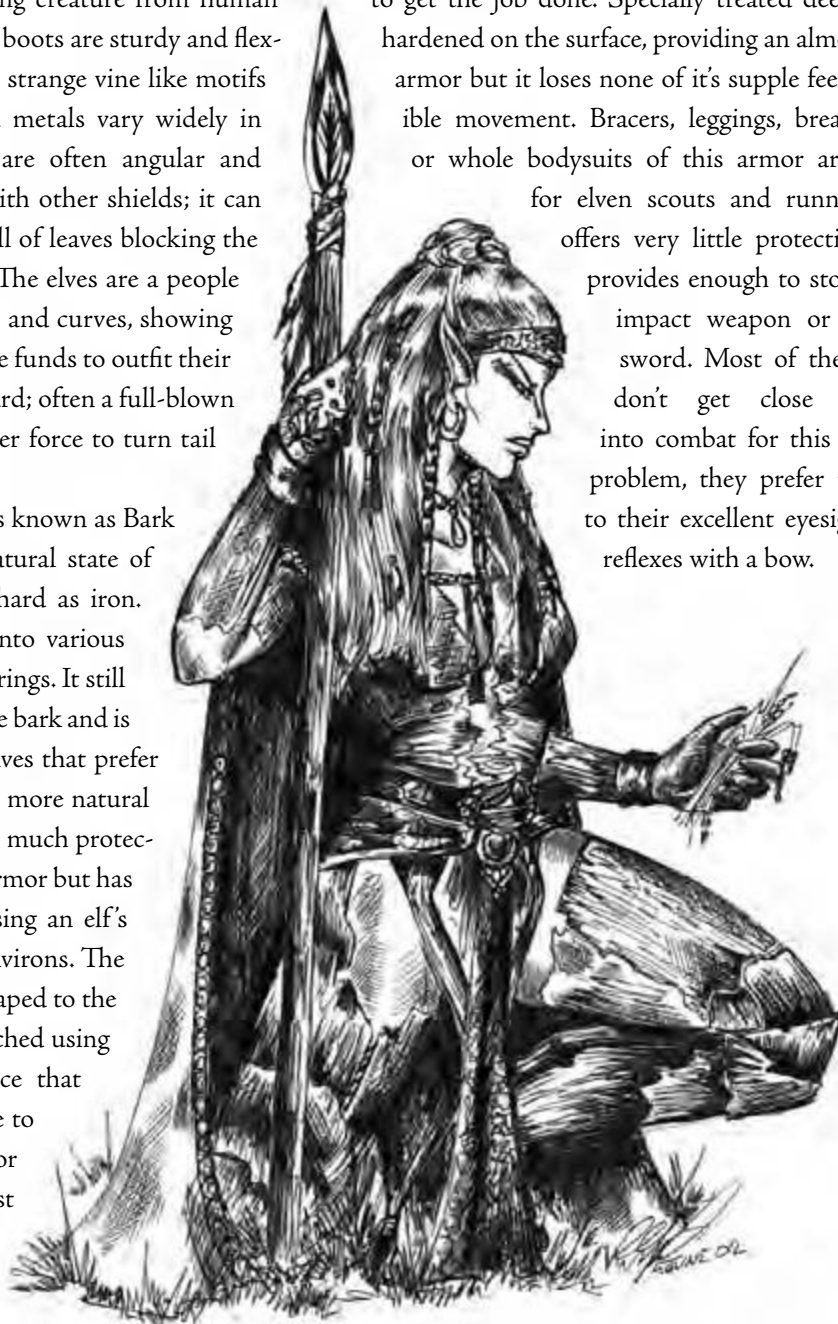
Leaf, Bark, Doeskin and Shimmerleaf

When an elf goes to war as one man or woman it's often said that they cut quite a vision in their armor. Unlike human armor the elves always focus on protection and aesthetics, which they have perfected over the years. Their armor is usually layered with



dissimilar metals and often carved into plates that resemble leaves and other woodland motifs. Helmets are sleek and always crested with the elven kingdom's legend or symbol, some range from full helmets to open faced...those with closed faces are often carved to resemble some frightening creature from human or elven myths. Bracers and boots are sturdy and flexible, once more carved with strange vine like motifs or symbols...materials and metals vary widely in the construction. Shields are often angular and effective when combined with other shields; it can look like there is a solid wall of leaves blocking the way of an advancing army. The elves are a people who believe in angular lines and curves, showing the enemy that they have the funds to outfit their people to the highest standard; often a full-blown elven army can cause a lesser force to turn tail and run.

Another kind of armor is known as Bark armor and relies on the natural state of certain tree bark to be as hard as iron. This is taken and shaped into various plates, breastplates and coverings. It still retains a lot of the look of the bark and is a firm favorite with those elves that prefer their armor to be made of a more natural material. It does not offer as much protection or finesse as the other armor but has the added bonus of increasing an elf's hide chance in woodland environs. The actual armor itself is also shaped to the elf's body and thusly is attached using a flexible sap like substance that binds the smooth underside to the skin. To remove the armor the elf must spend at least one hour in a specially prepared herbal bath.



But there are those elves that eschew heavy armor and require speed and a little protection, for these elves there is nothing better than the supple and flexible Doeskin armor. They are usually runners or scouts, requiring as much maneuverability as they can to get the job done. Specially treated deerskin is hardened on the surface, providing an almost hide armor but it loses none of its supple feel or flexible movement. Bracers, leggings, breastplates or whole bodysuits of this armor are made for elven scouts and runners – it offers very little protection, but provides enough to stop a low impact weapon or a poor sword. Most of the scouts don't get close enough into combat for this to be a problem, they prefer to trust to their excellent eyesight and reflexes with a bow.

Armor Type	Cost	Armor Bonus:	Max. Dex. Bonus	Armor Check Penalty:	Weight:	Arcane Spell Failure:	Movement 30ft (20ft)
Leaf Armor	10gp	+6	+0	-5	30lb	20%	20 ft (15 ft)
Bark Armor	10gp	+4	+4	0	15lb	5%	30 ft (20 ft)
Doeskin Armor	10gp	+1	+8	0	5lb	0%	30 ft (20 ft)
Shimmerleaf Armor	500gp	+7	+3	-3	25lb	20%	20 ft (15 ft)

Finally there is Shimmerleaf armor; this is similar to the leaf armor mentioned above but instead of being made from plates of metal. This armor is made from the rare and magical Shimmerleaf. (Only found in three places in elven society – at the gravesite of a great hero, as part of a well-tended garden blessed by the gods, or appearing when it is needed) The leaf can be cut from the stalk but cannot be shaped or moulded at all, it must be carefully adhered to a suit of flexible material, and usually a light skin is involved, specially treated to survive the wear and tear of battle. The elves have long since mastered the arts of using tree sap as an adhesive and once the Shimmerleaves are attached to the garment it takes a fierce blow indeed to dislodge them. Once Shimmerleaf armor is made is it given to elven generals or heroes and serves as a mark of high respect and honor in battle. The leaves themselves offer the same protection as platemail and in magically enhanced versions once per day the armor can be used to release all their stored light, blinding creatures that look upon it. Orc generals have often said that an elf in this armor looks akin to a god.

Tree sap Armor

There are times when bulky armor won't do, and there are times when you really need to be protected out in the wild, and on a ritual hunt. Some of these rituals require you to be naked or partially naked. So the Elven herbalist and enchanter Thorn devised useful and portable magical armor. He took the sap of the elven trees and combined it with certain potions and unguents – when mixed in a particular manner creates bizarre but useful and very flexible – natural armor. It appears as a sickly green and slightly acrid smelling jelly or viscous liquid, when applied to naked skin Thorn found that it hardened into a tough yet flexible

layer, which provided adequate protection equivalent to leather armor. With a little magic applied to this concoction he was able to fashion a gel that radiates a vague magical aura. As for what this remarkable magical liquid looks like, imagine runny jelly, usually colored brown, green or sometimes yellow or black. When applied it takes on the appearance of an opaque quality and the flexibility of natural rubber – the elven tree this is taken from has a sap that is equivalent to a rubber plant. Following the muscles and contours of the body perfectly, every line and every shape is reproduced. Certain elven males often use this to attract the eyes of eligible females, or because it happens to look striking. A good example would be the effect that woad had in battle when the Celts used it to fan the flames of fear in their enemies' hearts.

If the substance is not removed from the skin within 72 it begins to dry out, causing an itching effect that causes -1 to hit from distraction. DC 30 to create. *Armor Bonus: +2; Max. Dex: +6; Cost: 50 gp; Weight: –*

ELVEN SWORDS

The elves are a people who believe that their weapons should also be as fine as their clothing and armor. To this end they spend a good amount of time making and crafting fine looking examples of a deadly art. An elven weapon is one that is not only one of the strongest weapons but also one of the most aesthetic to look upon, where the dwarves believe it should do a job and that job is break or kill something/someone. To the elf the blade is an extension of their passion for fine things and perfection. Be it a longsword, short sword, two-handed or any other kind of blade there are several salient features that one can always find in the weapons. The blade will always be sleek and slender, being a touch



shorter than a human counterpart or in some cases longer, usually elves favor weapons that are one sided and argue that it takes much more skill to use a blade such as this...

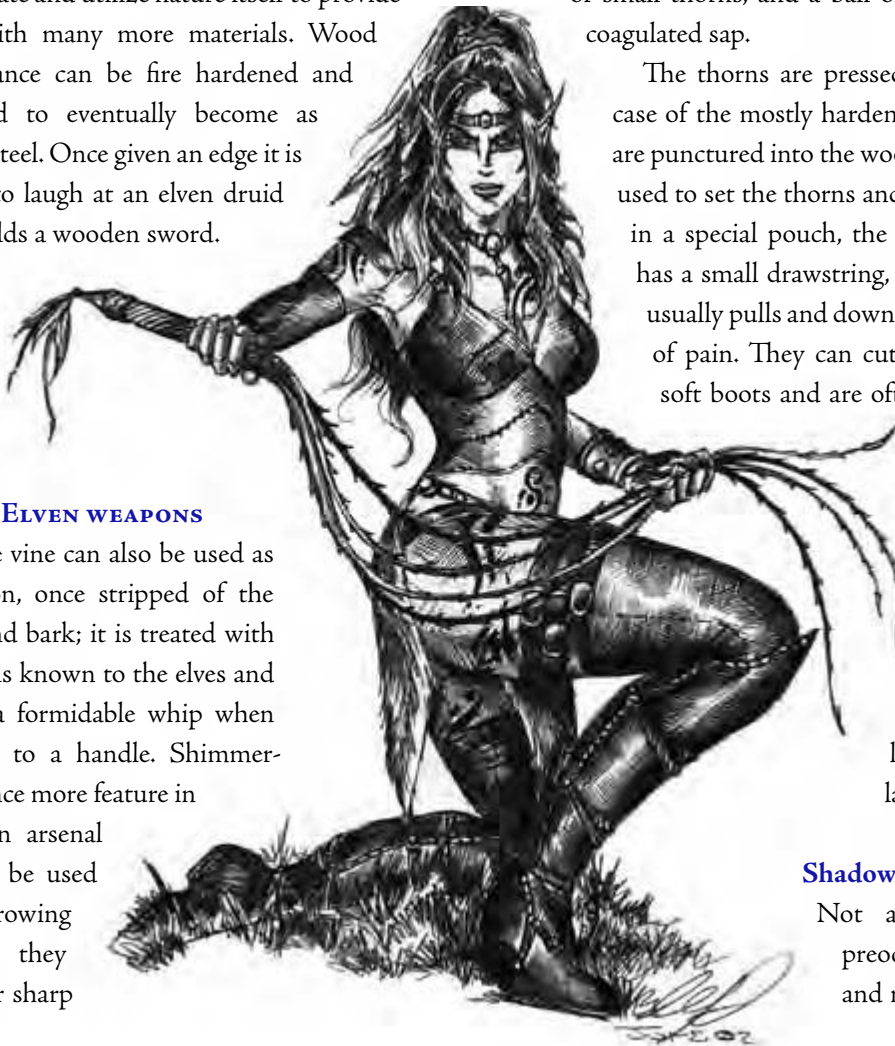
“Any fool can use a sword, most are human, but to truly know a blade one must be able to work with only one side of the weapon” is a favorite elven warrior’s saying, usually told to a crowd of young and impressionable elf children – before a great battle or a skirmish.

The blade is often decorated with slim sigils or vine motifs, sometimes parts of the blade are cut out and some elven swords actually have patterns cut into the blade itself. Down to the guard, often circular, oval or curved. The hilt is usually wrapped with quality leather or left as bare ivory. Decorated or bejewelled; the pommel is often cut into the shape of an animal’s head and made from either a precious metal or a fine well cut gemstone. Common animals are birds of prey, big cats, and bears or, of course, wolves.

Materials used in the construction of elven blades vary widely, and some elves have learned to control, manipulate and utilize nature itself to provide them with many more materials. Wood for instance can be fire hardened and enspelled to eventually become as hard as steel. Once given an edge it is unwise to laugh at an elven druid who wields a wooden sword.

OTHER ELVEN WEAPONS

A simple vine can also be used as a weapon, once stripped of the leaves and bark; it is treated with chemicals known to the elves and can be a formidable whip when attached to a handle. Shimmer-leaves once more feature in the elven arsenal and can be used as a throwing weapon, they are razor sharp



and dig in quite a way. They lose all their flexibility when treated with a particular sap and when sharpened to a few points can provide a quick and nasty surprise in battle. Another nasty invention of the elves is often used by their scouts or by those elves that engage in clandestine activities, either as spies or assassins. They are known as thorn gloves and are made of soft leather, with an inch long sharp (usually) poisoned thorn on each knuckle. While only being effective against bare skin they can be laced with nerve toxins, hallucinatory drugs and in some cases fatal poisons.

Some of the more rural elves, those who have lived their lives in the wild have taken to growing long vines of thorns which they attach to handles using the above mentioned methods (usually three or four strands) to make lethal and painful alternative whips. They have the advantage of leaving the kinds of marks associated with natural causes, so once again they are the weapons of choice of those of a more illegal nature. A quick and easy weapon to throw together while you are out in the wild is a thornball, this is another thorn like weapon that consists of handfuls of small thorns, and a ball of wood or sometimes coagulated sap.

The thorns are pressed into the ball in the case of the mostly hardened sap, or small holes are punctured into the wooden ball, a little sap is used to set the thorns and then they are carried in a special pouch, the bottom of the pouch has a small drawstring, which the elven scout usually pulls and down tumble the small balls of pain. They can cut through the soles of soft boots and are often used when the en-

emy is pursuing indoors – providing a quick and simple get away. Again depending on the nature of the elf in question, it is highly likely that they will be laced with poison.

Shadow Nets

Not all elven mages are preoccupied with light and nature; some prefer to

Weapon type	Cost:	Damage:	Critical:	Range increment	Weight:	Type
Elven Slimblade	100gp	1d8	18-20/×2	–	2lb	Slashing
Shimmerleaf dart	10gp	1d4	×2	10ft	¼lb	Piercing
Thornball	1gp	1d4	×2	10ft	1lb	Piercing
Thorn Glove	5gp	1d4	×2	–	1lb	Piercing
Thorn Whip	2gp	1d2	×2	15ft.	1lb	Slashing

delve the world's dark places instead. A few of these mages have dedicated centuries of careful research into how to use dark forces of magic for the benefits of the elven people.

One of the more valuable achievements has been the development of the Shadow Nets. Shadow Nets are inky black nets, which appear to be torn out of the darkness itself. Even in broad daylight, these items appear to waver as though trying to get away from the light. They cover an eight-foot by eight-foot area and are used to stun interlopers who wander into areas they should not be in.

These nets cause paralysis on contact, which lasts for 1d8 rounds. A save against Will is allowed, DC 18. Beings that are paralyzed this way cannot cast spells requiring a verbal somatic or material component. Handling one of these nets requires specially prepared gloves, which protect the user against the net's magic. First time users of these nets must make a general dexterity check at DC 15 to avoid brushing themselves with the net, a successful Rope Use skill check at 15 may be substituted.

These nets are an alchemical creation that loses integrity through continual sunlight and contact. The paralysis effect degrades for each day in existence with sunlight (1d8 round the first day, 1d6 the second, 1d4 the third, 1d2 the fourth, and the effect is lost by the 5th day.) Even in complete darkness for its existence, the effects of the alchemical substance will not last longer than 30 days. DC40 to create. *Cost:* 500gp; *Weight:* 4lb.

ELVEN MAGIC ARROWS

Crafting Signature Arrows

Signature arrows are specially designed masterwork arrows customized to the archer. It takes a master craftsman to make a signature arrow for an archer

without making mistakes. Failure on a check to create a signature arrow ruins the raw materials completely. Usual signature arrows are exceptionally stylish, with rare feathers, or inlaid. The effects of a signature arrow come from its near perfect balance in use with the archer's bow and skill. Used by the specific archer it provides them with a +2 to hit, +1 to damage. If a signature arrow is used by anyone else, it behaves in game effects as if it was a regular arrow. Due to the balance needed to provide the extra effects, once the arrow is used a single time, it will thereafter act as a normal arrow if recovery is possible. **DC** 30 to create. **Cost:** 15gp

Crafting Magical Arrows

Only a masterwork or signature arrow can be enchanted to become a magical arrow. A magical arrow must have at least a +1 enhancement (weapon) bonus to have a special ability.

Costs

Cost of crafting a masterwork arrow is 7gp.

Base price of enchanting an arrow with a weapon bonus:

- +1 weapon bonus = 40gp
- +2 weapon bonus = 160gp
- +3 weapon bonus = 360gp
- +4 weapon bonus = 640gp
- +5 weapon bonus = 1000gp

Note that the caster level required to place a given weapon bonus on an arrow is three times the weapon bonus.

Arrows with spell effects are considered to be single use, use activated items. The additional cost is calculated in the following way:

$$\text{Spell level} \times \text{Caster level} \times 50 \text{ gp}$$

Magic Arrow Notes

Any time a magic arrow misses its target there is a 50% chance that it breaks or is otherwise rendered useless. Any magic arrow that hits its target is destroyed. The arrows created here are assumed to be created at the minimum caster level required to create the arrow. Thus an arrow based on a 1st-level spell effect, which is able to be cast by a 1st-level caster, is assumed to have been cast at that level. An arrow based on a 3rd-level wizard/sorcerer spell effect would be based on having a minimum caster level of 5th (wizard) as the basis for its cost calculation.

Saving throws against spell-like effects are computed on the basis of $10 + \text{level of the spell} + \text{minimum ability modifier required to cast a spell of the level}$. Thus, using the example of a 2nd-level spell, the minimum required ability score to cast spells of 2nd level is 12, a +1 ability modifier. Thus a saving throw against a 2nd-level spell effect would be against a DC of 13.

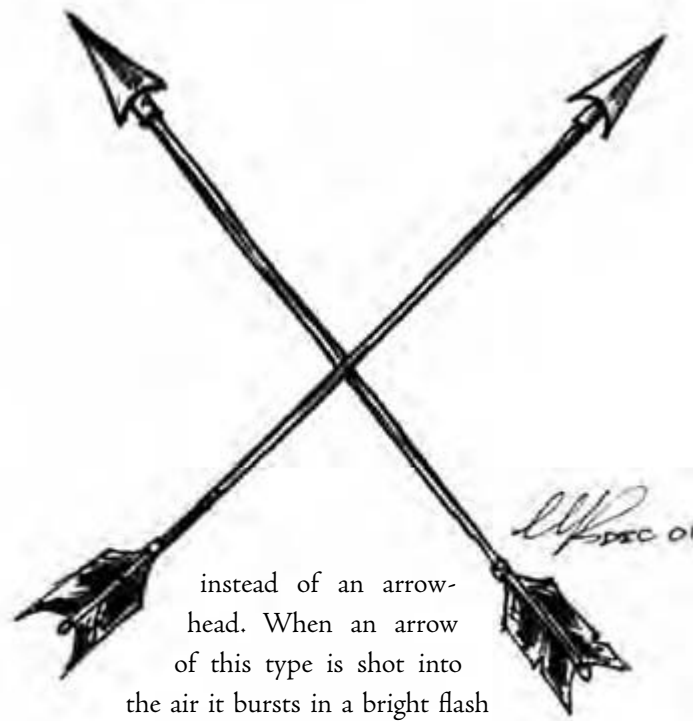
Any duration times for spell effects are also calculated on the minimum caster level required to cast the spell. A 2nd-level spell effect that lasts for one round per caster level would last for three rounds since the minimum levels a spellcaster must have to cast a 3rd-level spell is three.

DMs may use these generic costs, or adjust for differences by characters. For instance, a wizard cannot cast a 3rd-level spell until 5th level, but a sorcerer cannot cast them until 6th level. Using the above calculations, the difference in caster levels required for a 3rd-level spell add 150 gp to the cost of enchanting an arrow for a sorcerer.

Although it creates additional record keeping, as well as increases costs, the arrows can account for the individuality of spellcasters. Thus the DC of an effect might be increased if its creator has a higher ability bonus, or it could be cast with a metamagic feat or at a higher caster level. However, with the exception of the ability score of a magic arrow's creator, increasing either the spell or caster level often costs more than it provides in terms of effectiveness, so it is usually not done. This is especially true of increasing the arrow's weapon bonus.

Signal Flare Arrow (Galymir's Signal)

A +1 arrow of this sort appears as a finely made arrow with a brightly multi-colored clay bulb at its tip



instead of an arrow-head. When an arrow of this type is shot into the air it bursts in a bright flash of color with a 10' radius at a height of five range increments for the type of bow that fired it (i.e. 300 feet for a shortbow, 500 feet for a longbow). The spray is especially visible at night.

Although the arrow is enchanted to detonate at its stated height, any impact with an object strong enough to stop its momentum (such as a tree, rock, or even a body) causes the bulb to shatter immediately. Anyone within the radius must make an immediate Will saving throw against a DC of 11 or be blinded by the flash for 1d4 rounds. Blinded creatures have a 50% miss chance in combat, lose any Dexterity bonuses to AC, grant opponents a +2 bonus on attack rolls against them, must move at half speed and suffer a -4 penalty on most Strength and Dexterity-based skill checks. Purposefully attempting to detonate the arrow against a hard object requires a successful melee touch attack.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *color spray*; *Market Price:* 97 gp; *Cost to create:* 48 gp 5 sp + 4 xp

True Flight Arrow (Galorfin's Steady Aim)

A +1 arrow of this sort appears as a finely made arrow with white fletching upon which are painted a series of red concentric circles. In order to use this arrow, the archer must carefully nock and draw the arrow and concentrate on his target. When the arrow is loosed after this time, the archer gains a +20 insight bonus to the attack roll and ignores all miss chances against concealed foes.

For purposes of combat, nocking and drawing the arrow is considered to be a move-equivalent action while concentrating on the target is considered a standard action; preparing the arrow to fire is a full-round action. The arrow must be loosed on the next round (standard action), although the archer may move up to his normal movement rate (move-equivalent action) or take a 5-foot step before loosing the arrow. Note that no other actions can be performed by the archer prior to loosing the arrow and the arrow must be loosed on the round following the round it was first nocked and drawn. If the archer performs any other action, or cannot loose the arrow in the round following it being nocked and drawn, he loses the +20 insight bonus and must begin the process anew.

The arrow can be fired at any time as a normal +1 arrow.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *true strike*; *Market Price:* 97 gp; *Cost to create:* 48 gp 5 sp + 4 xp

Web Arrow (Amendel's Net)

A +1 arrow of this sort appears as a finely-made arrow with a silken bulb at its tip instead of an arrowhead. When an arrow of this type hits a target it ejects a mass of thick strands of spider silk in a 20' radius. The archer may choose to shoot the arrow at an object (such as the ground) or a creature. In either case the archer must succeed at a ranged touch attack to hit the target. Note that if the target is a stationary object (such as the ground or a tree trunk) the effective AC of the object is 5 plus any adjustments for range. In either case, if the target is missed treat the errant arrow as a grenadelike weapon with a 20' splash radius.

All those in the affected area must succeed at a Reflex saving throw against a DC of 13 or be entangled. If the arrow hits a creature, the area of effect is reduced to a 10' radius but the targeted creature itself does not receive a Reflex saving throw and is automatically entangled, although any other creatures in the area of effect still receive their saving throw. Entangled creatures cannot move and suffer a -2 penalty to attack rolls and a -4 penalty to effective Dexterity. Entangled spellcasters must succeed at a Concentration check (DC 15) to cast any spell requiring somatic components. An entangled creature can break the strands with a successful Strength check (DC 20) or wriggle out with a successful Escape Artist check (DC 25).

The strands remain for a total of 30 minutes and then dissipate into thin air.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *web*; *Market Price:* 347 gp; *Cost to create:* 173 gp 5 sp + 14 xp

Exploding Arrow (Elorfindil's Blaze)

A +1 arrow of this sort appears as a finely made arrow with a fiery red bulb at its tip instead of an arrowhead. When an arrow of this type hits a target it explodes in a fireball burning everything within a 20' radius. All those within the area of effect take 5d6 points of damage unless they succeed at a Reflex save (DC 14).

The archer chooses an area to hit and must succeed at a ranged touch attack to hit the designated area. If the target is missed treat the errant arrow as a grenadelike weapon with a 20' splash radius.

Due to the great danger of setting forest fires, elves are reluctant to use these arrows in their homelands unless the situation is desperate.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *fireball*; *Market Price:* 797 gp; *Cost to create:* 398 gp 5 sp + 32 xp

Hold Person Arrow (Tyndil's Grasp)

A +1 arrow of this sort appears as a finely made arrow with a small, hollow iron ball at its tip instead of an arrowhead. When an arrow of this type causes damage to a humanoid of Medium-size or smaller, the creature must succeed at a Will saving throw (DC 14) or be frozen in place. The creature is aware and is able to breathe normally, but cannot take any physical action. Because the arrow has a hollow iron ball at its tip, it causes subdual damage instead of the normal damage for its type.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *hold person*; *Market Price:* 797 gp; *Cost to create:* 398 gp 5 sp + 32 xp

Note: This is the wizard/sorcerer version of the spell. Clerics can craft this type of arrow as well and usually name it after their patron deity. The clerical version of this arrow is identical except that the Will saving throw DC is reduced to 13 and the costs are reduced.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *hold person*; *Market Price:* 347 gp; *Cost to create:* 173 gp 5 sp + 14 xp

Petrification Arrow

A +1 arrow of this sort appears as a finely made arrow with a tip made of limestone chased with gold. Any creature hit by the arrow, as a result of a successful ranged touch attack, must succeed at Fortitude save (DC18) or be turned to stone (petrified).

Caster Level: 11th; *Prerequisites:* Craft Magic Arms and Armor, *flesh to stone*; *Market Price:* 3,347 gp; *Cost to create:* 1673 gp 5 sp + 134 xp

Screaming Arrow

A +1 arrow of this sort appears as a finely made arrow with a hollow, flute-like tip. When an arrow of this type hits a target it emits a piercing shriek that causes 1d8 points of sonic damage to all those within a 10' radius. Creatures caught in the area of effect must also succeed at a Will save (DC13) or be stunned for 1 round. Stunned creatures cannot act and lose their Dexterity bonus to AC (if any). Attackers get a +2 bonus to attack a stunned creature.

The archer chooses an area to hit and must succeed at a ranged touch attack to hit the designated area. If the target is missed treat the errant arrow as a grenadelike weapon with a 10' splash radius.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *sound burst*; *Market Price:* 347 gp; *Cost to create:* 173 gp 5 sp + 14 xp

Arrow of Infection

A +1 arrow of this sort appears as a finely made arrow with a glass vial tip. When a disease arrow strikes a creature in such a way as to cause damage, the creature must succeed at a Fortitude saving throw (DC14) or contact the disease placed in the glass vial tip at the time of the arrow's creation. The disease arrow may contain any one of the following ailments: blinding sickness, cackle fever, filth fever, mindfire, red ache, the shakes, or slimy doom.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *contagion*; *Market Price:* 797 gp; *Cost to create:* 398 gp 5 sp + 32 XP.

Note: This is the cleric and druid version of the spell. Sorcerers and wizards can craft this type of arrow as well. The sorcerer/wizard version of this arrow is identical except that the Fortitude saving throw DC is increased to 16 and the costs are increased.

Caster Level: 7th; *Prerequisites:* Craft Magic Arms

and Armor, *contagion*; *Market Price:* 1447 gp; *Cost to create:* 723 gp 5 sp + 58 xp

Quiver of the Hunter

A quiver of the hunter is crafted by carefully stretching a piece of thin hide around the long, narrow bones (typically rib bones) of an animal killed during the elven winter hunt and is decorated with feathers, tiny bones, and gemstones or intricate embroidery. Typically, a young elf receives a quiver as special gift from his father or grandfather after completing his ascendancy ceremony. Once per day, the quiver casts keen edge and doubles the range increment of any arrows or bolts stored inside it (the quiver holds 20 missiles). Once a missile is used, it loses its enchantments whether it strikes the intended target or not.

Caster Level: 6th; *Prerequisites:* Craft Wondrous Item, *clairaudience/clairvoyance*, *keen edge*; *Market Price:* 9,200 gp; *Weight:* 1 lb.

Feathers of True Strike

Quite unremarkable, apart from their soft silvery-blue hue, these are a collection of Eagle Feathers. Each one seems to tingle slightly to the touch and each one has a single black line that runs down the feather to the tip.

Taken from an eagle and left to stand under the light of the moon for six days, these feathers are then enchanted using old rites and rituals – a small drop of an Archer's blood is placed on each one and the whole set are then blessed in another ritual. No one Elven crafter created these items; they were discovered thanks to a series of prophetic dreams sent by the Elvish Gods. When used in the making of an arrow as the flight they confer onto the weapon, the ability to always hit the target (+20 enhancement bonus to hit) but they do only have d6 damage rather than d8. Still they can provide a useful tool for those who learn to use them wisely – they are also one shot items and can never be used again unless, remade.

The Bow of Stars

This bow appears as a longbow or a shortbow of pale ivory color and hue. The string seems to be made of a slim and taut single thread of silver, like the color of the moonlight. Set into the wood, and running down the length of the bow are several diamonds (seven) that glimmer with a star light flicker. The bow seems

to be made of some kind of silvery-white wood and looks to be a strong weapon.

Crafted aeons ago by three master workers of their art, this bow is as rare as it is beautiful. The three maker's names are inscribed in Elvish writing that spirals inside the seven gems. They are Evaniel, Setarian and Kastar, the finest examples of their craft; each possessed a unique talent that they used in the creation of the bow. Formed from a single beam of moonlight that was crafted into a wooden substance by the transmuter Kastar, and set with seven tears from Setarian, the enchantment of the bow was performed by Evaniel – the master crafter of a particular caste of elves. He formed the tears into seven diamonds that each gave the bow a particular power and gifted the wielder with several abilities.

Those who hold the bow can~

- See as an Elf can.
- Have the same ability in finding secret doors and passages as an Elf.
- Can understand and speak Elven.

If an Elf holds the bow it doubles their effective vision range.

The Bow's powers~

- Any arrow fired from it is at +3 to hit.
- Any arrow fired from it has a 10% chance to ignore armor.

Caster Level: 16th; *Prerequisites:* Craft Magic Arms and Armor, *gaseous form, continual flame, wish*; *Market Price:* 98,000 gp; *Weight:* 2lb.

The Quiver of Stars

White leather and trimmed with silver, this is a beautifully made Quiver and the strap that either connects it to a belt or across the back, is made of one piece of silver material – as tough as leather but flexible and soft. The surface of the leather is tooled and features the carved image of a unicorn and seven stars upon it. The strap has a single blood red ruby embedded in a silver mounting that rests over the heart when the Quiver is worn across the back.

A companion piece to the Bow of Stars this Quiver can function independently of the Bow but

gains a few extra powers when placed in proximity. It was crafted again by the master crafter Evaniel, and imbued with power by the self same Elven miracle worker. In a complex ritual at the breaking of the full moon from the midnight sky, Evaniel called forth the elemental powers of his kind and placed within the Quiver the power of return, this allows the container to always hold arrows, as any arrow fired from the Bow of Stars always returns to the Quiver even if it hits or misses.

Without the Bow~

- Can hold over 40 arrows.
- The ruby over the heart acts like a *peript of wound closure*.

With the Bow of Stars~

- Arrows that are fired from the Bow always return to the Quiver.
- The Archer can now fire two arrows a round rather than one. (Adds an extra arrow if the Archer has any kind of rapid shot feat)

Caster Level: 10th; *Prerequisites:* Craft Wondrous Item, *Leomund's secret chest, heal*; *Market Price:* 20,800 gp; *Weight:* –

SPECIAL WEAPONS

Darkblood's Knife

A wickedly sharp looking knife, the blade is as black as pitch and seems to be made of some kind of obsidian, or ebony, the edge however gleams with a feral sharpness. The hilt has no guard denoting that this is certainly not a knife that should be used as a weapon. The material of the pommel is ivory, and the hilt is made from black steel...the whole thing is carved with icons of destruction and decay, death and dismemberment. The knife itself is fully an arm's length and should really be classed more as a short blade.

There are those of the Elven nature who are not so fond of the world as they should be, they are not as tied to the elements of life and hope. They worship foul Gods and in some cases demons and demon lords. It is in the case of Darkblood that one of the greatest tragedies of Elf history is told, the fall of a bright and loving young man into a twisted and foul proponent of the dark arts of Necromancy. Ethaniel Quickstar was born into a loving and caring family,

but was not always drawn towards the darker things in life, strange experiments and odd thoughts about death. He was more drawn towards helping his family and friends any way he could. That was until he fell in love with a cruel and capricious Elf maid and her equally spiteful Sister. Not knowing which girl to woo, he decided that he would woo them both. Eventually there came a time to choose and he chose one over the other, this angered the younger Sister so much that she flew into a wicked rage and killed her older Sister before his eyes, he was able to flee her wrath and escape with the body...he ran long and hard until he could find sanctuary in an abandoned house at the edge of a twisted copse of trees. Here were sown the seeds of his downfall – as the house was home to a wicked spirit who slowly poisoned his mind and turned him towards the dark arts. He was unable to break free and so made the knife, following the mad ghosts teachings he forged a blade that could bring undeath to any corpse it was so plunged into. He was not to know this, the spirit misguided him into thinking that it would restore the dead Elf maid to life – he was a fool for believing such, but when the knife entered her breast she came to murderous life and killed him. In time the knife vanished from the house and has found its way into treasure hoards and other places – always bringing fear and death.

The blade grants the wielder the ability to control undead as if a cleric four levels higher (or a 4th-level cleric, if not currently one, and gain 3 extra turning attempts.) If plunged into a corpse, the corpse will raise as a zombie within 1d6 rounds. Killing someone with the blade will not cause them to rise, you must stab them after they are already dead. Any zombie created with the dagger may automatically be commanded if they are within 30 feet of the dagger.

Caster Level: 10th; *Prerequisites:* Craft Arms and Armor, Craft Wondrous Item, 10th-level cleric, *animate dead*; *Market Price:* 19,000 gp; *Weight:* 1 lb

Lorlei's Sliver

The rogue Lorlei Starshine was one of the quickest wits the kings guard ever knew. Her speed and cunning had successfully guarded the king's life and saved it a number of times in her decade of service. One particular morning, Lorlei had noted several of the king's vassals in an unusual area of the palace. She quietly slipped in behind them and followed,

curious to see what they were up to. The nobles quietly slipped daggers from their belts and headed for the royal chambers, up to devious designs. Lorlei quickly felled one with a surprise attack and fought heartily against the other three until help arrived. The guards arrived to find the last attacker sliding off of Lorlei's sword. Lauded as a hero, she was awarded a weapon of surpassing craftsmanship and design. The king himself escorted her through the royal armory, and bade her to choose a weapon she liked. Lorlei promptly chose the short sword, Sliver from the many she had seen that day. Though non magical there was something special about that blade, she knew it was the one for her. The inlaid crescent moon and fog that drifted down the blade spoke to her. The 400-year-old blade looked freshly quenched and polished.

She continued in her service to the king, the Sliver at her side. She thwarted many more attempts on his life, till she was laid low by a coward. She had made enemies of a noble who desired to ascend a closer relative to the throne. This man had hired one of the king's aides to kill Lorlei, as she was the main instrument of his defeat. Poisoned in her bed, she was found in the early morning by the captain of the guard. Missing from her quarters was Sliver. She was interred with full honors and as a member of the royal family, one of a handful through the eons.

Within a month after her death, rumors about a ghostly woman roaming the streets surfaced. The reports were that she always appeared to be looking for something, and she looked distraught that she could not find it. In time, the reports filtered up to the king. Convinced that Lorlei was searching for her blade, he ordered the entire palace turned out and searched. At that moment he caught a flash of green from the corner of this eye and turned to find a trusted aide poised to strike him down with Sliver. The aide stood transfixed, as he could not move the blade to strike. The green brilliance grew, and revealed the outline of Lorlei, protecting her king once again, this time from beyond the grave. The aide was stunned; he could not believe his eyes. He told her that he had killed her and she should be gone from this plane. The king was outraged, he ordered the guards to advance and take charge of the aide, for he would be put to death. Lorlei did not waver, for she had seen the face of the killer, she merely reached

across the blade and took hold of the aide and they vanished in a flash of light, taking Sliver with them. The aide was found a few days later, spread over a field deep within the woods, but Lorlei and Sliver were never seen again.

It has been theorized that Lorlei's spirit has been bound to the sword given her by the king. There have been rumors of women carrying a beautiful short sword engraved with a crescent moon and fog who have achieved great things through the years; perhaps Lorlei and Sliver have not passed on from this world after all.

This short sword is engraved with a crescent moon and fog running down the blade. It is watched over by the spirit of Lorlei, a former guardswoman who served an elven king nearly 2,000 years ago, and who was murdered by a traitor and coward. She carefully judges the wielder of the blade, if they are a person of high morals and ideals, she does nothing, if they are less than honorable, she manages for the blade to become "lost" and move on to the next person. Occasionally she causes the sword to emanate a green glow, as a warning that there is some one who may do the wielder harm nearby.

Silver +1 short sword.

Moonspear

This +2 returning shortspear is crafted of silvery-white wood and tipped with a leaf-shaped silver blade. Once per day, while outdoors under starlight or moonlight, the spear's wielder can declare one of his attacks a true strike attack. This +20 insight bonus adds to the spear's +2 bonus. Since the moonspear's blade is made of silver, it bypasses the damage reduction of lycanthropes.

Caster Level: 9th; *Prerequisites:* Craft Magic Arms and Armor, *telekinesis*, *true strike*; *Market Price:* 21,902 gp; *Cost to create:* 10,951 gp + 876 xp

Sourle's Blade

This sword resembles a bastard sword in type save that the blade is actually designed in an 'X' fashion, running down from base to tip to taper into a point. Down the metal (elven steel) is a jagged lightning design. The guard is made of a single oval gold plated piece of metal and set with four red gemstones (ruby.) There are no other markings or ornamentation on the guard at all. The hilt is a single piece of metal wrapped

with soft and supple leather, plain and unadorned. The pommel is made from black iron and carved to resemble a black panther's head, the eyes being two jade stones. The teeth are picked out in silver plating and its expression is drawn from the big cat's snarl.

This unusual weapon has a long and involved history that would be better off left to the annals of time, but as in the case of all things magical – in the end it is brought into the light. It began life as a simple unadorned blade without much ornamentation or thought into the design, the original creator was the apprentice of Evaniel and the blade brought him nothing but shame, in the end he used the very sword to end his own life. Oddly enough it was not Evaniel who brought this on him, he counselled the youngster to ignore the jibes and rebukes of his class mates and continue to improve the weapon...but he listened to their rumors and finally one day he could take no more – thus he ended his life and the blade was left as a reminder struck into the gravestone and lost to the winds of memory.

The weapon is a +1 bastard sword with *shocking burst*.

Caster Level: 10th; *Prerequisites:* Craft Magic Arms and Armor, *call lightning* or *lightning bolt*; *Market Price:* 18,335 gp

The Sword of Shavana

This gladius like blade is made of a single piece of silver that has been bound to a hilt of dark bronze. The whole weapon is covered in tiny swirls and spirals, especially the blade – the crafter's mark is cunningly woven into the detail on the crystal pommel, where there sits a reflection of a wolf's head, in each amber eye is a single curved S that marks the crafter's sigil. The whole blade fits nicely into the lacquered black scabbard, featureless apart from the single S caught in relief on the bronze fittings.

Shavana was the daughter of an Elven weapon smith who delighted in making fine simple blades; she had a predilection for wolves and creatures of that ilk. So when she came of age he forged her the sword. Making sure that the blade was gifted with a few unusual abilities that would give his daughter the perfect companion for her long travels. He bound within the sword the spirit of a wolf who had recently passed on near his community. But such weapons of beauty are often the lure for the forces of darkness

or those of a greedy heart and mind. So the scene had been set for a bitter and brutal murder, all to take the sword, to possess it. When his daughter was walking the streets of her community, a pair of cut-purse Elven brothers leapt upon her from the shadows, they tried to struggle for the sword and in the melee the blade was impaled through her heart, even though the one brother was horrified; the other showed no pity at all and even made light of the fact that she was dead. They ran into the night, her soul was unable to find peace and sought the sword for over ten years...finally she found it and her wolfish companion spirit. Calling to the being within the sword she forged a bond with it as the brothers lay sleeping. Death was swift for them and those who heard their tortured screams swear when they went to investigate they found both bodies unmarked, but they were dead. Only the wavering howl of revenge was left as a marker to how they died; the blade remained on the table where they had left it.

The sword is a +2 weapon, with bane against undead and acts like a *dancing sword*. When the sword dances the figure of the ghostly girl actually fights to defend the owner if they are of a good heart. If an evil being touches the blade they will take damage from it.

Caster Level: 8th; *Prerequisites:* Craft Magic Arms and Armor, *animate objects, summon monster I*; *Market Price:* 128,315 gp

OTHER MAGIC ITEMS

The Belt of Silverblue

So it is named and so it is in the description, this is a belt of fine silver and blue material, made of some kind of soft cloth – perhaps velvet or silk. Unremarkable apart from the silver disc emblazoned with a rabbit's head, formed into the metal that acts as a buckle or clasp.

Legend has it that many of the enchanters and mages of the old days could not wear any kind of armor without risk of their magic failing or backfiring; so one clever female crafter (Ceredwyn Elanta) formed the belt of Silverblue to aid mages and magic users. The belt confers the same protection as Chainmail does to a warrior and gives the wearer a significant boost to their Intelligence or Charisma depending if they are a Wizard or

Sorcerer. +2 Intelligence or +2 charisma depending on class.

Caster Level: 8th; *Prerequisites:* Craft Wondrous Item, *commune* or *legend lore*; *Market Price:* 4,000 gp; *Weight:* –

Bowstring of Rainbows

A curious thing is this bowstring, since it does not actually look like any kind of bowstring at all, the only thing vaguely strange about the thread is the fact it seems to be just a string, made of multicolored twisted bands. It seems to fit any size of bow and will show up under magical interrogation, glowing a myriad of colors.

The origin of this particular item comes, as somewhat of a shock, for it was not created by any crafter, but by accidental circumstances. A young Wizard was working on a variant of a Color Spray spell when he knocked the chemicals and ingredients over a long length of string. The concoction actually bonded with the string and managed to infuse it with strange and magical powers. The other Wizards did many tests but nothing could be determined as to the effect of this curious mishap. This is where the Elves came in; in one last ditch effort the Wizards took the string to a couple of Elven crafters who were most interested to view it. They did their own experiments and it was found (By luck) that the string when attached to a bow, acted as an unbreakable bowstring, and conferred the powers of a Color Spray spell upon any arrow that was fired from it. To this day they have not yet been able to reproduce the effect that led to the creation, making this rather odd and unique.

The string itself may be used on any bow. It functions as if a wand, however it is a use-activation item, with the firing of the bow being the use.

Caster Level: 7th; *Prerequisites:* Craft Wondrous Object, *color spray*; *Market Price:* 750 gp.

Magical Birds of Message Sending

These are not so much an item as a living, breathing show of the elves ability to weave natural magic over natural things. They are usually colorful birds with fine plumage and striking beautiful markings. Well preened and well kept, the elves often keep and breed a particular kind of falcon for this, excellent for speed and able to defend itself against airborne predators.

When the spell is cast over this bird it gains the power of speech and a vast endurance, able to travel for hundreds and hundreds of miles on a single flight. This is a magical power and the bird must rest for a full day after it has been used, they can remember anything that is spoken to them and mimic it back with full voice, tone and quality to the intended recipient (they also have a form of telepathy that allows them to cross the language barriers and provide information even if the subject is deaf.) They are able to seek out the image of the person they have been sent to find and even ask questions of those who they encounter.

Some of the more important birds are taught a few verbal spells to aid them in their tasks. These can range from a single magical missile attack to an invisibility spell (note these are like their counterparts but lacking the somatic gesture requirement.) They are often used to send important messages from one elven settlement to another, and are very rarely seen in the human lands – only if the alliance between elves and men is strong enough might one even be glimpsed.

Caster Level: 12th; *Prerequisites:* Craft Wondrous Item, *endurance, imbue with spell ability, tongues;* *Market Price:* Most of the cost is associated with the bird.

Dust of Restful Slumber

This dust can be found in a number of containers, and looks like a soft blue powder, which smells vaguely of lavender and blossoms. The fine powder is often suffused with a gentle and pastel light, usually in a hazy purple glow. It is usually found in a black velvet pouch, tied with a silvered string and a pair of letters on the front of the bag: 'S & Z'.

This is not a world shaking or shattering item of power, but some have felt that it needed to be mentioned, namely the creators of such a useful and helpful powder. Her name was Siddonie. A slender and attractive elven woman from the stone elves clan or tribe...she required some method to relax at night, suffering from hideous nightmares. Her friend Zolanda, another elven woman who shared the same problem as Siddonie was somewhat of a herbalist – they put their collective heads together and fashioned a magical powder that was able to induce slumber and a restful sleep. The powder

simply needs to be placed over the eyes of the individual and vanishes in a soft whisper of sound and a pastel light. The recipient is then given a restful night of perfect, dreamless and sound sleeping.

Willing elves can purposely allow this magic to take effect on them, for a dreamless meditation.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *sleep;* *Market Price:* 25 gp; *Weight:* –

Falhy's Wand of Feline Summoning

Around three feet in length, this is a good-sized wand made of that silvery-grey metal known as Platinum. Along the length of the wand are several Feline images of various cats, big cats and small cats. The artwork is excellent, verging on the exquisite and fantastic – At both ends of the wand are two small stones, one diamond and one ebony, they have been carved into small likenesses of cat's heads, the one a simple but authentic panther, the other a smaller and more detailed house cat.

Deep in the Elven Woods of a nearby Kingdom there was a woman who loved all things to do with nature, and the natural world. She was another of the Elven blood and brought her own magic to many wonderful items and creations. One of the most famous is her Wand of Feline Summoning that calls various Felines to the wielder's aid – once summoned they remain until dismissed and the limit to the amount is based upon the intelligence of the being using the wand. The wand also allows the wielder to control and direct the actions of all Felines within the area of effect, some have said that the Sorceress who created the wand required some way of getting those pesky furry beings to do what she wished of them.

As we all know – cats are a rule and law unto themselves and will always do the opposite of that which is asked. Or they may just stare unblinking at the foolish human or demi-human with a self-satisfied look or cat-smirk on their face. Little is known about the creation of the wand, save that a lot of cat-hair was involved and a good amount of sneezing from the woman herself, it was a shame that she was allergic to the creatures she loved so much.

Caster Level: 5th; *Prerequisites:* Craft Wand; *animal friendship, summon nature's ally II;* *Market Price:* 1800 gp; *Weight:* –

Kelindel's Glasses

These are the strangest pair of spectacles that one could ever hope to see, round-rimmed and made of some kind of black glass. Perhaps soot mixed with the glass in the smelting stages. The rims and framework are made of a peculiar kind of black metal that while tough seems to be outstandingly flexible. A monogrammed 'K' is placed on both sides of these glasses, picked out in stylish silver plating.

Some say that a talented stone elven musician made these glasses because she suffered from a rare sensitivity to bright light, which caused a great deal of pain to her sensitive eyes. She also played a peculiar kind of music that was soulful and quite depressing – some whispers say that these glasses helped enhance her image as well. Of course, those whispers they were usually said quite far from her hearing. No matter what was said, the glasses proved to be thoroughly effective and gave her eyes the protection from bright light they so needed. Not to mention enhancing how she looked while playing her chosen wind instrument.

The wearer of these glasses is immune to blindness, and receive a +5 resistance bonus to gaze attacks and similar spells (*i.e. color spray*).

Caster Level: 5th; *Prerequisites:* Craft Wondrous Object; *remove blindness*; *Market Price:* 25,000 gp; *Weight:* 1lb

Kelindel's Soulsong

It's either some strange kind of torture device or an instrument designed by a mad goblin that'd been smoking some very strange druidic concoctions. Silver in color and curved in a 'J'-type shape. One end, the largest has a wide open spout from which sound issues forth once the thin tapered end is placed into the mouth and blown on. Of course, there are a myriad of ways to change the sound that comes out, by breath or by using the various keys that one finds running down the body of this instrument. The sound that pours forth from this particular contraption is a soulful and beautiful lamenting tone, capable of bringing many people to tears (or forcing them to leap off cliffs and high places.)

The brainchild of the same being who created her glasses, this is known as a Soulsong and they're a rare and disturbing musical instrument. They require

some skill to play and those who attempt to get so much as a peep out of one without proper training, sound as though they're blowing an inflatable castle up without the use of the correct 'Compressor' spell. It's a horrible mangled gasp of air that often puts armies of Orcs to flight, and causes allies to attempt to look for a way to silence the badly played tune. Of course, if you have the training it can sound like a choir of heavenly angels is singing a lament for the fallen. Kelindel made this instrument from various cast off parts to begin with, and over the years she's slowly put together a new one that looks and sounds much better...now she uses both her glasses and this Soulsong to pull the heartstrings of admiring fans and possible suitors across the provinces and lands.

This item may be used 3 times per day. It may either be used to give a +1 luck bonus to all allies for 10 minutes, or cause fear in enemies (*Will negates DC 16*). The radius of effect is 100 feet.

Caster Level: 7th; *Prerequisites:* Craft Wondrous Item, *fear*; *Market Price:* 18,000 gp; *Weight:* 2 lb.

Philter of Fireflies

This sealed crystal flask contains fireflies suspended in amber. Upon speaking the command words "Oh flies of night, guide me with your glowing light," the flask slowly begins radiating a soft amber light. After one minute, the light illuminates a 15-foot radius, after two minutes it brightens to fill a 30-foot radius, and after three minutes the amber light illuminates a 60-foot radius and functions exactly as the *daylight* spell for a further 30 minutes. The light of the philter is extinguished when the wielder speaks "Sleep now flies of night." The light from the philter activates up to three times per day.

In addition to the above effect, the philter allows its wielder to detect secret doors as the divination spell. A silhouette of shimmering amber outlines any secret doors in the wielder's line of sight. This power works three times per day, lasts for three minutes, and activates after the philter reaches full illumination by speaking: "Oh flies of night, reveal to me the ways held tight."

This power can be activated multiple times during one illumination period.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, Alchemy skill 4 ranks, *daylight* and *detect secret doors*; *Market Price:* 10,779 gp; *Weight:* 1lb.

Sangham's Crystal Stave

A good five feet in length, this is a single rod of crystal, flawless and perfect in every smooth line and turn. It is carved on the surface with various wild animals and motifs. Wolves feature prominently on the stave as do various foxes, birds of prey and woodland features (vines, leaves, trees.) The whole stave is a study in the wild and wild places. Only two places on the staff are covered with a soft and sturdy wrapping, the places where a hand could hold it as a weapon.

The stave was made by the mage Sangham to aid him in walking and defence, it is unbreakable and only the maker can unmake it. A slight magical aura surrounds the weapon at all times and it is said that at the owner's will two sharp blades will appear from the each end, forming a bladestaff. The blades are made from the same crystal as the stave and are extremely sharp.

Sangham enchanted the staff with a few other powers and gave it the ability to recharge from being immersed in a running stream; he was always obsessed with the wild and had an enormous love for Wolves and all things wolf-like.

The creation of such an item is a mystery to most, some say that he cut a long swathe out of the earth, waited for it to rain and then collected the rain in the shape of the stave. Using his magical powers he then forced the rain to take on the form of an unbreakable crystal and shaped it into the stave, the gods were so pleased they each placed a symbol of the wild upon the item and gave it magical powers beyond a normal staff. Of course, only the mage knows the truth of the matter and he is content to let people believe what they will, his stave no longer in his hands has been lost to the winds of time and a new project fascinates him now – he may remember where he lost it and come looking for it one day, or he may simply consign the item to the ethers of his mind and allow who ever stumbles upon it, to keep it.

This weapon counts as a +2 staff of thundering.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *blindness/deafness;* *Market Price:* 32,000 gp

**ARTIFACTS AND UNIQUE ITEMS****The Flute of Twitch**

An ordinary looking flute you might think as you examine it, but it's made not of wood, or steel or crystal – but of bone. As white as the snow capped peaks of the mountains, and as smooth as an Elven Carouser's charm; a few letters are engraved into the surface of the instrument – Twitch.

Twitch was a young elf who got into far too many scrapes and usually out of them, until one day he bit off more than he could chew and was captured by Orcs, who promptly cooked and ate him – they were planning what to do with the last tasty morsel when something odd happened, the bone flute that the chieftain wore – began to sing in a most amusing manner about his infidelities with all the other hidden wives around the various tribes. This was bad timing since the chieftain, Ulgamush, was holding a big banquet in the honor of a recently signed peace treaty. Fighting broke out and one of the biggest battles in the history of Orcish war happened right before the main course's very eyes...

What Twitch didn't know was that he'd already been killed, cooked and eaten and was observing this particular battle through the eyes of a ghost. The chief had made a flute of his bone and planned to give it to his mate on their wedding (bonding) night. Twitch did not realize at the time, but he was bound to the instrument and every time he spoke the Flute would play his voice. Ironically in death he became a bigger pest than he was in life, and it was all thanks to the Orcs. If they'd been alive to realize this, they'd have probably killed, cooked and eaten their chief for unwittingly aiding Elven society somehow... orcs are a funny lot.

Horn of the Great Stag (Artifact)

The horn of the great stag is a potent halbspear created by the mythical elven hero Brieshe. According to elven lore, Brieshe fashioned the spear from the antlers of the great elk Nishrethi – his animal ally and the noblest animal ever to grace the world – after Nishrethi was slain in battle against a horde of tanar'ri. Brieshe eventually hunted down the demonspawn and after a grueling battle through the planes slew them all with the spear.

The horn of the great stag is a +4 *thundering half spear* that grants a +6 enhancement bonus to Strength and can be used to cast the following spells three times per day each: *dimensional anchor*, *displacement*, *haste*, and *plane shift*. All spells are cast at Caster Level 18.

Tensen's Fighting Discs

A pack of six black and silver discs, they feature some sort of demon head carved into the metal (probably steel) and glow softly in the dark. They have wickedly sharp looking edges and can draw blood quickly if not handled correctly.

In a pact made a long time ago, with a demon lord, the Wizard Tensen sold his soul to the blackest of them all – the prize was the power to create items of such potency that he would be known above the great crafter, Evaniel himself. These discs cannot be thrown but if set loose they will (like Ioun stones) slowly orbit the wielder and obey simple thought commands, such as strike and return. Only one disc can be thrown at a time but all six discs have different powers each. They will drop to the ground after being used six times per day. One disc is counted as a use.

The discs strike using the same rules as a ranged touch attack, and are considered +5 weapons for the purposes of striking creatures that can only be hit by magical weapons. The +5 does not add to damage. Each disc does 2d6 damage regardless.

- **Disc 1** Strikes with the effect of a *chain lightning* spell cast at 9th level
- **Disc 2** Strikes as if it had scored a critical hit (2nd to hit roll required) doing ×3 damage (normally each disc does 2d6)
- **Disc 3** A *hold person or monster* spell as per a 9th-level caster.
- **Disc 4** A *color spray* as per the Spell of 9th-level caster.
- **Disc 5** Creates a *flaming sphere* at the target creature cast at 9th-level, that then randomly rolls around the targets for 1d6 rounds, burning out. All the while there is a manic giggle that emanates from the ball.

CURSED ITEMS

Feather's Boots of Stuttering Steps (Cursed)

These boots are those kind of pixie-like boots that often can be associated in some fairy-tales about the Elves and the Elven peoples, kith and kin. They are typical in looks to the way humans perceive the footwear to be. Except these, of course, are a garish green and have the little turnout flaps that are expected of this kind of footwear. The soles of each boot are haphazardly made and attached as if the maker had little time to finish them, yet surprisingly enough they are durable looking and keep the water out it seems. They have no laces and actually seem to shrink to fit the wearer perfectly.

What can be said about Feather? That can be repeated in polite company? Not much to be honest, she was an Elven beauty of more looks than brains and a second-class Enchantress. Which means that when she created her famous boots of climbing, to help a friend of hers in his long treks, she actually created: Feather's Boots of Stuttering Steps. Anyone who wears these garishly colored boots will find that they don't help you climb at all, quite the opposite, you have a 50% chance of falling over, making a fool of yourself and just plain tripping even when you try and walk, one boot tries to go slow, the other boot tries to go fast, and both boots seem to alternate this effect. Feather had to flee the Kingdom and was unfortunately killed not long after as she attempted to don her ring of flight only to find out that it was only the ring that flew...

At the bottom of a lonely mountain somewhere it's said that some Elves took pity on her, buried her with a small ring of cairn stones and the legend. "Feather's fall was here." To most of the Elven people's she is a joke trotted out at big events to make the younger Elves and guests laugh. Movement rate on a wearer must be halved if they wish not to take the chance of falling over each round.

Caster Level: 10th; *Prerequisites:* Create Wondrous Item, *bestow curse*; *Market Price:* 1,000 gp.

Ivory Comb of Charismatic Beauty (Cursed)

Seemingly made of the purest ivory, this white comb is the perfect way to keep unruly hair out of the way. It has been engraved with small runes and writings, along with being carved into a traditional

animal shape – this being a Unicorn, one of the many symbols of nature and beauty. The Unicorn's eye is picked out with a beautiful blue stone that shimmers with a sapphire gleam. The tangs of the comb run down in slight curves from the broad back of the animal and seem to be made of silver.

This comb was made for a particularly arrogant and vain Elven Queen, one who showed neither soul nor compassion for those she ruled. The only things that mattered to her were the acquisitions of power, wealth and fame; she scoured the lands for a crafter that would make her a magical item that could enhance her beauty. So in love with her self was she that she spared no expense in the design or the making of this particular item. So it was that the master crafter came to visit, and he was so appalled by what he saw that he crafted the item, but also laid upon in – some have said, a curse that caused the wearer to only ever speak the truth. For great beauty does not often lead to great wisdom. It was so made by Evaniel that those who valued these things above all others would suffer the negative effect of the Comb, but those who were true of heart and soul, would have their beauty enhanced.

The gift was given to the Queen and in her opening speech, now fully radiant she told the assembled how much she wished they would all grovel and kneel at her feet. The more she lied to them, the more her lies were undone, until the whole Council rebelled and during the riot she was killed. A young pick pocket later on came into the possession of the Comb, stole it and became one of the most respected Rulers in the Kingdom...perhaps Evaniel knew something after all; but that is another story.

Enhances Beauty, but at the cost of the person revealing their inner feelings – lies become truths, deception is revealed. +2 enhancement bonus to charisma, -5 enhancement bonus to bluff and diplomacy.

Caster Level: 10th; *Prerequisites:* Create Wondrous Item, *bestow curse, charm monster; Market Price:* 1,000 gp.

Stormwolf's Amulet (Cursed)

Only made of wood, this simple looking amulet rests easy on the eyes of the viewer and seems to have been crafted with a high degree of skill. A stylized Wolf's head has been captured in furious snarling,

eyes almost maddened. Colored a deep mahogany and painted with dark red eyes, this is not an image of calm nor does it fill the viewer with any feelings of peace. A long leather thong attaches to the amulet and the whole thing shines brightly in the pitch black.

Anger created this amulet; anger and retribution, infused with the power of lightning and that of a storm. It is said that on the night of the full moon a great act of betrayal forged this particular bestial item. Once more jealousies were great between two Elven brothers and both of them shared the same love of another girl, one was much more capable of murder than the other. He took his brother out under a dark and stormy night and slew him in cold blood, throwing his wolf amulet out into the dark he returned to claim that a pack of wolves had done this terrible deed. The following morning a hunt was called and the local wolf pack was exterminated, down to the last one – a proud and noble Alpha who fought till the bitter end to protect his pack. Saddened that he could not, his soul reached out to the Gods themselves as he died asking for vengeance – his plea was so granted and the wolf's soul became bound to the amulet, along with the brother's.

The Elf clan was visited that night by a terrible storm, and the whole clan land was wracked by harsh winds and lightning. Some have said that they could see the brother in the wind and the wolf in the clouds. By morning the murderous brother was dead and those who harmed the wolves in the hunt lay with him, not a mark upon their bodies. Lying by the side of the murderous brother's body was the amulet, which was taken by one of the other Elves, unwittingly, for he did not know that he would carry not only the curse of Lycanthropy for the rest of his life, but also that his Elven blood would be forever changed.

The ring once placed on a finger, will not be removable except via death, removal of the finger, or a sufficiently powerful spells such as *remove curse* or *wish*. The wearer will be inflicted with lycanthropy (wolf) no matter what their race.

Caster Level: 10th; *Prerequisites:* Create Wondrous Item, *bestow curse; Market Price:* 1,000 gp.



CHAPTER THREE: ELVEN SPELLS

BARD

1st Level

Darkhood
Spell Arrow

2nd level

Fortify Water/Wine
Focus of the
Magical Mind
Moonspray

CLERIC

1st level

Spell Arrow
Tree Shield

2nd Level

Fortify Water/Wine
Life Sense

3rd Level

Flying Stones

5th Level

Strength of the Oak

DRUID

1st Level

Camouflage
Ears of the Fox
Eyes of the Bat
Eyes of the Hawk
Eyes of the Owl
Nose of the Dog
Obscuring Leaves
Sneak of the Weasel
Spell Arrow
Tree Shield
Vine Whip

2nd Level

Fortify Water/Wine
Improved Camouflage
Keen Eyes of the Hunter
Life Sense
Quiet Step
Sacred Claw
Swirl of Leaves
Thorn Storm

3rd Level

Flying Stone
Mass Improved
Camouflage
Mass Quiet Step
Wings of the Eagle

4th Level

Splinter Storm
Wall of Wood

5th Level

Strength of the Oak

6th Level

Flesh to Wood
Shard Storm
Wood to Flesh

RANGER

1st Level

Camouflage
Ears of the Fox
Eyes of the Bat
Eyes of the Hawk
Eyes of the Owl
Nose of the Dog
Obscuring Leaves
Sneak of the Weasel
Spell Arrow

2nd Level

Improved Camouflage
Keen Eyes
of the Hunter
Quiet Step
Sacred Claw
Swirl of Leaves
Thorn Storm
Tree Shield

3rd Level

Mass Improved
Camouflage
Mass Quiet Step
Wings of the Eagle

4th Level

Splinter Storm
Wall of Wood

SORCEROR/ WIZARD

1st Level

Brieshe's Battering Ram
Camouflage
Darkhood
Ray of Clumsiness
Ray of Dimwittedness
Ray of Gracelessness
Ray of Imprudence
Spell Arrow
Vine Whip

2nd Level

Flying Stone
Focus of the Magical Mind
Improved Camouflage
Keen Eyes of the Hunter
Moonspray
Quiet Step

3rd Level

Mass Improved
Camouflage
Mass Quiet Step

4th Level

Phase Arrows

7th Level

Lesser Sphere
of Absorption

9th Level

Greater Sphere
of Absorption

CLERIC DOMAINS

BEAUTY

To the elves this not only means the beauty of the body but the mind as well. This is the archetype for those elves that desire to see the world with a little rose tint to it. The sphere concerns personal appearance, mental well being and of course the beauty that surrounds the elf. It can also be used to represent the outside world as well, nature, living things and inanimate objects. Although most elves may draw the line at such creatures like the Beholder – even though the old statement might be correct.

Class Skills: Gather Information

Granted Power: You can use Turn Undead attempts to rebuke or command normal people, as if charming.

1. Change Self
2. Glamour
3. Repulsiveness
4. Discern Lies
5. Lesser Geas
6. Heroes' Feast
7. Insanity
8. Holy Aura
9. Antipathy

CRAFTS

Craft is at the very core of any elven society and this particular sphere concentrates on the making, crafting and creation of many things; from magical items to normal mundane objects. Those who are concerned with the craft sphere can also expect to revere the skills that actually go into the making of such items. Often elves will turn their creations into elaborate rituals and form complex rites to secure their place in the annals of history.

Granted Power: Gains a bonus skill point per level to be used towards craft, profession, or knowledge skills.

1. Bless Water
2. Wood Shape
3. Stone Shape
4. Minor Creation
5. Fabricate
6. Major Creation
7. Disintegrate
8. Transmute Metal to Wood
9. Polymorph Any Object

FAUNA

These are the elven worshippers of the very creatures that make up the world. This is the sphere of animals and animal worshippers and often covers the habits of the creatures as well as their habitats. It is not too far from the truth to find those who take delight in the Fauna sphere, dressing as the animal, wearing hide or skins of the animal and emulating the animal to be more in touch with their sphere. It must be noted that the majority of those who interact with Fauna are focussed on one particular animal, for example: the wolf.

Class Skills: Handle Animal. Animal Empathy may be treated as a cross-class skill.

Granted Power: Priests have the ability of animal friendship on a favored animal of their diety. 6th level priests of the domain gain the ability of wildshape in the form of the favored animal.

1. Calm Animals
2. Animal Messenger
3. Hold Animal
4. Speak with Animals
5. Dominate Animal
6. Animal Growth
7. Summon Nature's Ally VII
8. Animal Shapes
9. Summon Nature's Ally IX

FLORA

Flora is the sphere that relates to the elves literary love of forests and the wild. By this of course it is meant that most human and humanoid rumours and texts will mention that the elusive creatures of nature, are indeed found in forests and wild places. This is probably due to the fact that those who follow Flora spheres are always found in their chosen habitat. Usually co-existing with those of the Fauna sphere who use the habitat as part of their natural animal emulation.

Class Skills: Knowledge (Nature), Wilderness Lore

Granted Power: You can use Turn Undead attempts to rebuke or command plant creatures.

1. Entangle
2. Tree Shape
3. Plant Growth
4. Control Plants
5. Commune with Nature*
6. Wall of Thorns

7. Transport via Plants
8. Command Plants
9. Shambler

*Can only be cast in an area controlled by the diety (*i.e.* forests).

HUNTING

The sphere of the hunt encompasses not only the hunt itself, but also the actual hunter: prey and the rituals that go into the sacred chase. Those who step in the tracks of the hunter best be ready to follow the codes and tenets to the letter. This sphere to the elves is almost as important as the spheres that have preceded it, for this is the old way and the way of their forefathers; since the first elf drew bow upon a deer in a deep wood.

It also covers the preparation and skinning of the prey (If it is applicable) when the hunt is done.

Class Skill: Wilderness Lore

Granted Power: True Strike 1/day.

1. Animal Friendship
2. Death Knell
3. Location Object
4. Locate Creature
5. Repel Vermin
6. Find the Plath
7. Bigby's Grasping Hand
8. Discern Location
9. Foresight

JOURNEYS

Life is a never-ending series of walkways from one realm to the next; this is especially true of those who venerate this sphere. Wanderers, vagabonds and travellers of all kinds can be walking the path of the journey. It not only covers the people however but also the travel itself and can draw power from the distance between places, worlds and even dimensions. The power exists between land, sea and air...those of the journey sphere are attuned to the places and features. Oddly enough energy can be drawn from a



signpost or a marker of some kind, at a pinch being used as a holy site. This gives rise to the old tale about Crossroads and criminal bodies/corpses. Especially the vampire, for it was said that the power contained in such transitional places could halt the rise of the dead.

Granted Power: You gain a celestial creature as if it was a familiar. Treat all details as a similar creature that was a wizard's familiar. If the celestial familiar dies, monster summoning of the type of creature will not be possible for 1 month, after that time a new celestial creature may be summoned as a familiar.

1. Expeditious Retreat
2. Animal Messenger
3. Tongues
4. Fly
5. Dimension Door
6. Passwall
7. Teleport without Error
8. Phase Door
9. Teleportation Circle

LOVE (SEX)

Attraction is a powerful thing and this is the sphere that covers all kinds of mental and physical attraction. Not only the love of a man for a woman or a brother

for a sister...but the love of a father for his son and the love of a wizard for a good strong pipe of Auld Frogfoot Tobacco. This is the sphere that the elves who enjoy a free roaming lifestyle can also enjoy, for not only does it represent the purity of a relationship to them – on the other side of the coin it becomes lust and sex. This particular sphere covers all the emotions and feelings of the relationship and the emotions/passions, outcomes of the act. So too are the mistakes that can happen, for not only does this sphere cover carnality but also birth as well. One could say that it is indeed a fertile sphere to worship, but one might be accused of using this for a quick pun.

Granted Power: The cleric may use turning attempts to end rage effects (both those from a class ability, such as the barbarian and caused by spell or supernatural ability)

1. Charm Person
2. Detect Thoughts
3. Suggestion
4. Emotion
5. Dominate Person
6. Mass Suggestion
7. Repulsion
8. Mass Charm
9. Sympathy

MISCHIEF

Those who want to rock the boat, those who want to have fun, those who are just looking to paint a picture of an orc on an elf king's portrait. Well this is the sphere for all of that for it represents jokes, japes, rib-ticklers and the spread of chaos across the world. Those who jump into the sphere of mischief are often pureblood troublemakers who have to shake the tree and see how many apples fall on hapless travellers. You might also find those elves that are of a roguish nature slip into the mischief sphere as well; after all it doesn't do any harm (to them) to keep in with the forces of chaos and disorder.

Class Skills:

Bluff, Disguise, Hide, Move Silent, Pick Pocket

Granted Power: You gain 2 bonus skill points which must be used to purchase ranks in the domain's class skills.

1. Silent Image
2. Alter Self
3. Major Image
4. Confusion
5. Persistent Image
6. Mislead
7. Reverse Gravity
8. Polymorph Any Object
9. Time Stop



MOUNTAINS

Only time and the weather can take a toll on the great mountain, so this sphere represents strength and stoic heart. Those who revere the great old men of the world do so because they feel something in common with these tireless protectors. The sphere of the mountain also represents the courage to stand against the greatest army or attempt the most dangerous task; the mountain can stand for protection from your enemies and from the element of fire, for indeed is not hot lava locked away deep inside? But the kinsman of the mountain, the volcano is a dangerous and unpredictable friend to venerate – one never quite knows when a volcano will blow.

Granted Power: You may use Spellcraft to identify any type of fire spell. You may instantly trade out a spell to be used to counterspell.

1. Feather fall
2. Soften Earth and Stone
3. Meld into Stone
4. Wall of Stone
5. Move Earth
6. Find the Path
7. Stone Tell
8. Earthquake
9. Elemental Swarm *

* Cast as an earth spell only.

PROTECTION

We shall not suffer the weak to be harmed through inaction or delayed action on our part. This is the major tenant of the sphere of protection. This stands for protection, not only of those who are of elven blood, but also those who are aligned to the side of good. Also remember that this sphere can also encompass the very animals that the elves protect and revere. Creatures such as the Unicorn and the good aligned monsters are all put under the watchful eye and gentle embrace of the cleric who follows this highly respected sphere.

Granted Power: The cleric gains the same reflex save progression as a rogue. When surprised, the cleric may make a surprise check (d20 + level + Wisdom Modifier) against a DC of 10 + d20. If the check succeeds, the cleric is not considered flatfooted.

1. Shield
2. Protection from Arrows
3. Protection from Poison
4. Leomund's Secure Shelter
5. Wall of Force
6. Stoneskin
7. Antimagic Field
8. Protection from Spells
9. Divine Glyph of Warding



SPILLS

BRIESHE'S BATTERING RAM

Conjuration (Creation)

Level: Sor/Wiz 1

Components: V, S, M/DF

Casting Time: 1 action

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

Target: Any portal within range

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

This spell conjures a 10-foot long magical oak battering ram capped with an iron ram's head. The battering ram appears and then hovers motionless in the air until you direct it to bash open a portal. Once engaged the battering ram bashes away at the barrier – once per round, striking with an effective Strength of 40 (+15 bonus) – until it breaks or the spell ends. As a free action, you can command it to bash away at a new barrier (but not creatures or walls; it remains motionless upon such commands). The battering ram floats through the air to a new barrier at a speed of 15 feet per round. The battering ram has the following statistics: AC 16; Hardness 5; hp 100; immune to spells that don't cause damage (except for *disintegrate* and *dispel magic*).

Material Component:

Small branch from an oak tree.

CAMOUFLAGE

Transmutation

Level: Drd 1, Rgr 1, Sor/Wiz 1

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The recipient of this spell including all equipment carried takes on the general coloration scheme of the immediate local environment at the time of casting allowing them to blend into the background easier. The spell bestows a +5 circumstance bonus Hide checks in the immediate environment which is lost if the environment is left.

Thus a creature in a wheat field would find that their skin and equipment take on a rich yellow and brown color and gain the circumstance bonus. If the creature chooses to move into the nearby woods however the circumstance bonus is lost as the color is not a good match for the wooded environment. In some cases the creature may suffer a penalty of up to a -5 circumstance bonus to Hide checks if the previous environment's color scheme clashes heavily with the one the creature is currently in such as the aforementioned creature moving into the gray stone environs of a dungeon.

Material Component:

Something from the immediate local environment, such as a leaf for a forest environment, or sand for a desert environment.

DARKHOOD

Conjuration (Creation)

Level: Bard 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

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

Target: One living creature

Duration: 1 round/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

The target of this spell has its head (or visual apparatus) covered in a hood or blindfold of magical darkness and is considered blinded for the duration of the spell. The hood disappears when the spell expires. Creatures who possess the exceptional abilities blindsight or tremorsense are unaffected by this spell.

EARS OF THE FOX

Transmutation

Level: Drd 1, Rgr 1

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject's hearing becomes keener. This spell grants the recipient a +8 competence bonus to Listen checks.

EYES OF THE BAT

Transmutation

Level: Drd 1, Rgr 1

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject's vision in darkness becomes keener. This spell grants the recipient the ability to emit high-frequency sound waves allowing them to 'see' (locate) objects and creatures within 120 feet in total darkness in addition to providing a +4 competence bonus to Spot and Listen checks. Although the spell is called *eyes of the bat*, the 'sight' is actually a sonic ability and can be silenced through magical means.

EYES OF THE HAWK

Transmutation

Level: Drd 1, Rgr 1

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject's daytime vision becomes keener. This spell grants the recipient a +8 competence bonus to Spot checks in daylight.

EYES OF THE OWL

Transmutation

Level: Drd 1, Rgr 1

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject's nighttime vision becomes keener. This spell grants the recipient low-light vision, allowing him to see five times as far as a human in dim light, and a +8 competence bonus to Spot checks in dusk and darkness.

FLESH TO WOOD

Transmutation

Level: Drd 6**Components:** V, S, DF**Casting Time:** 1 action**Range:** Medium (100 ft + 10ft./level)**Target:** One creature**Duration:** Instantaneous**Saving Throw:** Fortitude negates**Spell Resistance:** Yes

The target of a *flesh to wood* spell and all its possessions turn into a mindless, lifeless statue of it fails its Fortitude saving throw. The resulting wooden statue is an exact likeness of the target and if it is broken or in any way damaged, and the target is somehow returned to its normal state, it has similar damage.

As a statue, the target is not actually dead as it retains its soul, but it is not truly alive either; it is effectively in a state of permanent suspension until such time, if ever, the effects of the spell are negated. Note that only creatures made of flesh can be affected by this spell.

FLYING STONES

Transmutation

Level: Clr 3, Drd 3, Sor/Wiz 2**Components:** V, S, M/DF**Casting Time:** 1 action**Range:** Medium (100 ft + 10 ft/level)**Target:** Up to five creatures, no two of which can be more than 15 ft apart**Duration:** 1 round/5 levels (see text)**Saving Throw:** None**Spell Resistance:** Yes

This spell transmutes normal stones or small rocks into deadly magical projectiles that hover beside you awaiting your command. The stones automatically hit any target, even if the target is engaged in melee combat or has anything less than total cover or concealment. After each attack, the stones instantly reappear at your side. You may target the stones at a single or multiple opponents on your turn as a standard action, dealing 1d4+1 damage with each stone. However, you must designate your targets before you roll for spell resistance; if you beat a target's spell resistance, you can continue to attack that target with the stones for the duration of the spell. You can enchant one extra stone every two caster levels past 1st (to a maximum of five

stones). The stones remain enchanted for one round from 1st to 5th caster level, two rounds from 6th to 10th level, three rounds from 11th to 15th level, and four rounds from 16th to 20th level. When the spell duration ends, the stones drop to the ground beside you.

Material Component:

Up to five stones or small rocks.

FOCUS OF THE MAGICAL MIND

Divination

Level: Brd 2, Magic 2, Sor/Wiz 2**Components:** V, S, F/DF**Casting Time:** 1 action**Range:** Personal**Target:** You**Duration:** 1 round/level

This spell grants you increased magical focus and concentration. You gain a +1 bonus to Will saving throws, and a +2 enhancement bonus to all Concentration checks and caster level checks to beat spell resistance for the duration of the spell.

Arcane Focus:

Small glass lens worth at least 100 gp.

FORTIFY WATER/WINE

Transmutation

Level: Brd 2, Clr 2, Drd 2, Magic 2**Components:** V, S**Casting Time:** 1 action**Range:** Touch (see text)**Target:** 1 creature/2 levels**Duration:** 1 hour**Saving Throw:** Fortitude negates (harmless)**Spell Resistance:** Yes (harmless)

When cast upon a glass or mug of liquid, this spell bestows 1d8 temporary hit points and a +1 enhancement bonus to Fortitude saves to anyone who drinks it. You can affect one glass of liquid per two levels. A person must drink the whole glass to gain the spell's benefits. Alternatively, you can cast this spell upon a full wineskin or flask of liquid, but you can affect two people per flask in this manner. (However, you can cast it on multiple flasks if they are available, up to your normal caster level limit of targets affected.)



GREATER SPHERE OF ABSORPTION

Abjuration [Force]

Level: Sor/Wiz 9**Components:** V, S, M**Casting Time:** 1 action**Range:** Personal (see text)/
Medium (100 ft + 10 ft/level)**Area of Effect:** 10 ft radius burst**Duration:** Until expended or
10 minutes/level (see text)**Saving Throw:** Reflex half**Spell Resistance:** Yes (see
text)

As *lesser sphere of absorption*, except that the sphere can absorb spells of up to 7th level and deals a maximum of 20d6 damage (absorbing 20 spell levels).

Material Component:

A black star sapphire of at least 1,000 gp value.

IMPROVED CAMOUFLAGE

Transmutation

Level: Drd 2, Rgr 2, Sor/Wiz 2**Components:** V, S, M/DF**Casting Time:** 1 action**Range:** Touch**Target:** Creature touched**Duration:** 10 minutes/level**Saving Throw:** Will negates (harmless)**Spell Resistance:** Yes (harmless)

As *camouflage* above, except that the coloration changes with the environment. Thus a creature could move from the dark green of the forest to the dark brown of an abandoned mine and have their skin color change accordingly.

Material Component: Something from the initial local environment, such as a leaf for a forest environment, or sand for a desert environment.

KEEN EYES OF THE HUNTER

Divination

Level: Drd 2, Rgr 2, Sor/Wiz 2**Components:** V, S, M/DF**Casting Time:** 1 action**Range:** Personal**Target:** You**Duration:** 1 minute/level**Saving Throw:** No**Spell Resistance:** None

Your hunting senses are temporarily enhanced by this spell. You receive a +2 insight bonus to all Search, Spot and Wilderness Lore checks, and a +1 insight bonus to all non-magical ranged attacks. You gain these benefits only if you are outdoors.

Arcane Material Component: A feather from an eagle, falcon, or hawk.

LESSER SPHERE OF ABSORPTION

Abjuration [Force]

Level: Sor/Wiz 7**Components:** V, S, M

Casting Time: 1 action

Range: Personal (see text)/
Medium (100 ft + 10 ft/level)

Area of Effect: 10 ft radius burst

Duration: Until expended or 10 minutes/level
(see text)

Saving Throw: Reflex half

Spell Resistance: Yes (see text)

This spell allows you to absorb spells directed at you and channel their power into a potent sphere of magical force. The sphere appears above your head when you cast the spell and begins crackling with black lightning as it absorbs spells. Spells directed at you seem to reflect off your body and into the sphere, creating a small explosion of sparks. The sphere hovers in place, moving where you move. You do not have to concentrate for the sphere to absorb spells.

As a standard action (at any time during the spell's duration or once the maximum number of spell levels are absorbed), you can direct the sphere of energy at any point within range, dealing 1d6 points of energy damage for each spell level absorbed (maximum 10d6, or 10 spell levels). The sphere flies in a straight line and explodes at the designated point or if it impacts against any objects barring its flight path, dealing damage to all within a 10-foot burst radius (spell resistance applies normally). Creatures in the area of effect are allowed a Reflex save to reduce the damage by half.

The sphere only absorbs spells that have you as the target, cause damage (including ability damage and negative levels), and aren't area spells. Furthermore, only spells of 4th level or lower are absorbed – spells of higher level are too powerful to be absorbed by the sphere. For example, *shocking grasp* and *inflict minor wounds* are absorbed by the sphere, but *fireball* (area) or *polymorph other* (no damage) are not. You can elect to lower any spell resistance you have to absorb spells while the sphere is in place.

If a spell absorbed by the sphere would put it over the 10 total spell levels maximum, the spell is not absorbed and it affects you normally. When the maximum absorption is reached, you must direct the sphere at an area on your next turn or the sphere immediately explodes above your head, dealing damage to you and all those who are within the 10-foot burst radius. If you have lowered your spell resistance, it does not apply in this case, but you can

still make a Reflex saving throw for half-damage. If others are in the area of effect, any spell resistance they have applies normally.

Material Component:

A black star sapphire of at least 500 gp value.

LIFE SENSE

Divination

Level: Clr 2, Drd 2

Components: V, S

Casting Time: 1 action

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

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

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

You can sense the presence and health conditions of friends or allies within range of the spell. If an ally is within range, you instantly know his position (for example, "110 feet east and 30 feet north" or "125 feet west and 20 feet down") and you can gauge his relative health (normal, dying, or dead). However, you must concentrate on a single ally to determine other conditions affecting him (such as blinded, fatigued, paralyzed, and so on). This spell foils any ability or spell that allows an ally to feign death, but is blocked by *nondetection* or other spells and spell-like abilities that hamper detection and scrying magic. This spell cannot be used to detect the presence of enemies or evil creatures, either known or unknown.

MASS IMPROVED CAMOUFLAGE

Transmutation

Level: Drd 3, Rgr 3, Sor/Wiz 3

Components: V, S, M/DF

Casting Time: 1 action

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

Target: One creature/level, no two of which can be more than 30 ft apart

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

As *improved camouflage* above except that it affects up to one creature per caster level.

The material component is something from the initial local environment, such as a leaf for a forest environment, or sand for a desert environment.

MASS QUIET STEP

Transmutation

Level: Drd 3, Rgr 3, Sor/Wiz 3**Components:** V, S, M/DF**Casting Time:** 1 action**Range:** Close (25 ft + 5 ft/2 levels)**Target:** One creature/level, no two of which can be more than 30 ft apart**Duration:** 10 minutes/level**Saving Throw:** Will negates (harmless)**Spell Resistance:** Yes (harmless)As *quiet step* above except that it affects up to one creature per caster level.**Material Component:** a small piece of soft leather.**MOONSPRAY**

Evocation [Light]

Level: Brd 2, Sor/Wiz 2**Components:** V, S, M**Casting Time:** 1 action**Range:** Medium (100 ft + 10 ft/level)**Area:** 10-ft. radius burst**Duration:** Instantaneous**Saving Throw:** Reflex negates and half (see text)**Spell Resistance:** Yes

With this spell, you create brilliant beams of moonlight that explode outward from a designated point, dealing 1d8 points of damage +1 point per caster level to all creatures in the area (maximum +20 damage). In addition, all creatures caught in the burst of moonlight are blinded for 1d4 rounds. A successful Reflex saving throw negates the blindness and reduces the damage by half. Moon spray does not deal extra damage to undead or creatures adversely affected by sunlight.

Material Component: A crystal or glass bead.**NOSE OF THE DOG**

Transmutation

Level: Drd 1, Rgr 1**Components:** V, S, DF**Casting Time:** 1 action**Range:** Touch**Target:** Creature touched**Duration:** 1 hour/level**Saving Throw:** Will negates (harmless)**Spell Resistance:** Yes (harmless)

The subject's sense of smell becomes keener. This spell

grants the recipient the ability to detect creatures and specific scents within 30 feet through an enhanced sense of smell. If the creature or scent is downwind, the distance is increased to 60 feet. If the creature or scent is upwind, the distance is reduced to 15 feet. Strong scents, such as smoke, can be detected at twice the distances noted above. Overpowering scents, such as skunk musk or a decaying corpse, can be detected at triple the distances noted above.

Merely detecting a scent does not reveal the exact location of the creature or the origin of the scent. The subject can take a partial action to determine the direction of the scent. If the subject moves to within 5 feet of the scent the source can be pinpointed.

The subject may track a creature using its newly enhanced sense of smell ignoring visibility restrictions and surface conditions. Base DC for a fresh trail is 10 with an increase of 2 for every hour since the trail was made in addition to the normal modifiers for tracking. These tracking efforts are made with a +8 competence bonus due to the enhanced sense of smell.

OBSCURING LEAVES

Conjuration (Creation)

Level: Drd 1, Rgr 1**Components:** V, S**Casting Time:** 1 action**Range:** Personal (5' diameter circle centered on you)**Target:** You**Duration:** 1 minute/level

You are surrounded by whirling leaves that make it difficult for opponents to see you. The leaves provide the equivalent of almost total concealment (40% miss chance).

The leaves are not a hindrance to you, as they always stay clear of your line of sight so they do not provide cover to opponents. There is no way to clear the leaves from you, even with fire, as they are magically replenished in an instant as long as the spell is in effect.

PHASE ARROWS

Transmutation

Level: Sor/Wiz 4**Components:** V, S, M**Casting Time:** 1 action**Range:** Medium (100 ft + 10 ft / level)**Target:** Up to one projectile/level, all of which must

be within 10 ft of the caster at the time of casting

Duration: 1 round

Saving Throw: None

Spell Resistance: No

The caster can affect up to one arrow, bolt, or stone per level. The projectiles must all be within 10 feet of the caster at the time of casting and must be loosed before the end of the next round or the magic is lost.

Projectiles affected by this enchantment can phase ethereally through one material obstacle on the way to their intended target. They ignore any cover or armor bonuses to AC provided by that obstacle. Thus a creature peering around a tree would not receive the benefit of three-quarters cover (+7 to AC) and could be hit normally, nor would a creature wearing splint mail gain its armor bonus (+6 to AC).

If there are multiple obstacles providing cover, the *phase arrow* can only phase through the first obstacle. Thus a *phase arrow* fired at a creature wearing leather armor and using a tree for cover would ignore the cover bonus to AC provided by the tree but not the armor bonus provided by the leather armor.

The person employing a *phase arrow* must still be able to see at least something of the target in order to get an idea of where the target is. Thus a *phase arrow* could be used against a creature peering out from behind a door (nine-tenths cover) as long as the person aiming the arrow can see that the creature is there.

A *phase arrow* can be fired at a creature that cannot be seen, such as a creature behind a closed door, but the creature is treated as if it was *invisible* and derives all the benefits from that condition i.e. the shooter must have spotted it, heard it, or otherwise knows it is there in which case the shooter has a 50% miss chance.

Phase arrows can be used to strike ethereal creatures if the creature can be seen and if the *phase arrow* does not have to pass through a material object on the way to the creature. Because they travel through the Ethereal Plane, *phase arrows* cannot bypass force effects and creatures employing force effects are entitled to the force effects' full protection against *phase arrows*. Magic armor does not stop the phasing of a *phase arrow* unless it is based on a force effect.

QUIET STEP

Transmutation

Level: Drd 2, Rgr 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The recipient's footwear, or bare feet if none is worn, becomes soft and supple absorbing noise and conforming better to the contours of the terrain. The spell bestows a +5 circumstance bonus to all Move Silently checks.

Material Component: A small piece of soft leather.

RAY OF CLUMSINESS

Necromancy

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

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

Effect: Ray

Duration: 1 minute/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

An oily-black ray shoots from the caster's hand. A successful ranged touch attack is required to hit the target. The target suffers a -1d6 enhancement penalty to Dexterity. For each two caster levels the target suffers an additional -1 enhancement penalty up to a maximum additional enhancement penalty of -5. The target's Dexterity score cannot drop below 1.

RAY OF DIMWITTEDNESS

Necromancy

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

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

Effect: Ray

Duration: 1 minute/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

A dull-gray ray shoots from the caster's hand. A successful ranged touch attack is required to hit the target. The target suffers a -1d6 enhancement penalty to Intelligence. For each two caster levels the target suffers an additional -1 enhancement penalty up to a maximum additional enhancement penalty of -5.

The target's Intelligence score cannot drop below 1. Wizards affected by this spell have their ability to cast spells severely curtailed, as it is likely their Intelligence score will drop to below the minimum needed to cast certain levels of spells if not all spells completely.

RAY OF GRACELESSNESS

Necromancy

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

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

Effect: Ray

Duration: 1 minute/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

A smoky ray shoots from the caster's hand. A successful ranged touch attack is required to hit the target. The target suffers a -1d6 enhancement penalty to Charisma. For each two caster levels the target suffers an additional -1 enhancement penalty up to a maximum additional enhancement penalty of -5. The target's Charisma score cannot drop below 1. Bards and Sorcerers affected by this spell have their ability to cast spells severely curtailed, as it is likely their Charisma score will drop to below the minimum needed to cast certain levels of spells if not all spells completely.

RAY OF IMPRUDENCE

Necromancy

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

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

Effect: Ray

Duration: 1 minute/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

A bright-pink ray shoots from the caster's hand. A successful ranged touch attack is required to hit the target. The target suffers a -1d6 enhancement penalty to Wisdom. For each two caster levels the target suffers an additional -1 enhancement penalty up to a maximum additional enhancement penalty of -5. The target's Wisdom score cannot drop below 1. Clerics and Druids affected by this spell have their ability to cast spells severely curtailed, as it is likely

their Wisdom score will drop to below the minimum needed to cast certain levels of spells if not all spells completely.

SACRED CLAW

Evocation [Force]

Level: Drd 2, Rgr 2

Components: V, S, DF

Casting Time: 1 action

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

Effect: Magic Claws of Force

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

The *sacred claws* spell brings into existence a bestial claw made of pure force that attacks the caster's designated opponent up to the maximum distance indicated. Regardless of the type of claw chosen (see below), the sacred claw deals 1d8 points of damage per hit, has a critical threat range of 20 and does double damage on a successful critical hit. The *sacred claw* can attack once the round it is cast and every round thereafter according to its attack bonus. It uses the caster's base attack bonus as its attack bonus, allowing multiple attacks per round if the caster's attack bonus is sufficient. It is a spell (force effect), not a weapon, so it can attack all creatures, such as incorporeal, which are subject to force effects.

The *sacred claw* always strikes from the caster's direction and does not count as an actual combatant. It does not receive a flanking bonus nor can it help another combatant get one. It does not gain any of the caster's feats (such as Cleave) nor can it perform special combat actions (such as disarm), or be affected by them. If the *sacred claw* moves beyond the maximum spell range, goes out of sight, or if caster does not designate a new opponent should the original one be defeated, the *sacred claw* ceases its actions and returns to hover at the caster's side.

Anytime after the first round the caster may use a move-equivalent action to designate a new target for the *sacred claw*. If the caster does not designate a new target, the *sacred claw* continues to attack the previous round's target. Since designating a new target is a move-equivalent action, the *sacred claw* can only attack once during the round the new target is designated even if it has multiple attacks due to the caster's base attack bonus.

The *sacred claw* can attack creatures with Spell Resistance. The Spell Resistance is resolved the first time the *sacred claw* attacks. If the creature successfully resists, the *sacred claw* is dispelled. If the creature's SR fails, the weapon can attack the creature normally for the duration of the spell.

The caster may choose the form that the *sacred claw* takes. Elves often choose the claws of local raptors, such as hawks or eagles or even griffons. Rangers seem to prefer the larger land-based predators such as bears or mountain lions.

SHARD STORM

Conjuration (Creation)

Level: Drd 6

Components: V, S

Casting Time: 1 action

Range: Varies (see text)

Area: Varies (see text)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

The caster shoots forth thousands of stone shards from his person. The shards cause 1d8 points of damage per caster level (maximum 15d8) to everyone within the area of effect.

The caster can choose to have the shards delivered in a cone with a length of 40' or a circular burst with a radius of 20'.

SNEAK OF THE WEASEL

Transmutation

Level: Drd 1, Rgr 1

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject's movements become more skillful. This spell grants the recipient a +4 competence bonus to Hide and Move Silently checks and a +8 competence bonus to Balance checks.

SPELL ARROW

Transmutation

Level: Brd 1, Drd 1, Clr 1, Rgr 1, Sor/Wiz 1

Components: V, S, F/DF

Casting Time: 1 action

Range: Touch

Target: Arrow touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Spell arrow gives an arrow the ability to deliver any touch spell of 3rd level or lower that the spellcaster can cast and has available at the time of the casting of *spell arrow*. The touch spell remains available as long as *spell arrow* is in effect (1 minute/level) but if it is not delivered within that time, it is lost when the *spell arrow* ends.

An archer delivers an arrow enchanted with *spell arrow* just as he would a normal arrow. However, he only needs to succeed at a ranged touch attack in order to deliver the spell effect. Thus it is possible that the arrow does not deal damage (fails at a ranged melee attack) but still delivers the spell (succeeds at a ranged touch attack).

For example, an archer attempts to shoot a *spell arrow* carrying a *shocking grasp* spell at an ogre. The ogre's AC against the ranged melee attack is 16, but against the ranged touch attack is only an 8. The archer gets a total of 13 on the attack roll, good enough to deliver the *shocking grasp* but failing to cause any damage with the arrow itself. Had he managed a total of 16 or better, the ogre would have taken damage from both the *shocking grasp* as well as the arrow itself.

SPLINTER STORM

Conjuration (Creation)

Level: Drd 4, Rgr 4

Components: V, S

Casting Time: 1 action

Range: Varies (see text)

Area: Varies (see text)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

The caster shoots forth thousands of jagged wooden splinters from his person. The splinters cause 1d6 points of damage per caster level (maximum 10d6). The caster can choose to have the splinters delivered in a cone with a length of 40' or a circular burst with a radius of 20'.

STAR HALO

Evocation

Level: Sor/Wiz 3**Components:** V, S, M**Casting Time:** 1 action**Range:** Personal (see text)**Target, Effect, or Area:** See text**Duration:** 1 minute/level (see text)**Saving Throw:** See text**Spell Resistance:** Yes

A ring of small stars slowly orbits your head when you cast this spell. Once per round as a standard action (that does not provoke an attack of opportunity), you can command one of the stars to explode, releasing a magical effect. Each star is capable of producing one of the following effects:

- 1) *Cluster of Shooting Stars:* The star explodes into a cluster of four tiny shooting stars, which you can direct at one or multiple targets within 100 feet. The shooting stars automatically strike any target with less than total cover or concealment, stunning the target for 1 round (a successful Will saving throw negates the effect). If you target a single creature with multiple shooting stars, it saves against each one – the number of failed saves determines how many rounds the target is stunned. The shooting stars move to avoid any creatures or barriers in their flight path, but they cannot pass through solid objects or magical walls of any kind. If a creature you target has spell resistance, you must make a caster level check to beat his spell resistance or the shooting star has no effect and is wasted. However, once you beat a target's spell resistance, you can target him freely with any remaining stars for the duration of the spell.
- 2) *Orbiting Shield:* Instead of exploding, the star begins orbiting your body. In this position, it can move to deflect any incoming *magic missiles* or projectiles (arrows, bolts, sling stones, thrown weapons and so on) directed at you by a single opponent for 1 round per two caster levels. The star has a 50% chance to deflect each projectile, regardless of how many are directed at you by an opponent. You can choose to have the star deflect a different opponent's attacks each round as a free action. The star cannot deflect missiles from spells such as *melf's acid arrow*, the fiery bolts of

flame arrow (but it can deflect the flaming normal projectiles of *flame arrow*), or similar missiles that are conjured or magically created, except for *magic missiles*, as noted above.

- 3) *Revealing Stardust:* Instead of exploding, the star shoots through the air at a height of 15 feet up to 100 feet in a direction determined by you, trailing glittering stardust behind it. The trail of dust settles to the ground, coating all creatures and objects in an area 10 feet wide along the star's flight path. Invisible objects and creatures in this area are revealed for 1 round per caster level as per the *glitterdust* spell, but are not blinded. The star flies in a straight path and cannot pass through barriers of any kind – if it strikes a barrier, the star winks out of existence.
- 4) *Star Cloud:* The star explodes into a colorful cloud of sparkling dust. The dust cloud surrounds and moves with you, granting you a +2 deflection bonus to AC for 1 round per caster level.
- 5) *Streaking Comet:* A tiny, gleaming white comet streaks toward and automatically strikes any target with less than total cover or concealment within 100 feet, dealing 4d4 points of damage (no saving throw). The comet moves to avoid any creatures or barriers in its flight path, but it cannot pass through solid objects or magical walls of any kind. Although this effect doesn't allow a saving throw, if any opponent you target has spell resistance you must make a caster level check to beat his spell resistance (as with the cluster of shooting stars).

The number of stars you can create with this spell depends on your caster level: from 5th to 8th level, you can create two stars; from 9th to 12th level three stars; from 13th to 16th level four stars; and from 17th to 20th level five stars. While orbiting your head, each star radiates enough light to illuminate a 5-foot radius – thus, five stars illuminate a 25-foot radius, four stars illuminate a 20-foot radius, and so on. As each star is commanded to release its effect, the radius of illumination decreases appropriately. The effect of a star remains in place until its individual duration ends or the spell's duration ends (whichever comes first), and multiple stars can remain in effect at the same time.

Material Component:

A silver pearl worth at least 50 gp.

STRENGTH OF THE OAK

Transmutation

Level: Clr 5, Drd 5, Plant 5, Strength 5**Components:** V, S, DF**Casting Time:** 1 action**Range:** Touch**Target:** Creature Touched**Duration:** 10 minutes/level**Saving Throw:** Will negates (harmless)**Spell Resistance:** Yes (harmless)

This spell provides benefits like *bull's strength* and *barkskin* combined. The subject of this spell gains a 1d4+1 enhancement bonus to Strength and a +3 natural armor bonus to AC. In addition, the subject also gains a +10 enhancement bonus to Hide checks when in forest surroundings as his appearance takes on bark-like textures and hues.

SWIRL OF LEAVES

Conjuration (Creation)

Level: Drd 2, Rgr 2**Components:** V, S, DF**Casting Time:** 1 action**Range:** Medium (100 ft + 10 ft/level)**Target:** Creatures and objects within 30 ft radius**Duration:** 1 round/level**Saving Throw:** None**Spell Resistance:** No

A swirl of autumn-colored leaves surrounds everyone and everything in the area. Creatures, even those with low-light vision or darkvision, are blinded as long as they remain within the swirling mass of leaves.

Blinded creatures suffer a 50% miss chance in combat (all opponents are considered to be under full concealment), lose any Dexterity bonuses to AC, move at half speed, and suffer a -4 penalty on most Strength- and Dexterity-based skills.

THORN STORM

Conjuration (Creation)

Level: Drd 2, Rgr 2**Components:** V, S**Casting Time:** 1 action**Range:** Varies (see text)**Area:** Varies (see text)**Duration:** Instantaneous**Saving Throw:** Reflex half**Spell Resistance:** Yes

The caster shoots forth thousands of thorns from his person. The thorns cause 1d4 points of damage per two caster levels (maximum 5d4) to everyone within the area of effect.

The caster can choose to have the thorns delivered in a cone with a length of 40' or a circular burst with a radius of 20'.

TREE SHIELD

Abjuration

Level: Clr 1, Drd 1, Protection 1, Rgr 2**Components:** V, S, DF**Casting Time:** 1 action**Range:** Touch (see text)**Area of Effect:** All within 15-ft. radius**Duration:** 1 round/level**Saving Throw:** No**Spell Resistance:** None

This spell is centered on a single tree you touch. The tree's branches twist and lower to provide cover to all creatures within a 15-foot radius. Those within the spell's radius gain one-quarter cover against all ranged attacks (+2 AC bonus and +1 Reflex save bonus) and are protected against *magic missiles*. The spell provides no protection against melee attacks as opponents can easily duck underneath the covering boughs and engage in combat. Those leaving the radius of the boughs are unprotected. When the spell expires, the branches bend back to their natural positions.

VINE WHIP

Conjuration (Creation)

Level: Sor/Wiz 1**Components:** V, S, M/F**Casting Time:** 1 action**Range:** Personal**Target:** You**Duration:** 1 hour/level

This spell conjures a 15-foot long whip made of a strand of green vine. It is very much like a normal whip in most respects. It deals only subdual damage and deals no damage to any creature with a +1 or greater armor bonus or a +3 or greater natural armor bonus. It is considered to be a ranged weapon with a maximum range of 15 feet and no range penalties. Unlike a normal whip, however, the *vine whip* is controlled by the spellcaster's thoughts rather than physical action. Thus for the purposes of any rolls

relating the *vine whip*, such as attack and opposed rolls, the caster uses his Intelligence modifier as the relevant bonus rather than his Dexterity modifier (if any).

You can use the *vine whip* to make trip attacks, a melee touch attack, by wrapping it around an enemy's arm or leg. If you are tripped during the trip attempt, you can drop the *vine whip* to avoid being tripped. In addition, the *vine whip* provides a +2 bonus on your opposed attack roll for the purposes of disarming an opponent. The +2 bonus also counts toward your roll to keep from being disarmed yourself if you fail your disarm attempt.

The chief advantage of the *vine whip* is that it can be used to channel and discharge any touch spells of 3rd level or lower through it thus effectively extending the range of those spells. Once a *vine whip* has been created you can use it to hold the charge of any one

touch spell; instead of charging up your hand, you choose to have the touch spell charge up the *vine whip* instead. Thereafter the *vine whip* discharges the spell whenever you succeed at a melee touch attack against an opponent. The *vine whip* can only hold one touch spell at a time; you cannot cast another touch spell onto the whip until the first spell has been completely discharged. The *vine whip* does not change the qualities of the touch spell at all merely serving as a conduit instead of your hand. Thus it does not allow multiple dischargings unless the touch spell itself does.

Often the *vine whip* is charged up with the most powerful touch spell available to the spellcaster and then carried until needed. When employed, it is usually done so in combination with a trip or disarm attempt, the spell discharging at the moment of contact.

Material Component/Focus:

A small piece of vine.

WALL OF WOOD

Conjuration (Creation)

Level: Drd 4, Rgr 4

Components: V, S, DF

Casting Time: 1 action

Range:

Medium (100 ft + 10ft./level)

Effect: Wood wall whose area is up to 5ft. square/level (see text)

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

This spell causes a wood that uses adjoining trees as anchor points. It is often utilized to create a holding pen, fortification, or crude shelter.

The *wall of wood* is 1 inch thick per four caster levels and composed of up to one 5-foot square per level. You can double the wall's area by halving its thickness. The wall cannot be created in the same space as another object (with the exception of anchoring trees) or creature.



The *wall of wood* can be created in almost any shape desired. It need not be on a firm foundation nor be vertical, however it must be supported by at least two trees of the same or greater height, and at least as far apart, as the height of the wall itself. Note that these trees do not form any kind of border or limit to the size and shape of the wall beyond that which is stated above. Thus a 10th level caster could create a total of ten 5-foot squares of two inches thickness. If the wall she creates is to be ten feet long, within the run of the wall she would have to include two trees that are at least ten feet in height as well as being at least ten feet apart. But these two trees could be anywhere within the 50 foot of length of the wall; one tree could anchor a side and the next could be ten feet away with the remaining 40 feet of the wall extending from it.

It can be used as a bridge, providing that it can be anchored between two trees, one on each side of the obstacle to be crossed. If the span is more than 20 feet, the wall must be supported. Creating the supports cuts the available area for the wall in half. Thus a 10th level caster could create a span with a surface area of five 5-foot squares (enough to cover a span of 25' with a width of 5') that was two inches thick.

As with any wooden wall, the wall can be destroyed by appropriate magic or by normal means such as burning or chopping. Each 5-foot square has 10 hit points per inch of thickness. The wall is hit automatically, but the wood is very hard and ignores the first 6 points of damage from each strike against it. A section of the wall is opened if its hit points drop to 0 or below. A creature can try to break through the wall with a single strike but it must succeed at a Strength check with a DC of 15 + 2 per inch of thickness.

Although it is possible to try and trap opponents within or under an appropriately shaped *wall of wood*, the creatures are allowed a Reflex saving throw with success indicating that they have avoided being trapped.

WINGS OF THE EAGLE

Transmutation

Level: Drd 3, Rgr 3

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell causes a pair of giant eagle's wings (total wingspan of 20 feet) to sprout out of the subject creature's back. The subject cannot be wearing metal armor or the spell fails.

The wings allow the creature to fly with a speed of 80 feet per round with average maneuverability under a light load. With a medium load movement rate drops to 60 feet per round and maneuverability is now poor. Under a heavy load speed is still at 60 feet per round, but maneuverability becomes clumsy. The wings provide the equivalent Strength of 18 as far as determining the load.

Because of the size of the wings, they can be targeted separately. Each wing is considered to have an Armor Class of 15 and 5 hit points each (which are separate from the hit points of the creature) for purposes of determining damage. If a wing is reduced to 0 hit points, the creature can no longer fly and drops in a controlled spiral to the ground. Should both wings be reduced to 0 hit points, the creature immediately plummets to the ground suffering falling damage.

WOOD TO FLESH

Transmutation

Level: Drd 6

Components: V, S, DF

Casting Time: 1 action

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

Target: One subject affected by a *flesh to wood* spell

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

The sole purpose of this spell is to reverse the effects of a *flesh to wood* spell. It restores such a subject, and its equipment, to its original state. However, the process is dangerous and the subject must succeed at Fortitude saving throw (DC 15) to survive the process. This spell cannot be used to any other effect.



CHAPTER FOUR: PRESTIGE CLASSES

THE ELVEN FORESTER

"The last person who tried to cut down a tree in my forest was carried home by his friends in a bucket."

~Unknown

Those elves with an affinity for the forests are rumored to be taught by the trees and beasts themselves the secrets of moving without being heard or seen, the art of vanishing without magic. They are so in tune with their surroundings that their passage makes less noise than a breath of wind and is less noticeable than a fleeting shadow across the fallen leaves. Elven Foresters have spent so much time in the wooded wilderness that they are fiercely protective of it, as though there is a bond between them deeper than blood ties. None will leave a hunter or woodcutter unchallenged. If they disagree with anything done in a forest by anyone, they will object strongly and even violently. Many of their victims are unaware of their presence before the inevitable. It is whispered by some that these elves feel the pain dealt to anything living within the forest lands they love.

Those who do finally leave the forests find their skills there are just as easily used in the cities and other areas. Though they are far more adept at hiding in the wilderness, stealth on paved roads and carpeted floors is simple after mastering silence on dried leaves and high boughs. They often move quietly without even be aware of it, which startles more than a few people they inadvertently sneak up on. They soon grow weary of the noise and sights of cities, though, and return to the wild as soon as they can, whether alone or in company.

They have great respect for forest animals, and if meat is needed (or an animal is dying, or a threat) they have learned the best and quickest way to strike a killing blow to a creature without causing undue pain. They have also trained themselves how to remain unseen until their quarry comes into range, whereupon they will leap from concealment and deliver a surprise attack.

Although all Elven Foresters are alike in their protection of the forests, they can be very different in their attitudes towards the sentient races. It often depends on just how long they have spent alone in the wilderness. Most will readily work with other races on one quest or another, but some turn savage and forget civilization. The latter usually never leave their forests, and to those who intrude upon them are dealt a swift and silent death. This can cause some problem, as the skills of the Elven Foresters are legendary and highly sought after in adventuring circles.

Elven rangers and druids are particularly suited and drawn to the ways of the forester, as their love for the out-of-doors makes it that much easier for them to listen to the lessons of nature. Some others also seek to learn the ways of the wild, though, and must leave the cities behind to do it. Perhaps for all time.

Hit Die: d6

REQUIREMENTS

To qualify for the Elven Forester class, a character must fulfil all the following requirements:

Alignment: Any but Lawful.

Base Attack Bonus: +3

Skills: Hide 10 ranks; Move Silently 10 ranks; Knowledge (Flora & Fauna) 5 ranks; Animal Empathy 5 ranks; Wilderness Lore 5 ranks; Spot 3 ranks; Listen 3 ranks.

Feats: Endurance; Skill Focus (Hide and Move Silently); Track.

Special: To qualify for the Forester the Elf must spend at least one month alone in a forest and survive by working with nature, not against it.

CLASS SKILLS

The Forester Class Skills (and the key ability for each Skill) are as follows: Animal Empathy (Cha); Balance (Dex); Climb (Str); Handle Animal (Cha); Hide (Dex); Intimidate (Cha); Knowledge [Flora & Fauna] (Int);

Listen (Wis); Move Silently (Dex); Spot (Wis); Swim (Str), Tumble (Dex), Wilderness Lore (Wis).

Skill points at each level are 6+Int Modifier

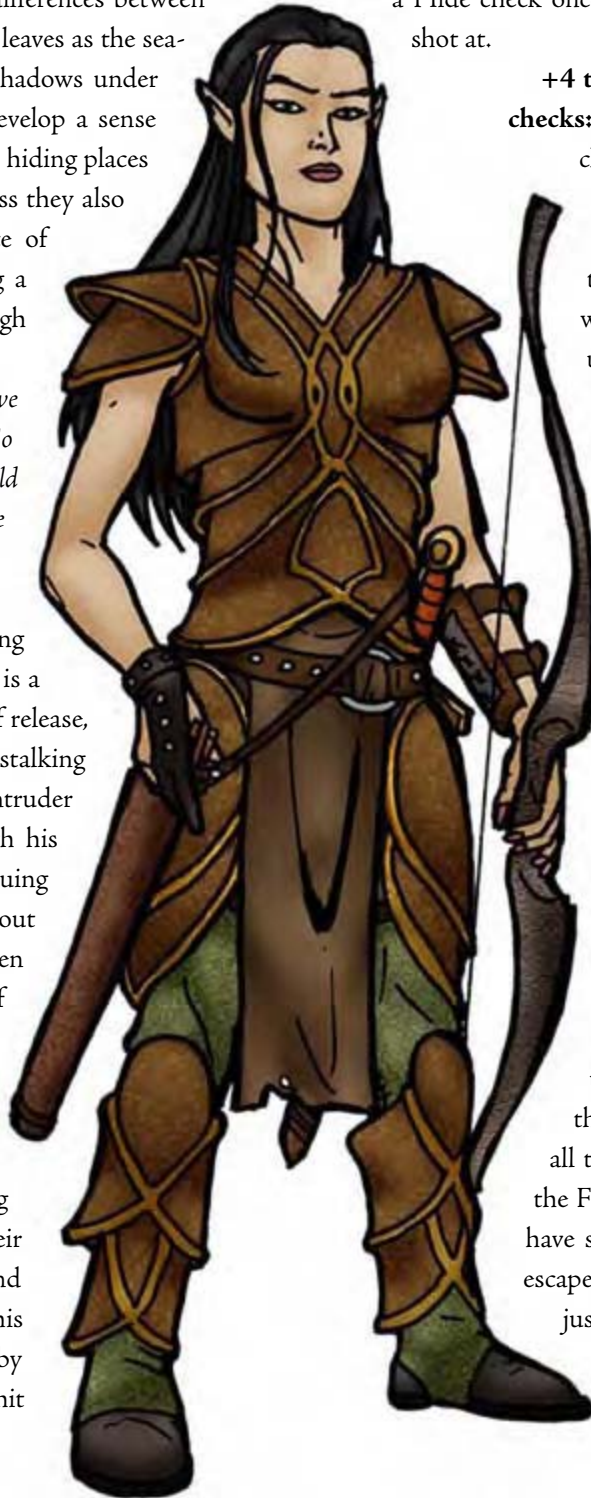
CLASS FEATURES

These are the Class Features for the Elven Forester Class and where appropriate the DC for any checks have been given, plus other pertinent information.

+2 to all Hide and Move Silently checks: The Forester is just learning the ways of the forest and how insects and animals avoid being seen and heard. The mix of colors, the subtle differences between the hues of tree species, of leaves as the season changes, the play of shadows under the forest canopy. They develop a sense of where the most effective hiding places are, and with this awareness they also begin to take more notice of where they walk, ensuring a more silent passage through the wilderness.

Note that Hide and Move Silently checks to not stack. So by 10th level a Forester would have a +8 bonus to Hide and Move Silently only.

Mercy Attack: There comes a time where killing is necessary. Perhaps there is a wounded animal in need of release, or a dangerous creature stalking the forest. Maybe an intruder is wounding the trees with his axe, or hunters are pursuing innocent animals without remorse. Perhaps the Elven Forester is in need of meat – or something else has decided the Forester would make a good meal. Elven Foresters have a keen understanding of anatomy through their observations of animals, and they are able to utilize this knowledge once a day by automatically turning any hit roll into a critical.



Sneak Attack: The most successful attack is often the one that nobody expects. With their continued studies of predatory animals, Foresters are able to leap upon an unwary target without being noticed until they strike. Elves gain a +1d6 to Sneak Attack if they do not possess this skill. To those with whom it is already familiar, they extend their skill into ranged attacks. They are capable of standing concealed behind some tree and loosing an arrow or other projectile at a distant target. The advantage to attacking from a distance is that they can stay hidden... if they succeed a Hide check once their foe is aware he is being shot at.

+4 to all Hide and Move Silently checks: As the Forester becomes more closely attuned to the wilderness, and so does their abilities for stealth. Not for nothing do they watch how predators move with silent swiftness through undergrowth and along mossy branches. And not for nothing do they pay close attention to how the predator's prey lies completely still amidst the brush, unmoving and perfectly hidden until danger has passed. The Forester puts these methods into practice as often as possible, even when there is no immediate need, until it seems to others that walking softly is second nature to them.

Supernatural Hide in Wilderness: Too often the sun is viewed as an enemy to those who would remain unseen. Shadows are seen as the friend of the stealthy, hiding all things in velvety blackness. But the Forester knows differently. They have seen animals in the wilderness escape hunters in broad daylight just by staying still near any good-sized rock or foliage that happened to be handy. Some have even observed

how lionesses hunt - their golden fur blending in with the sun-touched savanna to near invisibility. Taking all this into account, Foresters are able to hide even while in direct view of sunlight, but only in the wilderness.

Sneak attack at +2d6: Their expertise with silent attacks grows, and the Forester is able to take down more difficult prey. This is often the time when they themselves choose to become remorseless hunters (only not of animals). Intruders are always abroad in the forests, and Elven Foresters take their roles as protector, defender and avenger very seriously.

+6 to all Hide and Move Silently checks: Of course, the wilderness isn't the only place to practise stealth. The cities are jungles of another fashion with their cobbled ground and drab buildings. The Forester is eager to try their skills in all surroundings. The sound of feet on stone is different to feet on leaves, and there are more people watching you in a populated area than in a forest. Nevertheless, the Forester manages only to increase abilities in moving silently and hiding from friendly and unfriendly eyes alike.

Swift Stealth: There are often times when speed is of the utmost importance, and getting away from something while making the minimum amount of noise is a better idea than staying in the immediate area and trying to hide. Foresters have a better chance at making a swift and silent escape than most. Their

skills in moving silently extend to allow for speed, halving the penalties one would normally suffer (eg. a -10 penalty for running while using Move Silently instead of -20). Although it is still difficult to be quiet while moving at a flat-out run, with continued practice it becomes less so. And in time, some Foresters become so good at moving silently that the disadvantages of speed might as well no longer exist.

Sneak attack at 3d6: The Elven Forester is now capable of causing more damage with surprise attacks and will be less hesitant to take on even larger foes. Some prefer this method of attacking to frontal assaults so much that they will flee from a fray and strike again unexpectedly from a vantage point, repeating again and again in effective hit-and-run tactics.

+8 to all Hide and Move Silently checks: The Forester is continuously striving to perfect their skills in stealth for all situations. They have spent so much time trying to be invisible and silent that they start to use their abilities almost without thinking. Turn your back on them and you might not see them when you look their way again. They could cross a room without you even noticing, not that they mean to be quiet about it... just because this is what they have become. Utterly silent, unless they wish to be heard, and practically invisible, until they make their presence known.

THE ELVEN FORESTER

Class Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1st	+0	+0	+2	+0	+2 to Hide and Move Silently checks
2nd	+1	+0	+3	+0	Mercy Attack
3rd	+2	+1	+3	+1	Sneak Attack +1d6, or Sneak Attack ranged.
4th	+3	+1	+4	+1	+4 to Hide and Move Silently checks
5th	+3	+1	+4	+1	Supernatural hide in wilderness
6th	+4	+2	+5	+2	Sneak attack at +2d6
7th	+5	+2	+5	+2	+6 to Hide and Move Silently checks
8th	+6	+2	+6	+2	Swift Stealth
9th	+6	+3	+6	+3	Sneak attack at +3d6
10th	+7	+3	+7	+3	+8 to Hide and Move Silently checks

THE ELVEN CAROUSER

“Of course I was invited, just look at my name on your list and you’ll see it’s there. WHAT? It’s not there, this is an outrage...when my father hears that his Son, the Crown Prince of the realms has been refused entry to this occasion you’d better start looking for a new line of work!”

~Whistler ‘Jade’ Starfall.

There are those Elves who just can’t keep away from a function or party to save their lives, they are trained in the arts of carousing and have a vast tolerance for any kind of drink, food and company. They love nothing more than to fritter away hour after hour in bars, flophouses, taverns and court settings. Tall tales and gossip draw these particular creatures to them like moths to a flame. But they are not just carousers; they have skills in etiquette and a deep knowledge of how to get where they want and what they want. Some are equally well trained in physical combat as well as verbal banter. They move in the circles of the common and the noble with consummate ease, picking up hearsay and rumor, trading it like gold for more stories – the Carouser truly is a creature of many habits.

They are skilled at gaining entry to any party or function and some have commented that this might be a gift from their gods or at least some kind of special ability or skill. It is in truth their own gifts that allow them entry, be it from a carefully worded bluff to a wickedly spun lie, or a devastatingly charming smile. Their field of battle are the daring bright lights of a noble’s ball or a Royal wedding, the more extravagant the function – the more the Carouser seeks to gain entry. When inside they move from person to person, greeting them like old friends and making small talk, always attempting to learn as much as possible about the Host, his friends and particular likes and dislikes. When they have amassed enough information they move into personal contact with the Host and spin many tales, some true some not so true.

Their rewards and goals are always different, depending on the type of person they are. They could just be there for the party, a girl or man; perhaps even to use their gifts to gain entry so they can ‘case the joint’ for a friend, returning later with their companion(s) to conduct a daring robbery. No matter what their desires and motivations they can be the life and soul of the party, leaving the guests in a daze and wondering

just who that strange man or woman was, dressed to the nines, sixes, sevens and eights.

The Elven Carouser is best for bards and rogues since it’s the perfect compliment for our glib tongued and light-fingered friends. Fighters and members of the other classes often do not have time to really devote to the social mastery that these charmers do.

Hit Die: d6

REQUIREMENTS

To qualify for the Elven Carouser class, a character must fulfil all the following requirements:

Alignment: Any but Lawful Good.

Base Attack Bonus: +3

Skills: Bluff 8 ranks; Disguise 8 ranks; Diplomacy 5 ranks; Gather Information 5 ranks; Knowledge (Nobility & Royalty) 3 ranks; Sense Motive 3 ranks, Innuendo 3 ranks; Listen 3 ranks.

Feats: Alertness, Dodge, Weapon Finesse (Any)

Special: To qualify for the Carouser the Elf must have already gained entry to one particular ‘large’ function and come away with a juicy bit of gossip.

CLASS SKILLS

The Carousers Class Skills (And the key ability for each Skill) are as follows: Bluff (Cha); Disguise (Cha); Diplomacy (Cha); Gather Information (Cha); Knowledge [Nobility & Royalty] (Int); Sense Motive (Wis); Innuendo (Wis); Hide (Dex); Move Silently (Dex); Open Locks (Dex); Spot (Wis); Search (Int); Listen (Wis).

Skill points at each level: 6+Int Modifier

CLASS FEATURES

These are the Class Features for the Elven Carouser Class and where appropriate the DC for any checks have been given, plus other pertinent information.

Fight with double weapons: So well trained by various noble schools, the Carouser can fight with two weapons as though he already had the Feats, Ambidexterity and Two-Weapon Fighting. Most of the time the off hand weapon will be shorter than the primary as is the case with most practitioners of this difficult fighting style.

Note: with all Reputation skills, they do not stack. By the time the Carouser reaches 7th level they have a +14 bonus only.

Local Reputation (Single Bar) +2: After the Carousers first party they start to become known in the local area, this gives them a bonus of +2 on any Diplomacy or Intimidate checks they make while in a Single (Named) Local Bar.

Local Reputation (Single Town) +4: By now the Carouser is starting to make an impression on the people around him, he's attended a fair few functions in the local area so while in his chosen Town he gains a +4 on any Diplomacy or Intimidate checks.

Local Reputation (Single City) +8: Fame and mention of this characters name is starting to reach quite a few people, pretty soon the whole of a City knows who they are, and most people in that city are dying to meet them. So to reflect this, the Carouser now gains a +8 on any Diplomacy or Intimidate skill checks.

Reputation (Up to Two Towns) +10: In two named Towns now this characters name is known, they are talked about constantly, their reputation (good or ill) for being the life and soul of any party has increased to such an extent that their hometown plus two others are affected by their charm and wit. While in these regions the Carouser now has a +10 to any Diplomacy or Intimidate skill checks.

Reputation (Up to Two Cities) +12 Now the Carouser's really turning heads, and in up to two nearby Cities they can take advantage of a well-deserved fame (for good or ill) and reputation. When they are within the walls of two named Cities they now gain a +12 to all Diplomacy and Intimidation checks that they make, this is to reflect that they are so eloquent and well known most people will know them, their reputation and often back down if hard pressed.

Reputation (Far and Wide) +14: This is the epitome of the Carouser's fame and fortunes in the areas of Diplomacy and Intimidation. They are now so well known for their charm, wit and charisma that they gain a +14 bonus to any Diplomacy or Intimidation check they make in a civilised area (Towns, Cities, Villages, Hamlets) the GM will have to rule if some locales are too far away for this ability to be of use (There are places that even the greatest King's and Queen's are unheard of)

Carousing: Drink and be merry for tomorrow we shall be at war! This is the ability of the Carouser to spend hours imbibing all kinds of Alcohol and stave off the effects of the most powerful brew in the lands.

If the Carouser can make a Fortitude Save (DC 20) against any drink then they can continue to drink pint after pint or glass after glass while many fall down in a cold, stone, drunken stupor.

Gathering the Dirt: While the Carouser spends their time wandering around party after party and function after function, they can usually pick up all sorts of information; this is the peak of their talent. For upon reaching the 8th level in their Class they gain the ability to 'winkle' out secrets on a single individual, either from them or their close friends. This check can be used once per individual and only once per function on the same individual, if it fails then the Carouser learns nothing. To make this check



the Carouser must make a Gather Information check at DC 30, if they succeed they can learn all of the individuals dirty, deep secrets with no limit.

Gain Entry: Sometimes there's a party that even the most select and famous Carouser cannot gain an invite to. Perhaps the person who holds this function is an enemy of the character, perhaps this function is so secret that not many people are invited. This is the bane of such an individual, a party that one cannot enter, so they make short work of any guards with the use of their craft. When faced with the formidable 'You may not enter' the Carouser can call forth on all their charm, wit, grace, and knowledge to wrangle entry into the function. They must make a Bluff check at DC 25 to successfully enter the function; failure means that they cannot gain entry by those means and must either leave or sneak in somehow. Note that any guards will gain a +5 on their own checks to recognise the individual unless they were in some form of Disguise if the character does sneak in.

+10 to all Bluff Checks: Sometimes you're caught out at the best of times inside a party, nowhere to run or hide, so you have to rely on your glib tongue to get you out of it. Perhaps you're the Earl's second cousin's brother's uncles mentor's familiar trainer, twice removed or the Duke or Duchess of Nohwer... Regardless, you're going to have to talk your way out of being spotted and this is where the Carouser finally gains the glibness to really help out. They get a +10

bonus to all Bluff checks from now on regardless of where they are or who they're with. They just have this knack of saying the right thing at the right time to avoid trouble.

Enthral: You're in the party; you're telling stories like there's no tomorrow and more and more people are gathering to listen to you. From Earl's, Duke's, and other nobles to even the servants...you have everyone's attention and it feels good. Perhaps you are the party, swapping jokes and tales with the local Lord or perhaps even the King or Queen. By the time the Carouser reaches 10th level in their Class they gain the power to make anyone listen to them as long as they keep talking, telling stories and telling tales, the only restriction to this is that it must be in the setting of a party or some kind of function and it will not work on monsters. To enthrall a crowd the DC of the Diplomacy check raises by 1 per person. You can use the Carouser's other Reputation +14 ability in conjunction with this. The base for the check is 15 and the base number of people enthralled is 5. So for example you can enthrall a crowd of 5 with just a 15 or higher...but adding five more to that would make it 20 and so on.

+12 to all Bluff Checks: At 10th Class level the Carouser now gains a bonus of +12 to all their Bluff checks and this is the same as the above Bluff +10 ability only more improved to account for the Carousers higher than normal glibness of tongue.

THE ELVEN CAROUSER

Class Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1st	+1	+1	+0	+3	Fight with double weapons
2nd	+2	+1	+1	+3	Local Reputation (A Single Bar) +2
3rd	+3	+2	+2	+4	Local Reputation (A Single Town) +4
4th	+4	+2	+2	+4	Local Reputation (A Single City) +8
5th	+5	+3	+3	+5	Reputation (Two Towns) +10
6th	+6	+3	+3	+5	Reputation (Two Cities) +12
7th	+7	+4	+4	+6	Reputation (Far and Wide) +14
8th	+8	+4	+4	+6	Carousing; Gathering the Dirt
9th	+9	+5	+5	+7	Gain Entry; +10 to Bluff checks
10th	+10	+5	+6	+7	Enthral; +12 to Bluff checks

THE ELVEN NOBLE WARRIOR

"Listen carefully. There are two different kinds of diplomacy. The first is merely a form of tact, which basically involves me telling you something in such a way that there's no good reason for you to get angry about it. If you do somehow lose your temper, though, we go to the second form of diplomacy, which will involve my sword and a lot of your blood."

~Galaheir Sorindal

Elven nobles have their pick of occupation, and most highborn families ensure that, no matter the profession chosen, the training their children receive will be only the best. Those who choose the path of the warrior learn well the uses of weapons and armor, but they never neglect the lessons of statecraft, nor the great and oft deadly games played between the nobility. Whether it is because they love politics and intrigue, enjoy watching (or even inciting) the wranglings between powerful families, or simply can't cut themselves free of their birth ties, they have an intricate knowledge of what diplomacy is and exactly when to employ it.

They are no strangers to the field of battle and, because of the confidence bred into them as nobles, they are often excellent leaders, able to spur their companions to greater efforts and inspire courage in the face of danger. Although the charismatic are especially good at this, all one truly needs is the right words at the right moment. And any elven nobles with the battle prowess to back up their words are capable of this.

On the political battlefields they are no less skilled. They always make sure they know the

customs of any settlement they come across and its connections with the rest of the world. If there are any state functions they will always seek to introduce themselves and gain entrance, if not as a visiting noble, then as a bodyguard. Once inside they will scour for familiar faces, learn as much about those present as possible, and even try to cement some alliances for themselves or their family. They often attend such functions alone, confident that they can defend themselves from physical attacks if the need arises. In this respect they can be somewhat arrogant, and tend to look down their noses at nobles and politicians who carry ceremonial weapons and are attended by half a dozen armed hired guards.

It can sometimes be difficult to tell whether they prefer a physical fight or a heated discussion. Perhaps it varies from elf to elf, as their goals do. While some may be trying to gain the friendship of those in power, others may be conspiring to have them killed. A few have even succeeded in arranging a marriage or coming away with a valuable treasure by impressing a king or queen with their courtly manners and diplomatic charm.

Usually, only elven warriors of noble birth have the funds and the social standing to become skilled in this class, but some few low-born elves, for various reasons, have had the fortune of being adopted into noble families, and not always elven ones.

Hit Die: d6

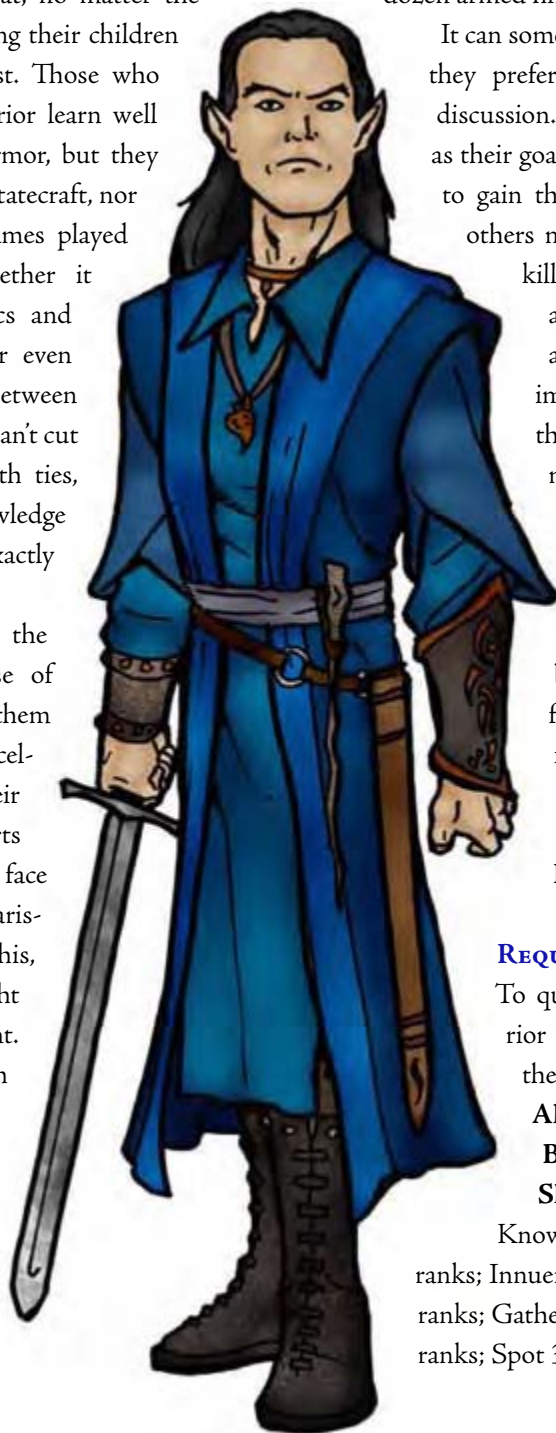
REQUIREMENTS

To qualify for the Elven Noble Warrior class, a character must fulfil all the following requirements:

Alignment: Any.

Base Attack Bonus: +5

Skills: Diplomacy 8 ranks; Knowledge (Nobility & Royalty) 8 ranks; Innuendo 5 ranks; Sense Motive 5 ranks; Gather Information 5 ranks; Listen 3 ranks; Spot 3 ranks.



Feats: Leadership, Amor Proficiency (medium or heavy), Weapon Finesse (Any).

Special: To qualify for the Noble Warrior, the Elf Warrior must be a member of a noble family, either by birth or adoption.

CLASS SKILLS

The Noble Warrior Class Skills (and the key ability for each Skill) are as follows: Intimidate (Cha); Diplomacy (Cha); Gather Information (Cha); Knowledge [Nobility & Royalty] (Int); Sense Motive (Wis); Innuendo (Wis); Spot (Wis); Listen (Wis); Forgery (Int); Bluff (Cha).

Skill points at each level: 6 + Int Modifier

CLASS FEATURES

These are the Class Features for the Elven Noble Warrior Class and where appropriate the DC for any checks have been given, plus other pertinent information.

+3 to all Diplomacy checks: The first lesson any politician must take is the art of successful negotiation. Here the Noble Warrior learns that the spoken word can be more effective than a swung sword. They can be masters of persuasion, capable of changing the most stubborn individuals with a few smooth sentences and a carefully-chosen mode of delivery. No matter who they set their sights on, whether their target is a peasant, merchant or king, they are able to pick the best approach and can cement the most unlikely of deals.

A note on all Diplomacy, Listen and Sense Motive bonuses, they do not stack. At 6th level the Noble Warrior would have a +8 Diplomacy bonus only, at 8th level a +6 Sense Motive bonus only, and at 9th level a +6 Listen bonus only.

Leadership: As an elf of high rank who has been raised to command and direct others, Noble Warriors are at their most confident when in a leadership role. They believe everyone is better off when they're in charge, so they will never pass on an opportunity to take command of a situation. If the party accepts them as Leader, the Noble Warrior gains a +2 morale bonus to saving throws against charm and fear effects and a +1 morale bonus to attack and weapon damage rolls due to their vast self-confidence. The Noble Warrior only has these bonuses while they are Leader of a party, and will not lightly give up that position once they are in it.

+2 to all Sense Motive checks: As the Noble Warrior associates with more people, they spend an increasing amount of time making mental notes on how these people act and react to different situations. Attitudes, personality, body language, characteristics, the whole psychological side of things. Add that together and they could almost read minds. At the least, they stand a good chance of deciding what kind of person they are looking at, or of uncovering a crafty deception. Politicians are renowned for 'expanding upon the truth', and it always pays to know the trustworthy from the traitors.

Nobility: The Noble Warrior's confidence only grows as time passes, and by now it's catching. Their very presence and sense of self-worth inspires those they lead, granting valor and courage in the face of danger. They are so sure of themselves, their abilities and their noble blood, that the Noble Warrior becomes immune to Fear, both mundane and magical. So long as the Noble Warrior is in a Leadership position, any allies within 20 feet gain a morale bonus to their saving throws (equal to the Noble Warrior's Charisma bonus) against all Fear effects. It's like they are born to lead – and those around them are willing to believe it.

+2 to all Listen checks: The road to political power isn't all flowery words and having 'a way with people'. It's also paying attention to what's going on. Opportunity comes to those who are aware, and knowledge comes to those who listen. Although they prefer to be in the thick of debates, using their diplomatic charm and wit to its full potential, Noble Warriors know that some things you can only gain by listening instead of talking. A lot of things happen in the courts and palaces – who knows what you might pick up just by listening in?

+5 to all Diplomacy checks: Some people just don't want to cooperate. No matter what you say, they flatly refuse to change their mind. If you press the issue, they tend to get angry. This is where a diplomatic tongue excels. Noble Warriors are always striving to learn from their banterings and negotiations with others, ever willing to improve their methods of persuasion. Talking a swordsmith into discounting his wares by ten percent is one thing, but convincing a hostile troll that it'd do better smashing rocks in a quarry than breaking heads along the road – ah, now that would be some smooth talking...

Inspire Heroics: Noble Warriors occasionally feel the need to give their followers inspiring little speeches. It comes with being a leader. And if they can talk their enemies into alliances, they can definitely find the right words to encourage their friends into doing something suitably heroic (or stupid!). A Diplomacy check of DC 15 (+1 for each extra person if attempting this on a group) can inspire heroics in a follower, which temporarily allows them to fight into negatives and gives them a +2 to attack and +1 to saving throws. Inspire Heroics can only be used once a day, regardless of how many people the Noble Warrior uses it on. It takes some time to prepare a stirring speech.

+4 to all Sense Motive checks: Intuition is a wonderful thing. Noble Warriors are excellent judges of character. Spending so much time in the rich arena of the nobility, where the air is thick with empty promises, veiled threats and treacherous intent, they almost have to be. When an alliance is sealed, they have to be sure it's with someone they can trust. When help is offered, they must be certain it isn't a trap. And when dinner is served, it is always useful to have a nagging suspicion that the host is handing you death on a gold-rimmed platter.

+4 to all Listen checks: Noble Warriors eventually attain such status that they must be more cautious. Every high-born family has its enemies, and every enemy wants a good target. A target that

has risen in power and prestige. A target that will make a clear statement to his or her relatives by being dead. The Noble Warrior's skills are with words and weapons. In a battle of wills or swords they are supremely confident. But the deadly games of politics, the foul undercurrents of noble jealousy, are rarely obvious and seldom played with honor. If Noble Warriors fail to listen to all that goes on around them, they may find an enemy

moving into checkmate before it's even their turn...



THE ELVEN NOBLE WARRIOR

Class Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1st	+1	+2	+0	+0	+3 to Diplomacy checks
2nd	+2	+3	+0	+0	Leadership effect: +2 morale bonus to saving throws against charm and fear effects, +1 morale bonus to attack and weapon damage rolls
3rd	+3	+3	+1	+1	+2 to Sense Motive checks
4th	+4	+4	+1	+1	Nobility: Immune to Fear. Morale bonus to allies
5th	+5	+4	+1	+1	+2 to Listen checks
6th	+6	+5	+2	+2	+5 to Diplomacy checks
7th	+7	+5	+2	+2	Inspire Heroics in follower(s)
8th	+8	+6	+2	+2	+4 to Sense Motive checks
9th	+9	+6	+3	+3	+4 to Listen checks
10th	+10	+7	+3	+3	

THE ELVEN SPOTTER

“Heard the saying ‘The blind leading the blind’? Trust me when I say that eyes aren’t always an advantage.”

~Elaya ‘Windeye’ Myrill

For some elves, sight is a sense honed to such a degree that they no longer need their eyes to perceive the world around them. That is not to say that they never use their eyesight, which is uncommonly good, but that they have mastered seeing for situations that would leave others blind. Some Elven Spotters even carry blindfolds, claiming that they see better with their eyes shut. Because of their keen perception, there are few places they fear to wander. From the most remote wilderness to crowded cities to lightless dungeons, they can spot danger and take another path before a foe is even aware of their presence.

They often hide their abilities from the public, as most have learned that people usually resent having their secrets discovered. Elves known to be Spotters are avoided. In extreme situations, they have even been chased from small townships. The more skilled Spotters use the guise of blindness to hide what they are. It is amazing how many things one can see when people believe you can’t.

Elven Spotters rarely have trouble finding work, once they have convinced potential employers that they are not spies. Law enforcers are particularly happy to take them on, especially if the elf in question is fleet of foot. Being able to chase down criminals and not lose them in the crowded city streets, dark sewers or even to an Invisibility spell is a valuable asset. They have to be careful who they hire though, as some Spotters could as



easily be noting the most efficient way to break someone out of prison. No matter what they say, once they are identified they are rarely trusted and not many are willing to believe anything they say at face value.

There are some who say that to acquire the supernatural sight of the Spotter an elf would have to be cursed by powerful magic, which just goes to show how much they fear someone who can observe their every movement and action without even looking in their direction. However they gain their strange powers, whether it is hereditary, a blessing or curse from the gods or a wish granted, there is a physical characteristic they all have in common to mark what they are. The more they explore their skills, the more they learn to see beyond sight, their pupils dilate to the edges of their irises and then continue to blacken even the whites of their eyes.

It is perhaps understandable, then, that they themselves can be aloof and anti-social. They have powers coveted by anyone, no matter race or class, but some wonder if they’re worth the price.

Hit Die: d6

REQUIREMENTS

To qualify for the Elven Spotter class, a character must fulfil all the following requirements:

Alignment: Any.

Base Attack Bonus: +2

Skills: Spot 15 ranks; Search 8 ranks; Scry 8 ranks.

Feats: Alertness; Skill Focus [Spot]; Blind Fight.

CLASS SKILLS

The Spotter Class Skills (and the key ability for each Skill) are as follows: Disguise (Cha); Spot (Wis); Search (Int); Listen (Wis); Intuit Direction (Wis); Scry (Int); Appraise (Int).

Skill points at each level:
6+Wis Modifier

CLASS FEATURES

These are the Class Features for the Elven Spotter Class and where appropriate the DC for any checks have been given, plus other pertinent information.

+2 to all Spot Checks: It comes suddenly. Some elves will, for no apparent reason, think that their eyesight is improving. Distant things look somehow clearer, and anything nearby is seen with inexplicable clarity. Whether or not they realize it, they have been gifted - or cursed - with the legacy of the Spotter.

Note that the Spot skills do not stack. By the time the Spotter reaches the 7th level they have a +10 bonus only.

Blind-Fighting: Everyone once in a while there is conflict where eyes will not help. When their physical eyes are affected so that they are unable to see with them, a Spotter is aware of any hostile movement nearby and directed at themselves. They are able to sense where their attackers are within five feet in all directions (provided these foes are moving), fight back and defend themselves without penalty.

Dark Vision: Night has fallen, the moons and stars are hidden, they're at the bottom of the darkest, most shadow-ridden dungeon you could imagine, but the Spotter can see as well as though the place is flooded with daylight. If they were to look at their own eyes, they might notice an odd thing... is the blackness of their pupils bleeding into their irises?

+4 to all Spot Checks: The Spotter's eyes have been getting more practice now, and sight is improving at an abnormal rate. Once again, everything they see is clearer, more pronounced and distinct than before.

See Through Smoke: Darkness is not the only thing that affects sight. Smoke can be a far more

dangerous enemy, as it serves not only to hinder vision but sting eyes and cause them to tear. The physical changes in a Spotter's eyes renders them impervious to these things. They see smoke as a transparent mist, and it causes their eyes no discomfort. They must be wary, however, for if they are unaware that they are seeing smoke, they may not realize they are breathing it before it is too late.

+6 to all Spot Checks: By now the Spotter's pupils look like they have dilated to twice their normal diameter. At times it may appear that they have no irises at all, and that the blackness has swallowed up all color but the whites. Again their eyesight has improved. They can see further and clearer than ever before. Things that occur in their general vicinity are more obvious, and Spotters can be easily distracted by something that happens to catch their eye if they're not careful.

See Invisible/Ethereal: How many people have longed for the talent to see the unseen? How often have adventurers failed to discover a wondrous treasure due to magical concealment, or have allowed an enemy to escape because of an enchanted Ring? This is where Spotters prove themselves to be even more valuable, as neither the Invisible nor the Ethereal can escape detection by their enhanced eyes at this point. If anything, they are more easily seen. To a Spotter, anyone and anything Invisible is not only perfectly visible, but outlined with a bright blue aura. Similarly, the Ethereal are always visible to them and always outlined by a pale gold fire. So when a Spotter is staring at nothing with eyes that are only black on white, you can usually be certain that they are seeing

more than you can. The question is, are you willing to trust their eyes more than you trust your own?

+8 to all Spot Checks: The blackness is spreading into the whites of the Spotter's eyes, now - seeping in like a cheap dye or some strange disease. While their sight is growing even stronger, there is now no way anyone can look into their eyes and not notice that something is horribly wrong with this elf. This is usually the hardest period the Spotter goes through, socially, as their eyes make them very obvious (as either Spotters or carriers of some vile plague) but they are not yet skilled enough to see without them.

THE ELVEN SPOTTER

Class Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1st	+1	+2	+2	+0	+2 Spot, Blind-Fighting
2nd	+2	+3	+3	+0	Dark Vision
3rd	+3	+3	+3	+1	+4 to Spot checks
4th	+4	+4	+4	+1	See through Smoke
5th	+5	+4	+4	+1	+6 to Spot checks
6th	+6	+5	+5	+2	See Invisible/Ethereal
7th	+7	+5	+5	+2	+8 to Spot checks
8th	+8	+6	+6	+2	Blind Sight
9th	+9	+6	+6	+3	+10 to Spot checks
10th	+10	+7	+7	+3	

Blind Sight: Almost everyone has seen them – performers at a carnival or market, blindfolded, juggling brightly colored balls or burning brands, even swords. Or maybe they're tossing knives at some distant target with unfailing accuracy. Perhaps the blindfold is worn by some shabbily-dressed beggar, or an elf-prince in rich apparel who walks with the aid of a jewel-tipped cane – but surely they cannot see with their eyes covered? Some can't. But some of them can. Blindness is not only one of the best disguises for a Spotter's distinct eyes, but an asset. The outer eyes can only see in the direction they are looking. The inner eye, however, functions differently. To open their inner eye and use Blind Sight, Spotters must have their real eyes closed. All that is needed then is a conscious thought to open the inner eye and the Spotter will be able to see as normal... albeit in all directions at once. It is hard to know how they avoid confusion with this strange skill, but they are somehow able to retain perfect balance and equilibrium, acutely aware not only of what's going on around them, but of where they are and, more importantly, which way they're facing.

+10 to all Spot Checks: The final development of the Spotter's eyes turns them completely black. The most unnerving thing about them is that they lack reflection; they are like bottomless, lightless pits. Yet they are still there and more reliable than ever, even if the Spotter doesn't need to use them any more.

THE 'SWORD SINGER'

"It will not take me long, cur, to separate your brain from the rest of you – if only I were sure your brain were in your head, I'd remove it right now."

~Talitha Darkblade

There are whispers in Elven society about an elite cadre of warriors who pledge themselves to the dynamic forces of the Moon and to the power of a Song. They are heroes and legends amongst their peers, appearing as if a mythical figure that cannot be touched in battle, had been brought to life. They live in quiet seclusion on the edges of the settlements of their kin, or deep in the dark reaches of ancient forests and strongholds. They inspire a kind of mystical awe in most of the other races and humankind is very wary of them. Often appearing at the scene of a great battle or in a dark alley, one might think that they were some kind of Vigilante – one would be right and wrong, for they are so much more.

These Elves are trained in battle from an early age, but they are also taught to dance, sing and to appreciate the flow of combat. They are not ruthless or merciless and only kill if they have to – when they do kill, they kill quickly and efficiently cutting down all the foes in their path till all opposition has fallen. Only pausing to accept the surrender of a foe. They live in small groups and follow a strict code of honour, each action is carefully weighed before they take it and they very often do not act out of anger, fear, rage or carelessness. Theirs is a lonely life though for the mastery of their art requires distance from others for a year prior to joining the cadre. They must travel to a far distant place with only their sword and very little in the ways of comfort and supplies. When they are there they must spend endless nights in meditation under the watchful eyes of the gods and the Moon herself, when they are ready they return in one year and present themselves to the Master of the cadre, who decides based upon the visions he is gifted and insight – if they make the grade or not.

Once they return and they are accepted into the cadre, thus begins a long training as the master and those who follow him instruct the student in the arts of their chosen profession. They are taught to use the single blade that the 'Sword Singers' prefer, this is a specially made blade and all other weapons are ignored. They concentrate solely upon this sword, it becomes almost bonded to them, spiritually...eventually after time they learn to unlock their own potential and the power that can be 'drawn' through the blade. Becoming masters of some devastating skills and abilities, cracking opponent's weapons with a shrill song of destruction.

Hit Die: d10

REQUIREMENTS

To qualify for the Elven 'Sword Singer' class the character must fulfil the following:

Alignment: Any non-Evil Alignments

Base Attack Bonus: +5

Skills: Tumble 5 ranks; Balance 4 ranks; Perform (Dance and Sing must be taken) 3 ranks at least.

Feats: Dodge, Mobility, Combat Reflexes.

Special: When the aspirant has undergone their 'Wilderness Quest' they may increase Wis by +1 to simulate the trials they had to face Spiritually and the result of being a new and enlightened soul. They also pick up the Weapon Proficiency in the Song Sword as a free proficiency when they take this class. They also

THE SWORD SINGER

Class Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1st	+1	+0	+2	+1	Song of Songs (Masterwork Special Blade)
2nd	+2	+1	+3	+1	Daze Song
3rd	+3	+1	+4	+2	Dance of the Cutting Voice
4th	+4	+2	+4	+2	Cutting down the Chaff
5th	+5	+2	+5	+2	Fleet of Foot
6th	+6	+2	+5	+3	Cry of the Shrieking Heart (+1d6 damage)
7th	+7	+3	+6	+3	The Keening Blade (+2d6 damage)
8th	+8	+3	+7	+4	The Howling Blade (+3d6 damage)
9th	+9	+4	+7	+4	The Crying Blade (+4d6 damage)
10th	+10	+4	+8	+5	Blade Shatter

may only wear 'light' armours and may not use a shield at all. Only Fighters can take this class.

CLASS SKILLS

The 'Sword Singers' Class Skills (and the key ability for each Skill) are as follows: Tumble (Dex); Balance (Dex); Perform (Cha); Diplomacy (Cha); Sense Motive (Wis); Intimidate (Cha).

Skill points at each level: 4+Int Modifier.

CLASS FEATURES

These are the Class Features for the 'Sword Singer' Class and where appropriate the DC for any checks have been given, plus other pertinent information.

Sword of Songs: Upon acceptance into the cadre the character is gifted a special blade known as a 'Song Sword' or a 'Sword of Songs'. This is a unique blade that all cadre members carry and is of a masterwork nature.

The Song Sword resembles a longsword in many ways; it is a fine blade and made to the highest degree of quality. Weighing less than a normal longsword (Due to the unique design – the length of the blade has removed sections that are akin to the holes in a flute. The smiths that make these weapons enhance them with magic a little and there are ancient rituals and customs that go back a long way in their design. The holes and missing sections provide the sword with the means to 'sing' and thus provide the 'Sword Singer' with their other abilities as they gain in level.

Anyone else who uses the sword will gain a -8 penalty to their hit rolls since the blade is an unfamiliar weight, design and weapon to all but the owner. To also note the sword is used one handed only.

Daze Song: One of the first abilities that the Singer unlocks with their special weapon is the Daze Song. By keening at the blade in a soft musical tone and weaving it in a pattern of deft motions the Singer forces a single opponent to become entranced by the motion unless they make a Will save (DC 20) to avoid the effects. They act as 'Dazed' and can do no action that round but watch

the way the sword moves also losing their AC bonus for Dex and a Shield. Should the Singer stop moving the blade the target will recover swiftly. (This cannot be used in conjunction with any other ability)

Dance of the Cutting Voice: As the Singer advances to the 3rd level in their chosen class they now gain the power to make their blade cut deeper. By singing once more they set up a harmonic resonance in the weapon that causes it to vibrate softly and quickly, it now gains an extra +1 to hit and +1 to damage for 1d4 combat rounds. During this time the sword takes on a bluish sheen and resonates with a vibrant 'pure' tone.

Cutting down the Chaff: Once the Singer reaches 4th level in their chosen class they can now strike down foes as if they were chaff. By focussing their body and mind, and falling prey to the 'dance within' they can strike in a flurry of deadly blows, each can be targeted against a separate foe as long as the Singer can make a single 5 foot step. All penalties for movement are ignored as the character is moving quickly and dancing and leaping during this time. However once this deadly dance is over there is a side effect, the character now loses their Dex bonus and Armour bonus (If they wear any) while they recover this round (And they cannot make a move). Any foes left alive should have a much easier time dealing back some retribution. Due to the strain it puts on the body, the 'Dance' can only be done once per 'Combat' and no more than 'Three' dances per day. The Singer may make up to two more attacks than he can normally make. So if he can

Weapon	Cost	Damage	Critical	Range	Weight	Type
Song Sword (Medium)*	n/a	1d8+1	x3	—	3lb	Slashing

*The blade is Masterwork and can be enchanted as any normal Masterwork can.

normally attack twice then he can now attack up to four times. Also there is only a -1 penalty per attack, so if you can make up to five, it would be first attack at normal and every other attack at -1 and -2 (the base attacks for the Fighter) then -3 and -4 for the Singer attacks.

Gypsum is attacking two orcs and he's triggered his Cutting down the Chaff feature skill, now he can normally attack twice, but with the skill active he can now hit the orcs four times. He makes his first attack at normal, rolling an 18 he hits! He can now attack again, this time at a -1 rolling a 14-1 (13) he misses. Those are his normal attacks out of the way for a Fighter of his level.

Now he can use the Singer attacks: two of them. Both of these he gets a 19-2 (17) and a natural 20-3 (20 because we ignore the penalty for 20s). Now he's got to suffer no movement, or AC bonus for Dex and (or) Armour due to the strain of this dance.

Fleet of Foot: At the 5th level of their class the Singers now gain the ability to move further in combat as they use their dance in conjunction with their normal combat skills. They now gain a +20 to movement and remain poised and graceful at all times.

Cry of the Shrieking Heart: At the 6th class level the Singer can now cause their blade to emit a terrible shrieking sound and the metal to turn as red as blood, it almost pumps in their hand, beating to the sounds of battle. While this is in effect (d6 combat rounds) the blade deals an extra +1d6 points of damage. It cannot be used in conjunction with any other abilities that add damage to the weapon except the Dance of the Cutting Voice. Wielder gains +1 to AC.

The Keening Blade: At the 7th class level the Singer can now cause their blade to emit a melancholic and vibrant 'keening' sound, the blade vibrates with the power of the Singer's own voice and now inflicts greater damage on the foes in battle for d6 combat rounds. The blade gains a bonus of +2d6 points of damage and this cannot be used in conjunction with any other damage increasing ability save for the Dance of the Cutting Voice. Opponents lose +1 to all attack rolls.

The Howling Blade: At the 8th class level the Singer can now cause their blade to emit an almost

deafening howl, the blade vibrates with the power of the Wolf's voice and glimmers like a pale moon, it now inflicts greater damage on the foes in battle for d4 combat rounds. The blade gains a bonus of +3d6 points of damage and this cannot be used in conjunction with any other damage increasing ability save for the Dance of the Cutting Voice. Opponents lose +1 to all attack rolls and Wielder gains +2 AC and +2 to Will saves.

The Crying Blade: At the 9th class level the Singer can now cause their blade to emit a melancholic and heart-rending 'crying' sound, the blade vibrates with the power of the voice within, dripping tears from the surface and now inflicts greater damage on the foes in battle for d4 combat rounds. The blade gains a bonus of +4d6 points of damage and this cannot be used in conjunction with any other damage increasing ability save for the Dance of the Cutting Voice. Opponents lose +2 to all attack rolls and Wielder gains +4 to AC and +2 to Ref saves.

Limitations: *The four above abilities can be only used twice per day +1 per 5 class levels.*

Blade Shatter: At the height of their 10th class level, the Singers can now call a harmonic effect into being. By singing to their sword they cause the blade to resonate in time with all other bladed weapons that are in a thirty-foot radius of the wielder. The blade glows with the power of the moonlight and shines with enough light to match a torch. This ability then allows the Singer to call forth an almost 'supersonic' shockwave of sound from his blade that shatters bladed weapons in the circle around him. Any blade (including those of his allies) is attacked by a break attack from the wielder, the sword grants him a bonus of +8 against the DC to break that weapon. It will not shatter wooden or non weapon like objects, and only affects those weapons with blades...this is due to the very magic of the attack as the sword finds harmony with all other bladed weapons, then destroys them through the release of a chaotic sound. The wielder is immune but his allies are not unless they are outside of the area of effect. This ability is extremely draining and the Singer cannot use any other Singer power until the next morning/night.

LAMRIDA “RUNED BLADE”

The *lamrida*, or “runed blades,” are elite elven warriors devoted to defending elven people, cities, and territories. This devotion goes above and beyond the laws and customs of any particular area, therefore *lamrida* are rarely lawful in alignment. Although each *lamrida* carries a runed weapon, the skills and knowledge possessed by particular individuals varies widely. *Lamrida* forgo normal lives, giving up the ability to marry and have families to devote their lives to their skills and weapons. Each *lamrida* concentrates their skill and knowledge on a specific weapon on which they create special runes that are invoked for additional powers. *Lamrida* come from all walks of life and include barbarians, rangers, fighters, and even rogues among their ranks. The one thing that unifies them is an intense focus on weapon skill and the defense of all things elven.

While *lamrida* are drawn from various backgrounds, all that take up the path of the runed blades are expected to focus on these skills until they have completed the full range of their training. *Lamrida*, though devoted to protecting elven lands, are often found adventuring as they search for lost elven artifacts, knowledge, or individuals.

Hit die: d10

REQUIREMENTS

To qualify to become a *lamrida*, a character must meet the following requirements.

Alignment: Any good.

Race: Elf or half-elf.

Base Attack Bonus: +5

Skills: Craft (weapon) 4 ranks

Feats: Toughness; lightning reflexes; weapon focus (any bladed weapon).

CLASS SKILLS

Lamrida have access to the following class skills (the key ability for each skill is in parentheses):

Animal Empathy (Cha); Climb (Str); Craft (Int); Handle Animal (Cha); Jump (Str); Knowledge [Nature] (Int); Listen (Wis); Ride (Dex); Spot (Wis); Wilderness Lore (Wis).

Skill Points at each level:

4 + Int bonus.

CLASS FEATURES

Runic blades possess a number of special skills and abilities as described below.

Weapon and Armor Proficiency: Runed blades are proficient with all simple and martial weapons and all types of armor and shields.

Alertness: At first level a *lamrida* learns to sense their surroundings and gains the Alertness feat for free, if the character does not already possess it.

Runed Blade: A *lamrida* learns to focus their energy on a chosen weapon. Initiation requires the creation of a bladed weapon bearing an initial rune signifying their family name, personal name, or coat of arms. The *lamrida* does not need to be the sole creator of the weapon, but they must assist the craftsman creating it. As the *lamrida* progresses in skill and knowledge they can select additional runes to add to their chosen weapon. A lost weapon must be recovered or destroyed. *Lamrida* have been known to fight against outrageous odds simply to recover a fallen comrade’s blade. A *lamrida* can only possess one bladed weapon at a time, and this weapon must be their primary weapon. At each stage of advancement the *lamrida* can add one and only one rune to their blade using a process costing at least 8,000 gp in donations and materials.

1st level: At first level the *lamrida* places a rune signifying something of personal importance on their weapon. The weapon is a +1 weapon.

3rd level: At third level the *lamrida* chooses one additional rune to add to their blade increasing the enhancement bonus to +2 and granting one of the following powers:

- *Panther* – cast *cat’s grace* on wielder 3/day as a 12th-level sorcerer.
- *Boar* – cast *bull’s strength* on wielder 3/day as a 12th-level sorcerer.
- *Moon* – a successful critical hit casts *faerie fire* on the target with a duration of 2 minutes (no saving throw)

5th level: At fifth level one additional rune granting one of the following powers is added to the weapon.

- *Sun* – +1d8 damage to undead creatures
- *Ice* – functions as a frost weapon, +1d6 cold damage

- *Fire* – functions as a flaming weapon, +1d6 fire damage
- *Lightning* – functions as a shock weapon, +1d6 electricity damage

7th level: At seventh level one additional rune is added to the blade increasing the enhancement bonus to +3 and granting one of the additional powers.

- *Asp* – grants a single additional attack each round, as a weapon of speed
- *Tiger* – grants the ability to rage 3/day as a 12th-level barbarian

9th-level: At ninth level one additional rune granting one of the following powers is added to the blade.

- *Thorn* – the enhancement bonus increases to +4
- *Demon horn* – acts as a +4 weapon against demons and devils and deals ×3 damage to demons and devils
- *Dragon scale* – acts as a +4 weapon against dragons and deals ×3 damage to dragons

Bonus Feats: *Lamrida* gain bonus feats at 2nd, 4th, and 8th levels. The bonus feat must be chosen from the following list:

Ambidexterity, Blind-Fight, Combat Reflexes, Dodge (Mobility, Spring Attack), Exotic Weapon Proficiency*, Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Improved Critical*, Im-

proved Initiative, Improved Unarmed Strike (Deflect Arrows, Stunning Fist), Mounted Combat (Mounted Archery, Trample, Ride-By Attack, Spirited Charge), Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Power Attack (Cleave, Improved Bull Rush, Sunder, Great Cleave), Quick Draw, Two-Weapon Fighting (Improved Two-Weapon Fighting), Weapon Finesse*, Weapon Focus*.

Several of the above feats require one or more prerequisite feats, skills, or ability scores, a *lamrida* must meet all prerequisites before choosing a particular feat. Feats marked with an asterisk (*) can be applied to different weapons and can be taken more than once when applied to a different weapon each time.

Endurance: A *lamrida* gains the endurance feat at 8th level, if they already possess this feat they may chose a feat from the list above.

Split Self: The supreme *lamrida*, true masters of the runed blades, are able to focus enough power and energy to split themselves into two free-acting individuals once a day for a period of 5 minutes. Each individual retains all of the original's knowledge, skills, and equipment, but only half of the normal hit points. After 5 minutes the duplicates rejoin into one, adding their hit points together after joining. The process of splitting, and re-joining, is a partial action. If one duplicate is killed it and its belongings disappear at the end of the 5-minute period. If both are killed, the first to die disappears after 5 minutes and the remains of the second duplicate contain all of the character's

LAMRIDA – “RUNED BLADE”

Class Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1st	+1	+2	+0	+0	Alertness, Runed Blade, 1st rune
2nd	+2	+3	+0	+0	Bonus Feat
3rd	+3	+3	+1	+1	2nd rune
4th	+4	+4	+1	+1	Bonus Feat
5th	+5	+4	+1	+1	3rd rune
6th	+6	+5	+2	+2	Endurance
7th	+7	+5	+2	+2	4th rune
8th	+8	+6	+2	+2	Bonus Feat
9th	+9	+6	+3	+3	5th rune
10th	+10	+7	+3	+3	Split Self

LANGMATRA – “MASTER OF TONGUES”

Although never openly discussed, most elven diplomats are members of an elite organization whose members are known as ‘langmatra,’ or ‘masters of tongues.’ These diplomats possess a wide range of skills used for acquiring information, and furthering elven diplomatic causes. Elves entering the ranks of the *langmatra* learn to focus and control sorcerous energies simply through the use of their own voice. These spell-like magical powers are limited, but particularly useful for diplomats in difficult situations. Although no elf would openly admit it, *langmatra* are rumored to use assassination to improve their negotiating power, or to avert costly battles. *Langmatra* are found negotiating for large merchant houses just as often as they negotiate for their elven homelands and cities.

Bards and rogues are the most likely candidates for the ranks of the *langmatra*, but others with more broad skills often enter this elite group. Unlike many elite organizations, *langmatra* are encouraged to broaden their skills by studying a wide range of topics. Elven diplomats found a great distance from their homeland are almost certainly members of the *langmatra* doing their best to further elven interests

Hit die: d6

REQUIREMENTS

Joining the ranks of the *langmatra* requires the following prerequisites.

Race: Elf or Half-elf

Skills: Diplomacy, 8 ranks; Gather Information, 8 ranks; Hide 8 ranks; Perform, 4 ranks; Speak Language (1 additional language)

CLASS SKILLS

Langmatra draw from the following list of class skills (key ability for each skill): Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Read Lips (Int, exclusive skill),

Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha, exclusive skill), and Use Rope (Dex).

Skill Points per level: 8 + Int bonus.

CLASS FEATURES

Langmatra gain the following class features.

Weapon and Armor Proficiency: *Langmatra* focus on stealth and cunning so their weapon training focuses on weapons used in stealth and sneak attacks. *Langmatra* are proficient with all of the same weapons as normal elven rogues as well as light armors but are not proficient with shields.

Elven Lore: *Langmatra* study various elements of elven history and knowledge to prepare for the various negotiations they might be asked to participate in. A *langmatra* may make a special knowledge check to identify elven items, books, and historical places or events. This knowledge check receives a bonus equal to the *langmatra's* level + her Intelligence modifier. Bards that follow this path receive a +2 bonus to bardic knowledge checks for elven-related information. Because this knowledge is essentially random, a character may not take 10 or 20 when making this special knowledge check.

Sneak Attack: A *langmatra* does additional damage on successful attacks against creatures that are denied a Dex bonus to AC for any reason, as well as to creatures the *langmatra* is able to making flanking attacks against. This additional sneak attack damage is additive with sneak attack damage from other classes and follows all of the rules and limitations for sneak attacks by rogues.

Extended Hearing: At 4th level *langmatra* gain a +4 bonus to all Listen checks when eavesdropping on conversations at a distance.

Hide in Plain Sight: At 4th level a *langmatra* learns to throw her voice creating distractions that cause onlookers to momentarily glance away. Using this skill requires a successful Hide skill check with a -5 circumstance penalty, if successful the *langmatra* created enough distractions to find a suitable hiding place.

Defensive Roll: At 5th level the *langmatra* gains the ability to roll with a potentially lethal blow to avoid a portion of the damage. Once each day a *langmatra* can attempt to roll with the damage dealt by a blow that would otherwise reduce them to 0 hit points or less.

This requires a successful Reflex saving throw (DC = damage dealt). A successful saving throw halves the damage. This ability requires an awareness of the attack and the ability to react to it therefore any situation that denies a Dexterity bonus to AC prevents the use of this extraordinary ability.

Voice Powers: *Langmatra* use short, but complex, rhymes and rhythms to focus and use sorcerous powers. As a *langmatra* learns to create and control sounds with their vocal cords they gain more powers. All level-based items, such as duration, ability bonus, and other elements are based solely on the number of *langmatra* levels. These unique powers require a partial action to invoke and run the risk of making a *langmatra* hoarse and unable to speak if over used. Unlike normal spell casting, these powers normally do not invoke an attack of opportunity. Unless otherwise noted, each individual ability, once gained, can be used a maximum of five times per day. Although these voice powers might appear limited, they require no special material components and are easy to invoke.

Squirrel tap: this short rhyme imbues the *langmatra* with enhanced climbing and jumping abilities for 1 hour per level. While this spell-like power is in effect a *langmatra* receives a +10 bonus to all Climb and Jump skill checks.

Tiger's trill: the *langmatra* acquires the strength and grace of a tiger, effectively adding a temporary bonus of 1d8 points to Strength and 1d4 points to Dexterity for 1 minute per level of ability.

Bear growl: after uttering a strange, low growl the *langmatra* gains a temporary 2d4 point enhancement to their Constitution for 2 minutes per level.

Shadow whisper: a soft rhyming sound draws an illusionary cloak around the *langmatra* that effectively renders them invisible for 10 rounds. This ability can be used once per day for every two levels of *langmatra* a character possesses.

Owl call: the *langmatra* gains the ability to fly silently through the air with a movement rate of 60 and average maneuverability for 1 hour.

Dragon song: the *langmatra* uses a strange warbling sound to create a powerful aura enhancing their Charisma and making them more frightening. Although this power takes a full round to manifest, the aura lasts for a full hour. The aura provides a temporary 1d6 + level bonus to Charisma and a +4 deflection bonus to AC.

Unicorn's whistle: the *langmatra* maintains a strange whistling sound that enhances all arcane spells within a 60 ft. radius. This strange whistle can be maintained for a maximum of 5 minutes per day, but this time can be split into different intervals if needed. All arcane spells, both friend and foe, cast in the area are considered to have the Empower feat applied to them at no cost to the caster. Unlike other voice powers, *langmatra* lose their Dex bonus and all dodge and uncanny dodge abilities when invoking this ability and are subject to attacks of opportunity.

LANGMATRA – “MASTER OF TONGUES”

Class Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1st	+0	+0	+2	+2	Elven lore, <i>squirrel tap</i>
2nd	+1	+0	+3	+3	Sneak attack +1d6, <i>tiger's trill</i>
3rd	+2	+1	+3	+3	<i>bear growl</i> ,
4th	+3	+1	+4	+4	extended hearing, hide in plain sight
5th	+3	+1	+4	+4	Defensive roll, sneak attack +2d6
6th	+4	+2	+5	+5	<i>shadow whisper</i>
7th	+5	+2	+5	+5	<i>owl call</i>
8th	+6	+2	+6	+6	Sneak attack +3d6
9th	+6	+3	+6	+6	<i>dragon song</i>
10th	+7	+3	+7	+7	<i>unicorn's whistle</i> , sneak attack +4d6



GLOSSARY

<i>afehlah</i>	little mouse
<i>agath</i>	affirmed/passed/resolved. A formal term generally only used in assembly
<i>Ahlenh</i>	Life
<i>Ahlenh Gonh</i>	Life Stream
<i>atha</i>	yes
<i>apseh</i>	Fall, “chill season”
<i>banh</i>	waste, garbage
<i>Bshebe</i>	Spine-jangled, the city-dwelling elves
<i>Ch’Ahlenh</i>	Lifeless, without connection to Ahlen Gohn or without the natural powers of an elf
<i>E’ith Braeh</i>	Free Folk, the woodland elves
<i>E’ith Hchoud</i>	Hard Folk, the mountain-dwelling, or “stone” elves
<i>E’ith Edsbaign</i>	Elevated Folk, the kings, high king and their families
<i>ertheadign</i>	“hunter”
<i>farehg</i>	offal, the unwanted internal organs and associated parts of animals taken in a hunt
<i>feshal</i>	“good” or “successful”
<i>Feth Abenieh</i>	Changeling Marriage, a marriage between E’ith Hchoud and E’ith Braeh
<i>Fwiheshi</i>	fighting sticks, consisting of a pair of one long, heavy staff and one shorter, whippier blocking staff. The name comes from the typical swishing sound made as the blocking stick cuts the air
<i>gabneh</i>	Spring, “green season”
<i>hanseh</i>	Summer, “soft season”
<i>hchoudneh</i>	Winter, “hard season”
<i>pef</i>	“droppings”, manure
<i>S’Ahlenh Shou</i>	Life’s Speech, magic
<i>Sh’nei</i>	a clan of Eastern E’ith Braeh
<i>Se’ith Shou</i>	Speech of the Folk, the elven name for their language
<i>shehf gobregn</i>	“mowing flowers” the equivalent of the human phrase “sowing wild oats”
<i>sherth</i>	“shit”, excrement
<i>shishu</i>	puddle

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