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THE QVINTESSENTIAL ELF

Collector Series

Book Five

This Product Requires the use
of the Dungeons and Dragons®
Player's Handbook, Third Edition,
Published by Wizards of the Coast®



The Quintessential Elf

Alejandro Melchor

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INTRODUCTION

Living their little piece of eternity, elves are free spirits of nature made flesh, revelling in their connection with all things magical and proud of the power flowing in their blood. The unseen voice echoing among the trees with a promise of swift death to any intruder, the master shaper who asks nature to cooperate in the building of fantastical dwellings, the warrior who charges into the field atop a flying beast, the child whose soul is still strong with the power of the fey, the renegade who worships dark deities deep below the ground, the artist who keeps magic and tradition alive through song and dance, the wizard who bends magic to his will by the power of his ancient blood. All of these are but a few examples of elves, the most traditional and vivid of all fantasy races. *The Quintessential Elf* is a sourcebook that will greatly expand the options available for elf characters regardless of the class they belong to, giving elements to flesh them out as the unique beings they are, far beyond a few racial bonuses.

In all of fantasy gaming, elves have a special place as the wise and mysterious immortals, whether they truly never die or just have a longer lifespan, the fact remains that the elf is a paragon of all that is mysterious and magic in a campaign world. Given a humanoid face to be more approachable, elves still remain aloof, imprinting their own sense of the mystical on to any activity to which they devote themselves.

THE COLLECTOR'S SERIES

The Collector's Series is a range of class and racial sourcebooks from Mongoose Publishing, all designed to greatly widen a player's options for his character within the d20 games system. Slotting seamlessly into any fantasy-based campaign, each will give a comprehensive guide to one class or race within the game, allowing both players and Games Masters the chance to present old character types in a completely new way without overpowering or unbalancing the game as a whole. The Collector's Series will not necessarily allow players to create a better character, but they will be able to do a lot more than they ever thought possible before.

THE QUINTESSENTIAL ELF

With the help of this sourcebook, any character choosing the elf race will find many alternative paths of advancement for whatever class the character follows. With character concepts, elf characters can now possess a more detailed background and personal history that differentiate them from beginning characters from other races, adaptable to the elven culture of any campaign setting. Prestige classes offer elves roads that further explore their innate abilities related to nature and magic, as well as their uncanny fighting prowess. New feats further mark elves as fantastical creatures, translating into balanced rules the fact that they are the race that is most in tune with the ways of the world around them. New weapons, armour and equipment expand on the fabled elven craftsmanship and rouse the envy of other races, while new tactics and tricks better define the elven way of doing things.

Elves are not a unified race, and the subspecies embrace such different outlooks as to merit special mention and rules. Finally, loyal and devout elves can learn the secrets behind their people's magic and their most protected and obscure arts.

A fighter's sword dances to the tune of the blade song while wizards and sorcerers invoke the power of high magic; druids and rangers use the art of shaping to commune with nature, paladins follow the way of the bow as a sacred discipline and bards sing with a voice that hark back to the birth of the world. Even monks, barbarians and rogues find their own place in elven society. Elves are truly a race apart, and *The Quintessential Elf* will take elven characters to the full potential of their magical, long-lasting life.

The foliage made no noise as the ranger walked across the hidden path. His fine footsteps were little louder than leaves falling in autumn, yet he was still alert, his pointed ears attentive to any sound of pursuit. As impossible it was for an outsider to discover the Hidden Pathways, Ellwyden had been raised a cautious elf and he strode with supernatural skill. He heard the snap of branches and he stopped to listen.

With a sudden jump, the elf ranger kicked himself off a tree's trunk onto a low-lying branch, using it as a jumping point upwards, leaping from tree to tree until he reached the forest's canopy. He could see the smoke from the orcs' camp, still too far for any patrol to be stumbling across the secret kingdom of Queen Myelle. He spied the horizon for several minutes, keen eyes recording the movement of the smallest branches.

Satisfied, he climbed down with the same ease that had taken him up, landing gracefully without raising so much as a small dust cloud. However, he saw that the path now contained another traveller.

'Greetings, tree-runner,' the centaur warrior hailed. Ellwyden admired the creature's powerful build as well as its ability to be so stealthy with it. 'What hails over the horizon? I smell smoke, blood and steel, and travel the secret roads to investigate.'

'May the bounty of the land bless you and your tribe,' the elf greeted in return, remembering the ancient pacts between his people and the centaurs. 'I come back from the same assignment for my queen. It is orcs, at least five score of them. From what I overheard, they intend to pass this land on their way to attack the human fishing towns.'

'I see.' The half-horse man nodded. 'Then it is of no concern to us. This news will be gladly received.'

'There's something you did *not* hear, mighty tree warden!' A voice called from the underbrush, and elf and centaur readied their weapons to cover each other's backs, as if they had drilled for this situation for years.

The voice was like the sparkling twinkle of dew, and the owner soon revealed herself, practically materializing from the foliage. An elf girl with silver hair tied in a long braid, dressed in loose, yet fitting garments of green and yellow. The twin short swords held at her hips belied her delicate frame.

'Scare not so easily, brave warriors, for it is none other than I, Lyaree the Fair!' She bowed, winking whimsically.

'Lyaree Troubleseeker.' The ranger grunted and put his sword away, gesturing his ally to do the same. 'I have heard of you.'

'So glad to hear that.' She giggled and walked closer. 'But as I said, you kind of missed an important detail about the orcs' march.'

'Which you, of course, know about.' Ellwyden crossed his arms, recalling the exploits bards sang about this girl who preferred to travel the world of humans, dwarves and other more brutish races than to stay and protect her homeland.

'Why, yes!' She touched her forehead with a long finger. 'And it is that they will join hobgoblins, and they want to get them enough wood to build several siege engines like catapults, rams, and other icky stuff.' Lyaree looked around. 'Lots of trees around here, if my eyes do not lie...'

'I see.' The centaur growled and pointed at his equine back. 'Climb. We will reach the nearest outpost faster that way. All must be told of this.'

'Centaur-back riding!' The elf girl pushed Ellwyden aside. 'The next best thing since I can no longer ride a unicorn... if you know what I mean...'



CHARACTER CONCEPTS

Elves provide a rich tapestry against which to hang a character's own story. The elf brings a unique element to role-playing due to the outlook of such a long-lived race, coupled with a natural affinity to magic and nature that translates to any class chosen. Elves are traditionally reclusive, their own age alienating them from forging any lasting relationship with younger races, and causing many misunderstandings from both sides. This set of traits gives a player the chance to explore such a unique character and why he became an adventurer in the first place, leaving the safe confines of an elven community for the dangers and possible prejudice of the outside world. Cast out for some obscure crime, following the steps of a legendary mentor or appointed as his community's eyes and ears in the world of humans, every elf has his own motivations and story. Within this chapter, we will take a look at greatly widening the possibilities for every character that starts as an elf.

Character Concepts are a core idea for the Quintessential series of sourcebooks from Mongoose Publishing and provide a range of templates for each character class and race that will allow a player to quickly and easily create a ready background for every new character he generates. As well as providing both a small bonus and penalty to his character's capabilities, each Character Concept gives a ready base for role-playing, thus greatly shortening the time taken during character creation, as well as granting that oft-needed inspiration so important for a player to feel 'at home' with his new character.

Any one Character Concept may be applied to a character as it is being created. The listed bonuses and penalties are applied, any role-playing description modified and adjusted to take into account the template and then the character is ready to play! From this point forth, both the player and the Games Master should be aware of the Character Concept chosen and take steps to ensure the character is played accordingly. It must be stressed, Character Concepts are a role-playing tool, not simply a method to gain lots of new abilities!

THE OUTCAST

Elf society is open and tolerant, but there are times when one of them breaks a sacred law or commits a crime that fills his peers with horror. Elves being respectful of all life, they reject the death penalty, considering that exile is a far worse punishment for an elf. The outcast might have valid reasons for doing what he did, he might be innocent or as corrupt as his community claims he is, the fact is that he is no longer welcomed among his brethren, and is openly shunned. He wanders the land, associating with other races and holding tight to what he has left from his heritage.

Adventuring: Outcast elves take to adventuring because they have few other choices. While they could settle among other races, they seldom become comfortable and prefer to keep on the move. They often join with adventuring parties in search of the companionship denied to them, but if there is another elf frictions are inevitable. Some outcasts seek out adventure in an attempt to clear their name or atone for their crimes, hoping that good and honourable deeds will earn them pardon. Or they might actually be looking for a way to take revenge. Being forcefully separated from his fellows is a mark that no elf will just get over – it will always colour his actions and motivations.



Role-Playing: Depending on the nature of the crime, the outcast might be melancholic and taciturn, staunchly convinced of the righteousness of his actions, or a bitter individual who takes his frustration out on the people he meets. Whatever the case, the outcast elf is always a strong individualist, forced to live on his own and cut off from the support of others of his kind. Most relationships he forms will be at first an attempt to fill the void left by his exile, but they seldom become true friendships or something deeper. The mistrust can fade over time, as the elf learns to accept his place among his new family, or he can die alone, never forming any new bonds to replace the severed ones.

Bonuses: The outcast has been forced to travel and deal with other races to survive, giving him a +1 bonus to Gather Information, Bluff and Sense Motive. These skills are also considered class skills regardless of the character's class.

Penalties: Outcasts carry the stigma and shame of their status wherever they go. There is a 20% chance that any elf or elf-friend the character meets has heard of his infamy, causing him to suffer a -4 circumstance penalty on all Charisma-based checks with that elf or elf-friend. In an elven community, or any settlement with an elf population, this chance increases to 30% and it takes only one person to recognize the outcast for word to travel around and the penalty to apply to all of that community.

THE ENVOY

Time passes quickly outside of an elven kingdom, and the activities of the young races can have a tremendous impact if they are not kept an eye on. The envoy is an elf appointed by an elven community of any size to venture outside, observe all that is happening and report all findings back to the community leaders. He may take the role of an official ambassador to another kingdom, spy, infiltrator or merely a traveller who takes a lot of notes. The envoy's main interest is to learn what the other humanoid have been up to all this time, recording past events and developments, new crafting techniques, magic, fighting styles and, generally, anything that the elf considers important. Thorough envoys learn these new skills and methods, while others are content to merely note that they exist, trusting that if anyone in his community is interested, he will go out and learn it himself.

Adventuring: Envoys become adventurers simply because that is what they were appointed to become. They aim to learn all that there is to learn about the world beyond their borders, tagging along with a party for the opportunities – and the safety – of travelling with multi-talented groups. They are not pushed by the acquisition of wealth for themselves, although that might be an added bonus for some. They tend to pursue rumours and hearsay, going after the tiniest scrap of information in order to get the whole picture. It is common for envoys to multi-class, acquiring a wider range of skills to show off back home. Some of these envoys enjoy life on the road and among other races just a tad too much, and take off as soon as they deliver their findings with the promise to return with more.

Role-Playing: Curious about everything, an envoy can be the only elf in his community to have had contact with the outside world, and thus be the fittest to undertake this task. Or he is merely the most curious and enthusiastic about going out. He asks questions incessantly, but has the good sense to know when to



CHARACTER CONCEPTS

shut up and just sit back, observing and taking it all in. His curiosity can be confused with naïveté if he is candid about it, or with nosiness if he is prodding. He will be the one in the group to vote for going to new places, especially if there is a chance to find some lost knowledge or visit a new culture. However, if one of his findings spells danger for his people, he will insist that they go back and resume their adventure later, once he has delivered the warning.

Bonuses: As long as he keeps to his task and commitment to return to his people, the envoy learns much faster than the average elf. The character gains an additional Skill point at every level, but he must find some time to contact or return home every four levels, or he stops enjoying this benefit.

Penalties: Because they are expected to deal with a wide range of circumstances, envoys must be familiar with more skills if they are to understand how they are practiced by others. At first level, an elf envoy cannot raise any class skill above 3 ranks, or cross-class skills above 1. They are free to reach their allowed maximum on further levels as they seek out more specialised knowledge and train in the skills that call to them.

THE FEYBORN

The blood in some elves still runs strong with their fey origin, touched by magic at their birth. They feel the pulse of nature much more strongly, and have an even more ethereal quality to their looks. The birth of a feyborn child is celebrated by all the community, as it reminds them of their ties with the spirits of nature. Whether just an awakening of ancient blood or the product of a fey parent, such children often grow up pampered by the community, and they are expected to become priests, druids or rangers, prime positions to become mediators between elves and their allies among the woodland creatures. Feyborn cannot hide their origin, sporting features like odd-coloured hair and eyes, or a faint smell of humid earth. Their voices are soft and they move with an otherworldly grace that even elves find fascinating. All feyborn drow are female, as they deem the gift from the evil fey unfitting for males, and kill them at birth.

Adventuring: Feyborn are discouraged from wandering off into the unknown, treated almost like royalty from the moment they are born. Ironically, this does more to push them away

than if they were just treated like normal members of their community. The same fey blood that makes them so prized by their peers also burns inside them, filling them with the need to experience all that the world has to offer. They itch for excitement and will look for the first opportunity to escape the smothering attention. These elves are attracted to magic, and although their calling lies with spellcasting, it is not rare that they choose a more mundane career.

Role-Playing: Feyborn have more than just looks from their origin, they are restless spirits with a streak of mischievousness to their character. A feyborn elf always tackles any task with contagious enthusiasm, but may lose interest if it takes too long to complete. They are also prone to moody episodes, as their blood calls to them to become lost in the nearest forest, but this feeling also passes quickly, and they are as good as new the following day. The feyborn makes friends easily, but is not a fool, placing his full trust only in those who prove worthy of it. A feyborn can never be of Lawful alignment; it simply does not go with his fey soul.



Bonuses: Fey creatures treat these elves as kin, recognizing instantly the power of the blood that runs through their veins. Feyborn enjoy a +1 racial bonus to all Charisma-based checks when dealing with creatures of the fey type, and also have a +2 inherent bonus to resist the spell-like abilities of fey creatures. This bonus stacks with the druid class feature Resist Nature's Lure.

Penalties: The fey heritage is impossible to miss. The elf is marked by green or pale blue hair, cat-like eyes, fur-tipped ears or another minor feature. They have a -1 racial penalty to Charisma checks dealing with any non-elf humanoid. They also register strongly on any *detect magic*, which could prove to be a problem for feyborn rogues trying to sneak past a spellcaster.

WILD CHILD

Elves like to commune with their surroundings, respecting nature and its ways, but none of them take it so far as wild children. A wild child grew up immersed in nature, learning the art of survival from very young. Whether raised by a druid or ranger parent, or even by fey or other woodland creatures, the wild child eschewed a normal upbringing for the harsh care of the wild. They move naturally around their habitat, as if they were a natural part of it and, if they ever join elf society, they do not stop yearning for their beloved ranges, applying anything they learn to their skills. While the obvious career choices for wild children are those of druids, rangers or barbarians, it is common to find them as paladins, embracing the defence of the wild places as their cause, or as wizards, delving into the secrets of herbs and potions.

Adventuring: A wild child finds many opportunities for adventure; as he crosses the wilderness he calls home, he may stumble upon a goblinoid raiding party, forgotten ruins or a lost caravan. He makes his life out of roaming his territory like a wild beast, and many other elves will see him as such when he presents himself, covered in furs and wielding crude, but effective weapons. A wild child is a perfect guide in his territory and the best scout when venturing away, and he often joins parties, war bands and mercenary companies in that role. Most wild children would rather remain above ground, but there are also some who make their home in a cave or an abandoned cellar, and they adapt easily to the conditions of deeper caverns or dungeons. A drow wild child is, of course, the reverse.

Role-Playing: Wild children are direct and to the point. They appreciate the simple things in life and do not understand why many of their brethren waste their time creating fancy and complicated musical instruments when the song of a bird will do much better. They lack the refinement of other elves but have all the joy for life that characterizes their race. It would be easy to confuse a wild child with a sylvan elf, but unlike this elven subrace, the wild child is not a fierce defender of his community, mainly because he has none. The wild children are not necessarily loners or outcasts, but they grow up alone and apart from others, and do not feel the bonds of a community as strongly.

Bonuses: Wild children are used to living in the wild, and are blessed by their upbringing. They gain the Track feat for free and they gain a +1 competence bonus to Hide and Move Silently checks when in the wild. They lose these bonuses in cities, crypts or any other building sites. They also have the following skills as class skills: Craft (bowmaking), Craft (trapmaking), Craft (carpentry), Craft (leatherworking) and Wilderness Lore.



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Penalties: As many gifts as these elves receive from their lives in the wild, they also miss out on many of their society's teachings, suffering from a -1 competence penalty to Bluff and Sense Motive checks, as they understand the wild better than they understand other people. Unlike elves that grow up in elven society, they are not automatically proficient with any weapons except the shortbow. Additionally, and regardless of their class, wild children can buy ranks in the following skills only as cross-class skills: Craft (stonemasonry), Craft (blacksmithing), Craft (gemcutting), Craft (weaponsmithing) and Knowledge (arcana). A wild child's favoured class changes to druid, instead of wizard. Regardless of character class, the Wild Child is illiterate and cannot read or write. A Wild Child must spend 2 skill points to gain the ability to read and write any language he can speak.

THE CHANGELING

Human villages near deep and dark forests speak of how elves and their fey kin make a sport of switching their 'twisted' children for their healthy babies. While these legends are outright wrong or refer to other creatures, elves raised by human parents are nevertheless referred to as changelings. Elf children in this situation are usually the product of war or violence, as elf parents would never willingly leave their precious offspring in the hands of humans. These unfortunate children grow up alone and different, watching their adoptive parents grow old and die before they are fully mature by elven standards. Changelings are thus forced to live like humans, adopting a lifestyle that does not suit them in order to survive. There are almost no drow changelings, as they are murdered rather than adopted and, if they find anyone kind enough to take them, they still grow amid prejudice, scorn or open hatred.

Adventuring: The majority of changelings leave their homes when their human parents or mentors die, and the main goal in their minds is finding their real family, and learning how to truly be an elf. They will join with any party that can take them close to elven lands and, if the party already contains an elf, will stick close to him in admiration. Some changelings find an elven community and try to adapt, but they fail most times. They are forever marked by the humans' vitality and grow restless with the elves' view of the long term, occasionally going insane as they keep living and not aging as fast as they are used to seeing people age.

Changelings feel that they do not belong anywhere, and will forge immediate bonds with half-elves, who are in a similar, if less traumatic situation.

Role-Playing: Changelings are haunted by the memory of their human upbringing, torn between what they are and what they learned to be. A changeling surprises other elves by his 'rudeness' and impatience, which humans find completely normal behaviour. He keeps exploring his nature, trying to reach a balance and will exasperate any other elf by his constant prodding, approaching everything with a much-too-human rush. His values and morals are those of humans and, depending on how kind or harsh his foster parents were, he might try to honour their teachings. As they age, changelings must accept that they are not human and can never hope to be, but the choice is open between learning to be an elf, trying to adapt to human society or taking the middle road and enjoying the best of both worlds.

Bonuses: Changelings are infused with how humans live their lives in comparison to elves: intensely and energetically. They have four extra skill points at



character creation as well as an extra feat. Furthermore, they gain an extra skill point at every level just as if they were human. Their favoured class is whatever class in which they have most levels.

Penalties: Their human lifestyles estrange changelings from other elves and keep them from learning many elven secrets. While they enjoy an elf's racial bonuses in Listen, Search and Spot checks and retain their immunities and resistance to certain magic, they are not automatically proficient with any weapon. They cannot gain levels in prestige classes that have 'elf' as a prerequisite, such as the arcane archer in *Core Rulebook II*, or the ones in the next chapter. If they wish to learn any feat or skill considered a secret of elven society, they must succeed at a Diplomacy check (DC 25) to represent how they must convince another elf to teach them. Trying to cram as much experience into his life as if he were a human, the changeling's mind is always in turmoil, suffering a -2 morale penalty to Will saves for the rest of his life.

APPRENTICE

With their long lives, elves have the chance to become legends among their people and still be around to receive the accolades and train the younger generations. The apprentice is the pupil of one such legend. It may be that he is the child of the elf hero, or simply one studying under him. The fact remains that the apprentice bears a great weight upon his shoulders, trying to meet the expectations of the community, his family and his master. He has endured long years of harsh training under the best possible mentor, and strived to absorb as much wisdom as possible and now it is his turn to make a name for himself, putting all that he has learned to good use. But first, he must learn to depend on his own skills and create his own reputation out of his master's shadow.

Adventuring: An apprentice's goal in life is to prove himself the equal of or better than his master, and adventuring is the best opportunity for fame and recognition, especially if his master was an adventurer himself. Lawful apprentices will wait until their mentor considers that they are ready to strike out on their own, while ones that are more chaotic will escape one night, taking with them a useful treasure from their master, just in case they need it. Adventuring is the true test for apprentices, proving if they are capable or not

of following in their master's footsteps or if they should choose a different road. Whatever is the case, an apprentice is an enthusiastic, if sometimes reckless, adventurer. His eagerness to prove his skills puts him in situations of danger, but also hones him into a sharper tool than the one that left the mentor's forges.

Role-Playing: The apprentice hides his inexperience behind a mask of self-confidence, hoping that he paid enough attention to his master to survive whatever he is facing at the moment. He might trust his training or be unsure about how he absorbed his master's wisdom, but he will often choke down his fear and stand in the front lines, living up to the expectations. He gets angry when the inevitable comparison arrives, but tries to hide it and prove the comparison wrong. When faced with a situation that his training did not cover, he hesitates, but if he comes up with a way out by himself, his confidence grows much more. However, failure also affects him much more, as he believes that he is failing his master.



CHARACTER CONCEPTS

'Stop whining already, elf-boy!' The dwarf barked from where he was sitting, tending to his axe lovingly. The battle had been harsh, but the small misfit band of humans, dwarves and the new elf recruit had prevailed over a rather large orc raiding party.

'You don't understand,' Querallon nursed his wounded arm. He wore leather armour only, and an orc axe had hit its mark. 'I was *wounded*.'

'I swear!' A human warrior sat down with a grunt. 'If you didn't fight so well, I'd be feeding you your sword just so that you would shut up.'

'Ha! The pretty boy is scared that his face might be next!' Another human hollered as drinks were being passed to celebrate the victory.

'No, it is not that,' Querallon insisted. 'I am the last student of Master Bladesinger Rethelaren Narisath, and an *orc* got past my defence!'

'Kid,' the dwarf spoke again, putting his axe down. 'You dropped more orcs than these two fools together. You. Are. Good!' He stood up, pulling softly at his beard. He leaned so close to Querallon that the elf could feel the dwarf's breath on his face. 'And if you keep whining about that Master Bladeschreecher of yours, I'm going to put this fist to your face so you have a good reason to whine.'

'But... but... you don't understand...'

Bonuses: Apprentices begin their careers with a head start, trained by one of the best in the field. They begin character creation with an extra feat and a masterwork item related to their class, with a market price no higher than 320 gp.

Penalties: The apprentice has high expectations of himself, and gets frustrated whenever he fails to meet his master's standards. If the apprentice fails an attack roll or skill check by more than 5, he loses some self-confidence and is at -2 to all attack rolls and skill checks until he has had a chance to rest. If the failed result is a 1, he suffers -4. This penalty remains until the character reaches 5th level in the class he trained in under a mentor, thus proving once and for all that he is a worthy heir of his master's knowledge.

TRUEBLOOD

Elves take good care of keeping their lineages straight, and some of them take pride at having the blood of a legendary ancestor, or even that of a god. Truebloods are more numerous among the nobility, but they can easily be found tending the fields as treading carpets of woven moonlight. In any of the elven subspecies, truebloods epitomize what it means to be an elf, moving with unnatural grace and precision, speaking with mesmerizing voices and having a natural talent for magic. They carry themselves with natural dignity, and some say that they are a reminder to all elves of their



origins as the first children of the gods. Truebloods have the respect of their peers, even if they do not hold any position of authority, and some have the bearing of true kings.

Adventuring: Truebloods take to adventuring for reasons all their own. Some set off to prove that they are truly heirs of their ancestors, wishing to achieve great deeds to cement their claim to greatness, others do so out of a sense of duty, feeling as if a great responsibility had been placed upon them. Fewer travel for the chance to escape the shadow of their lineage, willing to brave the world for the chance to be treated as just another elf. The majority of adventuring truebloods still feel that they are special, even among non-elves. The way this feeling expresses itself depends wholly on the elf's character, as it allows the arrogant to be even more so, and the dutiful to find conviction.

Role-Playing: Attitudes among truebloods varies wildly. The one most non-elves remember is the arrogant and condescending elf that treats everyone as barely-sentient creatures, but this is just because they make a point of reminding all of the purity of their blood. But these are only a vocal minority, for most truebloods keep their lineage to themselves, proving by deeds instead of words that they are true paragons of elven ideals. Inspired and committed, presumptuous and arrogant or resentful and questing, truebloods cannot escape the strength of their line and, they know that sooner or later, they will have to answer for what they have done to upkeep their name's reputation.

Bonuses: Truebloods are elves among the elves; in addition to the normal racial bonuses of a normal elf of any subspecies, a trueblood gains an additional +1 racial bonus to Dexterity or Charisma. Spellcraft and Use Magic Device are always class skills for a trueblood as he has an innate understanding of magic in any class in which he advances.

Penalties: Trueblood elves have a stronger connection to the origins of elvenkind and possibly to their gods. This connection affects them subtly, but with potentially dangerous effects. Whether going through racial memories or spending time parleying with the elven deities, truebloods spend eight hours in trance instead of just four. Their connection to the flow of magic poses another danger, for if a spell or spell-like ability is cast within 60 ft.

they must roll a Will save (DC 10 + spell's level) or be dazed for 1 round. The trueblood can only be dazed for one round, regardless of how many spells are cast at the same time.

MANHUNTER

Elves are noted for their joyful demeanour and general good humour, but they are no less prone to traumatic events than members of any other race. Elves who dedicate their lives to the persecution of non-elves receive the title of 'manhunter', as it is humans who most often attract their wrath. A manhunter is a grim individual who suffered a great loss at the hands of non-elves. A home destroyed, a soul-mate murdered, a family lost, an ideal held dear violated. Any of these may push an elf into the dark domain of hatred, so that he dedicates all the skill and power acquired through his profession to one end only: punishing those responsible for bringing suffering to elves. Remaining friends and family shake their heads with sadness and try to steer a manhunter back into the light, but accept and understand the role he has taken, hoping that he will reconsider and heal his wound.



CHARACTER CONCEPTS

Adventuring: Manhunters rarely join multiracial parties, especially if they include a member of the race that caused them pain in the first place. However, their resentment does not blind them to clever tactics, and they may swallow their desire for retribution if they can reach a more important goal by cooperating. These higher goals always include hurting the interests of another race, especially if they even hint at affecting nearby elven lands. Taciturn and always suspicious of his companions' motives, the manhunter does not last long in a party if he cannot put aside his distrust, for his attitude is clear and obvious.

Role-Playing: These elves are unusually grim and serious, opening up a little when around other elves, but closing up airtight when others are present. They will not trust non-elves until years of interaction have proven that an individual from a different race can be trusted, but, even then, they do not extend the trust to the rest of the race. The manhunter's hatred is usually cold and cunning, his longevity allowing him to plan revenge with long-term results, but he can also be very intolerant in the short run, brushing off the opinions of non-elves as unimportant. Many parties will not tolerate this elf for long and eventually ask him to leave, or abandon him without warning.

Bonuses: Manhunters can fly into sudden rages in different situations and with different effects. The player should choose a single race that caused the character the loss that made him into a manhunter for some of these rages, and cannot switch to another race in the course of his life. If he witnesses non-elves threatening or harming elves or elven lands and property, he gains a +4 morale bonus to Initiative while attacking the offenders. If he sees members of his hated race attacking or harming anyone, he gets +2 to Strength in addition to the Initiative bonus. If destiny places the exact individuals responsible for his loss within his grasp, his bonuses are +4 to Initiative, +4 to Strength and +2 to Dexterity, with a +2 bonus to Will saves. While in this last mode of rage, the manhunter suffers a -2 penalty to AC. For duration and effects of a rage aftermath, this ability works like a barbarian rage. If the manhunter is a barbarian or a class with the rage ability, he can only enter one kind of rage at a time, and the effects do not stack.

Penalties: Manhunters never forget their loss, haunted by dreams and nightmares and seeing the faces of murdered loved ones in people they pass on the roads. Once per week, the manhunter may stumble upon an event or a person that reminds him of his loss and sink

into a flashback for 1d6 rounds (+ his own Intelligence modifier), oblivious of everything that happens around him. The Games Master rules when this happens, and the manhunter is considered stunned for the duration of his flashback. Only by a supreme effort of will can the elf escape this state if he is in danger, such as in the middle of combat. He can roll a Will save (DC 18) every round he is in a flashback to snap out of it, most often flying into a rage immediately afterwards.

URBAN ELF

It is rare, but not unthinkable, for an elf to grow up and be raised inside a city of a different race. The reason for this may be that he belongs to a long-standing embassy in a human city or his family moved in while fleeing from some menace. The fact is that the elf child is more attuned to the comings and goings of an urban environment instead of the gentle flows of nature. Somehow, his family managed to instill elven values and education in him, but he took a liking to the city and only adventures into the wild to get to another city. An urban elf is more cosmopolitan and open in his relationships with others, and has a feel for how a city



works the same way that another elf knows every bend of a river.

Adventuring: Urban elves prefer the thrill of social interaction with members of other races to long nights spent in the open. Theirs is not a life of exploration, and they are looked down upon by other elves for this, but they make themselves valuable for the link they provide to what happens in the fast-moving world of a large city. The character is likely to belong to an organisation or prestige class that does not see many elves joining, like the city's watch, the priesthood of a non-elven deity or even a human Thieves' Guild. These elves prefer to stay in the world they know, just like their cousins. The difference is that theirs is made of stone and plaster instead of wood and wind.

Role-Playing: Urban elves are knowledgeable in the ways of the city, exchanging greetings with neighbours and vendors while walking down an avenue, and generally being open about how they interact with people in general. The crowded urban environment has forced them to be more tolerant about the failings of others, and to learn to rely on the help of trusted neighbours, their race not mattering one bit. Depending on what part of the city he was raised, an urban elf might sport an 'ivory tower' attitude towards the needs of the common citizen, or be distrustful of everyone outside a small circle of friends. His relationships across the settlement can be true friendships or just business contacts, but he is not afraid to approach people.

Bonuses: Urban elves enjoy a +2 racial bonus to Hide checks inside a city or any place where there is a lot of people, as they know how to lose themselves in a crowd or into alleys as well as other elves do among trees. Their open nature also grants them a +1 permanent bonus to Gather Information checks.

Penalties: Urban elves miss having the familiar landmarks of buildings and streets, and suffer a -2 penalty to Intuit Direction checks while in the wilderness. They also feel uncomfortable and out of place, suffering a -2 penalty to Wilderness Lore checks.

ELF NOBLE

Elves have a loose government, with their love for freedom not allowing for any strict hierarchy or an over-regulated society. Elven nobility is, as a result, much closer to the common folk than in other races, but many argue not by much. An elf noble is nevertheless a far cry from other ruling classes. Dominated by a sense of *noblesse oblige*, such an elf travels the land under his supervision constantly, making sure that his 'subjects' are happy and their needs are met. As amiable as they can be with their own kin, nobles are less tolerant of non-elves, as the safety of their lands is of paramount concern. This attitude has given these elves their reputation as lofty and aloof, but is a behaviour they only take with those not of their kind. The children of nobles receive a complete education, which includes working alongside the commoners to learn to care for the land, in order to better rule it.

Adventuring: The needs of their people is the prime reason a noble takes to adventuring, often enlisting the help of others if he believes he is not up to the task. The children of nobles accept missions out of elven



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lands to secure treaties or deal with potential threats, the well-being of their people first and foremost in their minds. Others consider that, while older brothers can stay and learn the art of statecraft, it is their duty to better themselves to become more powerful protectors, or simply because they are bored of their lives and seek excitement elsewhere. Nobles do not consider themselves to have joined an adventuring party, but that they are reviewing talent for possible enlistment in the pursuit of elven causes.

Role-Playing: Elf nobles have two faces: the one they show to their subjects and the one they wear for outsiders. To elves, the noble is attentive, kind and protective, but to others he is aloof, uppity and with more than a measure of arrogance. They hold the firm belief that the elven way of life is the only one of any worth, and sometimes they forget their manners and express this belief openly, contributing even more to the other races' dislike of them. Nobles have a sense of responsibility to those under their care that is difficult to shake off, even while miles away from any elven stronghold, and it influences most of their decisions. A good noble does not acquire wealth and skill for himself; he thinks of how the riches and new powers can be put to better use back home.

Bonuses: Noble elves are familiar with their role as leaders, with Knowledge (nobility) always as a class skill, and the possibility to buy the Leadership feat at 3rd level instead of waiting until 6th. In addition to their starting gold, they may start with two pieces of equipment appropriate for their class, with a total cost no higher than 1,000 gp.

Penalties: Nobles have a duty to their people. Whenever an elf noble sees another-elf in need, he must stop and try to remedy the situation to the best of his ability. He may offer a short solution or limited help if he is already pursuing a task of greater importance for the elven people, but he cannot ignore his duties. If he does, he suffers a -2 morale penalty to every ability score until he agrees to help the elf.

CHOSEN

Deities of the elven pantheon take an active role in the lives of their followers, besieged as they are by the forces of darkness, being the brightest light of good in the land. The gods and goddesses are well-served by their priesthood, but sometimes, and for reasons all their own, they choose a common elf to be their mouthpiece, agent or

pawn. A chosen will sometimes wake from his nightly trance with a new sense of purpose, growing restless as he begins to dream, receiving images and messages of unknown origin. Once he begins heeding these portents, his path is set. He receives guidance and aid from the gods in exchange for service, nudging destiny here and there as his dreams direct him. He does not question these orders, for deep inside he knows that he is making things work as they should.

Adventuring: Chosen are always on a quest of sorts, following the mandates of the elven pantheon. While outwardly they behave as they always did, now their hearts burn with purpose, and they can risk their lives in order to achieve the gods' goals. Depending on their personality, they try to trick, convince, cajole or outright bribe their companions into following them on one of such missions, seldom explaining why they know the correct way to lost ruins or what the orc chieftain's magic mace can do. They can accept tagging along on different trips as long as they do not conflict with the gods' commands, and the deities are understanding enough not to tax all of his time. A chosen keeps adventuring until the end of his days or until the gods let him rest.



Role-Playing: Chosen elves are determined and headstrong, with eyes fixed on the road ahead. They have a confidence and faith in their role as the gods' hands that pales that of any priest. Aside from fulfilling the appointed tasks, chosen try to stick closer to their patron deity's tenets, becoming the most devout followers of their religion, as they do not need faith in the power of the gods, having experienced their touch first hand. They can become exasperated when those around them fail to meet the gods' standards, and if they are not careful, become unthinking zealots whose only reason to live is to hear and comply with the will of higher powers.

Bonuses: The chosen benefit from the direct protection of their gods. Once per game session, the player of a chosen may roll two dice in any combat roll, skill check or saving throw, keeping the most favourable result.

Penalties: The gods' help does not come free, and the chosen is subject to receiving instructions from his deities at any time, regardless of what he may be doing at that moment. Such commands work exactly like the *geas/quest* spell, and the Games Master is free to issue them as befits his plans. Convincing others to join in his quest counts as working to comply with the *geas*.

ECCENTRIC

While keeping their secrets protected from others, elves do establish friendly relationships with their neighbours, and prolonged contact gives rise to a few eccentric elves that prefer the company of the young races instead of that of their own kind. They have not been appointed as ambassadors, but take the path of the wanderer for their own purposes. When, and if, they return to their homeland, they bring with them new allies, proving to the rest of the elves that humans, dwarves and even half-ores have things of value to contribute to the elven way of life. They are open and eager to learn from their friends, and quite capable of giving their lives for those they care about, without a care to how long they live or what size they grow to.

Adventuring: Eccentric elves gladly join adventuring parties composed of members of different races, and are quite happy to help their new companions in any personal quest, as long as they get something in return. This can be pay in gold, an equal share of any treasure found or simply the chance to experience new thrills and adventures. The eccentric does not

understand his fellows' reservations with the young races, as he finds them fascinating and well worth keeping an eye on. These elves are the most likely to fall in love with a human and bear a half-elf, something that does not endear them much to the rest of elvenkind.

Role-Playing: An eccentric elf may have an odd mannerism, even for an elf, as he tries to imitate his companions for the sheer fun of it. This is a good example of their character; having set out in search of excitement and adventure, they tend to be joyful and whimsical. Drow eccentrics are, on the contrary, shy and insecure, yearning for the others' acceptance and knowing full well how his people are seen by the rest of the world. These elves might seem foolish, but they are far from it, they just want to fill their long lives with wonderful memories, and reach a better understanding of the rest of the races that they share a world with.

Bonuses: Eccentrics are likeable, with their eagerness to help endearing them to their fellows. An eccentric can cast *charm person* as a spell-like ability once per day, sometimes doing this unconsciously. They use this ability as a caster of their level, with the DC equal to 11 plus Charisma modifier.



Penalties: Other elves see eccentrics as lost causes. All elf Non-Player Characters they meet start as Unfriendly, and will dismiss anything the eccentric says as just another of his quirks. In addition, their eagerness makes them somewhat naïve, imposing on them a -2 inherent penalty to Sense Motive checks and saving throws against Enchantment spells and effects, thus negating their racial bonus against them.

RETIRED DEFENDER

Some elven communities have seen the encroachment of their lands by others, and the necessity of defence gives birth to dedicated scouts and militia that constantly patrol the borders of the territory, looking to prevent their unwanted neighbours advancing any further. Some of these defenders retire early, wishing to return to a life they can cope with. They have seen what other races are capable of and they yearn for the companionship of their own. They do not find peace easily, as what they have witnessed haunts them at night with the threat of it happening to their loved ones. They take up arms again, but do not return to the militia, instead taking the fight to where it counts and hoping to make a small difference.

Adventuring: Defenders take on adventuring by themselves because they believe that they are the only ones capable of dealing with whatever lies outside the security of elven lands, acting as self-appointed advance warning systems. They undertake many missions, keeping their eyes open to the possibility of a threat to their homes, quickly excusing themselves to run back home and report or handling the problem themselves, making the world safe for common elves without their knowledge. They are not against the acquisition of personal wealth, considering it a just reward for their self-exile.

Role-Playing: A retired defender is jaded from all that he has experienced, dreading the long years still ahead of him as time spent without joy. Some hold the hope that, by their efforts, they are securing a peace back home that they can return to when they grow old and tired. The defender has little respect for those younger and more inexperienced than him, often stepping in and dealing with a problem when he believes that he is the only one capable of handling it properly. With time, the defender may learn to respect his companions' skills and growing power, and may even recover his ability to enjoy life but, until that happens, he spits his wisdom rather than letting it out gently.

Bonuses: A retired defender has seen many different styles of fighting, even if not facing them himself, learning and analysing them enough that he has acquired a sense for the way combat runs. He can refocus his initiative as a standard action instead of a full-round action, which allows him to reposition himself or strike to take better advantage of his insight.

Penalties: He does not expect much from any of his companions, and hardly fights in coordination with them. He does not enjoy any bonus from flanking or the aid another special combat action.



THE PRESTIGE ELF

Elves can commit themselves to any path without restriction. Although they favour the wizard class because of their affinity to magical study, legends speak of the elven proficiency in the wilderness, and every elf knows how to wield a sword and shoot with a bow. Elf characters can advance to any level in their chosen class, achieving different degrees of mastery in the arcane or divine arts, fighting prowess, knowledge and skill.

Elves possess many secrets that they do not share with others, and any elf can choose to branch out in his abilities by complementing his class with one of the many prestige class available to him. He can focus on training along a similar direction to his class or follow along the secret elven paths, learning skills and acquiring new abilities that build on the mystical secrecy that surrounds everything elven. The following prestige classes are appropriate for any class that an elf can choose, although characters will have an easier time taking some if they belong to a certain class in order to match the pre-requisites. These classes help players give their elf characters a more specialised approach to being an elf, bringing their race's fabled powers to their profession and further distinguishing them from ordinary members of a class.

Most of these prestige classes are available to elves only, but a few may allow half-elves into their ranks, and trusted elf-friends from other races could be awarded special recognition by teaching them some of the elves' most closely guarded secrets.

BEASTRIDER (KELVAROQUEN)

In the thick forest, vast savannah or deep-sea reaches, elves have little use for stout but slow and ungraceful mounts such as horses, which have become fit to travel upon roads more than on the wilderness. To better meet their needs, elves train special beasts to serve as mounts; beasts that are fit for the terrain and the elves' need to complement their methods of exploration and warfare. Beastriders are elite cavalry who train in the handling of unusual mounts such as dire animals or magical beasts, stalking trespassers or conveying messages from one elven settlement to another. The bond between rider and mount is a strong one, as they

learn to fight, move and live together, and this bond can grow potent enough that each would prefer to die than to continue their lives without the other.

Elven fighters and barbarians are those most commonly found in beastrider ranks, although the closeness with animals that rangers and druids have makes them excellent candidates. Other classes are less inclined to ride a huge beast or simply have no need to expand their abilities with those ones of the beast-riders, although bards and clerics may join if their ethos or personal inclinations take them that way. It is easy to confuse elven paladins with beastriders if their mount is not a horse, but their functions and abilities are very different, even if they might fight well together. Wood and wild elves are the most common beastriders, although some high elves are attracted to the class. Grey elves almost never become beastriders, and sea elves and drow have their own versions.

Beastriders found as Non-Player Characters are leaders of hunting parties or patrols in the periphery of elven lands, and tend to be harsh and uncompromising in their duties.

Hit Die: d10

Requirements

Race: Elf or half-elf.

Base Attack: +5 or higher.

Skills: Handle Animal 8 ranks, Ride 5 ranks for the specific mount to be chosen (see description), Wilderness Lore 5 ranks.

Feat: Mounted Combat.

Class Skills

The beastrider's class skills (and the key ability for each skill) are Animal Empathy (Cha), Climb (Str), Craft (Int), Handle Animal (Cha), Jump (Str), Listen (Wis), Search (Wis), Profession (Wis), Spot (Wis) and Wilderness Lore (Wis). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier

Class Features

Armour and Weapon Proficiency: Beastriders are proficient with all simple weapons and martial weapons. They are proficient with light and medium armour, and with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks



The Beastrider

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Special mount, control mount
2	+2	+3	+0	+3	Share senses
3	+3	+3	+1	+3	Call mount
4	+4	+4	+1	+4	Cloak of nature
5	+5	+4	+1	+4	Pack leader

suffer a -1 penalty for every 5 pounds of armour, equipment, or loot carried.

Special Mount: By attaining the beastrider class, the character receives a special mount with which he bonds to become its rider. The ranks the character has in the Ride skill before becoming a beastrider must be devoted to the specific mount received, which includes: deinonychus, bison, dire wolf, dire boar, lion and tiger. Sea elves may ride large sharks, and drow use large monstrous spiders. The Games Master can approve other mounts, provided that they fall within the 4-6 HD and CR 1-4 range and are large-sized. It is recommended that these mounts possess no supernatural or spell-like abilities and be of animal intelligence. If the mount dies, the character must make a Fortitude save (DC 12 + mount's HD). If the saving throw fails, the beastrider loses 200 experience points per class level. A successful saving throw

reduces the loss to half of that amount. This loss follows the rules of sorcerer and wizard familiars, and the character receives and bonds with a second mount a year and a day later if he spends that time with the trainer, or training the creature himself.

Control Mount (Ex): The beastrider has supreme control of his mount, and need not roll a Ride check to direct the mount with his knees nor to attack with it and still have his own attacks available for the round. He ignores the penalties for riding bareback only with his own mount, applying them normally with other animals, even if they are of the same species as his mount.

Share Senses (Su): All the time the beastrider is atop his mount, he can share its animal senses, granting him a +4 racial bonus to Listen, Spot, Search and Wilderness Lore checks.

Valath scratched behind Gurrak's ears. The dire wolf was too proud to make any outward sign of pleasure, but the bond that linked beast and rider allowed the elf to know the exact spot where the giant animal liked to be scratched. They were on patrol duty tonight, as the speaker of the stars was nervous about something. Lord Evallion had called on all rangers and scouts to double their vigilance, and that included the beastriders.

Valath's heart began to beat stronger, and his wolf mount perked his ears, all thoughts about stealth and ambush forgotten. The alert part of the elf's mind screamed to him to at least draw his sword, but something was gripping his attention, something approaching by the road.

Gurrak whined, and that broke the beastrider out of his strange state of mind. Few things made a dire wolf whine. He drew his sword and gave the beast the mental command to be ready to pounce, but the animal refused, pointing mentally at the road with a mix of trepidation and awe.

The elf understood the moment the rider came into view. His jaw made an earnest effort to join his sword on the ground when he set eyes on the most beautiful maiden he had ever seen. She seemed to radiate light, and her greeting smile felt to Valath as if the sky had opened and let go of one of its stars.

'Greetings, beastrider, I come to speak with Lord Evallion,' she said softly, waking Valath from his reverie. He then noticed that she was wearing breastplate and a mithral chain skirt. His gaze then fell on her mount and he had to blink twice again.

'W-well, met, Maiden of the Silver Heart,' he mumbled, recognising the unicorn rider from tales told around the campfire. The speaker of the stars would be happy, the beastrider thought. If the Order of the Silver Heart was abroad, a dire event was sure in coming.

Call Mount (Su): The character and his mount are bonded so closely together that he can summon the mount from vast distances. The beastrider issues a mental command and his mount will make its best effort to come to his side. The range of this call is 400 feet plus 40 feet per beastrider level, and is usable once per day per beastrider level.

Cloak of Nature (Ex): The beastrider and his mount become one with their surroundings, moving with such grace and skill that they may pass unnoticed. While they are together, rider and mount roll Hide and Move Silently checks as if they were one creature, using the highest skill modifier of the two with a +2 synergy bonus from the other.

Pack Leader (Sp): Once per day, the beastrider can summon creatures of his mount's normal species (wolves for a dire wolf, medium-size sharks for large sharks, etc.) and command them into action. He can summon 10 HD worth of creatures, plus 1 HD per Charisma modifier. The creatures remain for 2 rounds per beastrider level. This ability works otherwise as the *summon nature's ally* spells as if cast by a 7th level druid.

WINDLORD (SÛLBRANNON)

Taking off from the highest treetops, from forested mountains or the decks of delicate ships, the windlords are the elves' fearsome aerial cavalry. Riding upon winged beasts, the windlords dominate the skies by directing their mounts to attack with talons, beaks and hooves, striking with surprise and superior mobility on their side. Windlords come almost exclusively from the ranks of nobility or from special orders of knighthood sworn to protect elven lands from intruders and invaders. Many windlords also serve by complementing elven fleets (see *Traveller's Tales – Ships of the Elves*), dropping fiery death on enemy ships. The relationship between a windlord and his mount is legendary, as the rider must always be present during his future mount's training while undergoing his own.

While fighters and clerics are more adequate for making full use of an aerial mount's combat capabilities, wizards and sorcerers also join their ranks, hurling spells upon enemies on the ground and facing powerful flying monsters on their own terms. Barbarians lack the necessary discipline, while bards and rogues are unlikely candidates if they are not from a noble house. Rangers and druids have many ties to

the ground, and paladins may summon their own mounts without necessarily becoming windlords. High and grey elves are the most common windlords, with wood elves following suit. Wild elves prefer to stay close to the ground, whilst sea elves and drow have no version of windlords for obvious reasons.

Windlords found as Non-Player Characters are knights or leaders of a sizeable regiment, or part of an elven navy's aerial support.

Hit Die: d8

Requirements

Race: Elf.

Base Attack: +5 or higher.

Skills: Handle Animal 8 ranks, Ride 5 ranks for the specific special mount to be chosen (see description).

Feat: Mounted Combat or Combat Casting.

Special: Must have been present during the training of his mount.

Class Skills

The windlord's class skills (and the key ability for each skill) are Animal Empathy (Cha), Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Jump (Str), Knowledge (geography) (Int), Profession (Wis), Spot (Wis) and Wilderness Lore (Wis). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier

Class Features

Armour and Weapon Proficiency: Windlords are proficient with all simple and martial weapons. They are proficient with all armour and with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a –1 penalty for every 5 pounds of armour, equipment, or loot carried.

Special Mount: By attaining the windlord class, the character receives a special mount with which he bonds to become its rider. The ranks the character has in the Ride skill before becoming a windlord must be devoted to the specific mount received, which includes: giant eagle, griffon, hypogriff and pegasus. The Games Master can approve other mounts, provided that they fall within the 4-6 HD and CR 1-4 range and are large sized. If the mount dies, the character must make a Fortitude save (DC 12 + mount's HD). If the saving throw fails, the windlord loses 200 experience points

The Windlord

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+2	Special mount, control mount
2	+2	+0	+3	+3	Windrider
3	+3	+1	+3	+3	Empathic link
4	+4	+1	+4	+4	Swooping dive
5	+5	+1	+4	+4	Summon mount

per class level. A successful saving throw reduces the loss to half of that amount. This loss follows the rules of sorcerer and wizard familiars, and the character receives and bonds with a second mount a year and a day later if he spends that time with the trainer, or training the creature himself.

Control Mount (Ex): The same as the beastrider ability.

Windrider (Ex): The windlord knows and recognizes the air currents and is perfectly accustomed to his mount's movements. The penalty the character suffers when using a ranged weapon from the back of his mount is halved: -2 instead of -4 if the mount is taking a double move, and -4 instead of -8 if the character's mount is 'running.' This benefit stacks with the Mounted Archery feat, reducing the penalty to -1 and -2 respectively. In addition, the windlord has a +4 bonus to Concentration checks when casting a spell from the back of his mount.

Empathic Link (Su): The windlord has an empathic link with his mount out to a distance of one mile per windlord level. The character cannot see through the mount's eyes, but they can communicate telepathically. Even intelligent mounts see the world differently from humans, so misunderstandings are always possible.

Swooping Dive (Ex): When the character is mounted and uses the dive action, he may move and attack as with a standard charge and then move again, pulling up his mount in the air as if it had good manoeuvrability, with no needed distance to fly level before climbing, provided he continues the straight line of the charge. The character's total movement for the round cannot exceed double his mounted speed. The character does not provoke an attack of opportunity from the opponent that he attacks.

Summon Mount (Su): Through the empathic link they share, the windlord can summon his mount from any distance. The mount will make its best effort to come to his side, but cannot travel to other planes by

itself. The windlord can use this ability once per week per windlord level.

SPEAKER OF THE STARS (QUENDELLENI)

A few elven legends tell that the gods live in the sky, and they can be reached by reading the messages they leave in the stars. Few elves put this to the test, but those who do become speakers of the stars, a special kind of arcane priest who heeds the voice of the elven pantheon by staring at their constellations and gleaning his conclusions from a mix of divine inspiration and analytical thought. Speakers are, in practice, soothsayers and oracles, astrologers who chart their fellows' destinies as they are written in the night sky.

Speakers of the stars come eminently from spellcasting classes, especially the wizard and cleric who approach the messages in the stars from different perspectives, but eventually reach the same point. Bards, sorcerers and druids may become speakers, but the way they do magic or their beliefs keep most of them from the serious study of the stars that the speaker must perform. A few select paladins become speakers to add the knowledge of destiny to bolster their chances in their fight against evil, and even fewer rangers have the mental discipline to add the heavens' designs to their lore about the species they pursue. The first speakers of the stars were grey elves, but high and wood elves learned the art quickly. Wild elves take no interest in reading the sky that way. Sea elves do not look at the stars too often, and drow never do it at all.

Speakers of the stars found as Non-Player Characters might be a settlement's wise old man or the hermit who may know the answer to what the adventurers are looking for. A speaker can even be the clichéd shadowy stranger at the tavern's dark corner, who has seen a great event in the stars and is looking for adventurers to face it or study it for him.

Hit Die: d4

The Speaker of the Stars

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per day
1	+0	+0	+0	+2	Chart destiny	+1 level of existing class
2	+1	+0	+0	+3	<i>Eyes of the stars</i>	+1 level of existing class
3	+1	+1	+1	+3	Voice of the stars	+1 level of existing class
4	+2	+1	+1	+4	Call upon the heavens	+1 level of existing class
5	+2	+1	+1	+4	Change destiny	+1 level of existing class

Requirements

Race: Elf.

Skill: Scry 10 ranks.

Feat: Spell Focus (divination).

Spells: Must know at least four spells from the Divination school.

Class Skills

The speaker of the stars' class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Intuit Direction (Wis), Knowledge (all, taken individually) (Int), Profession (Wis), Scry (Int), Search (Wis), Spellcraft (Int) and Spot (Wis). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier

Class Features

Armour and Weapon Proficiency: Speakers of the stars are proficient with all simple weapons. They are not proficient with any kind of armour nor with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour, equipment, or loot carried.

Spells: At every level, the speaker of the stars gains additional spell slots as if he had gained a level in the spellcasting class he belonged to before adding the prestige class. However, he does not gain any other benefit a character of that class would have gained with level advancement (hit points, feats, special abilities, etc.) beyond an effective level of spellcasting. If the character had more than one spellcasting class before becoming a speaker, he must decide to which class he adds the new level for purposes of determining spells per day.

Chart Destiny (Su): If a speaker spends most of the previous night studying the stars, he can make a prediction for a number of persons equal to half his

Intelligence modifier (minimum of one). By warning others about what may befall them during the day, the speaker gives them a pool of bonus points equal to his speaker of the stars level, which the recipients may apply to any roll made for actions during the following day as an insight bonus. For example, a 7th level cleric/2nd level speaker of the stars with Intelligence 18 can chart the destiny of two people for the following day, giving them two bonus points which they can use for attack or damage rolls, skill checks or saving throws. The recipient in this example could gain a +2





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insight bonus to a single roll or a +1 insight bonus to two rolls. If the recipient has not used his pool by the end of the day, he loses the bonus points. The speaker can make a prediction for himself by considering that he is one of the persons he can chart destiny for during the night. The speaker cannot use this ability on the same night as other abilities that depend on studying the stars.

Eyes of the Stars (Sp): The speaker can use the stars as a scrying instrument and cast the *scrying* and *greater scrying* spells once per night, provided he is of sufficient level to cast them in the first place. The speaker does not need to actually know the spells or have them prepared in order to use this ability, he just needs to be able to cast 4th and 7th level spells respectively (3rd and 6th for bards, 5th and 7th for clerics).

Voice of the Stars (Su): If a speaker spends most of the previous night studying the stars, he can learn the possible outcomes of a number of future encounters equal to his Intelligence modifier (minimum 1). The player chooses to which encounters he applies this knowledge. By using a standard action advising or directing another character, the speaker grants him a +2 insight bonus to a single roll that character makes in the same round. The speaker can apply this to different characters every round until the end of the encounter, and doing this does not attract an attack of opportunity. It also applies to non-combat encounters if the player so chooses. The bonus does not stack with the bonus from Chart Destiny, and the speaker cannot use this ability again until he has predicted the actions for the last encounter from his previous use. He cannot grant the insight bonus to himself. The speaker cannot use this ability on the same night as other abilities that depend on studying the stars.

Call Upon the Heavens (Su): The speaker of the stars listens to the voices of the gods etched in the sky, and benefits from it. He must spend the previous night studying the constellations and, when preparing his spells or readying his mind (in the case of sorcerers and bards), he can sacrifice a spell slot in order to gain the use of a granted power from a Domain granted by an elven deity. The effects of the borrowed Domain power last for an hour per speaker level after the character activates it at any point in the day, and it can only be a Domain from an elven deity. A speaker with cleric levels can choose other deities' Domains rather than his own with no consequences, and if he chooses one of his deity's Domains that he does not follow, the effects

last one hour longer. The speaker can only choose a maximum of three Domain powers, and they are lost at the end of the day if he did not activate them. The speaker cannot use this ability on the same night as other abilities that depend on studying the stars.

Change Destiny (Su): The same as Chart Destiny, except that the speaker can grant two bonus points per level to one person, instead of one point per level to more than one person.

VOICE OF THE FOREST (TUARENAITH)

Nature is a force to be reckoned with when it stirs from its natural cycle, and elves know it well. In everything they do, elves try to live in harmony with their surroundings, and nature notices such efforts. Druids are the priests of the natural world, but once in a while, the wilderness chooses a champion, one who will speak with the voice of the wild and be a mediator between elves and nature. The voice of the forest stands between his two worlds and can rally the forces of one to help the other, calling for the elves to defend the forest, and able to call upon the power of the land to help the elves in their plights.

Druids and rangers are the foremost candidates the wild chooses to be its champions, mainly because they already are familiarized with its ways. Other likely candidates are barbarians and clerics of nature deities, but they sometimes lose focus of nature's goals. Nature sometimes finds worthy voices among fighters and bards if they revere nature in their ways, and other classes hear the call only under very special circumstances. Since a voice of the forest must be very close to nature, wood and wild elves hear the call more clearly, with high elves following close behind. Grey and sea elves are less inclined to become voices, while drow almost never do. The name 'voice of the forest' does not mean that the character cannot be the chosen of the forces of mountain ranges, the deep sea or dank caverns.

As Non-Player Characters, voices of the forest tend to be loners and hermits, coming forth only in times of necessity for both the elven kingdom that encloses their home and for the forest that they fight for.

Hit Die: d8

The Voice of the Forest

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+2	Forest mind
2	+1	+3	+0	+3	<i>Voice of the beasts</i>
3	+2	+3	+1	+3	<i>Voice of the trees</i>
4	+3	+4	+1	+4	<i>Voice of the woods</i>
5	+3	+4	+1	+4	One with the forest

Requirements

Race: Elf.

Spellcasting: Ability to cast 1st level divine spells.

Skill: Wilderness Lore 5 ranks.

Feat: Endurance.

Other: Must speak Sylvan.

Special: The character must hear the call of the wild and spend a month meditating in the forest or another appropriate wilderness setting.

Class Skills

The voice of the forest's class skills (and the key ability for each skill) are Animal Empathy (Cha), Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Knowledge (nature) (Int), Listen (Wis), Profession (Wis), Spot (Wis) and Wilderness Lore (Wis). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier

Class Features

Armour and Weapon Proficiency: Voices of the forest are proficient with all simple weapons. They are proficient with light and medium armour and with shields but, like druids, they cannot wear metal armour (thus, they may wear only padded, leather or hide armour) and they must use only wooden shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour, equipment, or loot carried.

Forest Mind (Su): The mind of a voice of the forest is linked on a subconscious level with that of his home terrain type, and thus gains a +2 bonus to saving throws against the spell-like abilities of fey creatures. In addition, by entering a deep trance for one minute once per day per prestige class level, he gains a general sense of the land's layout, gaining a +4 insight bonus to

all navigational skill checks like Intuit Direction, Profession (sailor) or Profession (cartographer).

Voice of the Beasts (Sp): The voice can speak with animals as the spell *Speak with animals* three times per day plus one per Wisdom modifier. Once per week per voice of the forest level, the character can summon animals as per the spell *Summon nature's ally II*. At every consecutive level, he can summon a more powerful version of the spell. For example, at 3rd level he can summon animals as with a *Summon nature's ally III*, and at 5th level as with *Summon nature's ally V*.

Voice of the Trees (Sp): The voice can speak with plants and plant creatures as the spell *Speak with plants* three times per day plus one per Wisdom modifier. Once per week per voice of the forest level, the character can command plants to move in a 400-foot radius area, plus 40 feet per prestige class level. The voice of the forest chooses how the plants move to achieve one of the following results:

† Entrap any creature in the area as per the *entangle* spell as if cast by a druid of the voice of the forest's total character levels.

† Help allies in combat by simulating a flanking condition for every opponent in the area, granting allies a +2 bonus to attack rolls and giving rogues the chance to do sneak attacks.

† Help allies in combat by moving wildly, ruining opponents' aim and giving allies one-half concealment (20% chance to miss).

Voice of the Woods (Su): The character can communicate telepathically with any plant creature, fey, beast or magical beast in sight. If the voice of the forest has levels in a spellcasting class, the DC of the spells he casts at a creature contacted increases by +2, although some creatures can take dire offence at this use of the ability.

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One With the Forest (Su): Once per day, the voice of the forest can step into the ground and expand his conscience to span the forest around him as far as five miles plus one mile per Wisdom modifier. On a Concentration check (DC 15) the character can focus on any place within the area and witness anything happening there as if he were present. Unlike divination magic, this does not create a sensor, but creatures with a Wisdom score of 15 or higher can roll a Spot check (DC equal to the character's original Concentration check) to feel as if the forest was watching them. The character can maintain this condition for an hour per voice level plus his Constitution modifier and emerges from the ground as he wishes or when this duration ends. With a Fortitude save (DC 20), the voice of the forest can emerge at the spot he was spying into – failure means he emerges where he entered.

MASTER OF THE HUNT (TELCONTAR)

Hunting is a revered activity among the elves, and it is even sacred for some others. The position of huntmaster is coveted by many young elves, as it only falls to the best hunter in the community. The master of the hunt is responsible for providing food for his people and keeping the cycle of predator and prey, thanking the game he hunts before he takes it down. When he is not hunting, the master of the hunt is in charge of patrolling the lands, often associating with beastriders in this task if he is not a beastrider himself as well. On certain occasions, the huntmaster is also a war leader, spearheading small groups of elves that specialise in guerrilla tactics.

Rangers make ideal huntmasters, although any elf may qualify if he proves skilful enough. Fighters lean more to the warlike activities of a huntmaster while druids focus on the hunting aspect. In communities where hunting is a sacred activity or where there are special holy festivities around it, clerics take the mantle of masters of the hunt, adding their divine power to the pursuit of prey. Wizards and sorcerers make for frightening masters, as they have many other means of following and capturing prey that complement their new class abilities. Wild elves would have many more huntmasters if they did not limit their numbers to one per settlement plus a couple of apprentices, while wood and high elves allow for more than one huntmaster to live in the same community, although only one leads any festivities involving a hunt. Grey elves show little interest in the activity of hunting and leave this class for the less 'cultured' elves. Sea elves have their own

version that can call dolphins instead of hounds, while drow use monstrous spiders.

As Non-Player Characters, masters of the hunt are important members of an elven community, holding ranks that may go from a tribe's namesake huntmaster to chieftain or religious leader.

Hit Die: d12

Requirements

Race: Elf or half-elf.

Skill: Wilderness Lore 8 ranks.

Feats: Track, Endurance.

Special: The character must have an animal companion, familiar or simply a pet apt for hunting, like a hound, wolf, hawk, owl, etc. The animal need not be magical in nature nor attracted with an *animal friendship* spell, it need only be loyal to the character.

Class Skills

The master of the hunt's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Profession (Wis), Search (Wis), Spot (Wis), Swim (Wis) and Wilderness Lore (Wis). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.



The Master of the Hunt

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Relentless pursuit, hunting pack
2	+2	+3	+0	+0	Many eyes
3	+3	+3	+1	+1	Merciful killing +1d6
4	+4	+4	+1	+1	Phantom hounds
5	+5	+4	+1	+1	Hunter's stride, merciful killing +2d6

Skill Points at Each Level: 2 + Int modifier

Class Features

Armour and Weapon Proficiency: Masters of the hunt are proficient with all simple and martial weapons. They are proficient with light and medium armour and with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour, equipment, or loot carried.

Hunting Pack: The master of the hunt owns and controls a pack of 2d4 hunting dogs (use the stats of a riding dog with the trip special attack). He can issue the pack the following orders with a successful Handle Animal check with different DCs: search for the prey (DC 12), attack a target (DC 10 + target's CR), hold still (DC 15), stalk silently (DC 18), return to his side (DC 16). The character needs a horn or similar signalling device to relay the orders to his pack.

Relentless Pursuit (Ex): At first level, the huntmaster is already an accomplished tracker, able to follow a trail under harsh conditions without losing pace. He ignores the penalties for moving at full speed while tracking. If he chooses to move at half speed, he treats the ground as one terrain category easier (hard ground is considered firm, firm is considered soft, etc.).

Many Eyes (Su): Once per day, the character can see through the eyes of his animal companion or any of his hunting animals for 1d8 minutes plus one minute per class level.

Merciful Killing (Ex): The huntmaster knows the vital spots of living beings and is able to deal more damage. Any time the huntmaster's target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when he flanks the target, he deals an extra 1d6 points of damage at 3rd level and an additional 1d6 at 5th level. This ability works in the

same way as a rogue's sneak attack, and stacks with any sneak attack or similar bonus the huntmaster gains from another class.

Phantom Hounds (Sp): Once per day, the character is able to summon to his side 1d6+1 phantom hounds. These creatures appear and act on the same round the master of the hunt summoned them, and remain for one hour plus an extra hour per class level. For the phantom hounds, apply the celestial template to a wolf, and add incorporeality to its special qualities, and their bite may target material creatures normally.

Hunter's Stride (Su): Once per day, the master of the hunt can travel at an amazing speed, moving at a rate of up to seven miles every 10 minutes. He can take his hunting pack and any phantom hounds with him, along with one other medium-sized creature per Constitution modifier. The character can sustain this mode of travel for one hour per class level, after which he is considered fatigued.

KEEPER OF SONGS (LINETUR)

Keepers of songs have an important role in elven society as the guardians of tradition. Much more than bards, the keepers of songs learn the ballads and anecdotes that give strength and meaning to elven culture, travelling from settlement to settlement keeping the stories fresh. Their knowledge of custom and precedent also has these minstrels functioning as judges, whether they hold the office or not. A community will ask a keeper to pass judgement based on what stories tell about the situation at hand, trusting that he can dredge up the most obscure detail to deal with anything. An elder songkeeper trains new members of this class, taking from one to half-a-dozen apprentices at the same time. The selection process is informal, with young aspirants approaching the keeper and asking for the chance to learn, with acceptance or rejection coming apparently out of whim.





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Bards fit naturally as keepers of song, but given the elven love for music, dance and stories, many other classes seek to add levels as songkeepers to spice up their abilities. Spellcasters are well-served by the songkeeper's ability to weave magic into song, with sorcerers and wizards benefited by the chance to acquire knowledge through the legendry the keeper tends to pick up along the way, and clerics and druids become closer to the people and woodland creatures they deal with as part of their tasks. Most keepers of songs travel through lands settled by high elves, but grey elves have developed their own musical lore with a more refined ear. Songkeepers among the wood and wild elves tend to be a village's storytellers and advisors to the chieftain. Sea elves have many songkeepers as well, competing with mermaids for infamy among sailors, and drow sing their stories in deep, disturbing voices.

As Non-Player Characters, it is easier to find a keeper of songs on the road than as part of a community, but he will become notorious as he tells his stories or weaves an illusion to make a point.

Hit Die: d6

Requirements

Race: Elf or half-elf.

Spellcasting: Ability to cast 2nd level spells (either divine or arcane).

Skills: Knowledge (history) 5 ranks, Perform (sing) 8 ranks.

Class Skills

The keeper of songs' class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Gather Information (Cha), Hide (Dex), Intuit Direction (Wis), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Scry (Int, exclusive skill), Sense Motive (Wis), Speak Language (Int), Spellcraft (Int), Swim (Str) and Use Magic Device (Cha, exclusive skill). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier

Class Features

Armour and Weapon Proficiency: Keepers of songs are proficient with all simple weapons. They are proficient with light armour but not with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape

Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour, equipment, or loot carried.

Spells: At every level, the keeper of songs gains additional spell slots as if he had gained a level in the spellcasting class he belonged to before adding the prestige class. However, he does not gain any other benefit a character of that class would have gained with level advancement (hit points, feats, special abilities, etc.) beyond an effective level of spellcasting. If the character had more than one spellcasting class before becoming a speaker, he must decide to which class he adds the new level for purposes of determining spells per day.

Tradition Lore: A songkeeper may make a special tradition lore check with a bonus equal to his level + his Intelligence modifier to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places. This check is similar to bardic knowledge and stacks with levels of bard, if the knowledge sought deals with elven lore. Tradition lore does not apply to knowledge outside this field.

Treesong (Su): Once per day per songkeeper level, the character can put all his feeling behind an elven song. The haunting words make full use of the elven language, conveying two meanings at once: allies gain a +1 morale bonus on attack rolls and saving throws while enemies must roll a Will save (DC set by a Perform check) or suffer a -1 penalty to attack rolls and saving throws. This ability is considered a bardic music song, and the character can stack his bard levels when determining uses per day.

Spellchanting (Ex): The songkeeper can weave his spells into any song he sings. He must succeed at a Perform check (DC 15 + spell level) to correctly time the spell's words with the music's tempo, thus dispensing with somatic components but taking an extra partial action to cast (1-action casting time becomes a full-round action, and a full-round duration takes a partial action from the next turn). The real advantage of spellchanting is that the songkeeper adds his Charisma modifier to the spell's DC. If his original spellcasting class relies on Charisma (like sorcerer and bard), it means that he effectively adds his modifier twice while spellchanting.

Ancient Music (Sp): The character can sing the most ancient legends in elven lore and summon the shades of ancestral elven warriors to help him. The warriors are ghostlike images wielding a wide variety of melee

The Keeper of Songs

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per day
1	+0	+0	+0	+2	Treesong, tradition lore	+1 level of existing class
2	+1	+0	+0	+3	Spellechanting	+1 level of existing class
3	+1	+1	+1	+3	<i>Ancient music</i>	+1 level of existing class
4	+2	+1	+1	+4	<i>Commanding voice</i>	+1 level of existing class
5	+2	+1	+1	+4	Judgement of the forefathers	+1 level of existing class

weapons, enveloped in mist and all singing the song with the character. The number of warriors equals three per songkeeper class level. The warriors attack all enemies inside a 60-foot radius area centred around the songkeeper, dealing a total of 1d6 points of damage per warrior. The character assigns how much damage each creature inside the area receives before the targets roll a Reflex save (DC 10 + songkeeper level + Charisma modifier) to halve it. The warriors remain for as long as the character sings, and each round he can reassign the damage inflicted to each creature that remains inside the area as long as the total is the same rolled for the first round. Targets can keep rolling their Reflex saves normally. The warriors are chaotic good in alignment (drow songkeepers summon neutral evil warriors), and thus affected by spells like *protection from good*, and *dictum*. If the warriors are targeted by spells such as *banishment* or *dismissal*, they use the songkeeper's Will save bonus to resist. Being incorporeal, force barriers such as *mage armour* or *wall of force* affect them normally. The songkeeper may use this ability only once per week, and suffers 1-2 points of temporary Constitution damage when he stops singing and the warriors disappear.

Commanding Voice (Sp): By putting the weight of his knowledge behind his voice, the songkeeper may issue elaborate commands that others must obey. This ability works like the *suggestion* spell, except that the songkeeper can negate the +2 bonus to save against Enchantment effects that other elves enjoy, as he draws the power from elven law and tradition. The DC to resist is equal to 10 + songkeeper level + Charisma modifier, and the character can use this ability once per day.

Judgement of the Forefathers (Su): The songkeeper can recite the tenets of elven tradition as challenges to enemies, keeping them at bay. The character can project the power of his voice up to 30 feet away from him, affecting one creature per songkeeper level plus his Charisma modifier. This ability targets the creatures with the fewest HD first, and all affected must succeed at a Will save (DC equal to songkeeper's

Perform check) or be forced to stay away for as long as the character keeps reciting. The keeper of songs decides which creatures he wishes to affect. This ability is a mind-affecting, compulsion effect. The songkeeper suffers 1-2 points of temporary Wisdom damage when he stops reciting and the effect lifts.

GREEN SENTINEL (COROLLAIRE)

The green sentinel is a special kind of hunter, trained from a very young age in the art of hunting the supernatural. Serving as elite guardsmen for elven nobility as well as peacekeepers in the land, the green sentinels forego the study of a normal combat style or a magic school, focusing on ways to combine the two into the single purpose of fighting against supernatural opponents. The sentinels take into their ranks only the most capable and dedicated elves, commanding respect wherever they go and rooting out evil wherever it may nest. Members of the green sentinels are ready to give their lives in support of their companions, piercing enemies' defences so that others have a better chance of defeating them.

Many classes can complement the abilities of a green sentinel and, although fighters, paladins and rangers are the most numerous, the particular skills of spellcasters and rogues are welcomed. Fighters find that their new abilities give them an edge when fighting against foes they would normally have a hard time damaging without magical aid, while spellcasters can bolster their own powers as well as the abilities of their fellows. Rogues become particularly adept at surprising a supernatural foe, creating openings for others to attack. Even a few monks profit from joining the sentinels, becoming living weapons against enemies of elvenkind. The green sentinels were created by high elves, because their tendency to travel brings them into contact with many strange enemies, but wood and sea elves soon began training their own. Grey elves have few sentinels, trusting in their magical might to counter any threat. The drow version, the dark sentinels, have the same abilities as their surface counterparts, as their



The Green Sentinel

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Find the enemy I
2	+2	+3	+0	+3	Shatter defence +1
3	+3	+3	+1	+3	Shatter magical defence +2
4	+4	+4	+1	+4	Shatter defence +2
5	+5	+4	+1	+4	Find the enemy II
6	+6/+1	+5	+2	+5	Shatter defence +3
7	+7/+2	+5	+2	+5	Strike ethereal
8	+8/+3	+6	+2	+6	Shatter defence +4
9	+9/+4	+6	+3	+6	Shatter magical defence +4
10	+10/+5	+7	+3	+7	Shatter defence +5

underground dwellings are also home for many strange beings.

Green sentinels found as Non-Player Characters are often bodyguards to an important elf noble but also travel around as wandering trouble-shooters, reporting any threat they feel they cannot deal with alone or hiring adventurers to help them.

Hit Die: d10

Requirements

Race: Elf.

Base Attack: +5 or higher.

Skill: Knowledge (arcana) 5 ranks.

Feats: Power Attack and Spell Penetration.

Class Skills

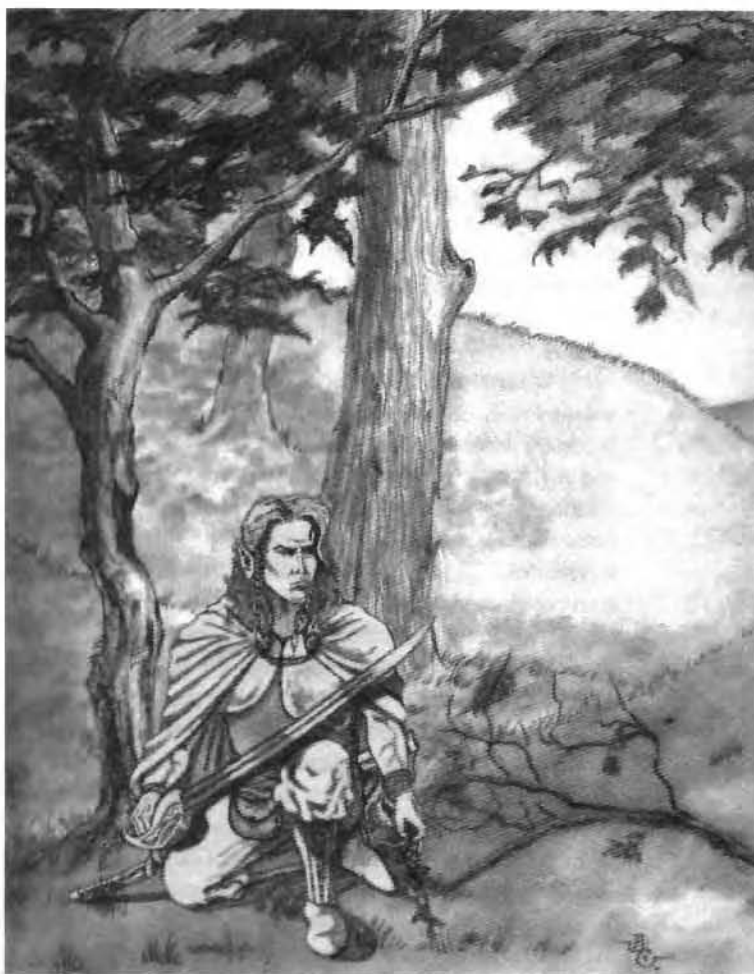
The green sentinel's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Jump (Str), Knowledge (arcana) (Int), Listen (Wis), Profession (Wis), Search (Wis), Spot (Wis), Tumble (Dex) and Wilderness Lore (Wis). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier

Class Features

Armour and Weapon Proficiency: Green sentinels are proficient with all simple and martial weapons. They are proficient with all types of armour and with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour, equipment, or loot carried.

Find the Enemy I (Ex): At 1st level, a green sentinel may select a type of creature as a favoured enemy. This is the same as the ranger favoured enemy class feature, and if the character has any ranger levels he can select another type of creature. The sentinel gains a +1 bonus to Bluff, Listen, Sense Motive, Spot



and Wilderness Lore checks when using these skills against his chosen type of creature. Likewise, he gets the same bonus to weapon damage rolls against creatures of this type. A green sentinel also gets the damage bonus with ranged weapons, but only against targets within 30 feet (the sentinel cannot strike with deadly accuracy beyond that range). The bonus does not apply to damage against creatures that are immune to critical hits.

Shatter Defence (Su): At 2nd level, the sentinel learns to channel his will and knowledge about the supernatural into his or others' attacks. Once per day per sentinel level, the character can spend an action to enchant his or any of his companions' weapons so that they act as a magical weapon with a +1 enhancement bonus. He needs to touch the weapon in order to enchant it. This bonus does not add to attack or damage rolls, it only counts to defeat a creature's damage reduction. This enchantment only lasts for a single attack and then discharges. At every even level, this ability can negate higher damage reduction ratings. If the sentinel spends five uses of his shatter defence ability, he negates the creature's DR for a number of rounds equal to his Wisdom modifier (minimum 1).

Shatter Magical Defence (Su): By spending two uses of his shatter defence ability, the green sentinel can spend an action to grant a +2 bonus to a caster check to defeat a creature's Spell Resistance. He can enjoy this bonus if he has levels in a spellcasting class, or transfer it to another spellcaster by touch. This bonus stacks with the one granted by the Spell Penetration feat. At 9th level, he can spend three uses of his shatter defence ability to grant a +4 bonus to the caster check.

Find the Enemy II (Su): The green sentinel may choose a second creature type as a favoured enemy. In addition, the character can spend three uses of the shatter defence ability to see invisible and ethereal creatures for a number of rounds equal to his Wisdom modifier.

Strike Ethereal (Sp): With a successful Knowledge (arcana) check (DC 15 + target creature's CR), the green sentinel is able to damage an ethereal creature as if it was in the Material Plane for his next physical or spell attack.

Multiclass Note: Paladins can gain levels as green sentinels and still be able to advance as paladins.

ARCANE DELVER

Elves have an affinity to magic and its study, and it shows in the way many of them have at least rudimentary knowledge of wizardry while pursuing other careers. However, some push their powers even further, going beyond the capabilities of normal wizards into a finer and more precise control of the magical energies that make spells work. The arcane delvers are not organized, but receive their due recognition by their peers in elven magical schools. A young elf apprentice studying under an arcane delver has the option to learn his master's secrets once he proves he is worthy of them, or he may continue to study the arcane arts normally. Beyond the walls of magical academies, arcane delvers are no different than other wizards, and people think of them only as particularly talented spellcasters.

Arcane delvers are mainly wizards, as sorcerers rarely come upon an arcane delver willing to train them into his secrets, unless they risk the scorn of the learned spellcasters and enter an academy. Bards face the same problem, but they are less interested in honing their spellcasting skills than sorcerers may be. There is no record of divine delvers, but it is not unthinkable that a cleric following a deity of magic could learn some of the arcane delver's tricks. The meticulous academies of the grey elves produce more arcane delvers than the more informal wizard masters of the high elves, and they are unheard of among the wood and wild elves. Sea elves become arcane delvers with the same frequency as high elves, and drow males gain a measure of respect when joining their ranks.

The Arcane Delver

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per day
1	+0	+0	+0	+2	Shape spell	+1 level of existing class
2	+1	+0	+0	+3	Time spell	
3	+1	+1	+1	+3	Place spell	+1 level of existing class
4	+2	+1	+1	+4	Disrupt spell	
5	+2	+1	+1	+4	Intermittent spell	+1 level of existing class



THE PRESTIGE ELF

As Non-Player Characters, arcane delvers fill the role of the elusive sage who knows all there is to know about the magic art, and it is rare to find them on the road except on 'practice' trips, where they test their control of their powers.

Hit Die: d4



Requirements

Race: Elf, half-elf or elf-friend.

Constitution: 12+.

Spellcraft: 10 ranks.

Feats: The character must possess at least three metamagic feats.

Spells: The character must be able to cast 3rd level spells, including dispel magic as a domain spell.

Class Skills

The arcane delver's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), Scry (Int, exclusive skill) and Spellcraft (Int). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier

Class Features

Armour and Weapon Proficiency: Arcane delvers are only proficient with the dagger, quarterstaff and crossbow. They are not proficient with any kind of armour nor with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour, equipment, or loot carried.

The two elven wizards eyed each other. The walls of the great hall were scorched and some of them had crumbled. Spell power finishing the job centuries of abandonment had begun.

'You are exhausted,' the dark elf whispered hoarsely, hiding his own state. 'Give it up, surface. Darkness will engulf you before you can recover your power. My power will kill you.'

'You speak too much, drow.' The high elf grinned, a bead of sweat hanging from his nose. Just a few seconds more...

'Call it 'playing with my food', fool... now die...'

'I release you, fury from the elemental planes!' He shouted for effect as he let go of the two magical invocations he had been holding in place and the drow believed he had dispelled. Their magical energies coalesced just as wisps of shadow began gathering between the drow's hands.

A stone wall appeared from nothing, encircling the drow, and the high elf winced with a smile as the fireball went off a fraction of a second later. The loud boom rocked the magically-created wall, enclosing its destructive power so that its caster would be safe from its area of effect, and the poor fool inside was roasted to his bones.

The high elf dusted his hands and walked onwards to the Tomb of Larsith, to recover the secrets many wizards, including his latest opponent, had died to possess.

Spells: At every odd level, the arcane delver gains additional spell slots as if he had gained a level in the spellcasting class he belonged to before adding the prestige class. However, he does not gain any other benefit a character of that class would have gained with level advancement (hit points, feats, special abilities, etc.) beyond an effective level of spellcasting. If the character had more than one spellcasting class before becoming a speaker, he must decide to which class he adds the new level for purposes of determining spells per day.

Shape Spell (Su): The arcane delver has a much finer control of his spells' energy, and can shape an area of effect in ways undreamt of by other wizards. The character must roll a Spellcraft check (DC 15 + spell level), for every two points that the result exceeds the DC, he can change how the spell affects a single five-foot square or move one such square around the affected area. He can make his spell have no effect on a square inside the normal area, for example. With this ability, a ray might snake around allies to hit an enemy, a fireball might explode but strangely not affect choice places inside it, or a lightning bolt could curve slightly to hit opponents adjacent to, but not inside the line of effect. The wizard still needs line of sight to target a creature, but if he rolls a high enough result in the Spellcraft check, he may not need a straight line of effect.

Time Spell (Su): The character can delay the activation of a spell as he casts it. As part of a normal spellcasting action, the arcane delver can choose to delay the spell up to 4 rounds. He decides how many rounds the spell will wait at the moment of casting, and he is free to perform any action in the interim, including casting other spells. He suffers one point of temporary Constitution damage for every round the spell is delayed, as he is keeping the triggered magical energies inside him until they are unleashed. If he suffers any damage before his delayed spell activates, he must succeed at a Concentration check (DC 10 + spell's level + damage received) or the spell dissipates.

Place Spell (Su): The arcane delver can bend the arcane pattern of a spell's energy and entwine it within an object. The character creates temporary magical items in this way, storing a spell until he or another spellcaster triggers it as if he were casting it. Any person may activate the spell with a simple Concentration check (DC 15) and its activation does not require preparation or spending of a spell slot. The arcane delver spends 5 XP per spell's level and suffers one point of temporary Intelligence damage per two levels of the spell. The enchanted item shows on *detect*

magic until the spell is released, becoming a mundane object in the process.

Disrupt Spell (Su): The character knows how magic is shaped on a raw and basic level and finds it easier to disrupt other spells. The arcane delver does not need to unleash the same spell an opposing caster casts in order to counter it, instead he rolls the normal counterspell Spellcraft check in order to identify the spell's level, and then sacrifices a spell one or more levels higher to the one he wants to counter. The delver is merely throwing the spell's raw energy to smother and shatter the target spell.

Intermittent Spell (Su): The arcane delver has such control over his magic that he can switch 'on' and 'off' any spell with a duration longer than instantaneous. After casting the spell and as a partial action, he can roll a Concentration check (DC 15 + spell's level) to suspend the spell's effect until the beginning of the next round. Creatures inside the area must roll their saving throws again once the spell reactivates. The character cannot make an intermittent effect for spells with a duration of instantaneous or concentration, and the spell ends after its normal duration, regardless of how many times it was interrupted.

DARKSOUL (GWATHSULE)

Drow live between shadows and everything they do is covered by darkness, so it was only natural that their wizards and sorcerers found a way to tap into the power of the dark. The black arts of the darksoul draw power from the Plane of Shadow and from negative energy to empower their castings. The lure of darkness has trapped other creatures outside of the drow caverns, and every elf succumbing to the shadows is a small victory for the darksouls. These dark spellcasters gather in small cults, barely acknowledged by other drow except where female clerics are involved. Some drow venture up to the surface to head cults formed by members of different races, educating them into the shadow arts and disbanding them when their education is complete, so that they can spread their taint like a virus.

Darksouls come from the ranks of wizards and clerics, but talented sorcerers can channel the power of shadows easily, especially if it is from there that their power comes from. Other spellcasters, like bards, evil rangers and blackguards are not as focused in their art, even if they benefit greatly from the abilities of a darksoul. Drow spellcasters have no trouble surrendering to the power of the dark, and no compulsions about spreading their knowledge. Grey



The Darksouls

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per day
1	+0	+0	+0	+2	Death touch	+1 level of existing class
2	+1	+0	+0	+3	Shadow casting	+1 level of existing class
3	+1	+1	+1	+3	Taint spell +1d6	+1 level of existing class
4	+2	+1	+1	+4	Power of darkness	+1 level of existing class
5	+2	+1	+1	+4	Taint spell +3d6	+1 level of existing class

elves are the most susceptible to heeding the call of the evil art with the promise of empowering their magic, while high elves follow close. The rest of the elven subspecies are not as interested in magic to feel they need anything to make it more powerful.

As Non-Player Characters, darksouls on the surface head cults that have infected other spellcasters, masterminding crimes and atrocities before moving on.



In drow communities, darksouls clerics manage to climb to high positions by the advantages they get from their abilities.

Hit Die: d6

Requirements

Race: Drow elf or half-drow.

Alignment: Any evil.

Knowledge (arcana): 8 ranks.

Knowledge (the planes): 5 ranks.

Spells: The character must be able to cast 2nd level spells.

Class Skills

The darksouls' class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Hide (Dex), Knowledge (all skills, taken individually) (Int), Move Silently (Dex), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int). See Chapter 4: Skills in *Core Rulebook 1* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier

Class Features

Armour and Weapon Proficiency: Darksouls are proficient with all simple weapons. They are proficient with light armour but not with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour, equipment, or loot carried.

Spells: At every level, the darksouls gains additional spell slots as if he had gained a level in the spellcasting class he belonged to before adding the prestige class. However, he does not gain any other benefits a character of that class would have gained with level advancement (hit points, feats, special abilities, etc.) beyond an effective level of spellcasting. If the character had more than one spellcasting class before becoming a darksouls, he must decide to which class he

adds the new level for purposes of determining spells per day.

Death Touch (Su): Once per day per darksoul level, the character can channel negative energy as a spell-like ability that is a death effect. By scoring a melee touch attack against a living creature, the character can roll 1d6 per darksoul level. If the total at least equals the creature's current hit points, it dies.

Shadow Casting (Su): The darksoul envelops any of his spells in the stuff of shadows, making them harder to resist. He can raise the DC of any spell he casts by +1 for every point of subdual damage he suffers. This damage cannot be avoided, and he cannot raise the DC of a spell by more than +3.

Taint Spell (Su): The character can lace any spells that deal damage with negative energy, dealing +1d6 extra points of unholy damage. At 5th level, the amount of extra damage increases to +3d6.

Power of Darkness (Su): By allowing himself to suffer one point of temporary Constitution damage, he can raise the caster level of any spell he casts by one. This affects amount of damage, duration, range and any other parameter in which caster level has an effect, including dispelling attempts. If the character uses this ability more than three times per day, he must roll a Will save (DC 15 + level of highest spell enhanced by darkness) or permanently lose the Constitution damage he incurred.

PRIMORDIAL SPIRIT

There is one practice that humans invented that elves liked and gave it their own spin: the search for inner strength. As humans built monasteries in high

mountains, elves retreated into the deepest parts of the forest, looking for the inner energy in the environment where they are most comfortable. The truths that they discovered led them to develop their own martial art, drawing power from their links to the primordial energies of nature. Primordial spirits move and fight like the elements themselves, moving like the winds and striking with the strength of the earth. They live ascetically in the wilderness, with great oak trees serving as the walls to their monasteries, where they do not have to try to imitate nature's balance in elaborate gardens, since it is all around them.

Elven monks are rare given the free-spirited nature of the race, but those few developed a unique elven fighting style, and are the prime candidates to become primordial spirits. Fighters who wish to expand their horizons seek out the primordial masters, as do the rangers and druids that feel the power of nature inside them as well as outside. Some clerics worshipping nature and war can feel compelled to follow their deities' tenets in a more personal way, while rogues make full use of their agility and skill if they take the time to follow the primordial inner paths. The primordial way of the elements has wood elves as its primary followers, while grey elves appreciate its ascetic practice and search for perfection. High elves show little interest in unarmed combat and wild elves get exasperated quickly. If sea elves and drow have their own versions of martial arts they remain unknown.

Primordial spirits found as Non-Player Characters are wanderers, searching for ways to perfect their technique and understanding of nature's way, and will often stop and debate philosophy with other travellers who show an interest. As part of a monastery, the

The Primordial Spirit

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+2	+2	Earth form defence
2	+1	+3	+3	+3	Rock strike
3	+2	+3	+3	+3	
4	+3	+4	+4	+4	Water form defence
5	+3	+4	+4	+4	Wave attack
6	+4	+5	+5	+5	Wind form defence
7	+5	+5	+5	+5	Cloud kick
8	+6/+1	+6	+6	+6	
9	+6/+1	+6	+6	+6	Fire form defence
10	+7/+2	+7	+7	+7	Flaming fist



THE PRESTIGE ELF

primordial spirits are patient and sometimes even condescending with visitors and potential recruits.

Hit Die: d8

Requirements

Race: Elf or half-elf.

Base Attack: +5 or higher.

Skills: Concentration 5 ranks, Knowledge (nature) 5 ranks, Wilderness Lore 5 ranks.

Feats: Improved Unarmed Strike and Weapon Finesse (unarmed).

Class Skills

The primordial spirit's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Jump (Str), Knowledge (arcana) (Int), Listen (Wis), Profession (Wis), Search (Wis), Spot (Wis), Tumble (Dex) and Wilderness Lore (Wis). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier

Class Features

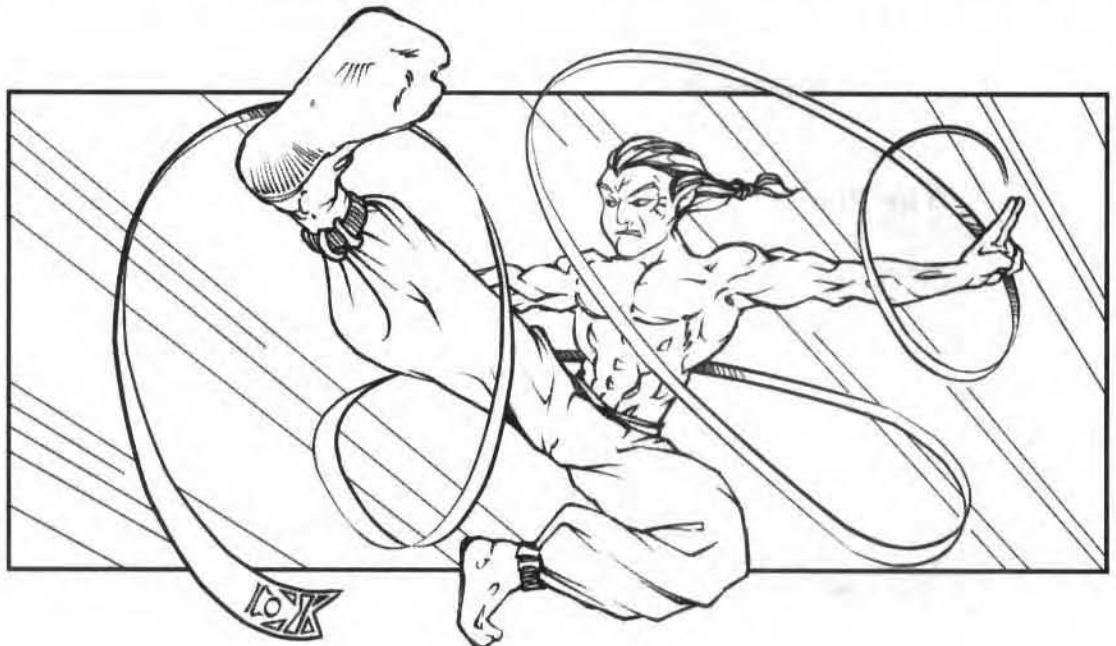
Armour and Weapon Proficiency: Primordial spirits are proficient with all simple weapons. They are not proficient with any type of armour nor with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour, equipment, or loot carried.

Earth Form Defence (Ex): The primordial spirit learns to be as steadfast as the earth. When the character uses the attack action or full attack action in melee, he can take a penalty of as much as -5 on his Dexterity modifier (affecting Armour Class and Dexterity-based attacks) and gain the same number (up to 5) as a damage reduction rating. The changes to the Dexterity modifier and the damage reduction last until the character's next action.

Rock Strike (Ex): At 2nd level, now that the character has trained to take a hit, he reverses his learning to attack, gaining the Power Attack feat for free even if he does not meet the Strength prerequisite. He gains no additional benefit if he already possesses the feat.

Water Form Defence (Ex): The primordial spirit flows like water around the battlefield. By taking a -5 penalty to his attack rolls during a round, the character has a chance to avoid damage. When he takes damage from a melee attack, he can roll a Reflex save (DC equal to 10 + damage dealt) and, if successful, he takes only half damage and takes a five-foot step in any direction without drawing an attack of opportunity, even if he already moved that round. The character must be aware of the attack and not be flat-footed.

Wave Attack (Ex): Once per round, the character can choose not to do a normal attack and instead use his opponent's strength against him. The character must be attacked first, meaning that he has to delay his action in the initiative order if he rolled high. He then rolls a Reflex save (DC equal to the opponent's attack roll) and, if successful, he trips his attacker, projecting him



to the square behind the character's position, or the one to his left or right (character's choice). The character must be aware of the attack and not flat-footed in order to use this ability, and he must have at least one hand free.

Wind Form Defence (Su): The best way to defend from an attack is not to be there. Once per day per three primordial spirit levels, the character can become incorporeal for one round as a move-equivalent action, letting all attacks pass through him harmlessly. He can still be damaged by +1 or better magical weapons as well as by spells.

Cloud Kick (Ex): Once per round, if the primordial spirit attacks an opponent successfully with an unarmed strike, he has two choices: he can use the strength of the kick to push himself backwards a distance equal to half his movement rate, or he can strike with a follow up kick with the same attack bonus as his original attack.

Fire Form Defence (Su): The character has learned enough about channelling the energy of nature that he can cause this energy to combust around him. Once per day, the primordial spirit can surround his body with a fiery nimbus that deals a number of points of fire damage equal to his Wisdom score to any creature attacking him with natural weapons. This damage is reduced by half if the opponent is attacking with normal melee weapons, and negated if the weapon has a reach of 10 feet or more. The primordial spirit can keep this aura up for a number of rounds equal to his Constitution modifier.

Flaming Fist (Su): Three times per day, plus one per Wisdom modifier, the primordial spirit can imbue his unarmed attacks with the raw energy of nature as a free action. His attack can harm creatures with damage reduction, with his hands or feet counting as a magical weapon with a bonus equal to the character's Wisdom modifier. This bonus only applies for the purpose of harming a creature with damage reduction and does not apply to attack or damage rolls. The energy discharges when the character hits successfully.

Multiclass Note: Monks can gain levels as primordial spirits and still be able to advance as monks.

ORDER OF THE SILVER HEART

A legend among their own kind, the warriors of the Silver Heart transcend the barriers of race and nation, an implacable force for good to defend all creatures in the land. Two things separate warriors of this order from other knights and paladins: for one, they are all female, which is a pre-requisite for the second difference, the unicorns they ride. No one knows who founded the Order, or how she got the unicorns to cooperate. The only thing anyone knows is that a unicorn will approach an elf maiden at a point in her life and, if she mounts, it carries her away. She will return a week later in the unlikely case that she refuses the honour, or years later, clad in the gleaming armour of the Silver Heart atop the unicorn that chose her. What befuddles the elves more is that human girls are as common as elf maidens among these unicorn riders, a fact that offends some, but others are quick to point out that it was the unicorn's choice.

While many Silver Hearts are chosen among ordinary maidens, an experienced adventurer can receive the visit of a unicorn if she is pure and righteous. Paladins and clerics are the most suited for this task, although fighters and bards appear to be second choices with the order's mysterious leaders. The only true requisite for joining the order is that the maiden remains pure, whether she is a spellcaster or a rogue, and a unicorn in search of its new and potential rider will brave any terrain and obstacle to reach her. The order does not discriminate among the elven subraces, as they serve no apparent authority from their homelands. Legends tell about sea elves riding magical narwhal whales, and if a drow maiden is, by any chance, good at heart, the unicorn she rides will dispel any prejudice against her.

As Non-Player Characters, Silver Hearts are only found when there is a great evil threatening the land, always riding with a specific purpose. A warrior from this order may enlist the party's aid in her fight, or come to their help in the nick of time.

Hit Die: d10

Requirements

Race: Elf, half-elf or human.

Alignment: Any good.

Base Attack: +7 or higher.

Skills: Ride 8 ranks.

Special: The character must be a maiden, with all that maidenhood entails.



THE PRESTIGE ELF

Class Skills

The Order of the Silver Heart's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (religion) (Int), Profession (Wis), and Ride (Dex). See Chapter 4: Skills in *Core Rulebook 1* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier

Class Features

Armour and Weapon Proficiency: Members of the Order of the Silver Heart are proficient with all simple and martial weapons. They are proficient with all types of armour and with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour, equipment, or loot carried.

Spells: A warrior of the Silver Heart casts divine spells. She may prepare and cast any spell on the Order of the Silver Heart spell list, provided she can cast spells of that level.

In order to cast a spell, the Silver Heart must have a Charisma score of 10 + the spell's level. The Difficulty Class for a saving throw against her spells is 10 + the spell's level + the character's Charisma modifier. Bonus spells for the Order of the Silver Heart are based on Charisma.

The character's caster level is equal to her Silver Heart levels plus any paladin, cleric or bard levels.

Special Mount: Upon attaining her first level as a Silver Heart, the character wins the loyalty of a unicorn, with which she bonds magically. For every two levels in her Silver Heart class, her mount gains an additional Hit Die and its natural armour increases by one.

Control Mount (Su): As the beastrider and windlord ability, except that for the Silver Heart it is a supernatural ability as she guides the unicorn with her mind.

Cloak of Normalcy (Sp): Three times per day, the Silver Heart can disguise her unicorn as a normal, if particularly beautiful horse. This is an illusion effect, and it ends when the unicorn uses any of its spell-like abilities.

Distant Healing (Su): By focusing their healing talents together, the Silver Heart and her unicorn can cast any cure spell at close range (25 feet plus 5 feet per class level) instead of by touch. The character must actually cast a cure spell she prepared previously, or spend one of the unicorn's uses of its spell-like abilities. She can use this ability only when mounted on her unicorn.

Aura of Virtue (Su): The Silver Heart radiates her purity, giving her a supernatural grace that is impossible to ignore. She adds her Charisma modifier to her AC.

Undying Loyalty: After some time spent together, the Silver Heart and her unicorn are joined forever. From this point forward, she may marry and have children, and the unicorn will not abandon her. However, she loses the advantages of the control mount and aura of virtue abilities when she loses her maidenhood.

The Order of the Silver Heart

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per day				
						0	1	2	3	4
1	+1	+2	+0	+0	Special mount, control mount	2				
2	+2	+3	+0	+0	<i>Cloak of normalcy</i>	3	0			
3	+3	+3	+1	+1	Distant healing	3	1			
4	+4	+4	+1	+1	Aura of virtue	3	2	0		
5	+5	+4	+1	+1	Undying loyalty	3	3	1		
6	+6/+1	+5	+2	+2	<i>Summon mount</i>	3	3	2		
7	+7/+2	+5	+2	+2		3	3	2	0	
8	+8/+3	+6	+2	+2	<i>Battlefield dominion</i>	3	3	3	1	
9	+9/+4	+6	+3	+3		3	3	3	2	
10	+10/+5	+7	+3	+3	Radiant light	3	3	3	2	0

Summon Mount (Sp): If the character is ever separated from her unicorn, she can make a Concentration check (DC 20) to send a call for help and the unicorn will use its *teleport without error* ability to reach her, even if she is outside its original forest home. She can attempt this summoning once per day.

Battlefield Dominion (Sp): Silver Hearts are prized allies in any battle, as they can lend their support to anyone in the field. As a standard action, Silver Heart and unicorn can teleport to any point next to an ally engaged in melee who is within a range of 400 feet plus 40 feet per Silver Heart level. She can use this ability only when mounted on her unicorn, and only two times per encounter.

Radiant Light (Su): As a standard action, the character and her unicorn radiate a blinding holy light. All evil creatures suffer a -1 morale penalty to attack and damage rolls and to saving throws. Anyone gazing upon her shining form must make a Will save (DC 21) or be enraptured by the sight, as if under the effects of the *enthral* spell. The Silver Heart may free anyone from the enthralment at will. In addition to this, creatures susceptible to bright light or sunlight suffer fully the effects of their vulnerability. The Silver Heart can sustain this radiance for a number of rounds equal to her Charisma modifier, and can call upon it once per day. After the effect ends, non-evil creatures must roll a second Will save (DC 10 + Charisma modifier) or have their attitudes shifted one category higher. Those already feeling helpful may fall in love with the Silver Heart.

Multiclass Note: Paladins can gain levels in the Order of the Silver Heart and still be able to advance as paladins.

Order of the Silver Heart Spell List

Members of the Order of the Silver Heart choose their spells from the following list:

0-Level Spells: *Cure minor wounds, detect magic, detect poison, light, purify food and drink, read magic, resistance, virtue.*

1st Level Spells: *Alarm, bless weapon, cure light wounds, detect undead, expeditious retreat, hypnotism, mage armour, magic weapon, protection from evil, sleep.*

2nd Level Spells: *Animal trance, cure moderate wounds, daylight, delay poison, enthral, remove paralysis, resist elements, shield other, silence, undetectable alignment, whispering wind.*

3rd Level Spells: *Cure serious wounds, discern lies, dispel magic, greater magic weapon, haste, heal mount, keen edge, magic circle against evil, prayer, remove blindness/deafness, remove curse, remove disease.*

4th Level Spells: *Break enchantment, cure critical wounds, death ward, detect scrying, dimension door, dismissal, dispel evil, freedom of movement, holy sword, neutralize poison.*



TRICKS OF THE ELVES

Elves won their reputations as master trackers, rangers and bowmen the same way that the legends about their tree-borne villages and magical ships took hold on common knowledge: they are largely true. Over their long lives, elves have developed unique tricks and tactics that confound and amaze the rest of the races, but that to them are as natural as the sun and the trees. Elves take for granted a variety of skills that others must put effort into acquiring, like swordplay and marksmanship, which every elven child learn from a tender age so that even the weakest wizard may pick up a sword and use it without penalty.

But elves know more than they let on, their mastery of their environment and their relationship with nature give them several insights that are lost to others. From simple things, like knowing which hedge may contain healing herbs to being able to use a bow in ways that no one else even imagined it could be used, an elf character can have several advantages over his fellows regardless of class and levels, simply because he had access to such lore since he was a child.

This chapter presents several tricks that elves have developed over time. Members of other races may know a few of them if they have earned the trust of the elves. A half-elf can make free use of them only if he was raised by his elf parent, as this knowledge is seldom taught outside elven communities.

ALCHEMY

Only gnomes surpass the elves' natural instinct for alchemy and magical substances, but the elves' greater lifespan allows them to conduct longer experiments. It is even rumoured that in elven alchemists' labs, a distillation process can go on for a decade before yielding results. Brewing a simple potion or grounding an herb poultice follow the same rules detailed in *Core Rulebook I* for the Craft skill, using the Alchemy and Profession (herbalist) modifiers respectively.

Aged Substances

Player Characters are not expected to spend ten campaign years waiting for an alchemical concoction to brew, but characters who know how to ask may contact an elven alchemist and request an 'aged'

substance. Aged substances are the same alchemical products detailed in *Core Rulebook I* and in the Chapter Tools of the Elves, but they are of a much finer quality. An aged substance varies in effect depending on the base substance almost on a case-by-case basis. The Games Master can use the following guidelines to present an aged substance:

- † Items with limited uses may have 1d4 extra doses.
- † Items that give bonuses or penalties to die rolls may grant extra bonuses or impose greater penalties, with a maximum of +/- 5.
- † Items that deal damage may deal an additional die, or use a greater die (d4 turns to d6, d6 turns to d8, maximum d10).
- † Items with a duration may last an extra time unit (an extra hour, day or week, or +4 rounds, +10 minutes).
- † Items that affect creatures may have an increased DC to resist, with a maximum of +5.

You can only choose one type of enhancement for every ten years of aging, and multiply the item's cost by 1.5.

If you are playing an all-elf campaign and all players agree to let years pass waiting for a substance to distil correctly, the Player Character alchemist uses the normal rules for Alchemy and Craft checks, but instead of a check representing one week's worth of work, it represents one year. The alchemist is free to engage in other activities during that year as he lets the substance age, requiring only one week per month keeping a close eye on the process. This check only augments the substance's potency by one unit, whether a bonus, penalty, duration



time unit, damage die or DC increase, as detailed above. If the character wishes to improve the item further, he must spend an additional year per unit. When rolling the skill check, use the item's normal cost in silver pieces, but the actual market price of the finished, aged product increases by 10% for every unit augmentation.

'Patience is the best catalyst.'

Master Alchemist Verthalas Quinderi

Natural Brewing

A typical alchemist's lab consists of several beakers, bottles, measuring instruments and other tools, and elf wizards follow the same standard. Master alchemists know better. Deep in elf lands, the greatest wizards of the race have devised a different way to conduct their experiments, and that is asking nature for help.

Using the Art of Shaping (see Secrets of the Elves) a wizard can create a laboratory where all the pipes and containers consist of living trees or rock, adding nature's wisdom to the wizard's knowledge. These natural laboratories are a well-kept secret, always built near the centre of an elven city or in hard to find spots where powerful wizards wish to conduct their work in peace and safety.



Such a laboratory costs 1,500 gp to set up and only a Shaper can build it. It gives a +4 bonus to all Alchemy checks, but requires continual maintenance via a Knowledge (nature) or Profession (farmer) check (DC 15) every month, plus an expenditure of 100gp per month. The wizard or hired hand may attempt this check three times each month. Failure to provide the living lab's upkeep for a month reduces the bonus to Alchemy by 1. Should this bonus ever reach 0, the lab dies.

Alchemical Items

These are the DCs and costs to produce some unique alchemical items that elves use. You can find the items full descriptions and effects in the next chapter.

Item	DC	Quantity
Oiled bowstring	15	String for one bow.
Cold fire	16	Torch or flask
Elven wine*	18	One bottle
Ironwood balm	20	Flask, one use.
Fey spirits*	20	One bottle
Chameleon paint	20	Flask, one application
Glowwand	22	1 stick
Faerie dust	22	Bag
Bottled mist	23	Jug, one use.
Gossamer thread	25	Per garment
Liquid light	25	Vial, 6 doses
Spidersilk (glue)	25	120 feet.
Sleeping mist	28	Jug, one use.
Naphtha	28	Flask.

* Elven wine and fey spirits are aged items (see above), they gain no bonus by taking more time in their making; they just taste better.

HERBALISM

Elves have an intimate knowledge of nature that far surpasses that of humans and gnomes, the only other races that even attempt to approach herbalism with any seriousness. Not all elves take the time to learn the finer points of herbal compounds, so it is not wise to expect that every elf under the sun will know which weed will neutralize the poison from a giant spider.

By purchasing ranks in Profession (herbalist), Knowledge (nature) or Wilderness Lore, characters gain an understanding of the natural world. For elves, that understanding may go deeper if they devote enough time to any of those skills. Druids and rangers, who already spend a lot of time in the wilderness, are the most likely to delve into the secrets of plants, but bards, wizards, sorcerers and clerics with the right orientation may also learn them. Monks can follow the study of herbs as part of their interest in a balanced

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body and mind, while other classes do so out of personal interest.

The above skills give each other a +2 synergy bonus when the character is dealing specifically with herbs. The skill that gives the bonus must have 5 or more ranks, and the bonuses do not stack.

Foraging for Herbs

One of the tenets of an elf's upbringing is that nature provides, and thus they learn to look for anything they might need in the wild. When a character buys ranks in Profession (herbalist), Knowledge (nature) or Wilderness Lore, he is proficient enough to recognise a herb's shape, smell and texture in its natural habitat, as well as the conditions it needs to grow and the season when it can be gathered.

The following is a system players and Games Masters can use to simulate a character's knowledge of the wilderness and his ability to find the right herb at the right time. Although elves are more natural at it thanks

to their upbringing, a character from any race can use it if he has enough ranks in any of the mentioned skills. In order to be able to use this system, the character must have 8 ranks in Wilderness Lore, or 9 ranks in either Profession (herbalist) or Knowledge (nature). Non-elves need an extra rank in either of the skills.

The character rolls a Search or a Wilderness Lore check (whichever is higher) in order to look for a specific herb, with the check representing ten minutes of searching. He moves at half-speed while foraging and cannot move any faster or he suffers a -8 penalty to his roll. Determine the DC for this check by the kind of herb the character intends to find and then modify it by the conditions of his surroundings. The Games Master can further raise or lower the DC according to his own campaign. A successful check means that the character found enough of the herb to prepare one dose. For every 5 points the roll's result surpasses the modified DC, the character finds enough herbs to prepare an extra dose. Each herb type's description specifies what a single dose can accomplish.

Foraging Herbs

Herb purpose	Search DC	Wilderness Lore DC	Skill to use
Alchemical component	17	16	Alchemy
Antitoxin	17 + poison's Fort save	15 + poison's Fort save	Alchemy or Profession (apothecary)
Cooking ingredient	14	14	Profession (cook)
Healing herb I	18	15	Heal
Healing herb II	20	17	Heal
Healing herb III	25	20	Heal
Nourishing berry I	14	12	none
Nourishing berry II	16	14	none
Poison	17 + poison's Fort save	15 + poison's Fort save	Alchemy
Spell component	18 + spell's level	15 + spell's level	none

Season and Terrain Modifiers

Season	DC modifier	Terrain	DC modifier
Spring	-2	Mountain	+1
Summer	-1	Forest	-4
Autumn	+1	Desert	+4
Winter	+2	Hills	+2
Climate		Plains	+1
Cold	+2	Swamp	-2
Temperate	0	Civilised Area	-1
Warm	-2		

Circumstance Modifiers

Circumstance	DC Modifier
Herb's season	-2
Herb's terrain	-2

Finding the herb does not mean that the character knows how to use it, he only knows how to pick it up. The Foraging Herbs table indicates which skill to use when applying the herb or to take advantage of its properties. Characters with the Track feat must decide if they roll their Wilderness Lore check to hunt game or forage for herbs before rolling. Possible herbs are grouped in types to give the Games Master the liberty to introduce special plants from his campaign world.

Alchemical Component: Many works of alchemy make use of plants as well as minerals. Many alchemists can recognize the herbs they need, but most are content to buy them. A single dose is enough to make one alchemical item from *Core Rulebook I* or the chapter Tools of the Elves, and sells for 1/10 of the item's market price.

Antitoxin: The extract of some herbs are powerful enough to be antitoxins by themselves, while others are just ingredients for alchemical preparations. A single dose can yield one vial of antitoxin.

Cooking Ingredient: Spices and condiments abound in the wilderness for the discerning cook. The character can gather these to sell at a town's market or to make rations more palatable and earn the gratitude of his fellow party members. A single dose can fill a small pouch, yielding a price depending on its rarity.

Healing Herb I: These herbs are useful for treating normal diseases. Prepared as teas or cataplasms, they grant anyone who drinks them a +1 bonus to Fortitude saves to fight off disease. A single dose is enough for one medium-size creature.

Healing Herb II: The power of these herbs lies in their effect on wounds and infections. They are often crushed to make balms and cataplasms to rub over a wound or infected skin. They grant a +1 bonus to a character's Heal check when used to stabilize another character or when tending to a wounded character to increase the hit points healed by resting. A single dose is enough for one medium-size creature.

Healing Herb III: These are the rarest and most prized healing herbs. When they are applied to a

'By all the gods in heaven!' The human wizard had his eyes wide open, his bowl in one hand and a dripping spoon in the other. 'What do you call this thing?'

'You don't like it?' Vaeron smiled, putting aside his sword so he could sit down and eat the stew he had just made and was sharing with the rest of the party.

'Gods, this is delicious!' The wizard smiled wide. 'Are you sure these are the same rations we all bought at the last village?'

'My dear Neerson,' the elf fighter pointed accusingly with his own spoon. 'I gave you my money to get my rations. Yes, they are the same. I just added a secret ingredient from back home.'

'They didn't sell any elven herbs.' Seila, the rogue woman had not said anything, but it was clear that she was enjoying her stew just as much as Neerson.

'Oh, I just found it lying around back at the lake. I took some for such an occasion. I did thank the forest spirits for their gift,' the elf added with a wink towards Kiall, the halfling druid who did not waste a chance to reprimand them all for their 'civilised' ways.

'Hmph'. The halfling stuck her tongue out. 'We are lucky you didn't confuse it with some poisonous weed.'

'Oh, there was some night crown nearby, but I don't know how to brew poisons, so I left it alone. Now that I remember, there was some red mantle too...'

'Red mantle!' The wizard yelled again. 'And you didn't tell me? I need some red mantle petals for a spell component!'

'Oh, wow!' Seila chuckled. 'He fights, he cooks and he's a walking alchemist's. Want to make some half-elves, Vaeron?'



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wounded character, he adds his Constitution modifier (minimum 1) to the hit points he regains by resting. A single dose is enough for one medium-size creature.

Nourishing Berry I: When food runs out and there is no game in sight, characters in the wilderness must make use of what is available. A single dose is equivalent to one day's worth of rations for one person.

Nourishing Berry II: These fruits or vegetables are richer and more nutrient, able to feed a person for longer periods. A single dose is equivalent to two days' worth of rations for one person, or one day for two persons or a mount.

Poison: Some plants have their use in the concoction of poisons. Depending on the severity of the substance, it may not even leave a trace. A single dose is enough for one application to a weapon or fills a vial.

Spell Component: Spellcasters need many strange ingredients for their spells, and many of those are herbs. Consult a spell's description to find which ones need a herbal material component. Alternatively, these components can also power some rituals (see any of the *Encyclopaedia Arcane* books). A single dose is enough for a single spell or ritual.

ARCHERY TRICK SHOTS

Elves are legendary bowmen, practicing archery from a very tender age; there is almost no elf that cannot fire an arrow. Archery being a standard among the race, it is no wonder that those who take the time to hone their abilities become masters, able to perform tricks with a bow that astound lesser archers and give elves their reputation.

Called Shots

The Quintessential Fighter has a rules system to adjudicate called shots and their effects on hitting parts of an opponent's body. The basics of the system are that on a threat, the player declares a called shot and makes his second attack roll. If successful, the character hits the intended body part instead of dealing the extra damage of a critical hit. The system is intended for melee attacks only, but the Games Master may allow called shots for archers possessing the Precise Shot, Weapon Focus (any bow) and Expertise feats, who then must make a Spot check (DC target's AC) as detailed in the rules for trick shots. The full effects of called shots are detailed in *The Quintessential Fighter*, page 29.



Characters with 8 ranks or more in Craft (bowmaking) gain an innate understanding of aerodynamics and ballistics, letting them perform incredible tricks when shooting with any kind of bow, except a crossbow. The character can use any of the following tricks if he has the requisite feats for each of them, but he does not need to pay any extra cost or purchase any other feat or skill. He spends a move-equivalent action preparing the special shot with a skill check unless a different kind of action is described under each trick's description. Failure in the check means that the character did not set his trick shot correctly and he makes a normal attack. A roll of 1 in the check means that he breaks the arrow, slips or otherwise ruins the attack and loses his action for the round.

Acrobatic Shot

Required feat: Shot on the Run.

Skill check: Jump, Climb or Tumble (DC original check's +4).

Effect: The archer compensates with his skill for awkward attack positions, such as hanging upside down from a branch, sliding down a slope or dropping from a balcony. In these situations, the player rolls two

skill checks: one for the original movement at a DC set by the Games Master and a second at a +4 DC. The second check is a free action.

Ambushing Shot

Required feats: Shot on the Run, Lightning Reflexes.
Skill check: Hide (DC target's AC +4).

Effect: The character can shoot from a hiding place and remain hidden. The character rolls a normal opposed Hide check and, if successful, he shoots enjoying the benefits of surprise, with the enemy considered flat-footed. He spends his move-equivalent action to roll a second Hide check with a DC equal to his target's normal AC +4. If successful, he remains hidden and may attempt more attacks with his opponent still being flatfooted. Once any target enters combat, the only benefit of this manoeuvre is that the opponents do not know where the arrows are coming from, though they may roll their Spot checks normally.

Cover Fire

Required feats: Rapid Shot, Expertise.
Skill check: Intimidate (DC special).
Effect: As a full-round action, the character fires a ferocious volley of arrows, not intending to strike a target but to keep it in check so that allies can reposition themselves. Instead of a normal attack roll, the archer rolls an Intimidate check, adding his base attack bonus instead of his Charisma modifier to the roll. He can target one creature per attack, plus an additional target per Dexterity modifier. None of these attacks hit, but creatures being fired upon must make a Will save (DC equal to the character's modified Intimidate check result) or do nothing except move to take cover. If cover is not available, the targets who fail their saving throw are considered cowering, losing their Dexterity bonus to AC (if any), and taking no actions. Attackers gain a +2 bonus to hit cowering characters. Creatures with more HD than the character has levels are immune to this effect.

Curving Shot

Required feat: Precise Shot.
Skill check: Craft (bowmaking) (DC 18 +2 for every 5 feet of deviation).
Effect: The character alters the fletching of an arrow and aims carefully, so that the shot curves around to ignore a target's cover, such as the one provided by another creature in melee, a tower shield or other cover that can be bypassed from a different direction. Measure the distance between a normal straight line to the target and the widest point at which the arrow separates from it. For every 5 feet that this arc is wide, add +2 to the skill check's DC. If the check fails, the



attack roll must suffer the penalties for the target's cover.

Fast Aim

Required feats: Precise Shot, Rapid Shot.
Skill check: Spot (DC target's AC +2).
Effect: Archers able to fire twice in one round are fast enough to aim in less time than other archers. By spending a move-equivalent action and rolling a Spot check to aim (DC target's AC +2), the character's next attack enjoys a +2 aiming bonus to the roll.

Knock Shot

Required feats: Precise Shot, Improved Disarm.
Skill check: Spot (DC target's AC + object's size modifier).
Effect: The character can target a weapon or object his target holds in an attempt to knock it out of its hands. The archer spends a move-equivalent action aiming at the object, rolling a Spot check (DC target's AC + object's size modifier). Weapons have their sizes listed in their description, and the Games Master should use them as a guideline for deciding the size category of any given object. If successful, the character can attack normally using his target's AC, with his attack roll setting the target's DC for a Strength check to keep holding the object. If the target is holding the object with both hands, he gets a +4 bonus to the roll.

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Archers cannot attempt to knock large-sized and bigger objects. A failed Spot check means the archer shoots at the target, instead of the object.

Object Size Modifiers to AC

Object Size	AC Modifier	Example
Fine	+8	Coin, vial, ring
Diminutive	+4	Medallion, flask
Tiny	+2	Dagger, wand, bottle
Small	+1	Throwing axe, scroll, crowbar
Medium-size	0	Longsword, crossbow

Pin Shot

Required feat: Precise Shot.

Skill check: Spot (DC target's AC +2).

Effect: The archer aims for his target's clothing instead of its body, and pins it against a surface behind it. The target must obviously be wearing some sort of clothing, and the surface behind it must be wood, soft earth or other material in which an arrow can embed itself. A creature pinned by an arrow cannot move unless it removes the clothing or rips it off as a standard action, and loses its Dexterity bonus to AC. Some tough fabrics might require a Strength check, and some pieces of clothing might require an Escape Artist check to get out of them while they are pinned. The Games Master decides the DC for these checks.

Spinning Shot

Required feat: Precise Shot.

Skill check: Craft (bowmaking) (DC 17 +2 per extra point of damage).

Effect: The archer alters the arrow's fletching so that it spins as it travels to the target. The drilling action causes +1 extra point of damage. The character can alter the fletching further to deal extra damage, but this raises the skill check by +2 per extra point. This trick is especially useful against inanimate objects such as cutting rope or drilling a hole in thin wood.

Subduing Shot

Required feat: Point Blank Shot.

Skill check: Craft (bowmaking) (DC 14).

Effect: The character removes the arrowhead in a way that the arrow retains its balance. The character can deal subdual damage with such an altered arrow if he does not have blunt arrows in his quiver.

Twin Shot

Required feat: Rapid Shot.

Skill check: Craft (bowmaking) (DC equal to highest target AC).

Effect: The archer nocks two arrows between his fingers and shoots them at one target with the same attack roll at a -2 penalty, or at two targets that are not more than 10 feet apart from each other with one attack roll for each at a -3 penalty.

ANIMAL TRAINING

Elves make a point out of befriending the creatures around their communities, and this does not only include sylvan and fey creatures but normal animals as well. Elves treat their pets with respect and gratitude, be they mounts, companions, guards, labourers or even comrades-in-arms. Their approach gives them insight into training creatures that other races consider unfit for any use, or simply untameable. Elven aerial cavalry are not only feared because of their tactical advantages, but also because very few outside the elves know or dare to tame the beasts they ride.



Teaching the Animal

Training animals and beasts requires a Handle Animal check, with difficulties ranging from the very easy for tame animals to the very hard for magical beasts. It is preferable to train a creature since its youth or even birth, as the young are much more likely to learn what their 'adoptive' parents teach than full-grown adults. Species with long histories of domestication are also easier to handle, wild animals tending to keep their untamed streak even when reared from young. Beasts and magical beasts present challenges of their own due to their odd physiologies and behaviours, not to mention the magical abilities that prevent keeping them in one place. Just ask a blink dog instructor.

Core Rulebooks I and II have the information and DCs for training animals and beasts, using the concept of tasks and tricks to define what a character can teach a creature. Simple tasks are tricks a creature can be taught to perform, while unusual tasks consist of actions it would not normally take as part of its behaviour.

The following guidelines include attitudes, a more complex training that teaches the animal how to behave in certain situations or for certain purposes. The difference is that simple and unusual tasks are orders that the master speaks for the animal to follow, while an attitude teaches the creature to respond adequately in a given situation without its master's prompting. A creature can only learn one attitude, but if it is smart enough, it can also learn tricks.

Creatures have a number of training slots depending on how smart they are, with three slots per point of Intelligence score. A trick takes up one training slot, while an attitude takes three. The following table complements the information found in *Core Rulebook I* for the Handle Animal skill in relation to training a certain type of creature, including the time it takes and the DC required for the skill check. The numbers correspond to the teaching of tricks as simple tasks. Unusual tasks add +5 to the check's DC, and it is up to the Games Master to determine what are considered

simple and unusual tasks for a given creature. Attitudes take double the time listed and add to the DC as described under each attitude.

Domestic animals are creatures used to being in the company of humanoids, such as horses, dogs, raptor birds for falconry, homing pigeons and certain cats; wild animals are creatures taken from the wilderness as adults or young, such as wolves, bears, ferrets and their dire versions. Beasts and magical beasts are creatures with those monster types like griffons, blink dogs, pegasi, giant eagles and giant owls. Vermin are monstrous insects of small size or larger, although their domestication is an art practiced mostly by the drow. Note that training a creature since its youth implies that it is cared for constantly for the number of years the creature takes to reach an adolescent age, the time in the table represents how long it takes for the creature to learn a single trick as part of its rearing. Vermin do not have this restriction.

Tricks

Tricks are simple, easy to understand orders that a character issues as a free action to a trained creature. There is no check involved as the animal or beast knows perfectly well what the order means thanks to its training. Only in situations where the creature is scared or reluctant does a character roll a Handle Animal check (DC 10).

Core Rulebook II lists the following available tricks: Attack, Come, Defend, Down, Fetch, Guard, Heel, Perform, Protect, Seek, Stay and Track. The Games Master should determine which of these tasks are simple or unusual for the creature in question. The following are new tricks a trainer can teach a creature to perform.

'*Check out*': This special trick takes up three training slots. The creature stands alert and takes a careful look (or sniff) at a creature or character its master indicates. It makes a Wisdom check (DC 20) and, if successful, it senses any hostility or danger from the target, growling or making threatening noises at it. Shapechangers or disguised creatures must roll a Disguise check, as must

Animal Training Table

Creature Type	Time	DC (Young)	DC (Adult)
Domestic animal	2 months	10	15
Vermin	2 months	10 + creature's HD	10 + creature's HD
Wild animal	2 months	13 + creature's HD	20 + creature's HD
Beast or Magical Beast	2 months	18 + creature's HD	25 + creature's HD



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creatures under the effects of spells such as *alter self* and *polymorph self*. Creatures altered with *polymorph others* are considered to have their current form as their natural state and this trick will not allow a creature to detect them.

'*Climb*': The creature can climb steep surfaces with some difficulty if it does not have the anatomy to do so. The creature can roll a Dexterity check in lieu of a Climb check, adding its master's Charisma modifier to the roll. It can climb up or down moving at one-quarter its speed (minimum of 10 feet).

'*Corner*': This trick requires that the creature also knows 'Harry'. With a harrying action, the creature herds a target towards a point signalled by its master. It is up to the target to move where it wills, but the creature is always readying an intercept action until ordered to withdraw.

'*Harry*': The creature charges an opponent but stays out of its reach, growling and acting menacingly but never actually attacking. The creature makes an Intimidate check (DC 10 + opponent's Will save bonus) adding its HD to the roll. If successful, it effectively flanks the opponent, granting a flanking character a +2 bonus to attack and the opportunity to make sneak attacks.

'*Hide*': The creature does its best to remain hidden. If its master is within 10 feet and gives instruction, it gets a +2 morale bonus to the roll.

'*Patrol*': The character walks the creature around an area after giving this order, and the creature continues moving along the set route with all senses alert. If it detects any menace approaching, it makes noise or moves its master forcefully if it cannot make noises.

'*Point*': This trick requires that the creature also knows either 'Seek' or 'Guard'. The animal points or somehow signals at the approximate location of any creature that is not in full view. This includes creatures that are hiding, behind total cover or even invisible. If the

targets are not detectable by the creature's senses, it cannot point or seek.

'*Quiet*': The creature shuts up if it is barking, hollering or making any noise.

'*Retreat*': The creature disengages from combat or from its current position to a safe location, not necessarily next to its master.

'*Speak*': The creature makes noise and loud calls to the best of its ability.

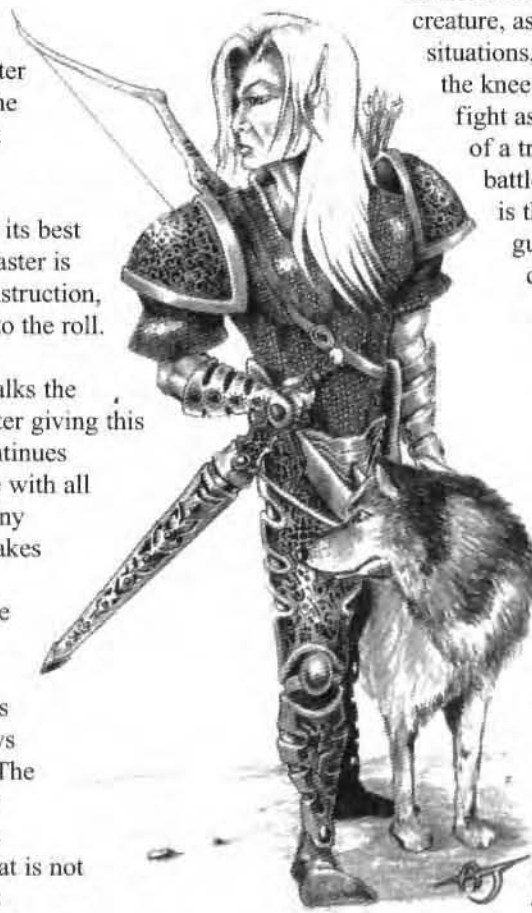
Special Attack: This trick assumes the name of one of the creature's special attacks or qualities. The creature uses the specified extraordinary, supernatural or spell-like ability as ordered by its master. Ordering the creature to use its abilities requires a different trick for each.

'*Stop*': The creature stops whatever action it is taking, but remains in place.

Attitudes

Trained attitudes are like a profession for a trained creature, as it teaches it how to react to possible situations, such as a rider guiding its mount with the knees or a fighter setting loose a war dog to fight as savagely as it is capable. Some effects of a trained attitude resemble tricks, like a battle-ready creature attacking, the difference is that it performs the activity without guidance or orders. As a free action, the creature's master can signal the creature to begin its trained behaviour, but needs a Handle Animal check (DC 15) to make it stop.

War Mount Training: The creature is trained to carry a rider into battle. It does not scare in combat situations and can defend itself, keeping calm and obeying directions normally. The rider does not need to make Handle Animal checks to take his mount into melee or against most opponents. As an additional effect, the creature can manoeuvre by itself into favourable attack positions, effectively using the 'aid another' combat option. The creature makes an attack roll against AC 10, granting its rider a +2 circumstance bonus to his next attack if it succeeds. This attitude adds +3 to the Handle Animal check's DC to train.



Combat Training: The creature is trained to engage in combat and attack employing rudimentary tactics. Pack animals like canines and certain dinosaurs are the best suited for this, as they have an ingrained sense of group tactics. When set loose, the creature uses its normal and special attacks to best effect, and knows to move to a flanking position to help allies against the same target. It also understands the concept of attacks of opportunity and avoids being the target of one. This attitude adds +4 to the Handle Animal check's DC to train.

Carry Rider: The creature is trained to accept riders, regardless of its nature. It understands basic sound signals by the rider, as well as directions given by legs and knees. This attitude adds +1 to the Handle Animal check's DC to train.

Labour: This is the most basic attitude a creature can learn (and is a waste of some creatures' abilities). The creature can obey simple orders for pulling carts, carrying loads and other labour. Anyone wishing to ride a labour animal must roll a Handle Animal check (DC 15) in order to make it do anything. This attitude does not add to the Handle Animal check's DC to train.

Hunt: This attitude is a collection of tricks like track, point and fetch. The creature adds a +3 circumstance bonus to any of its master's skill checks that involve hunting, like Search and Wilderness Lore. If the character rolls a Handle Animal check (DC 20) he can order the creature to guard or patrol. This attitude adds +2 to the Handle Animal check's DC to train.

Imprinting

Characters from other races can learn the training practices elves use and teach creatures similar tricks, but elves keep a secret technique they do not teach to outsiders. Imprinting works better with birds and reptiles, but elves know how to call upon their ancient heritage to bond with a creature as it is born. The imprinting ritual involves a trainer who knows the ritual, a spellcaster who can cast *animal friendship* or *charm monster* and the intended master. It is possible for a single character to play two or all the roles in the imprinting, but it is more costly in the end.

To know the imprinting ritual, a character must have 10 ranks in Animal Empathy, 10 ranks in Handle Animal, 5 ranks in Knowledge (nature) and possess the Skill Focus (animal empathy) feat, and must spend a year and a day learning the ritual from an elf master. Elves only teach this ritual to their own kind, although particularly virtuous half-elves can receive this honour. To imprint a creature a trainer will charge 1000 gp per

HD of the creature's normal adult size. The price is double for non-elves.

Both the trainer and the intended master pour their essences into the newly-born creature as the spellcaster conjures his magic. The trainer spends 10 XP per creature's adult CR, whilst the master spends half that amount. Only animals, beasts and magical beasts can be imprinted, although creatures with the dragon type can be imprinted as well as long as their adult intelligence is never higher than 11. Only drow can imprint vermin.

The benefits of imprinting are worth the cost. A master has a permanent +4 inherent bonus to any Handle Animal checks regarding the creature. The creature enjoys a +2 morale bonus to all its saving throws if its master is in sight. A character can only imprint a number of creature HDs equal to his level plus his Charisma modifier.

The beastrider, windlord and Order of the Silver Heart prestige classes cannot imprint their mounts, as they forge a stronger link as they receive them, but they can imprint other creatures normally.

Creature Advancement

Imprinted animals learn and grow with their masters, and thus are able to gain experience as they travel and fight. Such creatures earn experience and advance in levels just as characters do, treating their monster type as their 'class'. Creatures do not gain Experience Points normally, but depend on their imprinted master to advance. Any time a character earns XPs, he can invest as many as he wants in his creature instead of keeping them for himself. Advancing a creature is slow and costly, but it has its benefits, as the creature improves beyond the capabilities of his species.

A basic creature has levels in its monster type as it has HD, starting with the minimum XPs necessary to reach that level. A wolf is a 2nd level animal, a griffon is a 4th level beast and a blink dog is a 4th level magical beast, according to these guidelines. Use the advancement information in *Core Rulebook III* to calculate new attack and save bonuses, skills and feats. Instead of a new feat, a dragon, beast or magical beast can learn two tricks. Imprinted animals and vermin can learn a new trick every three extra levels they gain in this way. All imprinted creatures can raise a single ability point every four levels, just as characters can, although they cannot use it to raise their Intelligence above 6, and cannot raise it at all if their Int score is higher than that.



Professional Trainers

The best way to train an animal is to raise it since its birth or from a very tender age. This requires time that many adventurers simply do not have. As with growing herbs, characters can hire experts in the field to train an animal or beast. Such experts are more common in elven cities than they are among other races, and their services are not as expensive given their numbers. Their services are mostly restricted to other elves. These trainers are very much in demand elsewhere, and can charge a small fortune to train a single animal.

Characters can try to train an animal if they set aside the downtime needed and have enough ranks in the appropriate skills but, sometimes, it is better to leave some things to the people who know how to do them. Presented below is a list of sample training experts, along with a rough guide on how much a character may expect to pay for their services in training a creature, bearing in mind that these professionals charge according to their chance of successfully training a creature in the standard time.

Average Trainer (15 gp/month)

High elf, 2nd level expert.
 Str: 11, Dex: 13, Con: 9, Int: 10, Wis: 12, Cha: 11; HP: 6; Initiative +1; Fort: -1, Ref: +1, Will: +4; Skills: Animal Empathy +5, Bluff +4, Hide +1, Innuendo +3, Intimidate +2, Handle Animal +7, Listen +2, Knowledge (nature) +3, Search +4, Spot +4, Swim +5; Feats: Skill focus (handle animal).

Experienced Trainer (25 gp/month)

High elf, 5th level expert.
 Str: 10, Dex: 13, Con: 9, Int: 12, Wis: 14, Cha: 14; HP: 17; Initiative +1; Fort: +0, Ref: +2, Will: +6; Skills: Balance +3, Climb +5, Animal Empathy +12, Heal +8, Intuit Direction +5, Knowledge (nature) +5, Listen +6, Search +3, Handle Animal +12, Spot +8, Swim +4; Feats: Skill Focus (animal empathy), Skill Focus (handle animal).

Mount Trainer (20 gp/month)

Wood elf, 3rd level expert/2nd level warrior.
 Str: 12, Dex: 15, Con: 15, Int: 10, Wis: 10, Cha: 16; HP: 40; Initiative +2; Fort: +6, Ref: +3, Will: +3; Skills: Animal Empathy +9, Balance +4, Concentration +5, Craft (leatherworking) +4, Handle Animal +13, Heal +2, Intimidate +6, Jump +2, Listen +2, Profession (stablehand) +2, Ride +11, Search +2, Spot +2, Use Rope +4; Feats: Mounted Combat, Skill Focus (handle animal).

Hunter Trainer (23 gp/month)

Wild elf, 3rd level expert/2nd level ranger.
 Str: 12, Dex: 15, Con: 10, Int: 12, Wis: 15, Cha: 16; HP: 24; Initiative +2; Fort: +4, Ref: +3, Will: +5; Skills: Animal Empathy +13, Handle Animal +11, Heal +4, Hide +8, Intuit Direction +7, Listen +10, Ride +4, Search +5, Spot +10, Swim +6, Wilderness Lore +11; Feats: Alertness, Skill Focus (animal empathy).

Fighter Trainer (25 gp/month)

High elf, 3rd level expert/2nd level ranger.
 Str: 16, Dex: 13, Con: 10, Int: 11, Wis: 14, Cha: 15; HP: 23; Initiative +2; Fort: +4, Ref: +4, Will: +5; Skills: Animal Empathy +8, Balance +2, Climb +7, Handle Animal +10, Heal +6, Intimidate +4, Jump +7, Knowledge (nature) +1, Listen +4, Ride +6, Search +2, Spot +5, Use Rope +3; Feats: Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes.

Imprinter (50 gp/month)

High elf, 4th level expert/4th level druid.
 Str: 10, Dex: 11, Con: 12, Int: 15, Wis: 16, Cha: 16; HP: 50; Initiative +0; Fort: +6, Ref: +2, Will: +11; Skills: Animal Empathy +16, Climb +3, Concentration +5, Diplomacy +5, Handle Animal +14, Heal +11, Intuit Direction +6, Jump +4, Knowledge (nature) +9, Listen +5, Profession (herbalist) +10, Ride +6, Scry +5, Search +4, Sense Motive +9, Spot +5, Wilderness Lore +4; Feats: Endurance, Extend Spell, Skill Focus (animal empathy).

GROUP TACTICS

Strangers who trespass uninvited into an elven forest are seldom heard from again, giving birth to legends about the magical nature of the place and how 'mortals' can be easily ensnared by elven enchantments. The most likely truth is that they were shot dead by unseen archers, arrows coming apparently from the trees themselves.

Whether in mountain, forest or plain, elves become used to their environment in ways that go beyond the skills of the craftiest human tracker and the sneakiest halfling spy. Throughout the ages, the elven subraces developed fighting styles that, while differentiating an elf from his team mates in an adventuring party, are most effective when several elves fight together, or when the elf has taught these skills to his companions from other races.

The fighting style of an elf party can be frustrating for their opponents, as each member darts in and out of the fight, supported by others in a deadly dance of hit-and-run attacks, with the melee warriors protecting the

Blackstone landed hard on the forest ground, dropping down as soon as the arrows had begun raining on his band of brigands. He heard the screams of his men left and right, and more than a few arrows nearly nicked him even in his prone position.

'Where are they?' His lieutenant screamed, also cowering behind a tree trunk.

'How should I know?' Blackstone answered. They kept quiet for the few seconds that the attack took to die down, and now only moans were heard in the underbrush.

'Humans, you are not allowed here,' a voice said behind the bandit captain. 'You are robbers and brigands and, while we do not suffer your kind, your quarrel is with human authorities.'

'S-show yourself, cowards!' The bandit tried some of his bravado.

'As you wish.' The voice answered and the forest moved. Where there had been only trees and bushes, there were now a dozen or more elves aiming their bows in his direction. 'We have wounded half of your men, so that the other half may carry them. Leave at once, for I will not repeat my kindness.'

archers and spellcasters that stay behind. When an elven party gathers, they study each other's abilities in order to plan a good strategy. For example, fighters with the Mobility feat will provoke an attack of opportunity on purpose, so that the enemy cannot target the rogue as he runs past it to take a flanking position; bards and clerics coordinate to be on both sides of the battlefield, each providing support by divine magic and song to the others.

Apart from complementing their unique skills and abilities, members of an all-elf party learn tactics they can use no matter what their specialties are. If an elf wishes to teach these tactics to non-elves in his party, they must practice together at least one hour per day for a month, reducing the distance they can cover in overland travel. Practicing for a whole day reduces this time by a week, for a minimum of one week of daily training.

Harry

This tactic works best against a single large opponent. The party members surround their target just out of its reach, delaying their actions so that the character with the likeliest chance to survive an attack goes first. This can be from high AC and hit points or protective magic that renders him immune or resistant to the opponent's attacks. Once the target attacks in its turn or as an attack of opportunity, the rest of the party closes in and starts fighting normally, starting with the character opposite the first (who gains a flanking bonus in the process) and then proceeding with the others.

Benefit: After two rounds of this, the target must roll a Will save with a DC equal to 10 plus the highest damage from a single attack it received during the

previous rounds. If it fails, it suffers a -2 morale penalty to all its attack and damage rolls. If a single character willingly disengages from the attack pattern, the effect ends.

Useful Abilities: Dodge, Mobility, Spring Attack and Shot on the Run feats.

Shadow

More than a fighting style, group shadowing is a way for a party to coordinate their efforts in following a creature or group of creatures. The party breaks up into lone members or pairs, leaving an odd man out to shadow the quarry. The character keeps a careful distance of no less than 60 feet from the quarry, rolling opposed Hide and possibly Move Silently checks to remain undetected, while the rest of the party runs ahead and hides near points where the target may pass. The others run ahead at full speed, maintaining a distance from the quarry of at least 120 ft. in a forest or city, and up to a mile in hills to remain unnoticed.

This tactic is difficult to coordinate, requiring every participant other than the shadower to roll an Intuit Direction check for every span of distance they travel ahead. The DC for this check is 10 plus one for every 60 feet travelled. A pair of relays can use the 'aid another' option, with one rolling his check at DC 10 to give the other a +2 bonus to his own roll. This makes sure that the shadowing relays keep pace with the quarry, but if they have magical means to keep in contact and on track, no check is necessary.

Benefit: For every hour that the party takes turns in following the quarry directly, the individual whose turn it is to tail the target has a +1 circumstance bonus to his



TRICKS OF THE ELVES

Hide and Move Silently checks during his shadowing. Also, all party members have a +4 circumstance bonus to Initiative on a surprise attack when setting up an ambush for a shadowed target.

Useful Abilities: *Invisibility, whispering wind* and divination spells. Familiar or animal companion signalling. Innuendo skill.

Pack Tactics

A group that fights well together has a greater chance of defeating its enemies and elves know this well. Taking their cue from wolves and other pack predators, an elf party can combine the talents of its members effectively, ensuring the survival of all. When attacking a group of enemies, the party concentrates ranged attacks on the seemingly weakest opponent, looking to eliminate as many sources of damage as soon as possible. During the first round of combat, or earlier if the party ambushes their opponents, the party members make an appropriate skill check to discern who among their targets is the most likely to fall soon. This check can go from Knowledge (nature), Heal and Wilderness Lore to Knowledge (arcana) and even Spellcraft. The Games Master decides which rolls are required for the party to analyse their enemies properly, as well as the DC of such checks.

If the party recognises an opponent with a dangerous ability or a spellcaster among their enemies, those become the first targets either to bring down or to immobilise. After the first combat round, one or two characters distract other opponents while everyone else concentrates attacks on a single target, switching to another once it is dead or incapacitated.

Benefit: After the second target drops, the rest of the opponents must make a Will save (DC 10 + average party level) or suffer a -1 morale penalty to attack and damage rolls. They must make an additional saving throw every time one of their number falls under the elves' onslaught, with the morale penalty stacking for each failed save.

Useful Abilities: *Detect magic, bless, bardic music.* Power Attack and Cleave feats; Intimidate skill.

Terrorise

A combination of shadowing and harrying, the party attacks from the shadows, using ranged attacks, magic and general noise to drive their enemies away or soften them up for the final showdown. Lawful characters may object to these tactics, but a solid argument about

optimisation of resources and keeping the party safe can convince them.

This tactic relies on ranged attacks and the party's ability to remain hidden, which is why it is employed mostly in heavily forested areas. Archers and spellcasters attack or conjure their magic from the cover of the trees, using their ensuing move-equivalent action in a Hide check. They do this one after another, moving around the targets in hiding as the rest of the party launch their own attacks, creating confusion. The attacks must come from positions that are at least 30 feet apart for the tactic to take effect.

Benefit: Until the characters fight in the open or the opponents have a means of detecting them, they gain three-quarter concealment on a successful Hide check, and one-quarter concealment on failing. If one of the opponents falls, the rest of his group must roll a Will save (DC 10 + average party level) or suffer a -1 morale penalty to attack and damage rolls.

Useful Abilities: Illusion magic. Precise Shot, Shot on the Run, Combat Casting and Quicken Spell feats.



ELVEN FEATS

The very nature of elves provides them with a wide array of gifts unavailable to other races. Their graceful agility, noble bearing and magical aptitude helped them develop unique abilities in various fields. They also keep close ties with nature, living in harmony with their surroundings and the creatures of the wild. It is not surprising then that an elf's contribution to an adventuring party has a touch of the magical, whether it is just a mundane ability or a truly supernatural one.

Elf characters, like any others, can benefit from many feats depending on their class and particular abilities, but they have their own, learned from old masters who discovered or created them during their long lives practicing their craft. These feats exploit the elves' heritage of magic, their natural dexterity and their respect for the creatures they use as mounts, pets and allies.

It should be noted that any feat marked here as being 'general' may be used by a character of any class or race who meets the prerequisites. When a feat is exclusive to elf or half-elf characters, it will be marked 'elf.'

Aerial Mounted Combat (General)

Elves may not be the only race with aerial cavalry, but they make the most striking figures in the sky. You are proficient in fighting on top of a flying mount.

Prerequisites: Ride skill, Mounted Combat.

Benefit: Once per round, the character may make a Ride check to help his mount perform evasive manoeuvres (see the Aerial Combat chapter). The Ride check becomes the mount's result in the required manoeuvre check.

Special: By acquiring this feat, the character can use the Mounted Archery, Ride-by Attack, Spirited Charge and Trample feats on a flying mount. This feat is required to perform the more complicated aerial combat manoeuvres (see the Aerial Combat chapter).

Arcane Birth-Gift (Elf)

You were born gifted with a special power because of the ancient ties between elves and fey.

Prerequisites: Wis 13+.

Benefit: The character can choose a 0-level spell from the druid spell list as a spell-like ability, usable once per day.

Special: This feat is only available at character creation and cannot be acquired later in the game.

Bonding (Elf)

You can create a special bond with any other creature. Elves save this gift to bond with a spouse or another loved one and it is a great honour for any other elf, let alone a member of another race, to be bonded with you.

Benefit: The character sacrifices 200 XP to forge a weak empathic link with another creature. Once per day per bonded creature, he can make a Sense Motive check (DC 10) to know what that creature is feeling at any moment, no matter the distance.

Born to Ride (General)

You are a natural in the saddle, no matter what kind of creature it is strapped on.

Prerequisite: Ride skill.

Benefit: The character ignores the penalties to his Ride checks for riding a type of creature different from the one on which he learned to ride.

Normal: Characters have their ranks in Ride reduced by 2 when riding a different creature and by 5 with a very different creature from the type for which he chose his ranks.

Bounce Spell (Metamagic)

You can use other creatures' bodies as the source of any spell you cast.

Prerequisite: Enlarge Spell.

Benefit: The character casts a spell at a primary target within the spell's normal range, but instead of being affected, it becomes the new source of the casting. The character chooses a secondary target, and the spell goes off as if the primary target was the spell's caster, calculating range and line of effect from that point. The spellcaster must still be able to see the secondary target. A bounced spell uses up a spell slot two levels higher than the spell's actual level. The visual effect of a *fireball* ricocheting off an ally into the true intended target can be very impressive.

Ears of the Fox (General)

You have an extremely keen sense of hearing.

Prerequisite: Listen skill.

Benefit: The character receives a +3 bonus to Listen checks.

Special: The character can roll a Listen check with a -5 penalty to wake up from a menacing noise.

Encompassing Spell (Metamagic)

You can make a spell encompass a much larger area than normal.

Prerequisites: Enlarge Spell, Grow Spell, High Magic.





ELVEN FEATS

Benefit: The character can increase a spell's area or number of targets affected by two or a higher multiple. The first multiple uses up a spell slot three levels higher than the spell's actual level, but the spellcaster may increase it further by using up an extra spell slot for each progression. For example, *alarm* is a 1st level spell that covers a 25-foot radius emanation (normal x1 multiple). An encompassing *alarm* is a 4th level spell that covers a 50-foot radius emanation (x2 multiple), and it can be modified further, affecting a 75-foot radius emanation (x3 multiple) by using up a 5th level slot. Spells with a personal effect or that target only a single creature are not affected. See the full rules for elven High Magic in the Magic of the Elves chapter.

Eyes of the Hawk (General)

Your eyes can pick up targets from far away.

Prerequisite: Spot skill.

Benefit: The character multiplies any ranged weapon's range increment and spotting distance by 1.5.

Forage (General)

You are an expert survivalist, able to find sustenance in any terrain.

Prerequisite: Wilderness Lore skill.

Benefit: You gain a +3 bonus to any Wilderness Lore checks when looking for food that does not involve hunting.

Fletcher (General)

You have a special talent for crafting your own arrows.

Prerequisite: Craft (bowmaking) skill.

Benefit: The character gains a +3 to Craft (bowmaking) checks and, once per day, when he runs out of arrows during an encounter, he finds that he has 1d8 extra arrows he crafted earlier. The character must declare he is making more arrows in order to use this ability again.

Grow Spell (Metamagic)

Your spells can affect a greater area or number of targets.

Benefit: A grown spell has its area or number of targets affected increased by one-half. Spells with a personal effect or that target only a single creature are not affected. A grown spell uses up a spell slot two levels higher than the spell's actual level.

High Magic (Metamagic)

You have learned the secrets of elven High Magic.

Prerequisites: Spellcaster level 9th.

Benefit: The character can suffer a temporary point of Constitution damage in place of one higher level slot to power spells cast with a metamagic feat. The lost

Constitution points cannot be regained by any magical means; only rest will bring them back. See the full rules for elven High Magic in the Magic of the Elves chapter.

Special: The character must have this feat in order to learn any of the High Magic abilities.

Improved Low-light Vision (General)

Your eyes are much better attuned to low-light conditions.

Prerequisite: Low-light vision.

Benefit: The range of the character's vision under poor light conditions is tripled.

Normal: The maximum range for low-light vision is usually 60 feet.

Joy of Life (Elf)

You have led a long life and you are reluctant to relinquish it easily.

Prerequisites: At least 200 years old.

Benefit: The character does not die until reaching -15 hit points.

Normal: When a character is reduced to -10 hit points, he is dead.

Lasting Spell (Metamagic)

You can make a spell last for much longer than normal.

Prerequisites: Extend Spell, High Magic.

Benefit: The character can change a spell's duration to one or more time units higher. The time units are 1 round, 1 minute, 10 minutes, hour, day, week, month, year, decade and century. The first progression uses up a spell slot four levels higher than the spell's actual level, but the spellcaster may extend it further by using up two extra spell slots for each progression. For example, *alarm* is a 1st level spell that lasts 2 hours per caster level. A lasting *alarm* is a 5th level spell that lasts 2 days per caster level, and it can be modified further, lasting 2 weeks per caster level by using up a 7th level slot. Spells with a concentration, instantaneous, or permanent duration are not affected by this feat. See the full rules for elven High Magic in the Magic of the Elves chapter.

Manifestation (Elf)

You can call upon the power of your elven blood to impress lesser races.

Prerequisites: Cha 15+.

Benefit: As a standard action, the character can appear more imposing by drawing power from the land. He has a +4 morale bonus to all Charisma-based rolls for 1d6 rounds. This is a supernatural ability the character can use three times per day.

Special: Other elves are immune to this effect.

Massive Spell (Metamagic)

You can make a spell affect an incredibly large area.

Prerequisites: Enlarge Spell, Encompassing Spell, Grow Spell, High Magic.

Benefit: The character can increase a spell's area to a mile. A massive spell uses up a spell slot six levels higher than the spell's actual level. See the full rules for elven High Magic in the Magic of the Elves chapter.

Mount Empathy (General)

You and your mount understand each other's quirks and desires, making a much better team than other riders and their mounts.

Prerequisites: Ride skill, must speak Sylvan. Animal Empathy skill.

Benefit: As a move-equivalent action, the character can whisper to his mount in Sylvan and coax a higher performance from it, enjoying a +4 bonus to a Handle Animal check to 'push' the animal. Possible push actions include multiplying the mount's run speed by 5 instead of 4, coaxing additional travel distance, or guiding the mount into performing a trick it has not learned (see *Core Rulebook II* and last chapter for tricks and animal training).

Nature Sense (General)

Your attunement to the land is particularly strong, allowing you to find your way in the wild easily, as well as search for specific things like herbs, stones, game trails, etc.

Prerequisites: Wis 15+. Elf or able to cast 1st-level divine spells.

Benefit: By spending a full round concentrating, the character gains a +4 bonus to Wilderness Lore, Intuit Direction or Search checks (but not all three) for an hour per day. This is a supernatural ability usable once per day.

Perfectly Still (General)

You can move very slowly or stand still to maximize your chances to remain hidden.

Prerequisite: Dex 13+.

Benefit: The character enjoys a +4 circumstance bonus to Hide checks when staying perfectly still, or a +3 circumstance bonus by moving at a speed of 5 feet per round.

Normal: A character can move up to half his normal speed with no bonus or penalties to his Hide check.

Prophetic Dreams (Elf)

When you enter a trance, you connect to a higher plane and sometimes receive prophetic images.

Prerequisites: Con 15+.

Benefit: The character may ask a simple question once per month as per the *contact other plane* spell, using the chances for contacting the Astral Plane.

Additionally, the Games Master may give the character a prophetic dream without warning, but it is always cryptic and ambiguous.

Ranged Threat (General)

You are so fast and accurate with a ranged weapon that you threaten a greater area around you.

Prerequisites: Point Blank Shot, Rapid Shot.

Benefit: The character threatens an area up to 20 feet away as if he had reach, being able to flank, sneak attack and deal attacks of opportunity to opponents within that area with a ranged weapon.

Trick Shot (General)

You have an uncanny skill with a bow.

Prerequisites: Proficiency with any bow, Dex 15+, Point Blank Shot.

Benefit: The character has a +2 bonus to the skill checks required for performing a trick shot (see previous chapter).



TOOLS OF THE ELVES

The craftsmanship of the elves is famous for the delicate detail and graceful form they give everything that comes out of their workshops and forges, be it intended for recreation, work or war. They are also well known for combining beauty and effectiveness, dispelling any critique about frivolity, especially from dwarves.

CRAFTSMANSHIP

Elves love beautiful things and their arts and crafts reflect that. Even the simplest object is crafted with great attention to detail, the curving designs betraying its origin. Elven crafts are highly prized among the nobility and aristocracy of many kingdoms, and even a simple cup made by an elven artisan can fetch a decent prize in a human market, for example.

To create an item of elven quality, a character (who must, by definition, be an elf) rolls as described in *Core Rulebook I* for Craft checks, but each roll represent two weeks of work, not just one. An elven item costs the same to make as a regular item, but the market price is double the one listed. In addition, the item weighs $\frac{1}{4}$ of its normal counterpart's weight, but is just as resistant and durable.

Elven Masterworks

Elf craftsmen have all the time in the world to finish their works and, when not pressed by necessity, they usually take it. Masterwork items are very common in elven workshops, and the artisans think of them as entertaining exercises to keep their skills sharp. When they do want to devote all their art into a single creation, they make an item considered masterwork... by elven standards.

Elven masterworks follow both the rules of elven craftsmanship above and the normal rules for creating masterwork items. An elven masterwork component is much harder to craft, costing 500 gp and with DC 25 in the Craft check. The time and expense are worth it, as an elven masterwork weapon grants a +2 bonus, while armours' check penalties are reduced by 2. Other elven masterwork items grant a +2 bonus to activities performed with them.

The cost of elven masterworks is triple of their normal counterparts, plus the cost of the masterwork

component. Non-elves in possession of such an item will be seen with suspicion by elves, who will try to find out how it was that the item left the hands of an elf owner.

WEAPONS

Elven weaponry is as graceful as it is deadly. Not a race particularly inclined to warfare, elves nevertheless develop and invent weapons that meet their needs for defending themselves, and most of them exploit their natural agility and proficiencies. Each elven subrace has different views on warfare, and their unique weapons reflect this in not only design and craftsmanship, but in performance and the skill to master them as well.

Arrow, Broad: This arrow has a broader head than a normal arrow, making it heavier and able to deal more damage when it hits. It deals 1d8 hit points of damage when fired from a shortbow and 1d10 when fired from a longbow. The increased weight takes 10 feet from the weapon's range increment.

Arrow, Tracer: The shaft of this arrow has been treated by an alchemical substance that ignites when air rushes over it at great speed, like when fired from a bow. Elves use tracer arrows in low-light conditions, as their eyesight allows them to benefit from the fiery path the arrow traces in darkness. If this arrow hits its mark, all characters with low-light vision gain a +1 bonus to their next ranged attack rolls against that same target, including the archer who fired the arrow in the first place. This effect provides no benefit during the day or under lighting conditions that would allow a human to see the target clearly. Tracer arrows burn for 1d3 rounds.

Crossbow, Bracer: The sea elves' response to the hand crossbow, this weapon is mounted on a metal bracer that clasps normally around its wielder's wrist. The bracer has a central groove for the bolt, a nock at the close end and a trigger extending forward. The weapon is loaded with both hands, but fired with only one. The crossbow's arms can collapse inward, giving the wielder a +4 bonus to any check required to hide it under clothing or even bandaging. It remains usable underwater.

Claw Club: This is a normal club with curved prongs arranged much like a claw at the end. Wild elves use it to emulate attacks by wild beasts, often adorning it with fur to reinforce the deception.

Slingshot: Wild and wood elves discovered that certain resins combined well with intertwined strings to make a very elastic cord. The slingshot is a Y-shaped wooden stick with this elastic string tied on both arms, with a sling at the centre. This weapon is a good substitute for a normal sling in the restrictive confines of the heavily wooded areas these subraces like to inhabit.

Skirt Blades: A group of five or six blades 3-inches long hang from thick leather strips or thin chains, which hang from a belt. Skirt blades see use almost

exclusively by female practitioners of the bladedance style, who attack by swirling around or by holding the foremost strips in their hands. Choosing the Exotic Weapon Proficiency allows a wielder to use skirt blades as a double weapon with both strips, but it takes a bladedancer to use all of them in a single attack (see the Secrets of the Elves chapter). The strips or chain of the skirt blades allows the wielder to threaten an area up to 10 ft. away, but are too weak to allow trip attacks.

Skylance: Elves created this lance for use by their aerial cavalry, extending to a reach of 30 feet. A

Simple Weapons – Melee

Weapon	Size	Cost	Damage	Critical	Range		Type
					Increment	Weight	
Claw Club	Medium	2 sp	1d6	19-20/x2	-	3 lb.	Bludgeoning and slashing

Simple Weapons – Ranged

Weapon	Size	Cost	Damage	Critical	Range		Type
					Increment	Weight	
Slingshot	Tiny	5 sp	1d4	x2	40 ft.	1 lb.	Bludgeoning

Martial Weapons – Melee

Weapon	Size	Cost	Damage	Critical	Range		Type
					Increment	Weight	
Greatsword, Crystal	Large	150 gp	2d6	19-20/x2	-	12 lb.	Slashing
Longsword, Crystal	Medium	45 gp	1d8	19-20/x2	-	3 lb.	Slashing
Sword, short, crystal	Small	30 gp	1d6	19-20/x2	-	2 lb.	Slashing
Sword, Singing	Medium	20 gp	1d8	19-20/x2	-	4 lb.	Slashing
Skylance	Large	20 gp	1d10	x3	-	12 lb.	Piercing

Exotic Weapons – Melee

Weapon	Size	Cost	Damage	Critical	Range		Type
					Increment	Weight	
Skirt Blades	Small	6 gp	1d4/1d4	x2	10 ft. (reach)	4 lb.	Piercing
Sword, Skirmish	Medium	25 gp	1d6/1d4	19-20/x2	-	5 lb.	Piercing and slashing

Exotic Weapons – Ranged

Weapon	Size	Cost	Damage	Critical	Range		Type
					Increment	Weight	
Crossbow, Bracer	Small	85 gp	1d4	19-20/x2	30 ft.	2 lb.	Piercing
Whipbow	Large	80 gp	*	✓	*	3 lb.	Piercing or slashing

Ammunition

Weapon	Size	Cost	Damage	Critical	Range		Type
					Increment	Weight	
Arrow, Broad (20)	Tiny	15 sp	1d8 or 1d10	x3	-10 ft.	4 lb.	Piercing
Arrow, Tracer (10)	Tiny	2 gp	As bow	x3	As bow	3 lb.	Piercing

* 1d10 (ranged) or 1d4 (melee), ✓ x3 (ranged) or x2 (melee), * 90 ft. (ranged) or 10 ft. (melee reach)



TOOLS OF THE ELVES

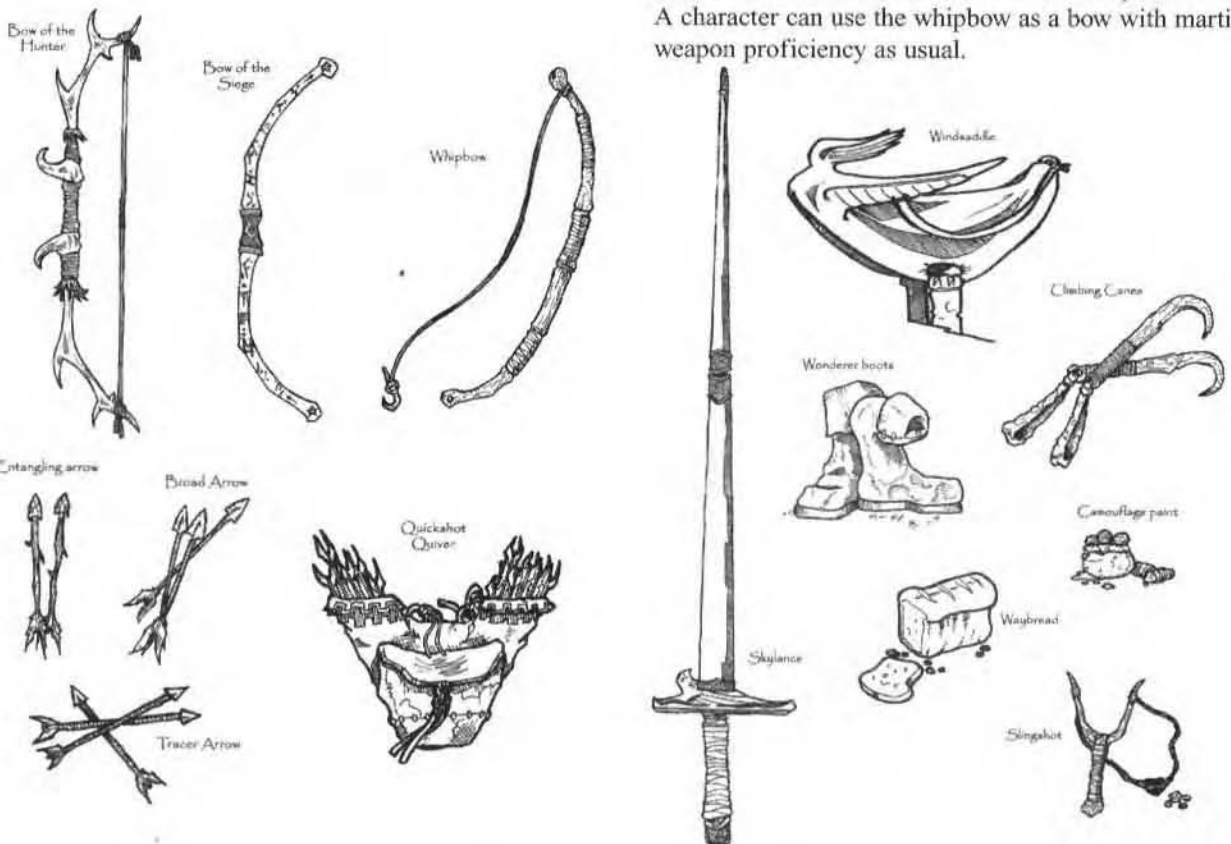
character must use both hands to wield it, but not to carry it outside combat. It is designed to break off neatly in the middle, avoiding any risk of locking with a target creature, which could spell doom for the flying mount and rider alike. On a critical hit, the lance breaks off automatically, saving the character from locking (see the rules for aerial combat in its respective chapter).

Sword, Crystal: Created first as an ornament by grey elf artisans, armourers chiselled great chunks of crystal growing in caverns in the form of blades, and treated them with a special process that still baffles craftsmen around the world, including elves from other subraces. Crystal swords can be the length of short, long or greatswords, dealing the same damage and acting in all respects like a normal sword. If the character chooses to deal subdual damage, the sword deals +1d6 points due to the crystal's reverberation when striking with the flat of the blade.

Sword, Singing: A favourite weapon among practitioners of the bladesong style, this sword has grooves carved along the blade that create a haunting sound as the wielder fights with it. The distracting sound gives a +1 circumstance bonus to all Bluff checks for the feint combat action initiated by the wielder.

Sword, Skirmish: This weapon is the trademark of elven elite foot-warriors. It consists of a long handle topped on one end by a curved blade the size of a short sword with a single edge, and by a sharp spear point on the other. This is an exotic weapon that requires special training to use, and is also a double weapon that permits its wielder to deal an extra off-hand attack. It can be used with one hand, sacrificing the off-hand attack, and the wielder may use the spear point to attack while grappled or in close quarters.

Whipbow: A border guard came up with this plain-looking longbow as he ran out of arrows and enemies were closing to melee. The wood used to make this weapon is supple yet hard, allowing for the torsion needed to function adequately and making it harder to break. But the true oddity of this bow is the string that detaches easily on one end thanks to a strong hook. An archer can unstring the bow as a move-equivalent action and use the combination as a whip, scratching an opponent with the hooked end of the string. Using the whipbow in this manner requires the Exotic Weapon Proficiency, but if he is already proficient with the whip, he can use the whipbow at -2 penalty rather than -4. This weapon has a reach of 10 feet, but cannot be used to trip an opponent. Stringing the bow takes a full-round action that draws an attack of opportunity. This is an unwieldy weapon meant to be a last resort when the archer does not have a melee weapon at hand. A character can use the whipbow as a bow with martial weapon proficiency as usual.



The line of elven infantry stood its ground as the groll horde charged, their cackling making the human cavalry nervous.

'Prepare to charge!' The human knight called to his troops, but the elf commander raised his hand sharply.

'Steady! Hold your ground!' He issued the order more for the sake of the skitterish humans than for his own men, who already knew what they had to do.

'Are you insane? We can break their...!'

'Too late for horses! Too close for arrows!' The elf gripped his sword.

Seconds later, the first line of gnolls lay dead by a single coordinated swing from the elite elven skirmishers. The second line followed by a powerful thrust from the other extreme of their odd-looking swords.

'Done!' The elf fighter smiled as he saluted the enemy to satisfy his own honour. 'Your turn, human! Show me what your bucketheads can do!'



ARMOUR

Elves favour freedom of movement over heavy protection, and even their most cumbersome armour is much lighter and easier to wear than their equivalents from other races. Even the crudest hide armour made by an elf tanner has an inherent elegance that stands out when sold next to other products. Elves fashion their armour to fit their bodies with ease, which makes it difficult for others to don it comfortably. Even humans have trouble fitting into elven armour unless it is customized for their bulkier anatomies, suffering an additional -1 armour check penalty and +5% chance of arcane spell failure until it is refitted by an armorer.

Arcane Chainmail: This suit of armour consists of interlocking mithral rings, with wide splits along the arms and legs to give the wearer greater freedom of movement with his limbs at the expense of a little protection. Spellcasters profit more from this armour

than any other character, as it is easier to perform a spell's required gestures because of the splits.

Battle Robes: Another garment for battle-minded wizards, the elven version of the armoured robe is not meant for stealth, but for protecting a war wizard. Resilient fabric made from gossamer thread intertwines with mithral wire and small iron plates, providing very good protection with small obstacles for spellcasting. There are versions of battle robes tailored as dresses and gowns, worn by elf ladies who go into battle as part of their noble duties.

Camouflage Armour: This armour is made of interlocking leather scales dyed in earthy tones and shaped like leaves. Only the helmet, breast piece, bracers and grieves are crafted this way, with leggings and sleeves made of softer leather with etched leaf patterns. Camouflage armour grants a +2 circumstance bonus to Hide checks as long as the terrain and season

Armour Table

Armour	Cost	Armour Bonus	Max. Dex Bonus	Armour Check Penalty	Arcane Spell Failure	Speed (30 ft.)	Speed (20 ft.)	Weight
Light Armour								
Arcane Chainmail	4,200 gp	+4	+5	-2	10%	30 ft.	20 ft.	20 lb.
Camouflage Armour	50 gp	+3	+5	-1	15%	30 ft.	20 ft.	15 lb.
Ironwood Armour	40 gp	+4	+3	-2	20%	30 ft.	20 ft.	25 lb.
Night Leather	60 gp	+2	+8	0	5%	30 ft.	20 ft.	5 lb.
Medium Armour								
Battle Robes	2,500 gp	+4	+4	-2	15%	20 ft.	15 ft.	15 lb.
Hunter's Hide	20 gp	+3	+3	-3	20%	30 ft.	30 ft.	25 lb.
Elven Half-Plate	4,600 gp	+7	+2	-4	30%	20 ft.	15 ft.	25 lb.
Extras								
Mithral Skirt	+1,200 gp	+2	-1	-	-	-	-	+8 lb.

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match the armour's colours. Elves strip and dye camouflage armour as the seasons change, and the natural paints can last up to $1d4+2$ months without needing to be reapplied.

Elven Half-Plate: Elven half-plate armour is as heavy as elves will wear in battle. It is made from interlocking mithral rings with elegant plates strapped and hooked around the body. Grey and high elves craft this armour to outfit their knights, and it is almost unheard of among wild and wood elves. Ceremonial half plate has the plates and rings alloyed with bronze, gold or silver with fine carvings, but it is still useful in battle.

Hunter's Hide: Most hide armour bears little evidence of what animal it comes from, but hunter's hide is the exception. The cured hide wraps around the wearer mimicking the anatomy of a beast, fur and smell included, with the head of the animal serving as helmet. The armour provides a +1 circumstance bonus to Hide or Disguise checks made in the wilderness, as well as a +2 bonus to Wilderness Lore checks used for hunting. Sea elves use the hides of dire sharks.

Ironwood Armour: Leather and wooden 'plates' make the wood elves' version of the half-plate. The woodcutter treats the pieces in a special herbal mixture

to harden it after he carves them. Leather and sinew straps tie the pieces to the underlying leather armour, which has straps of its own to secure the pieces.

Mithral Breastplate: Elven kingdoms outfit their elite infantry with mithral breastplates to give them as much protection as possible without sacrificing their mobility.

Mithral Skirt: This skirt of interlocking mithral rings straps to the wearer's waist and reaches no lower than the knees, giving additional protection to any armour worn. It fits easily over any armour except full plate, and though it adds weight to the character, it does not interfere with spellcasting. A mithral skirt gives a +1 armour bonus to a mount's AC.

Night Leather: Originally crafted by the drow, night leather armour is ink black and made of soft and tough spidersilk. Non-drow versions use dyed gossamer thread. The material seems to absorb light and, coupled with its suppleness, grants its wearer a +2 bonus to Hide and Move Silently checks. This armour can be worn under other light and medium armour, but this cancels the bonus to the skill checks.

EQUIPMENT

Workshops in any elf kingdom produce exquisite items of great quality and, while expensive, remind elves who travel abroad that there is a corner of the world where beauty is preserved. Adventuring elves often carry with them a unique item from their homeland, a piece of equipment that is perfectly normal among elves, but that many collectors would willingly pay a fortune to possess. The prices for the following items are the ones elf sellers charge to elf buyers. In the human market, they might be worth double or even triple the listed value.

Camouflage Paint: This mixture of herbal and mineral tints is perfect for hunters and scouts who expect to be out in the field for a long time. The paint gives a +1 circumstance bonus to Hide checks, as well as to Wilderness Lore checks for hunting game. The paint is stored in clay canisters and carried in little balls of grease, kept in tightly wrapped leather. Once smeared on skin, the grease dries and remains in place for 2d4 days. It does take some effort to wash off with water alone before it evaporates by itself.

Climbing Canes: A pair of wooden implements the length of a forearm and curved on one end, with a leather thong on the other. Elf children invented these to help them hoist themselves up branches they could not reach and adults later improved on the design. The canes give a +2 competence bonus on Climb checks when applied to trees with strong branches, and as long as the character keeps close to the trunk.

Elven Lyre: This stringed musical instrument produces a calming and exquisite sound, and is a prized among bards of any race. The resonance box is semi-spherical and supports two arms that curve inwards, with a crossbar keeping from four to eight strings taut.

Horn Harp: An instrument made from the horn of some great beast, the sounds that comes from the strings depend wholly on the nature of the crafter and the source of the horn itself. Bulls and bisons killed respectfully have their horns used as material, and the music they produce has a strong feel to it. Drow use horns from fiendish creatures, and their music is dissonant and maddening. A musician playing the right harp to the right audience has a +2 competence bonus on Perform checks.

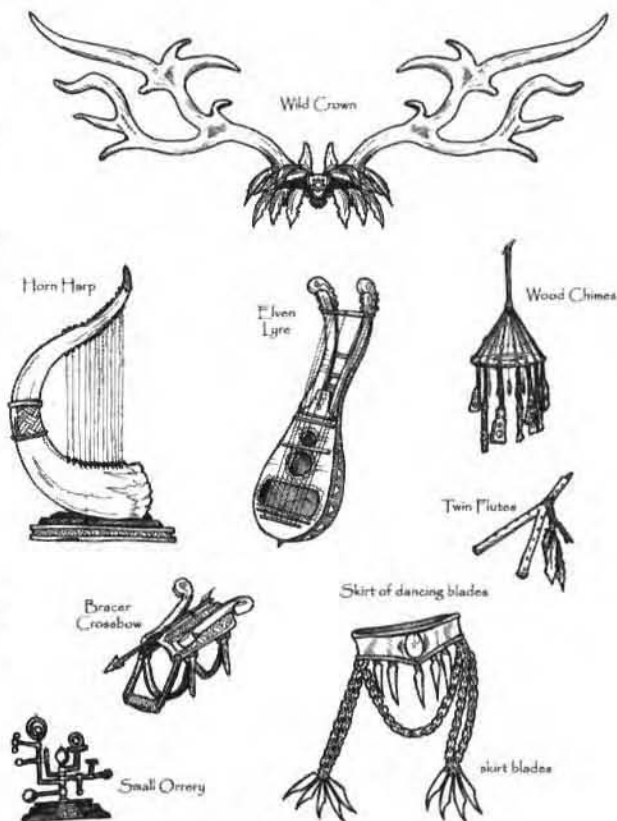
Orrery, Small: A complicated system of interlocking rings and spheres of brass, bronze and other metals. Barely the size of two fists together, the small orrery is a scrying instrument for wizards with a preference for

astrology. It grants a +1 competence bonus to Scry checks.

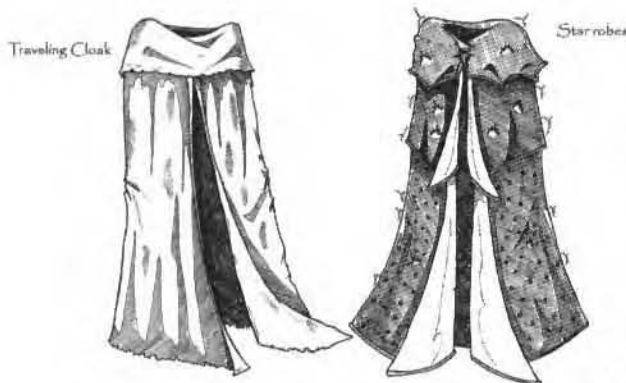
Quickshot Quiver: A V-shaped quiver that holds 20 arrows and straps to an archer's back. The design allows the archer to grab an arrow and nock it on his bow very quickly, granting him a +1 competence bonus to initiative if his first attack in a round is made with a bow. It has a front pocket to store a set fletcher's tools, and the arrows can be tied to the quiver when out of combat.

Star Robes: The most breathtaking item of an elf's wardrobe, star robes have been described as 'woven starlight'. Tailored from gossamer thread, star robes immediately command attention in any gathering, with their shimmering material creating an otherworldly aura around their wearer. Star robes give a +1 morale bonus to any Charisma-based roll in a social occasion.

Twin Flutes: A single reed branches out into two arms to create an odd Y-shaped flute. Wood elves like to add feathers to the clay instrument. Both arms have holes, allowing a skilled musician to play two different melodies with the same breath. It takes two ranks in the Perform skill to learn to play the twin flute properly. A bard who succeeds in a Perform check



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(DC 18) can sustain two bardic music effects at the same time, but it takes his full concentration to do so and he is only able to take a move-equivalent action and move at half speed every round he sustains both effects.

Travelling Cloak: A greyish green garment that no elf traveller can do without. Despite its thinness, the cloak is quite durable, as warm as a winter blanket and as light as a sleeping gown. It is waterproof and mildly fire resistant, able to withstand up to 3 points of fire damage without catching on fire itself. It is also strangely comfortable to sleep in.

Waybread: A small loaf of this salty bread is enough to sustain an adventurer for a full day, as if he had eaten his fill of trail rations. Taking much less space than ordinary provisions, elf travellers and scouts opt for waybread when they are in a hurry and know they cannot delay to hunt or forage. It is advisable to have water around to wash it down, as it is a bit dry.

Windsaddle: A saddle specially designed for flying mounts. Made from hardened leather, it sports a special harness that keeps a rider from falling to his death should he fail a Ride check to keep his balance.

It does not provide any bonus to the check, it just prevents a fatality in case of a bad roll. An attack can be strong enough to snap the harness off. Whenever the rider is hit by a physical attack that forces him to make a Ride check, roll 1d20+10. If the result is less than the damage the character suffered, the harness snaps and he must make a Ride check with a DC equal to the damage inflicted minus the harness roll result. If he fails, he falls off his mount and down to the ground.

Wood Chimes: A trick of the wild elves to keep intruders on edge, these wooden chimes hang high from trees, letting the wind knock them together as well as blow through the carved holes. This creates an eerie sound that is hard to locate. Any creature with an Intelligence score of 12 or less must make a Will save (DC 14) or be considered shaken. A shaken character suffers a -2 morale penalty on attack rolls, checks, and saving throws. A bard who succeeds in a Perform check (DC 18) can sustain two bardic music effects at the same time, but it takes his full concentration to do so, only able to take a move-equivalent action and move at half speed every round he sustains both effects.

Equipment Table

Item	Cost	Weight
Camouflage Paint	15 gp	-
Climbing Canes	5 sp	2 lb.
Elven Lyre	80 gp	3 lb.
Horn Harp	115 gp	3 lb.
Orrery, Small	1,200 gp	5 lb.
Quickshot Quiver	5 gp	1 lb.
Star Robes	750 gp	8 lb.
Twin Flutes	5 gp	1 lb.
Travelling Cloak	12 gp	2 lb.
Waybread (per 3 days)	5 sp	1 lb.
Windsaddle	60 gp	40 lb.
Wood Chimes	4 sp	10 lb.

Special and Superior Items

The elves' equipment can already be considered of superior quality, but they are still able to produce other items that even their own kin find wondrous and unusual. Most of the following items are alchemical in nature, using secret processes to create them. Consult the previous chapter (Tricks of the Elves) for the DCs to create these.

Gossamer Thread: The secret behind many of the elves' clothing lies in the material it is made of. Rumoured to be spun from a mix of spider's web and beams of moonlight, gossamer thread is used as prime material for *cloaks of elvenkind* and other similar garments. Light, resilient and comfortable, any Craft

check to make clothing with this material receives a +2 bonus to the roll and the garment costs three times its normal market price. Enchanting items made from gossamer thread is also easier, requiring only 1/50 of its base price to be paid as XP, instead of the normal 1/25.

Liquid Light: Liquid light is a variant of alchemist's fire. It is a crystal-clear substance stored into a transparent container. When the liquid comes in contact with air, it shines brightly for up to six hours if kept inside the container, providing light for 30 ft. The substance still shines if splashed on any surface, making it useful for leaving temporary marks. Every hour consumes one of the six 'doses' contained in every vial, and any liquid light poured or splashed outside it must be one full dose for it to have any brilliance, lasting for an hour and shining its light up to 15 feet away. Liquid light can be used as a grenade-like weapon. Any creature hit suffers no damage, but all attackers gain a +1 circumstance bonus to their attack rolls against it, as the substance delineates its contours. This effect is particularly useful against invisible creatures, as it negates their +2 bonus to attack and defenders can keep their Dexterity bonus to AC against it, plus any chance to miss it is reduced by 10%. The effect also works against creatures under the effect of the *blur* and *displacement* spells or similar abilities. If used this way, liquid light shines for 1d6+1 rounds if the grenade-like attack scored a direct hit. It lasts 1d4+1 rounds if it only inflicted splash damage or the attack roll was successful, but missed due to the miss chance from concealment. It lasts only 2 rounds if the attack roll missed by 5 points or less.

Ironwood Balm: Elves use this substance to care for their bows and arrows, but if used in greater quantity, it gives any wooden object an increased hardness and resistance. A normal longbow or shortbow behaves as a mighty composite bow +1, allowing an archer to apply up to +1 Strength bonus of damage to arrows. Arrows and masterwork arrows do not break when they hit and are therefore recoverable. A quarterstaff, club or javelin increases its damage die from 1d6 to 1d8. Any other object made from normal wood gains a +5 bonus to its hardness and 5 extra hit points. The effect of the balm lasts for 1d6 days for weapons, and for 1d4 months for objects. One flask of balm is enough to cover a single weapon, 20 arrows, a large wooden object such as a door, or a 10 square feet wooden surface.

Bottled Mist: When exposed to air, this milky white liquid evaporates into a fine mist cloud that covers an area up to 30 feet away from the point of origin. It provides creatures within the mist with one-quarter

concealment and reduces visibility to 20 feet. When used in thick woods, as elves prefer, it also gives a +5 circumstance bonus to Hide and Move Silently checks. The mist dissipates in 2d8 rounds, or in 1 round by a wind stronger than 11 mph.

Sleeping Mist: This substance works like bottled mist, except that it is laced with a narcotic. In addition to the obscuring effects of bottled mist, all creatures within the area must roll a Fortitude save (DC 15) or suffer a -1 penalty to initiative, attack and damage rolls. Elves are immune to the narcotic.

Elven Wine: It is extremely rare to find this beverage outside elven lands; not only is it prohibitively expensive to import, it is potentially dangerous for non-elves to drink. Elves find its rare taste a delicacy fit for a relaxed night under the stars, but non-elves must roll a Fortitude save (DC 18) or become completely drunk after one serving, suffering a -2 circumstance penalty to all their rolls. The hangover is no easier, requiring a Fortitude save (DC 16) to avoid suffering a -1 morale penalty to every roll for 1d6 hours.

Fey Spirits: Non-elves who take a sip from this liquor can swear that it is a magic potion and not a mundane drink. Elves can get drunk on it as humans and others do with strong whisky, but it acts as a strong hallucinogen for any non-elf who fails a Fortitude check (DC 20). The non-elf drinker suffers from hallucinations, becoming dazed and unable to take any action until he sleeps it off. On waking, he must make a second Fortitude save (DC 16) to avoid the effects of hangover: -2 morale penalty to every roll for 1d8 hours.

Oiled Bowstring: During the rainy seasons, archers must take special care of their bows. The bow's body is treated with ironwood balm, and the string is replaced by oiled bowstring. In addition to the reduced maintenance needs, this bowstring increases the range increment of any bow or composite bow by 20 feet.

Chameleon Paint: This special dye goes beyond the simple herbal paint elf hunters and sentries use to hide among the trees. Applied in striped patterns across the skin, it shifts its colour to reflect the environment, granting its user a +3 circumstance bonus to Hide checks. The paint loses its shifting properties eight hours after its application, and then becomes normal body paint, granting only a +1 bonus to Hide checks.

Spidersilk: Originally developed by the drow, other elves found their own version of this adhesive substance. Contained in a large sack that resembles a





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waterskin, spidersilk can be used by pressing on the skin, with a white strand of the material oozing out of a small opening. It attaches fast to any surface, but bladed weapons slice it easily, so it is mostly used for traps, camouflaged enclaves and improvised rope. The strand is extremely strong and tensile, requiring a Strength check (DC 24) to snap it. It can withstand up to 800 lb. in weight without breaking or loosening from where it was attached. It dissolves in alcohol in 3 rounds. One spidersilk sack can yield 120 feet of rope.

Glowwand: Elves can see much better in the night than other creatures, but they cannot see in complete darkness, so they still need sources of light. Glowwands are the answer when the elves also want to be subtle, for these alchemically primed sticks give a soft bluish light that is useless to humans, but perfectly serviceable for elves' low-light vision. The sticks are contained in a thin metal tube and, when taken out, they shine with a faint light that illuminates up to 10 feet away for normal sight, but for 30 feet away for low-light vision. The glowwand loses its luminescence 1 hour after taking it out of the container, which is reusable.

Naphtha: This highly flammable substance saw its first use in elven navies (see *Traveller's Tales – Ships of the Elves*), but it has been adapted for personal use much like alchemist's fire has. However, no elf will knowingly use naphtha in a forest or other wilderness area, reserving its use for underground expeditions or warfare. The difference between naphtha and

alchemist's fire is that it does not stop burning until the substance is exhausted or quenched by magical means. When used as a grenade-like weapon, naphtha deals 1d6 points of fire damage to a creature struck by it, and 1 point of fire damage to everyone standing up to 5 feet from it. The creatures affected continue suffering the same amount of damage every round (1d6 direct and 1 from splash damage) until the substance runs out after 1d6 rounds.

Faerie Dust: This fine powder is nowhere near as silly as its name suggests, but is a very effective weapon for elven harrying tactics. The dust is kept in a small bag, and the user must pour water into it before throwing it, which is a full-round action that provokes an attack of opportunity. The user must throw the bag immediately or suffer the effects. When thrown as a grenade-like weapon, the bag opens and envelopes everyone standing up to 5 feet from its point of effect in a cloud of tiny, but loud and bright explosions. The dust deals no damage, but the creatures affected must roll a Will save (DC 15) or suffer a -2 morale penalty on attack and damage rolls for 1d4 rounds. The explosions only last for a single round, and then die down.

Cold Fire: The use of cold fire is favoured by elves living in thick forest, as it produces a flame that does not burn what it touches. It is sold as a torch or as a flask of oil for lanterns, giving normal lighting with the only difference being that it does not ignite or burn anything it touches.

The drow had attacked the caravan by surprise. Many of the wagons and carts were on fire, illuminating the night with a painful reminder of all that was lost in those carts. The caravan guards were holding their own, and were now organised and driving back the dark elves.

Kyria knew that it would not last. She had received a vision last night, and she knew that these thugs were not the true threat, and the food was not the true target. She heard a sickening thud near the leader's wagon and she ran.

The drow commander still held the leader's corpse when he turned around, his black armour glistening in the fire light. He smiled at the girl and dropped his victim. He pronounced a word in drow Elvish and what Kyria had mistaken for armour ornaments moved to become spindly, spider-like arms.

'Fine... two can play this game,' she said solemnly, pulling the string that kept her skirt blades tied to her waist. She took the first step of the deadly dance she had learned from her mother, who was trained by her own mother before her. She spoke a command word, and the chained blades arose like charmed snakes, aiming at the drow's heart. 'Want to dance?'

Special and Superior Items

Item	Cost	Weight
Gossamer thread	Garment x3	-
Liquid light	4 gp	-
Ironwood balm	40 gp	-
Bottled mist	15 gp	1 lb.
Sleeping mist	30 gp	1 lb.
Elven wine	20 gp in elven lands, 300 gp anywhere else	2 lb.
Fey spirits	30 gp in elven lands, 450 gp anywhere else	2 lb.
Oiled bowstring	5 gp	-
Chameleon paint	4 gp	-
Spidersilk	25 gp	5 lb
Glowwand	1 gp	1 lb
Naphtha	40 gp	1 1/4 lb
Faerie dust	15 gp	1 lb
Cold fire (torch)	1 sp	1 lb
Cold fire (flask)	5 sp	1 lb

MAGIC ITEMS

There are few races with an interest in magic as strong as the elves. Other races even consider the very way they make things to be magical. While even normal elven masterworks look like magic items, spellcasters take great pains to ensure that they enchant only the most beautiful and finely-crafted items. Many magic items of elf origin have mithral or darkwood as their main materials, with intricate carvings that highlight the item's form. The object's general design always gives clues as to its purpose. An elf bard can roll a bardic knowledge check (DC 20 + required spell's highest level/enhancement bonus) to determine the general purpose of an elven-made magic item. Any details requires the *identify* spell.

Weapons

Elven magic weapons are light and deadly, works of art by themselves that sow death among the enemies of the elves. Given the vocation to magic that pervades elf society, magical weapons are less rare in an elven army than in others, owned by officers and nobles, but also by elite warriors and heroes.

Weapon and Armour Qualities

Attracting: An attracting weapon is not immediately useful to its wielder, but it gives a great aid to his allies. Whenever it strikes a target, the weapon 'marks' it, attracting the weapons of the wielder's allies to hit in the same location, granting a +2 insight bonus to all attack and damage rolls by the wielder's allies. Bonuses from multiple hits do not stack, with the

maximum bonus for attacking the same creature by this effect never exceeding +2.

Caster level: 5th; *Prerequisites:* Craft Magic Arms and Armour, *true strike*; *Market Price:* +2 bonus.

Detecting: A detecting weapon alerts its owner of the presence of a certain creature type with the light it emits. If the weapon does not glow on its own, it starts shedding light once the creature type specified during its creation comes within 120 feet of the weapon. If the weapon already glows, like certain magical weapons, the light changes colour. Seeing the light is automatic when the owner is holding the weapon in hand, but it takes a Spot check (DC 15) if it is sheathed or otherwise concealed. Roll in the following table to determine which creature type the weapon can detect, or decide beforehand.

d%	Target Type
01-05	Aberrations
06-08	Animals
09-13	Beasts
14-20	Constructs
21-25	Dragons
26-30	Elementals
31-35	Fey
36-40	Giants
41-45	Magical beasts
46-50	Monstrous humanoid
51-53	Oozes
54-58	Outsiders, chaotic
59-65	Outsiders, evil
66-70	Outsiders, good
71-75	Outsiders, lawful
76-77	Plants
78-85	Shapechangers
86-92	Undead
93-94	Vermin
95-100	Humanoid (choose subtype)

Caster level: 7th; *Prerequisites:* Craft Magic Arms and Armour, *locate creature*, *light*; *Market Price:* +2 bonus.

Extending: An extending weapon can grow to attack creatures up to 10 feet further than the weapon's normal reach. The weapon's shaft or blade extends as a free action, allowing the wielder to threaten a wider area, allowing him to flank and perform attacks of opportunity from a greater distance. The weapon retracts to normal size automatically after each attack. This ability only applies to melee weapons.



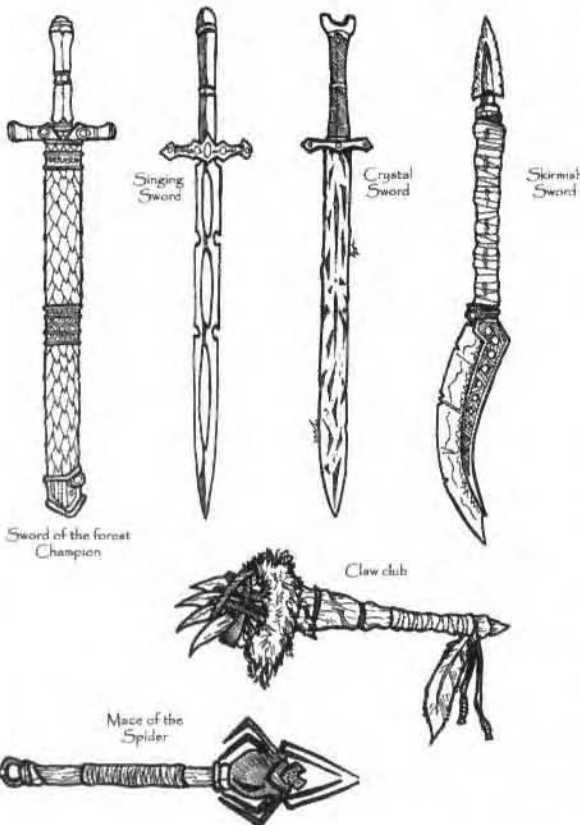
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Caster level: 15th; Prerequisites: Craft Magic Arms and Armour, polymorph any object; Market Price: +4 bonus.

Blending: Blending weapons and armour are translucent, with milky white smoke shifting along their length. They bend light around them, confusing their owner's opponents. Blending weapons are more difficult to block and dodge, negating their target's Dexterity bonus to AC. Blending armour makes the wearer harder to hit, giving attacks against him a 10% chance to miss.

Caster level: 5th; Prerequisites: Craft Magic Arms and Armour, blur; Market Price: +3 bonus.

Phasing: All phasing weapons are ranged, as they or their ammunition fly through the battlefield passing through allies to hit the intended targets. Characters shooting a phasing weapon or phasing ammunition at a creature engaged in melee with an ally ignore the -4 penalty for attacking into melee. These weapons also ignore any cover and concealment a target may enjoy from hiding behind any of the wielder's allies. Phasing weapons are affected normally by armour and normal cover and concealment.



Caster level: 9th; Prerequisites: Craft Magic Arms and Armour, detect thoughts, plane shift; Market Price: +1 bonus.

Specific Weapons and Armour

Arachnid Armour: This black chitinous armour is an obvious drow relic. This +3 *breastplate* has a slightly bulbous back that resembles a spider hugging the wearer from behind, its four legs wrapping around the torso. Upon uttering a command word, a pair of legs animate and grant the wearer two extra attacks per round at his highest attack bonus. These legs deal 1d10 points of damage on a successful hit, but do not add the wearer's Strength modifier. A second command word animates all four of the legs, granting the wearer a +15 competence bonus to any Climb check, treating smooth ceilings and vertical surfaces as ceilings with handholds.

Caster level: 9th; Prerequisites: Craft Magic Arms and Armour, animate objects, haste, spider climb; Market Price: 156,950 gp; Cost to Create: 78,650 gp + 6264 XP.

Bow of the Hunter: This weapon is a ceremonial item made by wood and wild elf sorcerers to be used in sacred hunts, but when the need arises, it is taken down from its altar and used as a weapon of war. A bow of the hunter acts as a +3 *longbow* but when the archer recites 'fly straight, fly true; I am the hunter, bring down my prey', the bow charges any arrow nocked on its string and sends it flying unerringly towards its target, trailing sparks of magical energy. The wielder gains a +5 competence bonus to his next attack roll with the bow, and the arrow does an additional 1d4+1 points of force damage. The force effect can strike ethereal creatures even if the physical arrow deals no damage.

Caster level: 9th; Prerequisites: Craft Magic Arms and Armour, magic missile; Market Price: 20,175 gp; Cost to Create: 10,275 gp + 792 XP.

Bow of the Siege: This ornate +2 *mighty composite longbow* is peculiar among other bows in that it does not have a string, nor the arms have any indication that they can hold one. When an elf archer holds it and makes as if to fire, an arrow appears in his hand, he feels the 'pull' of the nonexistent string and fires normally. The arrows created are normal ammunition, with only the weapon's enhancement counting to the attack and damage rolls and any Strength bonus due to the mighty bow (+2). The character can 'nock' other

types of ammunition, such as any special or magical arrows he acquires separately and fire them instead of the arrow the bow creates.

Caster level: 13th; *Prerequisites:* Craft Magic Arms and Armour, creator must be an elf and possess at least 7 ranks in Craft (bowmaking), *major creation*, *telekinesis*; *Market Price:* 60,600 gp; *Cost to Create:* 30,600 gp + 2,400 XP.

Entangling Arrow: This ammunition is a +2 arrow that, upon hitting its mark, grows and twists in a tangle of wood, trapping its target. The target must make a Reflex save (DC 15) or suffer a -2 penalty to attack rolls, a -4 penalty to Dexterity and can only take a partial action. The target can take a full-round action to try to escape with a Strength or Escape Artist check (DC 20). The arrow is destroyed when used like this.

Caster level: 6th; *Prerequisites:* Craft Magic Arms and Armour, *entangle*; *Market Price:* 57 gp; *Cost to Create:* 32 gp + 2 XP.

Mace of the Spider: A +3 heavy mace with an iron head shaped like a spider, this weapon screams 'drow', although wood elves have made their own versions with an ant-shaped head. Three times per day, the wielder can activate the dreaded power of the mace: on a successful touch attack, instead of dealing its damage, the mace head breaks into hundreds of spiders (or ants) that crawl up and down the target. The vermin are poisonous and deal 2 points of automatic damage unless the victim spends his entire turn brushing them off. The insects disappear and return to form the mace head's mass as they sting the victim, with the user being unable to use the weapon normally until all the vermin return. The victim cannot concentrate to cast spells or use any spell-like ability. The mace head reforms after 10 rounds or after dealing 10 points of damage, whichever comes first. On the third round of being attacked by the insects, whether they deal damage or not, the victim must roll a Fortitude save (DC 11) or suffer 1d3 points of Strength damage, with secondary damage of 1d4 points.

Caster level: 9th; *Prerequisites:* Craft Magic Arms and Armour, *summon swarm*; *Market Price:* 32,712 gp; *Cost to Create:* 16,512 gp + 1,296 XP.

Skirt of Dancing Blades: These delicate mithral blades are attached to strong mithral chains, dangling from an ornate gold and silver belt (see the skirt blades description under the weapons section above). The weapon is a set of +2 *dancing skirt blades* that attacks

on its own when the command word is spoken, granting the wielder two extra attacks per round at his highest attack bonus. The character does not need to be proficient in the use of the skirt blades to activate the magic, but he suffers the normal -4 penalty if he tries to use them as normal weapons without the Exotic Weapon Proficiency feat. In addition to this, the dizzying movement of the chained blades grant the user a +2 deflection bonus to AC and make it impossible for opponents to flank him.

Caster level: 6th; *Prerequisites:* Craft Magic Arms and Armour, *animate objects*, *haste*; *Market Price:* 80,306 gp; *Cost to Create:* 40,306 gp + 3,200 XP.

Sword of the Forest Champion: Forged in the heart of an elven kingdom, this blade is intended to be wielded only by the true protectors of elvenkind. When used by any creature other than an elf or half-elf of good alignment, this sword performs only as a +2 longsword. When wielded by a good-aligned elf or half-elf, this weapon becomes a +5 longsword, and on command can animate the surrounding vegetation to aid the wielder up to 60 feet away. As plants as small as grass blades jump and fly around the wielder, they grant him and any allied creature a damage reduction of 15/+3 in a 5-foot radius and a +3 deflection bonus to all saves. All enemies caught within the area must roll a Reflex save (DC 22) every round or suffer 3d6 points of damage from the attacking forest.

Caster Level: 18th; *Prerequisites:* Craft Magic Arms and Armour, *command plants*, creator must be a good elf; *Market Price:* 120,315 gp; *Cost to Create:* 60,315 gp + 4,800 XP.

Miscellaneous Items

Cloak of the Forest: This greenish cloak is similar to the *cloak of elvenkind* and it might be mistaken for one. However, instead of helping the character blend with his surroundings, it allows him to be one with nature. The wearer can activate the following spell-like abilities three times each per day: *spek with animals*, *spek with plants* and *commune with nature*. In addition, the character gains the Track feat while wearing the cloak.

Caster Level: 18th; *Prerequisites:* Craft Wondrous Item, *spek with animals*, *spek with plants* and *commune with nature*, creator must be an elf or a druid; *Market Price:* 64,000 gp; *Weight:* 1 lb.

Bridle of Training: There are several bridles available for training a mount, and each one only works with a



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specific kind of creature. For example, a *bridle of griffon training* cannot be used to train a pegasus. When an animal wears the bridle of training, the DC for the Handle Animal check decreases by 5 and the time needed to train the animal is cut by half.

Caster Level: 6th; *Prerequisites:* Craft Wondrous Item, creator must have 5 ranks in Handle Animal; *Market Price:* 500 gp; *Weight:* 1 lb.

Skin of a Thousand Beasts: This cloak is made from a patchwork of animal hides, with furs, scales and feathers creating an oddly harmonious design. The hood is the stuffed head of one normal animal in particular. When the wearer pulls the hood over his head, he transforms into the animal whose head makes the cloak's hood as per the *shapechange* spell as a 17th level sorcerer. He can transform into different animals by succeeding at a Knowledge (nature) check (DC 10 + desired animal's HD). The wearer can use this ability three times per day, and can return to his normal shape at will, without this transformation counting against the item's maximum.

Caster Level: 17th; *Prerequisites:* Craft Wondrous Item, *shapechange*; *Market Price:* 146,880 gp; *Weight:* 2 lb.

Wanderer Boots: Once per day, for one hour, the wearer of these boots can greatly increase the distance travelled in a day. He multiplies by seven the distance

covered in local or overland travel, with the result depending on his speed and the effort he puts into his stride. A halfling rogue (Spd 20 ft.) walking normally can cover 1,400 ft. in a minute or 14 miles in an hour while wearing these boots, while a human barbarian (Spd 40 ft.) can cover 5,600 ft. in a minute or 56 miles in an hour by moving at a hustle. The boots do not assist with tactical movement during combat. Consult the Adventuring chapter in *Core Rulebook I* for travel speeds.

Caster Level: 13th; *Prerequisites:* Craft Wondrous Item, *wind walk* or *shadow walk*; *Market Price:* 36,400 gp; *Weight:* 1 lb.

Wild Crown: Dyed feathers adorn a crown made from a stag's antlers held by a thick leather headband. When a character wears the *wild crown* for the first time, the headband melds into his skull and the antlers become a natural part of his body. The character gains a gore attack dealing 1d6 hit points of damage on a successful charge. The crown marks the wearer as a forest lord, granting him a +10 inherent bonus to all Animal Empathy and Wilderness Lore checks. He can use these two skills untrained, and they become class skills if the character does not remove the crown when he obtains enough experience to gain a level. In addition, he can cast *control plants*, *dominate animal* and *summon nature's ally IV* three times per day each as a 7th level druid. The character must make a Will save (DC 17) any time he wishes to remove the crown. If he fails he can try again the next day.

Caster Level: 18th; *Prerequisites:* Craft Wondrous Item, *command plants*, creator must be a good elf; *Market Price:* 47,432 gp; *Weight:* 2 lb.



ELVEN SUBRACES

The various breeds of human are different only in cosmetic and cultural aspects, but elves vary greatly in their very nature from one subrace to the next. Elves have spread far and wide, keeping to themselves in their deep wilderness kingdoms and pursuing their lifestyles as they best see fit. Most contact other races have with elves comes from the few trading outposts they maintain, and from the adventurers that strike out far from their homelands to see the world.

Most campaign worlds feature elves. Whether they are the gods' firstborn or actually arrived from a different Plane, the subraces' culture follows similar patterns, even if they have wildly different histories. High elves are the likeliest to start relations with the other races, grey elves are the aloof scholars, wood and wild elves keep to themselves in their forests, much like sea elves do in the sea, and drow are the scourge of all good-aligned creatures on the surface.

This chapter provides general guidelines on portraying the subraces' society, outlook and methods, as well as the necessary information for using them as Player Characters. There are also three new subraces to play around with: the enigmatic mist elves, the roaming wanderer elves and the winged sky elves.

Monster Level

Some of these subraces, like the sea elves, the drow and the thronedhil are more powerful than a standard beginning character race. In order to balance play, they are given 'monster levels' as detailed in *Core Rulebook II*. Add these subraces' 'monster level' to the character's class levels to find a power equivalent. This way, a 1st level drow fighter (monster level 2) is equivalent in power to a normal 3rd level character, and a 4th level sea elf druid (monster level 1) is equivalent to a 5th level character. Only the subraces with monster levels list this information, all others are 'monster level 0', that is, normal races no different from those found in *Core Rulebook I*.

HIGH ELVES

The members of this subrace are so common that they are, for all considerations, the main elven bloodline. Of shorter stature than humans and with frail-looking frames, high elves are extremely agile and graceful in

Half-Elves

To the surprise of many and outrage of others, elves and humans are cross-fertile, able to produce offspring that shares the characteristics of both parents. The circumstances of such births vary depending on the subrace, geography and history. Some half-elves are the product of rape, particularly if elves dwell near evil human kingdoms, while others are a result of a human and elf falling in love. The attitude to half-elves varies depending on circumstance. High elves embrace their half-elven children gladly, while grey elves shun them and drow do everything in their power to kill the child and its parents.

Half-elves are described in *Core Rulebook I* and will receive a more in-depth look in a future sourcebook by Mongoose Publishing.

movement and speech. Their skin is pale and does not tan regardless of how much time an elf spends under the sun.

Society

The society of the high elves is loose at best, anarchic at worst. Small villages blend with the surroundings and are ruled by a council of town elders, who may defer to a strong chief or a noble who has his residence in the town. Some high elves group in guilds according to their profession but, unlike their counterparts in the cities of other races, these guilds are more an association of like-minded individuals who share their secrets and discoveries, instead of an economic and political force.



High elven communities send envoys and couriers to neighbouring towns and cities to keep in touch and aware of the perils and news from every corner of their lands. This network of villages is the best indicator of where an elven 'kingdom' ends. High elf nobles live in towns not much larger than the average village, with a bigger house being the only sign of their stature. The high elves build few fortresses or cities as other races understand them, trusting the cover of the forest and their own ability to protect it.

This subrace is the most likely to start relations with outsiders, though, as their curiosity and openness push them forward to meet others and possibly learn from them. This attitude is a sore point with the grey elves, with whom they have several disagreements in philosophy as well as politics. They get along with wood elves as long as they respect each other's territories, and have a strong friendship with sea elves along coastal territories. Wild elves accept grudgingly the relations with high elves, but there is a mutual healthy distrust. Of the rarer races, the high elves have most in common with the wanderer elves, as they are both free spirits. They have little contact with sky elves and they hold the mist elves under careful scrutiny. High elves are the most passionate enemies of the drow, as they represent everything that the fair elves are not.

The most important aspect of the high elves' culture is their sense of community. While they encourage individualism and the fulfilling of personal dreams and goals, they retain their sense of communal unity. This cultural trait colours many of the high elves' attitudes, from their hauntingly beautiful choral music to their guerrilla tactics. Elves are expected to grow and better themselves, so that their talents contribute to the good of all.

High elves have an egalitarian society where young, old, male and female all have their place and are all deserving of respect. Elven children are cared for and raised by the entire community, and the old are de facto leaders out of reverence for their accumulated wisdom. Men and women can be found practicing any profession that attracts their interest, and belonging to any character class.

Player Character Information

High elves are the standard elf race described in *Core Rulebook I*. You can find all of the necessary information for playing a high elf character in the second chapter of that book.

DARK ELVES

The infamous drow are the anathema of all that elves hold dear. Thoroughly evil and ruthless, the drow renounced the light and sank into the belly of the world. Some say this was a punishment from the elven deities, others speak of a slow descent into corruption. What all other elves agree with is that their fallen brethren are irredeemable and must be destroyed.

Society

Drow society is brutal and merciless. A strong matriarchal theocracy rules all drow settlements with an iron fist. Most of the time, advancement in drow society involves the death of one of a higher status to be replaced by another, who may or may not be the cause of the demise. Priestesses expect their orders to be followed to the letter and seldom tolerate failure, much less incompetence.

Drow elves believe in might and the survival of the strongest, always looking for ways to upstage and outmanoeuvre each other. Social Darwinism is the rule to which the drow adhere, both within their culture as well as outside.

Females are both stronger and smarter than males, and hold power with an unshakeable grip. Drow women occupy all religious and governmental positions of importance, leaving men the menial tasks in those areas, as well as the role of warriors... mostly as cannon fodder. Males take to the study of arcane wizardry in the hope that it will give them a modicum of power, and many drow wizards do climb the social ladder, although never to the heights a female can achieve. Children are brutally indoctrinated in drow ideals, their souls twisted and forged by constant abuse and peer pressure. The old must prove they deserve to live, growing crafty and astute to avoid being ousted by the young and ambitious. Not many drow in positions of authority die of old age.

Player Character Information

Drow characters have the following characteristics:

Personality: There is a cold iron core of bitterness in most dark elves. They resent their exile into the depths of the earth, resent their superiors for the power they wield and their subordinates for the threat they are to their own. Hatred is one of the most common emotions a dark elf is likely to feel, tempered into a white-hot fire of cunning, or a flaming crimson rage. They take their pleasure out of others' pain, for it lessens the torment of their own existence. There are some dark

elves who rebel against this, trying to return to the path of good, but the prejudice of the surface inhabitants will soon crush such hope and spirit into the bitterness of the rest of the race.

Physical Description: Dark elves are smaller and thinner than high elves, standing from 4 to 5 ½ feet tall and weighing from 70 to 160 pounds, with females being taller and more strongly built than males. Their skin is jet black and their hair is a pale white or blue. Their eyes burn in different shades of red, but it takes a drow to tell deep crimson from blood-like. They dress in black and other dark hues, mostly because their darkvision cannot distinguish colour in the darkness they inhabit. Elaborate designs of silver filigree adorn clothes and armour, with some purple or dark red sashes, cloaks and robes completing the image. The effect is unsettling. A drow is considered an adult when reaching 80 years of age, and may live just under 600 years.

Like all elves, drow do not sleep, but fall into a trance. Their meditation is vastly different from that of other elves, for theirs is a mantra of strength and revenge, festering old hatreds instead of rethinking their lives.

Relations: Dark elves are the enemies of all that lives above ground, and of many of those who share their cavern complexes. Any race they cannot enslave, they seek to destroy. Only a show of greater or equal strength will make drow think about bargaining. The dark elves return the hatred of their surface brethren a thousand-fold, going out of their way to cause the most damage to elven interests. Their reactions to other elves are visceral and always violent. A rumour speaks of the mist elves being an exception as they are both subterranean races of sort, and the daoine consort with things of primal darkness on a regular basis. Mist elves neither confirm nor deny these claims.

Alignment: Drow live under a repressive doctrine and are always buckling and shifting beneath it, trying to get as much advantage they can, standing neutral between the rule of law and anarchy. They believe in the rule of the strong, and they have no regard for the welfare of those weaker than themselves, learning to be evil since the cradle.

Drow Lands: The dark elves make their home in caverns deep underground, where no light can possibly reach. They build their cities by twisting the rock with their magic, and feed from strange subterranean flora and fauna. Their borders are tightly watched and always trying to expand. Drow found above ground or

away from their home caverns are either spies and saboteurs, or renegades fleeing for their lives.

Religion: Drow worship a dark spider goddess that makes her home in the Abyss. The priesthood enforces her mandates ruthlessly, looking to ensnare all that exists in her demonic webs. Spider imagery is common throughout architecture and clothing, and most of the goddess's followers are zealous fanatics.

Language: Drow language is a corrupt dialect of Elvish, with many guttural and hissing sounds. Prayers to the spider goddess are a terrifying cacophony, and the sound of the language in a battle cry is enough to send shivers through any of their enemies. They use a ragged form of Elvish script, with many short and angular strokes instead of the flowing letters of the normal Elvish alphabet.

Adventurers: When a dark elf sets out alone, it is because she wishes to test her strength or is under orders from her superiors to achieve a certain goal. Males look upon adventuring as a chance to gain a measure of respect in their matriarchal society, or as their only opportunity to stretch their legs and abuse other creatures as he suffers under the females' rule. Rare drow from both genders get tired of the evil in which they live and choose exile in search of a better way to live, or even to redeem themselves for their brethren's sins.

Racial Traits

Dark elves have the same traits as high elves with the following differences.

- † +2 Dexterity, -2 Constitution, +2 Intelligence. Females also have +2 Charisma, while males have -2 Charisma.
- † +2 racial bonus to Will saves against spells and spell-like abilities.
- † Spell resistance 11 + character level.
- † Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. In addition, they suffer a -1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.
- † Darkvision: Drow can see in the dark up to 120 feet. Darkvision is black and white only, but it is otherwise like normal sight, and dark elves can function just fine with no light at all.



ELVEN SUBRACES

- † Spell-Like Abilities: 1/day-*dancing lights*, *darkness*, and *faerie fire*. These abilities are as the spells cast by a sorcerer of the drow's character level.
- † Automatic Languages: Undercommon and Elven.
- † Bonus Languages: Common, Draconic, Dwarven, Gnome, Goblin, Orc and Sylvan.
- † Favoured Class: Female drow favour the cleric class and have access to two of the following domains: Chaos, Destruction, Evil, and Trickery. Males favour the wizard class.
- † Monster Level: 2.

GREY ELVES

'Regal' is the best word to describe the grey elves, with their high stature and portly demeanour, it is easy to believe their claims about the purity of their blood. Secluding themselves from the world, the grey elves dedicate their energy to the pursuit of knowledge and the protection of all elvenkind. Of all the subraces, they are the ones who tap deeper into the elves' legacy of magic, while defending their claims about being the purest and ultimate expression of what an elf should be.

Society

Of all their kind, the grey elves have the most structured society, grouping in Houses that are just one step from being considered castes. A royal house provides the hereditary heir to the throne of the grey elves, who must be ratified by the nobles' council, which form a parliament that approves or disapproves of the king's or queen's decisions. Beneath the ruling castes, the merchants, artisans and warriors look down to the servant caste, whose members perform all the menial labours necessary for a land to stay healthy and productive. The treatment caste-less elves receive is not as extreme as to be considered as pariahs, but still is an uncharacteristic show of disdain.

Grey elves believe in the sanctity of knowledge, perfection and tradition. Their arts and crafts are a clear example of this pursuit, as any object made by the hands of a grey elf is a masterpiece of careful study and precise craftsmanship. They isolate themselves in order to keep their bloodlines pure, convinced that, by doing so, they build a bastion for everything elven. They consider all other subraces as lesser derivations of

their own 'pure' blood, ungrateful heirs to the heritage they so carefully maintain.

Player Character Information

Grey elf characters have the following characteristics:

Personality: If other races consider elves to be aloof, grey elves will show them new levels of snobbishness and self-righteousness. Grey elves act condescendingly towards the rest of the elven nation, secure in the belief of their own superiority. While they mean well and may actually have others' best interests in mind, they go about it as if no one else could possibly come up with a better idea. A grey elf's attitude quickly grates on the nerves of anyone who does not believe their claim of purity.

Physical Description: Grey elves are taller and even more slender than high elves, reaching heights that allow them to look humans eye to eye. Their milky skins are framed spectacularly by locks of silver or pale golden hair, while their amber or violet eyes give them an otherworldly air. They dress with the finest fabrics and the best armour, favouring white, silver, yellow and gold clothing, with purple or deep blue cloaks to emphasise their nobility. Grey elves are among the most long-lived elves, able to live for almost a millennium.



Relations: The grey elves do not relate well with other races. Seldom travelling outside their strongholds, the rest of the races have not met many, but those that have do not relish a second encounter. It is not that the grey elves are prejudiced or disdainful, but the honest belief of their own superiority filters into every gesture and tends to irk others. To a grey elf, any person that is not an elf is a barely sentient creature that should know who is the true chosen of the gods.

Even another elf would side with a human in a drunken bout of grey elf-bashing. From high elves to grugach, the rest of the subraces think that the grey elves are too rigid, and their quest for perfection is leading them exactly in the opposite direction, keeping them from enjoying life's little pleasures. Grey elves just shake their heads, sure that none of their brethren would understand the burden they carry. As part of the servitor houses, a great number of elves from other subraces willingly serve the grey elves, becoming serfs and vassals in the almost feudal hierarchy their rulers govern.

Alignment: Their approach to the quest for knowledge and perfection, next to their regimented society put grey elves clearly on the side of law, and even if they have clashes of opinion with others, they generally mean well and are good more often than not.

Grey Elf Lands: Grey elves build their fiefdoms high in the mountains, citadels that look like they were raised from the stone itself, most likely because they were. They conceal the routes to their strongholds with powerful magic, and allow only a select few outsiders to even approach. Griffon riders patrol all land routes around a grey elf enclave, being their main cavalry force.

Grey elves found away from their mountains are probably envoys and ambassadors, or the rare elf that grew tired of the stifling society and wishes to expand his horizons.

Religion: Grey elves are not deeply religious although, like all elves, they revere the elven Allfather and his celestial retinue. Their ceremonies are studied, precise affairs, performed as meticulously as their research and their crafts. They favour intellect over faith, however, and their wizards outnumber their clerics by a wide margin.

Language: Grey elves speak and write in normal Elvish, with a slight accent that they claim is the

original pronunciation. They have managed to condense the flowing Elvish script into a style more fit for their studies that does not lose the beauty of the language, but somehow lacks some of its spark.

Adventurers: Adventuring grey elves are rare given their reclusive nature, but some of them may undertake a journey if they believe there is a great menace to elvenkind that only they can handle. They have trouble relating to any companion in a party, always assuming the mantle of leadership whether it is deserved or not.

Racial Traits

Grey elves have the same traits as high elves with the following differences.

† -2 Strength, +2 Dexterity, -2 Constitution, +2 Intelligence.

SEA ELVES

Few outsiders have any contact with the aquatic elves, despite their being as numerous as the high elves. They have adapted completely to their underwater home, and rarely venture to land, if at all. They cavort among the whales, befriending marine animals with as much ease as their landbound cousins do with surface species. They are friendly and open, shouldering the responsibility of keeping the oceans safe from the encroachment of evil, with few or no allies to call for aid.

Society

Like high elves, the sea elves place little importance on matters of government, leading a carefree life where their sense of community ensures the stability and continuity of their kingdoms. Sea elf nobility have the responsibility of leading their subjects in war against their enemies, as well as conducting trade with outsiders, playing the hosts whenever visits from dry land arrive.

The elves of the sea share many cultural traits with the high elves, including their communal unity and their love for freedom and expression. There is a besieged society, however, being one of the few good-aligned races in the deep ocean. They put more emphasis on their fighting prowess than they do on magic out of necessity, and their every action is coloured by a strong sense of duty and responsibility.



Player Character Information

Sea elf characters have the following characteristics:

Personality: Similar to the high elves, a sea elf looks for the joy of a simple life and enjoys every moment of it. He respects all life and feels his role is to protect it where no one else will. Sea elves are quick to make friends with visitors and strangers who prove their worth, but hold deep grudges when betrayed. Their amiable demeanour hides a depth of thought that not even other elves know about. The tranquillity of life in the sea is conducive to philosophical ponderings, and every sea elf work of art has a second meaning for the philosophically minded.

Physical Description: Of similar height and build to high elves, sea elves are easy to recognise due to the



greenish-silver coloration of their skin, which sometimes is bluish among some elves. Their hair is a deeper green or blue that adds to their skin colour to blend in with their undersea surroundings. Their hands and feet are partially webbed to aid in swimming and they have gills at the sides of their necks. They wear little or no clothing, as the salt water of the sea quickly spoils most fabrics and they generally interfere with swimming. Most of their clothing is made from a silky substance, and worn as close and tight as possible. Armour consists of shells and hardened coral. A sea elf may expect to live up to his 600th birthday.

Relations: Sea elves would keep much better relations with humans, dwarves and other races if they visited more often. As things stand, they remain underwater, protecting ships from many races, but especially elven vessels, from the depredations of pirates and evil marine monsters. This protection endears them to coastal settlements with which sea elves forge alliances quickly.

Of the other elf subraces, the sea elves identify more closely with the high elves, and frankly cannot understand the grey elves. They have almost no contact with drow, so their animosity is somehow lessened. Wanderer elves who take to the ocean find ready allies in the sea elves, as do the sky elves who travel sometimes with an elf ship.

Alignment: The aquatic elves have as much love for freedom and self-expression as any high elf, leaning also towards a certain chaotic attitude. Their deep caring for the safety of others puts them firmly on the side of good.

Sea Elf Lands: The kingdoms of sea elves are loose communities deep on the ocean floor or along continental reefs. Like the grey elves, they shape their constructions from the natural environment, with magnificent palaces of pearl and coral. Patrols keep a careful eye towards menaces like sahuagin, with dolphins lending great help in identifying infiltrators and spies. Finding a sea elf on land is a sign that there is something grave happening beneath the waves.

Religion: While nodding in the direction of the Allfather, sea elves favour their own sea god, a deity of knowledge and beauty that reflects the philosophical mind of his worshippers. The sea elves' faith is one where deep thoughts are encouraged.

Language: Sea elves speak normal Elvish, though they seldom use the written form except in carvings on religious objects of art.

Adventurers: A sea elf becomes an adventurer for the same reason a high elf does. They add to their motives their sense of responsibility, as they venture to seek out evil instead of waiting for it to strike. They join with parties who travel the seas, becoming scouts and watching for any threat that comes from below. They never adventure overland unless there is a powerful magic helping them survive.

Racial Traits

Sea elves have the same traits as high elves with the following differences.

- † +2 Dexterity, -2 Intelligence.
- † Aquatic elf base walk speed is 30 feet; swim speed is 40 feet.
- † Gills: Aquatic elves can survive out of the water for 1 hour per point of Constitution. Refer to the rules for suffocation after that time passes.
- † Low-light Vision: Aquatic elves can see four times as far as a human in starlight, moonlight, torchlight, and similar conditions of low illumination. They retain the ability to distinguish colour and detail under these conditions.
- † Proficient with trident, spear and net.
- † Automatic Languages: Common and Elven.
- † Bonus Languages: Aquan, Draconic, Gnome, Goblin, Sahuagin and Sylvan.
- † Favoured Class: Fighter.
- † Monster Level: 1.

'I admit we are a bit weird,' Lyaree conceded as she leant on the ship's railing. Ellwyden grunted, trying to hold on to the contents of his stomach.

'See?' The elf girl continued. 'Here I am, cutest high elf to walk this earth in the company of a sombre and all-too-serious wood elf, off to the grey elves' island sailing on a waverider ship with a daoine captain and two sea elf scouts.'

'You knew of these... khilasa?' The wood elf ranger cocked his head in the direction of the sailors.

'The wanderer elves? Sure!' Lyaree smiled. 'I've travelled with the rovers a couple of times. But like I said, the captain's not khilasa. He's daoine, a mist elf. You can tell by his roundish ears if you think any elf can grow that big.'

'Your tongue sure wanders a lot too. I asked a simple question.'

'Never ask a simple question of a complex girl like me.'

'We are near land,' the captain said, a corpulent elf who could have been mistaken for a human on a dark night. 'Get whatever proof you have of this menace you told me. The grey elves do not like anyone approaching their island unannounced, let alone a lowly khilasa ship.'

'I see no land nor patrol ship,' Ellwyden prided himself with a sharp sight, but he could not find any sail or indication of land in the horizon.

'That is because they send an advance inspector.' The big elf pointed upwards. Ellwyden could not help but gasp.

'A sky elf! I thought they were all dead!' He exclaimed.

'You need to get out more, Ellwyden, dear,' said Lyaree, nudging his ribs.



WILD ELVES

These tribal and barbaric offshoots contend that they are the ancestors of the rest of the elves, for they maintain the closest ties to the wild places. Fierce warriors who roam the land, they scorn civilisation and its trappings, choosing a nomadic lifestyle over the grandiose structures of their cousins. Also called grugach, they ignore the opinion of other elves, who consider them savages.

Society

A grugach tribe gathers around a strong chieftain, who is advised by a council of elders. Anyone can challenge the chieftain for the position, with the victor of a ritual combat becoming the new leader. These challenges are rare and never to the death. The position is hereditary as long as the chieftain's child can defend the title from challengers to the succession, but if the elders support the succession, there are no contenders.

Wild elves regulate their lives according to the turning of the seasons, travelling around to follow the herds of the animals they hunt for sustenance and clothing. They have a deep respect for nature, even stronger than other elves, subjecting themselves to the whim of the elements. They build camps when they stop to gather food and during the hunting season, but move along

when conditions become too harsh. Grugach are jealous of their domains and defend them with great zeal and ferocity.

Player Character Information

Wild elf characters have the following characteristics:

Personality: A grugach is tough and rugged, an elf of few words but honest deeds. The honesty is not exactly a welcome trait for those who trespass on the wild elves' lands, as they prefer to have their arrows do the arguing rather than let outsiders try to bluff their way out of their punishment. The grugach are hostile to everything outside their sphere of influence, and are deeply distrustful of anything that smells of civilization.

Physical Description: Grugach are as small and nimble as high elves, but they are not as frail. Another difference is their dark brown skin that sets them apart from most other elves' fair complexions, with their hair ranging from black to light brown. They dress in animal skins and simple cloth made from plant fibres, with jewellery of painted clay and bits of animal bones. Leather tokens hang from many warriors' necks as do medicine pouches from women's. They possess a feline grace that is mesmerizing in its own feral way. A typical grugach reaches maturity through a rite of passage at his first century, and can expect to live almost as long as a high elf.

Relations: The only allies the grugach have are the animals and the fey creatures that inhabit their lands. The wild elves refuse the company of all other humanoids who are not natives of the forest, including other elves. They may be willing to talk with a druid or with a wood elf envoy, but trespassers are better off sending familiars or animal companions bearing messages to avoid a swift and unexpected death.

Alignment: The wild elves' hostility can lead to mistaking their inclinations, but it just stems from their desire to protect the lifestyle they love from interlopers of any race. They prize their independence and care for their loved ones as much as any high elf.

Wild Elf Lands: The grugach do not have permanent settlements, but they build temporary camps from where they hunt and gather along herds' migration routes. They prefer to live in forests, but venture out onto the plains often. They litter a wide area around their camps with traps and snares that get increasingly deadly as they are closer. They dispose quickly of intruders unless convinced to the contrary by a crafty,



yet respectful show of survival prowess.

Religion: Religion among the wild elves is as primitive as the rest of their lifestyle. While acknowledging the existence of the Allfather, grugach take a shamanistic approach to their worship, believing him to be in the soul of all things, with all the other gods being merely great spirits.

Language: Wild elves speak a rough dialect of Elvish and do not write it, relying on the oral tradition of passing down their lore through the storytellers and shamans.

Adventurers: A grugach adventurer is either a scout, a shaman looking to increase his experience or an outcast. The strong tribal bonds of the wild elves do not break easily and very few abandon the tribe willingly to explore the world. Even if such adventurers return, they are seen with suspicion and watched for any sign of tainting by his contact with civilization.

Racial Traits

Wild elves have the same traits as high elves with the following differences.

† +2 Dexterity, -2 Intelligence.

† Favoured Class: Sorcerer or Barbarian.

WOOD ELVES

Less savage than the grugach, the wood elves are nonetheless reclusive and frugal. Also going by the name of sylvan elves, they live in harmony with nature, building their villages in a way that respects their environment and blends seamlessly without resorting to magic. Sylvan elves feel the call of the wild much more strongly than others, answering with mundane talent and adaptation and pushing magic aside. While they too are reluctant to allow any stranger in their lands, they are not as vicious as the wild elves, merely watching the trespassers from afar and taking action only when they get too close to their village. Even then, their tactic is to scare or persuade intruders into changing their course, not outright slaying them.

Society

Wood elf society is a step between the high elves' loose kingdoms and the grugach's tribal structure. They organise in clans lead by the strongest and wisest among them, with permanent villages they close down when the season indicates that they must roam their

woods in search of sustenance. It is the leader's duty to keep the clan fed and protected, and anyone may challenge him to a test of strength and wits if he does not fulfil this responsibility.

The sylvan elves eschew the fineries of civilised life and enjoy greatly the thrill of the hunt, believing that the hardships of survival build character and give them their strength. In their eyes, the civilised elves have abandoned this way of life and become weak as a result. They are a passionate people, who follow their hearts instead of their heads, trusting their instincts and intuition, because they are the best tools for survival in the primal forests.

Player Character Information

Wood elf characters have the following characteristics:

Personality: Sylvan elves are intense in thought and demeanour, with a straight connection between their heart, mind and body. They always say what they really think about something and do not hesitate to act when they know they are doing the right thing. They would rather ask forgiveness than ask permission.





ELVEN SUBRACES

Physical Description: A wood elf is generally more muscular than any other elf. Standing as tall as other elves, the increased musculature makes them appear shorter. As newborns, their skin is as fair as the normal tone of the race, but they tan soon into a light milky brown. Their hair comes in intense blonds and reds, echoing the fire in their spirits. They dress in shades of browns and greens in order to blend with their surroundings and the tattoos on their skin are as much art pieces and status symbols as they are camouflage. Their movements are powerful and deliberate. Sylvan elves have slightly shorter lifespans than high elves, and the hardships of survival make sure that only the strongest reach old and venerable age.

Relations: Not as insular as the grugach, wood elves still consider their privacy a sacred thing and protect it at all costs. They sometimes trade with wild elves as they coincide in many ways, but keep the contact to a minimum. They welcome other elves with suspicion, not hiding their contempt for the grey elves' frailty and sophistication or the high elves' frivolity. They hate drow with a passion only second to that of the high elves.

Alignment: Sylvan elves are survivalists, trusting the wisdom of nature and following instinct over ideals. They do not care for the promises of law or chaos, and stand neutral in the moral quandary of good and evil.

Wood Elf Lands: Thick forests and jungles hide the wood elves' tents and huts, and they prefer it that way, as only those savvy in forest travel have any hope of coming near. They patrol their territories silently and unnoticed, letting strangers go about their way as long as they do not get too close, at which point the sylvan elves start issuing a warning that, if not heeded or addressed, leads to death.

Religion: The wood elves see the work of the Allfather and his children in everything around them. They celebrate many festivals at solstices and equinoxes, praising their deities' work in the natural world and asking for protection. Worship is informal, with druids commanding the same respect as clerics.

Language: Like wild elves, isolation has affected their speech into a dialect of Elvish that other elves have difficulty understanding, with no written practice among them.

Adventurers: Sylvan elves are more likely to strike out on their own than grugach, but they make sure to return home often and enjoy the life of a hunter, free from the complications of the outside world. They join

other elves and, with time and effort, may learn to trust companions from other races.

Racial Traits

Wood elves have the same traits as high elves with the following differences.

† +2 Strength, +2 Dexterity, -2 Constitution, -2 Intelligence, -2 Charisma.

† Favoured Class: Ranger.

MIST ELVES

Mist elves call themselves 'the daoine' and, like grey and wild elves, point to themselves as the first true elves. They are a mystery even to their brethren, combining the arts and traits of most of the subraces to lend credence to their claims about their origin. Describing themselves as warrior-poets, the daoine are proud and passionate, but there is an almost imperceptible jaded edge to them, as if they were as old as they claim and know that the Age of Elf is soon to give way to the Age of Man. They pursue knowledge with the determination of a grey elf, enjoy song and dance with the abandon of a high elf, ponder their own nature with the depth of a sea elf and respect nature and privacy with the zeal of wood and wild elves. They can even be as sinister as drow, when they set their minds to it.

Society

Mist elves are a mystical warrior race, and choose a king or queen from their most able fighters. The monarchs are advised by a Master of Lore, usually a high-level bard; a Master of Mysteries, usually a wizard or sorcerer, and a Master of Faith, usually a druid, but this can be a cleric instead. Below them, ranks and hierarchy blur as respect is awarded by feats of war, skill and wits in equal measure. Daoine nobles are undistinguishable from their subjects, as they must prove they are fit to rule while complying with the wishes of the monarch.

Tales and poetry are the backbone of the mist elves' culture, with legends about heroes and wars taking precedence among all others. They value talent and potential as much as accomplishments, and strive to meet that potential throughout their long lives. The daoine also love riddles, believing their own existence to be the greatest riddle of all. This passion for enigmas brings them closer to the dark things of the world, where other elves fear to tread, but the daoine step forth undaunted by the warnings, and many have

lost their lives and souls in this pursuit. The rest of the mist elves mourn these fallen brethren and thank them for the way they paved for others to learn from their mistakes.

Mist elves are few, and fewer children are born decade after decade. This has forced them to adopt half-elves more closely than any other subrace, considering them full members of daoine society and allowed to marry pure-blooded mist elves. Their blood is thinning because of this, but they trust that the strength of their heritage will last until they find a solution.

Player Character Information

Mist elf characters have the following characteristics:

Personality: A daoine's eyes burn with purpose and determination, and they tackle any challenge they meet with the same energy and enthusiasm. Their bravado hides some sadness that expresses itself when the elf gets drunk or just awakens from trance. A mist elf knows that his people have their days counted, and the only thing to do is enjoy the centuries they have left.

Physical Description: Under poor lighting conditions, a mist elf could be confused with a human, as their frames are taller and broader than those of other elves. Even their ears are not as pointed and their faces not as angular. Grey elves declare this is a sign of their blood's corruption, but the daoine answer with a formal challenge to hand-to-hand combat, which tends to silence the offender quickly. They dress in vivid greens and blues, favouring short tunics and capes that tie at one shoulder. Warriors and sorcerers practice ritual scarring over their arms, and war paint gives them a ferocious aspect when charging into combat. Their blood remains the most potent among the elves, and they can live even longer than grey elves.

Relations: The lack of contact with the daoine is more a result of their rarity than of their hospitality. The doors to their cairns are open to anyone who can find them, for they are hidden by enchantments that test all the virtues the mist elves value. They are close friends to humans and dwarves, and gracious hosts to halflings and gnomes. The daoine enjoy annoying grey elves, while sharing songs and art with high elves. They maintain a respectful distance from grugach and sylvan elves, though they will never turn them away. Rumours speak that they even accept drow as guests, but no one has found definite proof of this.

Alignment: Mist elves enjoy their freedom and chase after their own dreams with abandon, believing in the

strength of the individual, much like the chaos the high elves follow. They hold the banner of good in their belief that material and spiritual wealth should be shared with those less fortunate, and that the weak deserve protection by the strong.

Mist Elf Lands: The daoine used to live in forests like high elves, but their diminishing numbers forced them to seek homes easier to defend. They now live in cairns built under hills, close to the surface but still hidden from view. Daoine hills are further protected by enchantments that misguide uninvited guests. If the potential intruder actively searches for the entrance to a cairn, the magical barrier will provide three tests: one of strength, one of skill and the last of wisdom. He will receive a warm welcome if he passes all three, but may die if he fails.

Religion: Mist elves' faith does not differ much from that of high elves, with the exception that they hold fey creatures in high regard as unwitting divine messengers and the gods' true firstborn.

Language: The Elvish spoken in daoine halls is a bit simpler and more concise than the normal language, but their bards and magicians can work miracles of literacy and poetry with them.





ELVEN SUBRACES

Adventurers: Daoine become adventurers as part of their quest for fulfilment. They join any party that follows their ideals and do their best to become an indispensable part of the group. Mist elves fall in love with humans during these journeys, and do their best to take them to their cairn to meet the rest of their clan.

Racial Traits

Mist elves have the same traits as high elves with the following differences.

- † +2 Dexterity, -2 Constitution, +2 Charisma.
- † Spell resistance 5 + class level.
- † Darkvision: Daoine can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and mist elves can function just fine with no light at all.
- † Spell-Like Abilities: *1/day-detect magic, read magic*. These abilities are as the spells cast by a sorcerer of the daoine's character level.
- † Bonus Languages: Draconic, Gnome, Goblin, Orc, Sylvan and Undercommon.
- † Favoured Class: Bard.
- † Monster Level: 1.

SKY ELVES

As the sea elves took to the sea, so the thronedhil took to the sky. Not even the sky elves have any evidence as to why they came to have wings, but appear unconcerned about the issue in any case, living their lives through the joy of flight. As very few enemies can reach their homes, the thronedhil have focused on developing their arts and knowledge. This does not mean that they forgot how to fight, for sky elves still make fearsome opponents when they strike from above. Their mountain homes bring them closer to the grey elves and they both profit from the exchange, as the thronedhil's joy of flight rekindles the grey elves' stifling soul.

Society

The basic unit of sky elf society is the aerie, the home of an extended family that may include up to six families plus giant eagle allies. The eldest of each aerie voices his family's concerns at a communal meeting. As communities tend to be small, these councils are

very effective in dealing with day-to-day matters. In times of conflict, or when an entire region must mobilise, each community chooses an elder and a young warrior as candidates for leadership of the entire thronedhil 'kingdom'. The sky elves are excellent herders and goat milk is an important part of their diet.

The sky elves believe in freedom above all, holding that any and all creatures have the right to live their lives as best they can. Although bordering on naiveté, this attitude makes the thronedhil the most peaceful of elves, who prefer to parley first and draw swords later, and would give even drow a chance to speak. They ally with giant eagles for mutual protection and many fly down to work for the grey elves as flying mount trainers. Unlike the grey elves' other elf servants, the thronedhil know they can leave whenever they want and patiently ignore the grey elves' claims of superiority.

Player Character Information

Sky elf characters have the following characteristics:

Personality: A sky elf is always smiling, with a serene and faraway look in his eyes. The few non-elves that know of the thronedhil describe them as 'bird-brained', mostly for an apparent short attention span as the sky elf always yearns for the feeling of the wind beneath his wings. They are slow to anger and possess an infinite patience; some argue this is because they have to stand the grey elves, but it is just the way they are; their very nature teaches them to always look at the larger picture.

Physical Description: Thronedhil resemble grey elves in stature and build, but their most striking feature is their feathery wings, which range from white to light shades of brown, with a few black-winged sky elves known to exist. Their hair has a contrasting range of deep black and pure silver, with tawny shades present. Their eyes go from bright amber to deep violets. They dress light, preferring togas and tunics that wrap around their bodies without encumbering their wings, with embroidered fabrics of whites, blues and yellows. They have a relatively short life, reaching adulthood at 90 and with a life expectancy of around 600 years.

Relations: The sky elves deal mostly with grey elves because they both live in the mountains, not because they get along better with them. They do not have much experience with other races, treating everyone on a case-by-case basis. They like the humans' tenacity and the halflings' good nature, grouping them with the high elves in that area. They also lump together



dwarves, wood elves and grugach as people who take themselves too seriously and should get out of their mines and forests to enjoy the whole of the landscape.

Alignment: Thoronedhil staunchly defend every individual's right to seek happiness, putting them at the forefront of the elven philosophy of chaos and the defence of good.

Sky Elf Lands: The sky elves build their homes high in mountain peaks and mesas, using hippogriffs and goats as beasts of burden to carry wood and other construction material. It is difficult to discern whether a thoronedhil village is nearby, as the houses are scattered and out of view from lower down the mountain slopes. The bigger towns have two or three large buildings plus a string of watchtowers. The surroundings are always patrolled by sentries and their giant eagle friends who are not easy to spot from the ground.

Religion: The sky elves revere a goddess of wind and music, and then pay homage to the elven Allfather. Their religious practice is informal and, to some, even heretical in the familiarity with which they refer to the deities.

Language: The Elvish spoken by the thoronedhil is even more musical to the ear, as they intone it with more variations of pitch and tone. Their writing resembles that of grey elves.

Adventurers: Sky elves set out to adventure because of curiosity and because the world is... there. Many thoronedhil young fly down to known grey elf enclaves as their first foray into the world and quickly return or travel onwards to meet more interesting people. They are an extremely welcome addition to any army as scouts and sentries, and many others join ships as lookouts.

Racial Traits

Sky elves have the same traits as high elves with the following differences.

- † +2 Strength, +2 Dexterity, -4 Intelligence.
- † Medium size. They are considered Large creatures when their wings are extended, suffering a -1 size penalty to AC, but not to attack rolls.
- † Walk speed is 30 feet, fly speed is 60 feet (average).

† Wings. The wings of a thoronedhil are too large to be hidden, an opponent can target the wings with an attack following the same rules as striking a weapon, with the attack dealing damage to the thoronedhil directly and reducing his flight speed by 10 feet for every 5 points of damage directed at the wings. In addition, the wings are flammable. The sky elf suffers a -2 inherent penalty to saving throws against fire and fire-based attacks.

† Low-light Vision: Sky elves can see four times as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish colour and detail under these conditions.

† Proficient with either short sword or light lance; proficient with shortbow, composite shortbow and javelin.

† +4 racial bonus on Search, and Spot checks. Sky elves do not roll a Search check to notice secret or concealed doors merely by passing near them.

† Bonus Languages: Auran, Draconic, Gnoll, Gnome, Goblin and Orc.

† Monster Level: 2.

WANDERER ELVES

Even the wood and wild elves, with their nomadic lifestyles, can recognize a piece of land as 'theirs'. Not so the wanderer elves or 'khillasa', as they are called. These vagabonds travel alone or in caravans, visiting their elven cousins as they cross plains and forests, climb mountains and sail the seas. To the khilasa, the whole world is their home and that of every other creature under the sky. They are proficient tinkers and traders, selling their merchandise as well as their services to complement the hunting and gathering they do en route.

Elves and non-elves receive a khilasa caravan with the same mixture of excitement, expectation and deep mistrust, for an elf with no land is not attached to anything, and elves are unpredictable enough. The wanderers have the self-appointed duty to keep all the clans, tribes and kingdoms of elves in touch with each other, carrying news about what happens to the rest of the elves in the world.

Society

The oldest member of a caravan gets to lead, or passes the position over to another elder. Past that, the khilasa have no further need of a government. A caravan is made up of a single clan, and it is through the deeds of its members that a caravan gains status among the rest of the khilasa. Centuries of travel and boasting have created an aristocracy of sorts, with members of certain clans being treated as royalty by other caravans, but it is all part game and part meritocracy; the 'noble' clans are deferred to in certain situations, but receive no other rights nor obligations over the rest of the khilasa.

When two caravans meet, they make camp for a few days to celebrate the occasion, and this is the time where they keep their bloodlines fresh by exchanging members through marriage and simple curiosity. There are two main branches in khilasa society: the rovers and the waveriders, who travel by land and sea respectively. Rovers travel with a wide assortment of creatures, including horses and dire animals that serve as mounts, draught animals and beasts of burden. Waveriders have their own ships and are perfectly comfortable spending years without stepping on firm land.

The wanderers are the ultimate free spirits, never settling anywhere for more than a couple of months, and not forging close ties to anything except each other. Despite their long elven lifespans, they are aware that

nothing lasts forever, not even the most stubborn wizard, and that the best way to live is in the here and now.

Player Character Information

Wanderer elves have the same traits as high elves with the following differences:

Personality: Khilasa are jovial and overt in gesture and word, feeling an inclination for the performing arts that carries to their expression, which sometimes is too bombastic for the fine tastes of other elves. Even if they are friendly, the wanderers are worldly enough not to place their trust easily in anyone. They prefer to pretend to be amiable and accommodating, while keeping a hand on their daggers.

Physical Description: The wanderer elves have a darker complexion than that of other elves. They stand slightly taller than high elves but not so much as grey elves. Their skin is a copperish brown and their eyes are deep purple, blue or green. Their hair ranges from the steel-blue-black to light brown, and it grows wavy or curly most of the time. They dress in comfortable, yet durable, clothing, hanging all sorts of beads, sashes, bandannas and other items from their bodies. Their life expectancy is slightly lower than high elves, with a maximum age of around 700 years.

Relations: Khilasa get on fabulously with gnomes and halflings, sharing music, songs and news from all the places they travel. The relationship with humans and dwarves tends to be strictly professional, though not a few love-struck humans have run off from their homes to join their caravans. They are friendly with high and wood elves, and walk carefully around grey elves and grugach. Waveriders often travel with sea elves, and only the drow miss the chance of welcoming a khilasa caravan to update them on what happens outside their domains.

Alignment: Life on the road or the high seas is not very conducive to strict discipline, and the wanderers are ardent followers of benign chaos. They are not as concerned about the welfare of others outside their caravan, and a certain selfishness and greed presents itself in unexpected places, leaning these elves towards a neutral stance between good and evil.

Wanderer Elf Lands: This is an oxymoron. Khilasa have no lands to call their own, and it is uncertain if they ever did. Their wagons, carts or ships are their only properties as well as the cargo they carry inside them. Without a land to protect and patrol, the khilasa



concentrate on enchanting their vehicles, and it is a little known fact that a khilasa wagon could make an excellent assault vehicle thanks to all the protective magic it has on it.

Religion: The wanderers pay lip service to the elven pantheon, praying to elven trickster deities if they feel the need, but generally leaving the heavens alone. The khilasa's spiritual leaders are shamans and druids more often than full-blown clerics.

Language: Khilasa speak the normal Elvish language, plus they are familiar with all of its dialects and scripts.

Adventurers: Some wanderers get tired of the company of their clan-mates and separate when reaching a town or meeting a group of travellers. They adapt quickly to their new companions and learn anything and everything about them. A khilasa adventurer can be annoying at first, but he soon proves his loyalty to his new 'family' or warns them that he is leaving for greener pastures.

Racial Traits

Wanderer elves have the same traits as high elves with the following differences.

- † +2 Dexterity, -2 Intelligence.
- † Wanderer elves are not automatically proficient with any weapon.
- † Because of their upbringing, the following skills are always class skills for all khilasa: Intuit Direction and Appraise. Rovers have the following skills as class skills: Handle Animal, Profession (teamster) and Ride. Waveriders have the following skills as class skills: Balance, Profession (sailor) and Use Rope.
- † Favoured Class: Sorcerer or rogue.

Aging Effects

Subrace	Adulthood	Middle Age	Old	Venerable	Maximum Age
High elf	110 years	175 years	263 years	350 years	+4d% years
Dark elf	80 years	140 years	210 years	280 years	+3d% years
Grey elf	120 years	210 years	315 years	420 years	+5d% years
Mist elf	140 years	230 years	345 years	460 years	+5d% years
Sea elf	100 years	160 years	240 years	320 years	+3d% years
Sky elf	90 years	150 years	225 years	300 years	+3d% years
Wanderer elf	105 years	170 years	255 years	340 years	+4d% years
Wild elf	100 years	160 years	240 years	320 years	+4d% years
Wood elf	105 years	170 years	255 years	340 years	+4d% years

Random Height and Weight (male / female)

Subrace	Base Height	Height Modifier	Base Weight	Weight Modifier
High elf	4' 5" / 4' 5"	+2d6	85 lb. / 80 lb.	x (1d6) lb.
Dark elf	4' / 4' 5"	+2d6	75 lb. / 90 lb.	x (1d6) lb.
Grey elf	4' 10" / 4' 5"	+2d8	80 lb. / 70 lb.	x (1d6) lb.
Mist elf	4' 10" / 4' 5"	+2d8	100 lb. / 95 lb.	x (2d4) lb.
Sea elf	4' / 4'	+2d4	80 lb. / 70 lb.	x (2d4) lb.
Sky elf	4' 10" / 4' 7"	+2d8	75 lb. / 70 lb.*	x (1d6) lb.
Wanderer elf	4' 7" / 4' 5"	+2d8	90 lb. / 85 lb.	x (2d4) lb.
Wild elf	4' 3" / 4' 3"	+2d4	85 lb. / 80 lb.	x (2d4) lb.
Wood elf	4' 5" / 4' 5"	+2d8	90 lb. / 85 lb.	x (2d4) lb.

* weight without wings. The wings weigh half as much as the elf.



ELVEN MAGIC

Elves are well-suited to the study and practice of magic. They seem to have an affinity for arcane energies that makes it easier for an elf to pick up the wizard class more than any other, and this allows them to apply their magical lore in all their endeavours.

This chapter describes four forms of magic that are uniquely elven. Half-elves might win the honour of learning some of these, but others are the domain of elves and elves only, as they exploit their racial characteristic of magical affinity and their ties with the land.

Any character who meets the prerequisites may learn one of these magic forms without the need to belong to a prestige class or buy special feats (with the exception of High Magic), but he must pay an elven instructor and study for a certain amount of time before acquiring the basic skills of each form. The character must study continuously, only pausing to rest and eat. Should he interrupt his studies for more than 12 hours, the whole process is wasted and he must start again from scratch. After the price and time have been spent, the character is free to explore the limits of his newfound knowledge at his leisure.



CHARMS

Prerequisites: Any Item Creation feat.

Spellcraft: 5 ranks.

Race: Elf, gnome, half-elf or human.

Tuition Cost: 500 gp.

Study Time: 2 months.

Elves have been known to whisper a few words to an arrow or a horse and then perform amazing feats of archery and riding. Although elves have no shortage of magical arrows and their relationship with animals is legendary, the secret is that many elven spellcasters have learned to cast their magic as charms, empowering objects and animals with magical properties.

Charm-making is the ability to create one-shot magic items or imbue animals with a spell power for a longer time. The caster must possess the appropriate item creation feat to enchant objects; he cannot enchant a ring without the Forge Ring feat, nor put a charm on a bow without the Craft Magic Arms and Armour feat. To charm animals, the character needs at least 8 ranks in Handle Animal or Animal Empathy, although he does not need to have those skills so high to learn charm-making.

Enchanting an Object

A charm-maker can imbue any object with a single use of a spell he has in his repertoire, whether he prepared it for that day or he can cast it spontaneously. He can charm an item with a spell that is half his caster level. For example, a 5th level wizard can charm an arrow with *sleep*, but he cannot enchant a pair of boots with *shadow walk*. He spends a number of experience points per spell level according to the table and casts the spell at the object normally, storing its effect within. There is no monetary cost nor time requirements except for the spell's casting time. The enchanted item shows on *detect magic* until the spell is released, becoming a mundane object in the process. The charm dissipates if a certain amount of time passes, according to its activation mode.

Anyone can use the charms if they can use the equivalent magic item; spell trigger and spell completion are only available to spellcasters, for example, while anyone can learn a command word and make a use-activated item work. The Games Master can rule that certain spells cannot be placed in an item, or that they require a specific activation mode depending on the spell and the object charmed.

Charming an Object

Activation mode	XP cost per spell level	Duration
Spell completion	1 x caster level	One month
Spell trigger	2 x caster level	Two weeks
Command-word	3 x caster level	One week
Use-activated	4 x caster level	Next sunrise

Enchanting an Animal

The process to put a charm on an animal is even simpler. The character casts the spell at the animal and spends 2 XP per spell level, and the animal now enjoys the spell's effect as a spell-like ability. This does not work on spells with an instantaneous duration like *magic missile*, but does work with spells that would only affect the caster normally like *expeditious retreat*. The animal enjoys the benefits of the spell until the next sunrise, overriding the spell's normal duration because of the life force the caster spent on the effect.

ART OF SHAPING

Prerequisites: Spell Focus (Transmutation) or caster is a transmuter specialist or a druid.

Spellcraft: 10 ranks.

Race: Elf or gnome.

Tuition Cost: 2,000 gp.

Study Time: 5 years.

Humans are unwittingly correct when they describe elven constructions metaphorically as being made from a single piece of wood, or when they believe that it rose from the land itself. The art of shaping is a well-kept secret that only the gnomes were able to learn, as it works thanks to the elves' and gnomes' attunement to their environment. Shaping allows elves of all subraces to carve their dwellings out of living woods and rock, and to make their fantastic ships and other objects.

Spellcasters who practice this art receive the name of 'master shaper' and come mainly from the ranks of craftsmen who later learn the arcane or divine arts. While a shaper is perfectly capable of working alone, elven spellcasters gather together to reduce 'construction' time under the direction of the more skilled among them.

By himself, a master shaper can replace a team of artisans with only a rudimentary knowledge of their craft itself, willing the raw materials to take the desired shape and texture instead of working them with his hands and tools. A truly formidable combination is a

master shaper who takes an interest in building constructs.

The caster must possess at least 1 rank in the appropriate Craft skill he wishes to imitate with his shaping art. He also must have the raw materials available in any form, which includes living trees, raw ores, cliff sides, coral reefs and even scraps of mithral. Instead of using Craft checks to make an item or building, the master shaper uses Spellcraft checks, but following the guidelines for making items found in *Core Rulebook I* under the Craft skill description. The shaper spends 1 XP for every week of work in addition to the normal cost for raw materials, and the finished item is considered masterwork without the need to pay the extra 300 gp for the masterwork component.

Example: A simple house (1,000 gp, DC 15 for a Craft (carpentry) check) will take some time to craft or shape. The shaper must roll his Spellcraft shaping checks and multiply each result by the DC, recording the numbers and adding them up until they total 10,000, which is the price of the house multiplied by 10, as specified in the Craft rules. The first week, the shaper's Spellcraft check comes up as a 26, a clear success that, multiplied by 15 results in 390. The player or Games Master record this number and the shaper spends 1 XP, and prepares for more work, as there's still 9,610 points to meet... Taking this as an average, the shaper will spend around 25 weeks shaping the house, thus spending 25 XPs.

Cooperative Shaping

Several master shapers may work on the same project, distributing the XP costs and greatly reducing the construction time. A group of shapers decides who of them will focus their collective will, and it is this character who makes the Spellcraft check. For every additional shaper, the lead spellcaster adds +2 to his Spellcraft check to shape the material. Add the number of experience points spent once the item is finished and distribute the cost in equal parts among the shapers. Once the process begins, no shaper may leave or join the circle, as the will of the group intertwines in a perfect pattern to shape the object into its finished form.

Example: In building the same house, a group of six master shapers gather to build it. The original spellcaster now adds +10 to his Spellcraft check (+2 for each additional shaper). His result with the same roll would be 36, which equals 540. The group would take around 18 weeks to finish the house, and each



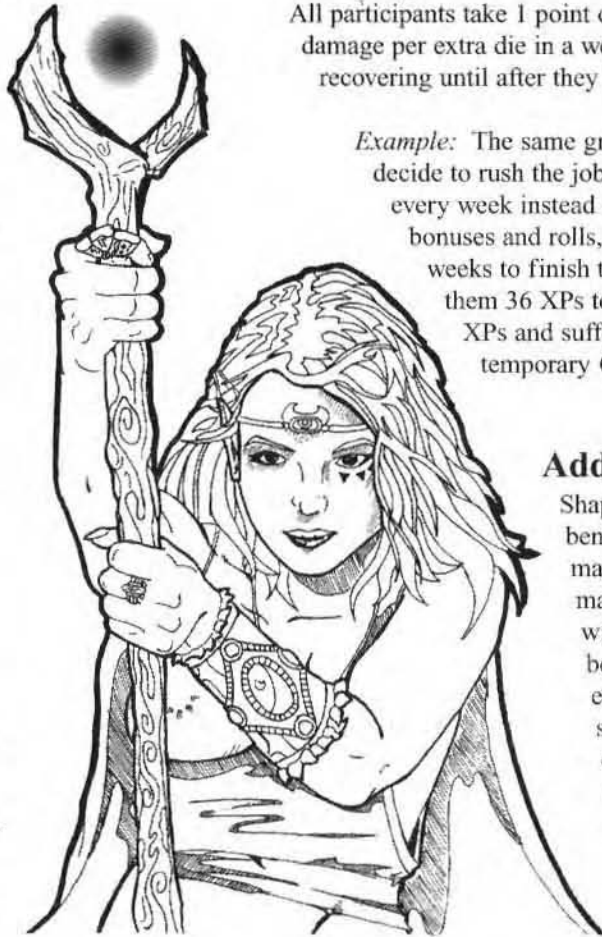
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shaper will only spend 3 XPs (18 divided among six). If the final XP cost is less than the number of shapers involved, every shaper spends at least 1 XP.

Reducing Time

The art of shaping is beautiful to behold, even if a little eerie as the material takes form apparently by itself. The problem is that it is not much faster than crafting by hand and, whilst this is not really a hindrance for the long-lived elves, there are times when a character requires a new weapon soon, or watchtowers are needed for an impending invasion. At these times, shapers can work much faster by draining their stores of energy.

By spending 3 XPs per week of work, shapers can make two Spellcraft checks in a single week, adding both results to the total progress count as per the normal Craft rules. By spending 6 XPs per week, the shaper is entitled to 3 checks, and by spending 9 XPs he can make 4 checks in a single week. Shapers cannot strain themselves further. When a group of shapers rushes a project, use the normal cooperation rules, adding +2 to all of the lead shaper's rolls for each assistant, and then



distributing the final increased XP cost among them. All participants take 1 point of temporary Constitution damage per extra die in a week, and they do not start recovering until after they finish working.

Example: The same group of shapers above decide to rush the job and opt for three checks every week instead of one. With the same bonuses and rolls, it would take them 6 weeks to finish the house, but it would cost them 36 XPs total, each contributing 6 XPs and suffering two points of temporary Constitution damage.

Additional Magic

Shaping is a magical art, and it benefits from spells and magic that affects the material they are working with. Each spell may only be used once at the end of each work week or it will saturate the magical energies the shapers are working with. The effects of multiple spells stack if they apply.

Fabricate: Casting this spell at the end of each work week adds (10 x caster level) to the Spellcraft checks' added total for that week.

"This... this is beautiful," Seila gasped as the elf guards removed the blindfold from her eyes.

"Ah... home at last!" Vaeron looked at his companions, two humans and a halfling, the first non-elves admitted in Gentle Breeze for a couple of decades. He had exchanged some banter in Elvish with the guards as they led the party across the perimeter, catching up with what has happened.

"How... do you... could you do that to the trees!" Kiall was trembling, her small body torn between the admiration of the tree town's architecture and her outrage at the trees being used as foundation, support and material.

"Easy, little sister," replied an older elf approaching, dressed in a simple green robe. "Quiet your angered heart and listen. Do you hear the trees suffer?"

"They..." The halfling druid closed her eyes and calmed down. Then a smile spread across her face. "They are singing."

The old elf nodded gently, then turned his attention to the only elf in the party. "Welcome home, Master Vaeron. Your students have missed you."

"Wait a minute!" The rogue woman coughed. "Master Vaeron?"

Major and Minor Creation: The material created by these spells is not permanent, and disappears at the end of its duration, making it worthless for any shaping attempt.

Transmutation Spells: Some spells from the transmutation school can also help with the art of shaping, although their scope is limited to the material they can affect. These spells add (5 x caster level) to the Spellcraft checks' added total for that week if they apply. Useful spells include *move earth*, *stone shape*, *transmute mud to rock* and *wood shape*.

Conjuration Spells: Spells that create permanent material can also help, but in more limited ways. The Games Master can decide if a conjuration spell applies to the shaping attempt. Wall spells are particularly useful as source for materials, and the fact that they can be shaped during their casting only adds to the benefit. Conjuration spells add the caster's level to the Spellcraft checks' added total for that week if they apply.

Example: Instead of rushing the job of building the house, the six master shapers decide to cast *fabricate* (cast by a 9th level sorcerer) and *wood shape* (cast by a 5th level druid) at the end of each work week. Using the example result, the spells raise the week's total to 151 (26 original check + 10 for five extra shapers + 90 for *fabricate* + 25 for *wood shape*), enabling them to finish the house in around 5 weeks, spending only 1 XP each.

High Magic (*ar'lerret*)

Prerequisites: High Magic feat (see the Elven Feats chapter).

Spellcraft: 13 ranks.

Knowledge (arcana): 10 ranks.

Race: Elf or half-elf.

Tuition Cost: 8,000 gp.

Study Time: 10 years.

High Magic is the most secret lore of the elves; their mastery of arcane manipulation and their long lives has allowed them to devise a way to extend the potency of their magic beyond that of normal spellcasters. Elven high magicians are respected and feared among their people, for they can unleash great power upon the enemies of elvenkind.

Grey elves were the first high magicians, and their knowledge soon spread across the elven nations. Even drow have stolen the secret and are also able to set terrible magic against their numerous foes. There exist very few High Magic masters, as theirs is an art that

demands much from both body and soul, and they are not keen on teaching unworthy students. This zeal is becoming counter-productive as time passes, for of the few students wishing to become high magicians, only a small number are accepted by the masters and, among them, only a couple have the strength of mind and body to continue their studies. High Magic is a dying art.

Elves use High Magic mainly to create great enchantments upon their lands and their people, and to bestow great curses upon their enemies. It allows its practitioners to tap into the magical nature of their blood to power greater effects, and to work as one as they weave the pattern of an enchantment.

Initiation

High magicians are simply wizards who know the right progression of feats. Given the limited number of feats an elf wizard receives during his career, he must choose carefully from the beginning, concentrating on metamagic feats that will become useful if he is accepted as a high magician.

Upon reaching 9th level, a spellcaster may purchase the High Magic feat only if he has already been accepted by a High Magic master. Under no other circumstance is the secret of this art taught to anybody. He then spends a decade learning how to fine-tune his knowledge. If the spellcaster abandons his ten years of study, he can still enjoy the benefits of the High Magic feat, but he is forever barred from learning all its dependent feats and the special High Magic skills below.

Practice

As shown in the High Magic feat's description, this art depends on tapping upon the caster's very own lifeblood to power magic. Any 9th level wizard may cast a *cone of cold* or an empowered *rainbow pattern*, but only a 9th level high magician can cast *both* in the same day without resorting to his bonus spell slots because of a high Intelligence.

A high magician can temporarily sacrifice one point of Constitution for one or more spell levels that a metamagic feat increases over a spell's actual level. This is costly, however, as Constitution is not exactly an elf's strong point. If he is not careful, he risks killing or crippling himself beyond recovery, so he must judge carefully when he spends a spell slot and when he sacrifices his health. The caster can combine spell slots and Constitution points to pay for the cost of a metamagic feat, which makes it slightly easier for



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the magician to manage his amount of High Magic spells.

As he grows in power, a high magician can acquire more High Magic feats that allow him to extend the reach of his spells farther than normal magicians. These powerful spells carry with them the great cost of the elf's blood, so they are never cast lightly. One High Magic master's favourite saying is 'never use a battering ram when a simple hammer will do.'

High Magic Skills

Upon learning the High Magic feat and passing the first ten years of initiation, the new high magician learns to manipulate magical energies in a raw state, and to power them with his own elven blood as a vessel of arcane might. All of the following skills are spell-like abilities that the high magician can use as many times per day as he dares, for they are paid for in ability points. Each skill carries a different cost in temporary ability damage that, like the one incurred by casting augmented spells, is only healed by rest.

Charge Magical Item: The high magician can pour magical energy into a magic item and restore some of its charges. It only works with items that can store more than 10 charges. The high magician suffers 1 point of temporary Constitution damage for every 5 charges he restores to an item.

Entwine Spells: The high magician casts two spells at the same time. He adds the casting time of both spells as he recites their formulae alternately, meaning that entwining two spells with a standard action casting time takes a full-round action. Both spells go off at the same time and, as their energies are combined, the target only gets to roll the same save against the highest DC, even if the saving throws are different. The high magician must suffer 2 points of temporary Constitution damage.

Familiar Casting: The high magician can cast any spell through his familiar, provided the animal is not farther than the spell's normal range. This is not limited to touch spells as per the normal familiar ability. The character suffers 1 point of temporary

Constitution damage for every 3 spell levels of the spell he's casting through the familiar.

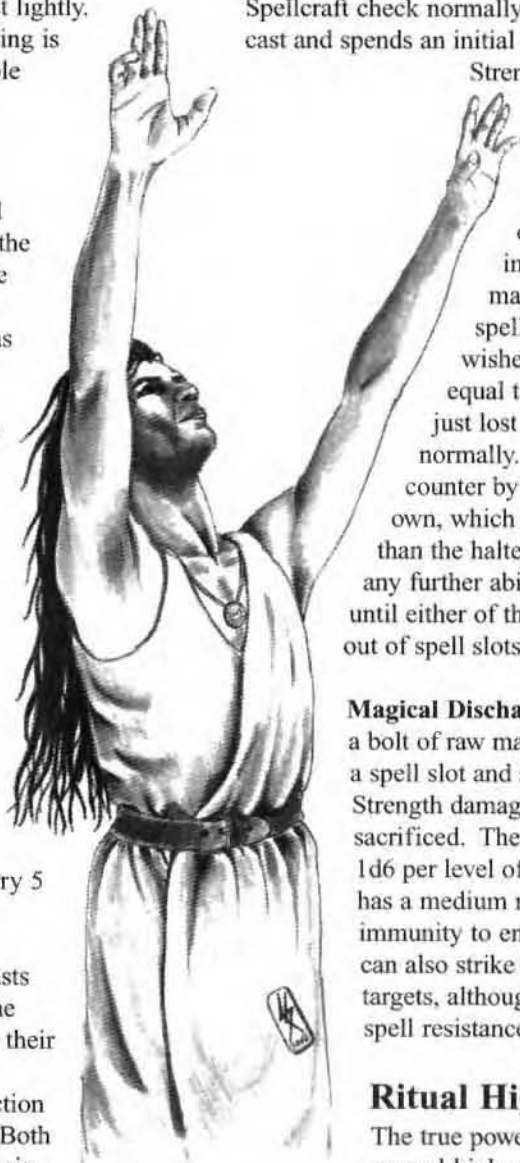
Halt Spell: High magicians understand the workings of magic much better than their untrained counterparts, and can counter their spells merely by hurling raw magical energy at them. The high magician rolls his Spellcraft check normally to identify the spell being cast and spends an initial cost of 2 temporary points of Strength damage. The magician must be able to cast spells of a level equal or greater to the ones he is halting or the spell's strength will overwhelm him. With the initial ability cost, the high magician halts his opponent's spell, but if the other caster wishes, he can sacrifice a spell slot equal to or greater than the spell he just lost to continue his casting normally. The high magician can then counter by sacrificing a spell slot of his own, which must be equal to or greater than the halted spell, but does not suffer any further ability damage. This goes on until either of the spellcasters gives up or runs out of spell slots.

Magical Discharge: The high magician hurls a bolt of raw magic. The character sacrifices a spell slot and suffers 1 point of temporary Strength damage per three levels of the slot sacrificed. The damage this bolt inflicts is 1d6 per level of the spell slot sacrificed and has a medium range. This bolt ignores any immunity to energy the target may have, and can also strike ethereal and incorporeal targets, although it can still be blocked by spell resistance.

Ritual High Magic

The true power of High Magic comes when several high magicians work together towards the same end. By combining their efforts, several high magicians can cast powerful spells over all elven lands, creating extremely powerful wards or strong magical areas.

To accomplish this, the high magicians use the High Magic feats described in the Elven Feats chapter. Due to the enormous costs involved, it takes several high magicians to cast such a spell, with each contributing a little of their lifeblood to compensate for the additional levels of the augmented spell. The difference from a



normal High Magic casting is that the increased levels cannot be paid with spell slots, only with Constitution damage.

One high magician is selected as the ritual's leader, and he must know the spell and possess all the metamagic feats it is to be augmented with. The other magicians only need to know the High Magic feat and be able to cast spells of a level equal or greater than the one being ritualised. Any high magician who cannot cast levels high enough must compensate with blood. For every spell level below the ritual's that a magician cannot cast, the ritual's cost increases by one level, demanding an additional point of Constitution. If the ritual's leader fails the check, the spell is lost and all participants suffer half the Constitution damage they would have incurred at the end of a successful ritual.

The ritualists decide on the final spell's parameters, which determines which High Magic feats are needed and how many spell levels they add to the final casting. After the cost is obtained, add the compensatory levels for participants not able to cast the original, unaugmented spell's level. The ritual lasts ten minutes per final spell level. All the participants roll a Spellcraft check (DC 5 + final spell level) and, if one fails, he cannot focus the magical energy and the rest must compensate at the end. When the ritual finishes, the final Constitution damage is distributed among the participants as per the normal High Magic rules, and

the spell is now in place. Any excess damage is assigned to the leader first, and then down to the highest-level casters.

For example, a group of five high magicians gathers to create an area in elven lands where kings will hold court and no one can lie. The leader of the ritual will



The circle of robed figures stood on a balcony, staring down at the valley. Thin columns of smoke could be seen just at the edge of the forest.

'It is no use... the wards have failed,' one of the figures said, and the others gave silent consent. 'Do we dare renew them? Do we still have the strength?'

'We have to,' another figure spoke and removed the hood that covered her face. The small wrinkles revealed her venerable age, but they did not smother the beauty she had possessed centuries ago, when she was young. 'We are the only high magicians left on this entire continent and I dare not entrust my apprentice with this great task. He is not ready.'

'Nor is mine,' added another old elf. 'The school's records were wrong, or the magic our masters cast upon the land was not as strong as they believed. The river did not respond when the invaders crossed it, the mountain will not bury them under its stones... they will destroy us if we sit idle. We must renew the wards... or create new ones.'

'Agreed,' the first woman nodded. 'I do not look forward to this. I am not as strong as I was when I enacted my first ritual.'

'None of us are, my friend,' the other magician said, smiling. 'But even if the secret of High Magic dies with us, at least our children will live.'

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be an 18th level cleric with 18 Wisdom, since he must cast *zone of truth*. The normal spell would last 18 minutes and extend in an emanation with a 45 feet radius, which is not enough for the high magicians' purposes. They decide to double the affected area with the Encompassing Spell feat (+3 levels) and have it last for quite some time, changing the spell's duration from minutes to centuries with the Lasting Spell feat (+9 levels). The high magicians do not want this effect to be easy to resist, as its current DC is 16 (10 + spell level 2 + leader's +4 Wisdom modifier), so they increase its level by 5 with the Heighten Spell feat. This 19th level spell will last for nearly two millennia in a 90-foot radius emanation, requiring a Will save (DC 21) to negate. The ritual will last two hours and ten minutes, and the high magicians must succeed in a Spellcraft check (DC 24). Two of them fail so, at the end of the ritual, 19 points of Constitution damage is assigned between three magicians. The leader takes 7 points of damage, and the other two casters suffer 6. One of them, unfortunately, was an old elf with a Constitution score of 5, so he dies instantly from the effort.

Drow can sacrifice sentient creatures to replace spell levels and avoid the Constitution damage. For every 20 creatures sacrificed whose intelligence is higher than 6,

the drow high magicians can replace one spell level. This is an extremely evil act.

Magic of the Land

Prerequisites: Special.

Spellcraft: Special.

Race: Elf or half-elf.

Tuition Cost: None.

Study Time: None.

This form of magic goes hand in hand with High Magic. High magicians place a spell effect on a certain place and make it dormant by placing a trigger on it. This trigger is usually a convoluted phrase in Elvish or Draconic, but a single word can work as well. The rulers and magicians of an elven land reveal these triggers depending on their usefulness or their danger. Every guard in a grey elf stronghold will know the trigger word for the *alarm* spell that will alert the rest of the corps, but only the royal family know how to trigger the *teleport without error* that will carry them to safety.

For purposes of High Magic, installing a trigger raises the spell's level by 2 per original level of the spell if the spell will dissipate after one use, or by 4 per spell level if it will reset. A triggered High Magic spell lasts for its original unaugmented duration and then dissipates or resets.

Using the example above, the ritual to make a lasting, encompassing and heightened *zone of truth* would add 4 levels to the final spell level to make the effect triggered and resetting. The spell lies dormant until called upon, lasts for 18 minutes and then resets until it is called upon again. Any High Magic spell effect cannot be triggered more than once per day.

Figuring out that an area has a latent spell effect requires a *detect magic* spell and a successful Spellcraft check (DC 5 + final spell level). To figure out what the trigger is, a character must roll a Knowledge (local) or bardic knowledge check (DC 25 + spell's original level). The triggered High Magic *zone of truth* in the example can be detected with a DC 27 and its trigger figured out with a DC 27. The Games Master may rule that characters cannot decipher the trigger if they are unfamiliar with the area.



THE ELVEN PANTHEON

Every elf recognises the existence of the Allfather, whether to worship him, consider him an option or outright rebel against him. Almost all of elven myths have this Allfather as not only the creator and protector of the elves, but also of the whole world. The clerics of other races are quick to reject this notion, but elves do not pay them much mind since they are not too religious themselves, anyway.

The elven deities espouse the ideals of the race in all of its incarnations, with the arts being favoured as often as nature and warfare. Some elven clerics are indistinguishable from druids in their garb and demeanour, while others cannot be told apart from bards. Some of the subraces gravitate towards one or another less important deity as his or her outlook fits with these elves' attitudes much better but, in the end, they all serve the Allfather in one way or another.

DEITY ARCHETYPES

Elves have spread far and wide across the world, and they have developed different tastes according to their culture. Along this long exodus, the names they give to their gods have changed, but their essence remains the same. A deity archetype is the essence behind the masks the gods wear when presenting themselves to their followers. A mask is a name, a visage and a

collection of attributes, but the archetype remains constant throughout all its incarnations.

The following is a list of deity archetypes, with the most common themes that appear in an elven pantheon. Games Masters can take any or all of these deities and give them the name most suited to their campaign world.

Elven Allfather (Greater Deity, CG)

Attributed with the creation of the world as well as of the elven races, the Allfather embodies all that his children hold dear, enjoying freedom and laughter as much as a good fight. Like the elves, the Allfather does not let joy distract him from his duty as the protector of life and guardian of elvenkind. His realm in the Outer Planes is the final destination for the elven dead, a natural paradise with titanic trees and great mountains.

Domains: Chaos, Good, Protection and War.

Lord of the Deep (Intermediate Deity, CG)

The Lord of the Deep is usually the Allfather's younger brother, but they can be unrelated in certain pantheons. This deity is the ruler of the sea and all that transpires in it. Sea elves comprise his main body of worshippers and he watches over them as the Allfather's sight is set mainly on the surface. The Lord of the Deep is as enigmatic and capricious as the ocean he rules, and loves acquiring and imparting secret knowledge. His palace is deep in the water of the Allfather's realm in a layer of its own, with many bridges to the Elemental Plane of Water and the deepest oceans of the Material Plane.

Domains: Good, Knowledge, Sea.

All the elves in the great hall were silent. It was a conclave of several races to discuss the recent incursions of drow and other foul creatures into the lands of all the elven nations. The wild elves looked uncomfortable among the marble columns, and the wood elves were not much better. A group of humans and members from other races sat apart on a balcony, the companions of some of the best elf warriors and adventurers present in the temple to the gods of all elves.

Representatives of all the elven races stood together in front of the dais, each holding a plate with an offering. The grey elf presented a delicate glass sculpture, and was followed by the high elf, who brought forward a finely-crafted wooden statuette. The grugach had a crude figure made of sticks and leaves and the wood elf's was made of clay. The sea elf's was coral and the daoine's was gold. The winged elf gave a cloth doll and the khilasa's was leather.

They all stepped back at the same time and, as far as the non-elves could tell, they all fell asleep. The guests did not dare to raise a whisper and kept their places in respectful silence. A dwarven war priest muttered a small prayer as all the elves opened their eyes and stood as one.

'My brothers and sisters,' the grey elf leader raised his voice, easing into the previous silence naturally. 'The Allfather has spoken, we all hear his voice. We stand together in this most ancient place of worship to seek our deities' counsel and, as they watch always over us, we receive it. We beseech the help of those who have tied their lives with some of our numbers, to receive the title of *edhilmellon*, elf-friend, and join us in our cause. Brothers and sisters... we go to war.'



Lady of Wind (Intermediate Deity, CG)

Soaring above the mountains and valleys, the Lady of Wind is privy to many secrets but does not care much about them. She is a messenger and scout, moving with great speed and not missing anything that happens on the land below. She is the mistress of birds and several flying magical beasts who are some of her staunchest servants along with the winged elves and, in some measure, the grey elves. She makes her home among the clouds of the Allfather's realm, with several gates to the Elemental Plane of Air and the highest peaks of the Material Plane.

Domains: Air, Knowledge and Music.

Lord of Mysteries (Lesser Deity, NG)

Dark and brooding, the Lord of Mysteries is the warden of all the things unknown and without answer. He is a god of the night, ruling over the dead and over dreams. He is the keeper of the elven soul and the first who welcomes Ascended elves into their new state, sending prophecies and portents and listening to the whispers of those who have already departed, but wish to remain to lend a hand. He resides in the deepest cellar of the Allfather's palace, in a subterranean realm that is a palace by itself. In there, he decides where an elven individual spirit should go. He is worshipped mainly by the daoine, as well as by spellcasters and astrologers.

Domains: Death, Dream and Magic.



Goddess of Love (Lesser Deity, CG)

One of the youngest of the pantheon, this goddess is all music and dance, as her responsibility in the Allfather's court is to watch over all things beautiful and happy, and to remind the elves about the joy of living. She is a love and fertility goddess, honoured in the spring and at festivals. She rivals the Lady of Wind as patron of the arts. She does not have a definite home, but prefers to wander around the woods of the Allfather's realm, with occasional forays into other Planes where she can leave her mark and make gods and mortals fall in love with her.

Domains: Healing, Love, Music and Trickery.

Keeper of Time (Greater Deity, LN)

Although subordinate to the Allfather, the Keeper of Time equals him in power and influence but, for reasons all his own, prefers to remain on the sidelines and offer his advice. He is the lord of the inevitable and master of fate, knowing what will happen, when and why. He oversees the changing of the seasons with sombre determination and unflagging responsibility. He has his abode in his own Demi-Plane and visits the Allfather's court often. Grey elves favour his worship and pray to him for permanence and long life.

Domains: Law, Knowledge, Magic and Sun.

The Trickster (Intermediate Deity, CN)

No pantheon is complete without a Trickster, and the elven one is among the best. This prankster enjoys getting into trouble as much as he loves the faces of his detractors when he gets out of it. He wanders around the heavens and the Material Plane in search of something to do, for he grows bored easily. His practical jokes are sometimes tools of wisdom, but they are just as likely to be just that: jokes. Like the Goddess of Love, he has no residence save for a wing of the Allfather's palace, where he goes to recover from his latest escapade and plan his next one.

Domains: Chaos, Luck, Travel and Trickery.

The Wyld Hunter (Intermediate Deity, N)

The ambassador to the wood and wild elves, the Wyld Hunter is an imposing figure in any of his incarnations. He feels more at home in the wildest places of the universe than in the placid confines of the Allfather's realm, and so he is the god most likely to be found on the Material Plane. He is the patron of hunters and survivalists, embodying all that is fierce in nature. He is a powerful masculine figure, and many foresee his rise into a greater deity.

Domains: Forest, Strength, Sun and Travel.

The Spider Queen (Greater Deity, CE)

One of the Allfather's greatest enemies, all but the Keeper of Time and the Loremaster have forgotten if she was ever part of the elven pantheon and then betrayed them all for the forces of darkness. She is the absolute ruler of the drow, and wages a ruthless and ceaseless war against the Allfather and his followers. Under her rule, only the strong are worthy of living, and she enforces her will without mercy. She lives in her own layer of the Abyss, cast down, exiled or always there, nobody dares to ask.

Domains: Chaos, Evil and Strength.

The Loremaster (Lesser Deity, CG)

Unlike the Keeper of Time and the Lord of Mysteries, the Loremaster is a restless adventurer, not waiting for knowledge to come to him, but charging forward to grab it with both hands. He is the patron of all elves who leave home out of curiosity and wanderlust, and many vagabonds and explorers dedicate prayers to him. He has a very hands-on approach, with his favourite pastime being to send his avatars to the dark corners of taverns around the world, ready to propose a 'job' to any group of eager adventurers.

Domains: Knowledge, Luck and Travel.

ELVEN CLERIC DOMAINS**Dream Domain**

Deities: Lord of Mysteries.

Granted Power: You can use your sleep as a scrying tool with a bonus to Scry checks equal to your Wisdom modifier.

- 1 Sleep
- 2 Hypnotic Pattern
- 3 Modify Memory
- 4 Dream
- 5 Nightmare
- 6 Mind Fog
- 7 Legend Lore
- 8 Astral Projection
- 9 Temporal Stasis

Forest Domain

Deities: The Wyld Hunter.

Granted Power: You can speak and understand Sylvan, and gain a +2 bonus to Wilderness Lore checks while in the forest.

- 1 Goodberry
- 2 Tree Shape
- 3 Speak with Plants
- 4 Commune with Nature,

- 5 Tree Stride
- 6 Awaken
- 7 Transport via Plants
- 8 Liveoak
- 9 Shambler

Love Domain

Deities: The Goddess of Love.

Granted Power: Gain +2 to all Charisma-based checks and rolls.

- 1 Charm Person
- 2 Enthrall
- 3 Emotion
- 4 Status
- 5 Break Enchantment
- 6 Dream
- 7 Limited Wish
- 8 Holy Aura
- 9 Sympathy

Music Domain

Deities: Lady of Wind, Goddess of Love.

Granted Power: Inspire courage once per day, as the bardic music ability, if you possess levels in the bard class, your maximum rank in the Perform skill is your level +6 instead of +3.

- 1 Ventriloquism
- 2 Sound Burst
- 3 Sculpt Sound
- 4 Shout
- 5 Mind Fog
- 6 Break Enchantment
- 7 Holy Word
- 8 Otto's Irresistible Dance
- 9 Wail of the Banshee

Sea Domain

Deities: Lord of the Deep.

Granted Power: A successful Swim check allows you to move at your walk speed as a move-equivalent action.

- 1 Obscuring Mist
- 2 Water Breathing
- 3 Protection from Elements (water only)
- 4 Control Water
- 5 Control Winds
- 6 Chain Lightning
- 7 Control Weather,
- 8 Summon Nature's Ally VIII (only marine creatures)
- 9 Elemental Swarm (water elementals only)



SECRETS OF THE ELVES

Elves are, by their very nature, enigmatic. They possess many abilities and have developed skills and magic that escapes the capabilities of other races. Yet there are still some secrets that they will protect with their lives, seldom revealing them and always avoiding every question. Myths and legends arise from all the unanswered questions, and the elves just give a knowing nod when they hear them.

ELVISH LANGUAGE

Elvish is a language that evokes the beauty of nature in all its forms; from the stable and serene accent of grey elves to the savage and fierce wild elf dialect and the forbidding and dark mysteries of drow. In any of its forms, the Elvish language is full of hidden meanings, double-entendres and subtle nuances. A mispronounced vowel can change the true meaning of not only a word, but an entire phrase. For non-elves, it is not only likely, but almost certain that they will mispronounce something.

One of the best and most practical uses elves have made of their language is when they travel abroad and meet with other elves. At these times, they use the full range of sounds available in Elvish, perceivable only by elven ears. This undercurrent in the language allows an elf to convey a second meaning to another. Such use of language is automatic, but the elf can only convey a single hidden phrase per minute of conversation. Bluff or Innuendo checks allow the character to convey more information in this way. The DC for Bluff is 20 to convey two phrases per minute of conversation and 25 to carry on an entirely different conversation at the

same time. The DC for Innuendo is 5 points less respectively.

A non-elf who speaks Elvish may roll a Sense Motive check (DC 20) to know that something is going on, but he will not be able to understand just what.

THE ELVEN SOUL

Like anything elven, the nature of an elf's soul has been a matter of debate among scholars, philosophers and priests, even among the elves themselves. Some argue that elves have no soul, while others claim the opposite: that the elven soul is the purest form of spirit a mortal being can possess.

Despite their love for individuality and personal freedom, the little-known truth is that elves share one great collective soul. This great soul is not a hive mind, nor is it an amalgam of all elves that have died and are yet to be born. This great soul is an awareness, a force that encompasses all the world the elves inhabit; it unites and connects them, attuning them together in a way that each individual elf can still be him or herself, yet he is always aware of the rest of his kind and the nature around him.

This soul explains many of the elves' paradoxes, like the dichotomy between their individuality and their strong sense of community, or the fierce heroism of a few while others can also sink into depravity. The few people who have glimpsed this truth keep quiet about it, knowing that it is a piece of lore that every elf must find out by himself. The most daring of these philosophers and priests have given this great soul a name and a voice: the Allfather, god and creator of all elves.

This unity at a higher level gives the elves many of their abilities as well as it gives them their quirks. It

'What in hell did they say?' Seila whispered to Neerson after two elf girls had said something to them and giggled, vanishing into the party the town had thrown to honour the return of Vaeron, one of its best fighters and, it appeared, a local hero.

'They complimented your hair, I think,' the wizard answered. Besides Vaeron, only he spoke Elvish among the adventurers. 'Something about falling down over your shoulders.'

'Oh, really?' The woman preened a bit. Her vanity had been dealt a great blow when she saw so many elf girls and women. She felt big and clumsy, even if she was the fastest and nimblest in the Thieves' Guild back home.

'Actually,' said Vaeron, arriving with some clay jugs filled with an aromatic juice, 'they were wondering why you didn't fall forward by the weight of... you know... your chest.'

Despite herself, Seila blushed a deep crimson.

also powers some of their unique racial feats and magical affinity. The elves renew this bond every time they 'sleep', falling into a meditative trance where they recall and go over some moments of their lives, reasserting their identity but also leaving their mark in the powerful elven collective unconscious.

Nature Attunement

Elves with at least 10 ranks in Wilderness Lore and Knowledge (arcana), 5 ranks in Sense Motive and the Awareness feat are attuned to nature in ways that even other elves do not suspect they can be, if they focus properly in their learning.

These particularly attuned elves can sense when something is wrong in their surroundings. They cannot explain how or why, but they have the gut feeling that something is out of place. They may hear the whisper of the forest warning them, or feel an increased anxiety that they cannot explain. Whenever a threat to the character or something he holds dear is within 20 feet per character level, the Games Master may ask the player to roll a Spot or Listen check with a DC



determined by the severity of the threat, at the Games Master's discretion.

A successful roll means that the character notices that there is something amiss. The player should not receive any more information than the presence of danger and, on a natural 20, its direction. This gift of the elven blood cannot replace divination magic.

Elves with the Bonding feat found in this book can also sense a threat around the bonded creature with the same range that they can feel danger to themselves.

The Trance

As mentioned above, the nightly trance is the elves' way of reconnecting with their collective soul, refreshing their sense of the many and reinforcing the identity of the self. During this trance, an elf can go over past experiences, reviewing his choices and possibly coming out wiser than before.

An elf with 10 ranks in Knowledge (arcana) and Sense Motive, 5 ranks in Concentration and the Iron Will feat can accomplish much more during his trances. With a conscious effort a meditating elf can access not only his memories, but the ancestral knowledge of his kind and the old power flowing through his veins. The gifts of the elven soul are not free, however, and the elf suffers subdual damage depending on what he asks. He can heal this damage normally, but he usually must wait until he rests again, without abusing the trance. An elf in the middle of a trance may roll a Concentration check to achieve one of the following effects:

Contact Ancestors: The elf can try to contact his ancestors for aid and counsel about a problem at hand. Upon awakening from the trance and if the Concentration check was successful, the character suffers 1d8 points of subdual damage, but he also gains the Skill Focus feat for any skill he chooses. This bonus wears off when the character enters a trance again.

Dream Sending: Instead of just reading from the collective soul, the elf uses it to send a message, most commonly a warning, to another elf via his 'dreams'. When the target of the sending next enters a trance, he receives the vision or message. The DCs for the Concentration check is the same as for the *scry* spell: 5 for a familiar subject, 10 for first-hand knowledge, 15 for second-hand knowledge and 20 if the two elves have never met before. The subdual damage is inversely proportional to the knowledge of the recipient: 1d4 points for a familiar person, 1d6 for

The Reverie

If you own *Encyclopaedia Divine: Fey Magic*, consider the fey Reverie as part of the secrets of the elven soul. Elves gain +2 on their Reverie checks as part of their ancient ties to the fey, and the trance is the opportunity elven adepts of fey magic to replenish their energies without sacrificing their rest.

first-hand knowledge, 2d4 for second-hand knowledge and 2d6 if the recipient is a stranger. The message cannot be longer than a single sentence or a simple vision lasting a few seconds.

Tap Ancient Lore: The elf can try to dig deeper into the accumulated knowledge of his kind. This ability replicates the *legend lore* spell, except that it turns up small but useful facts about a place, creature or object. It will not reveal any clue about a magic wand's command words, but it will reveal that it should not be used in close quarters (it is a *wand of fireball*). Each roll reveals a new fact determined by the Games Master, and the elf incurs 1d6 points of subdual damage for every useful fact he unearths. He can only do this once per week.

Tap Into Magic: Magic flows naturally inside all elves and, since not all of them are spellcasters, some wizards theorise that there are untold quantities of spell energy being wasted somewhere. They are not too far from the truth. A spellcaster knowledgeable of the collective soul may use a little of the magical energies within. He can prepare an extra spell of the level he chooses the following day, or cast it in the case of sorcerers and bards. He can only extract one such additional spell slot each day, and he automatically suffers 2 points of subdual damage per level of the slot gained. If the extra spell is not cast, or the slot not used, it dissipates when the elf next goes to sleep.

Trance Abilities

Effect	Concentration DC	Subdual Damage
Contact Ancestors	18	1d8
Dream Sending	Varies	Varies
Tap Ancient Lore	20+	1d6 per useful fact
Tap Into Magic	20+spell level	2 per spell level

Sending

While the trance is useful for conveying messages in dream, it is not the ultimate expression of the elves' unity through their souls. An elf with 10 ranks in Knowledge (arcana) and Sense Motive, a Wisdom score of 15 or more and the Bonding feat found in this book may use the sending to communicate with other elves almost telepathically. The communication is similar to the one that exists between a spellcaster and

his familiar, more an empathic link than true telepathy. The sending character can convey impressions, feelings and images to a nearby elf.

The elf character rolls a Will save with a DC equal to the distance in feet that separates him from his target, who must be in view. If the save succeeds, the sending is received clearly, but if it fails, the recipient must make a Sense Motive check (DC 20 – sender's Charisma modifier) or totally miss the message. In either case, the sender receives 1d4 points of subdual damage.

THE ASCENDED

Many consider elves immortal as few outside their own race will live to see them grow old and die, but elves do age and they know they are not as eternal as the younger races would have them be. The sooner an elf



assimilates this, the earlier he can begin the road to become one of the Ascended, the truly immortal elves that remain timeless as they trust their existence wholly to the tides of nature.

The existence of the Ascended is a legend even among the elves and a rare few scholars of other races. These beings retire from normal elven society to become hermits, to step outside the normal flow of time and perhaps to be forgotten. Elven myths speak that talking to an Ascended is like listening to the primordial voice of the Firstborn, the first elves who walked away from the Allfather's hands. These tales, while not technically correct, bear a grain of truth.

The Ascended have accepted that they are not true individuals, like humans are, but expressions of the voice of the Allfather. They are a force of nature and they know it. Ascended elves abandon their communities to wander the land and contemplate their connection to it, eventually settling in a far-off grove or cave. To anyone else, they would seem to be sleeping, but they now walk the paths of the elven collective soul, looking through each elf's eyes and experiencing the world vicariously. Ascended only come forth among their normal kind when they foresee a grave danger looming on the horizon or when commanded by the Allfather to deliver an important message. If sought



out, the Ascended entertain visitors graciously, but answer any questions with cryptic riddles.

'Ascended' is a template that can be added to an elf from any subrace. The creature's type changes to 'fey'. It uses all the base creature's statistics and special abilities except as noted here.

AC: Natural armour improves by +2.

Special Attacks: An Ascended elf can cast spells like a sorcerer of his character level in addition to any spellcasting abilities he possessed before his ascension. He can also cast the spells from the Animal, Chaos, Dream, Good, Love, Music, Forest, Protection and War domains as arcane spells.

Awe-Inspiring Presence (Su): An Ascended elf has an aura around him that unsettles others by his mere presence. The elf can activate or turn down this effect at will as a free action. Creatures within a radius of 90 feet must roll a Will save (DC 10 + Ascended character level + Charisma modifier) or become shaken until they leave the elf's presence. This ability affects only creatures with fewer HD than the Ascended's character levels, and anyone who passes the saving throw is immune to the elf's aura for one day.

Special Qualities: An Ascended has all the special qualities of the base character, plus its low-light vision increases to a range of 120 feet. Ascended are immune to death effects, disease, mind-affecting powers and poison. An Ascended elf becomes a master shaper regardless of the prerequisites and can access all the powers of the elven souls (nature attunement, trance abilities and sending) without suffering subdual damage.

Ageless (Su): The Ascended does not age. He remains at the age category at which he Ascended.

Magic Pool (Sp): An Ascended has a point pool equal to his Wisdom and Intelligence scores added together. He can tap this pool when casting High Magic spells, with one point equalling one augmented level. If he runs out of pools he suffers Constitution damage to replace the augmented spell levels. He regains points in his Magic Pool at the rate of three per day.

Saves: Same as the base character, plus Will +4.

Abilities: Increase from the base character as follows: Dex +2, Con +4, Int +4, Wis +4, Cha +6.



Skills: Same as the base character, but gains the following: Concentration +4, Craft (any three) +8, Knowledge (arcana) +4, Perform (any) +2 and Spellcraft +4.

Feats: Ascended gain all the High Magic feats in addition to the ones they already possess. They also gain Bonding, Manifestation and Prophetic Trance, found in this book.

Challenge Rating: Same as base character +5.

THE LANDS BEYOND THE SEA

Elves that do not become Ascended or die in battle can expect to live a long life. As they approach venerable age, they start to feel a longing that will never leave them. It gets so strong at a certain point that they abandon everything to follow a calling only they can hear.

The customs of each elven kingdom or subrace vary regarding this. Wild and wood elves just wake up one day to find the elder gone, by any means of travel he may have possessed. They nod knowingly and burn all of his belongings on an honour pyre. High elf elders are more communicative, warning their next of kin that they are about to leave. Grey elves often find a great celestial steed waiting for them at their door, while sea elves hold a great party to bid farewell. Nobody knows if drow elves can even live long enough in their brutal society, but rumours speak of servants finding a drow elder enveloped in a viscous cocoon that priestesses are quick to take away and never reveal its fate.

The most common legend among the elves is that elders hear the call to the primordial elven home. Land-bound elves call it the Lands Beyond the Sea, while sea elves just call it the Mother Ocean. Elders will find a ship waiting for them at the shore to which they are called, and they will leave the Material Plane forever.

The Lands Beyond the Sea are an Outer Plane inhabited by the shades of all elves who ever lived in the Material Plane of any world. It knows its own and sends messengers and transport whenever an elf is old enough to hear its call.

Elven religion is unclear as to what happens when an elder arrives at this place. Some say that the elder spends his last days in perfect harmony and contemplation, joining the Allfather when he finally

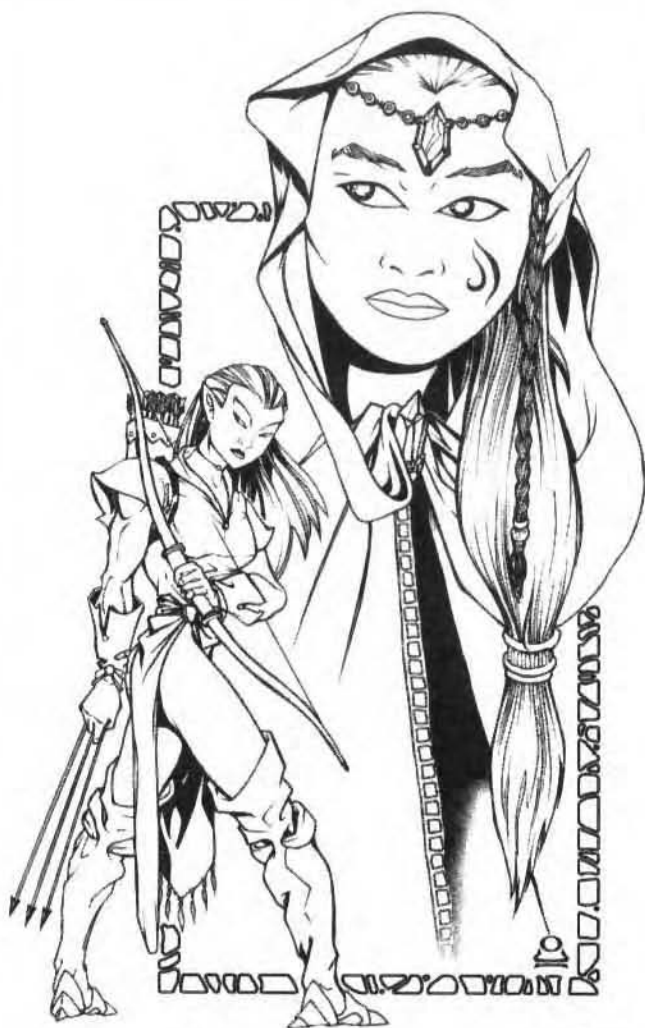


dies. Others claim that the elder is spared death during the voyage, transforming into a perfect immortal soul and shedding the flesh to join the Allfather. Those who know about the elven collective soul believe a mixture of both positions. They maintain that, during his stay on this Plane, an elf relinquishes all he learned and lived in his very long life, and this knowledge goes back into the elven collective soul, rejuvenating the elder until his physical form dies in absolute bliss to join the Allfather. He leaves a reflection of his spirit to advise younger elves through dreams, or to parley with any daring mortal visitors who find the land.

Games Masters can place this Outer Plane where it is most convenient to their campaign, or to even make it a realm inside a transitive plane, or just a layer in the Allfather's home Plane. Mortals or young elves rarely board the Plane-crossing vessels that constitute the only access to the Plane, but they are given a way back to the Material Plane if they manage to. While in this Plane, all elves feel the connection to all of their kin more strongly, and can use any of the trance abilities without suffering subdual damage and with a +4 holy bonus to their Concentration checks.

FIGHTING STYLES

Elves have developed two unique fighting styles that they teach no one, not even half-elves. A fighting style is a collection of techniques and special abilities a fighting character can learn and focus on rather than acquire a spread of feats. The rules for fighting styles appeared for the first time in *The Quintessential Fighter*, but these are the rules that apply to elves.



The bladesong and bladedance fighting styles can only be learned from an elven master, and the character must meet the style's prerequisites before he can even consider applying. Once under a master's wing, the character must train continuously for the period shown under each style to reach the level of Initiate. During this training, the character must remain undisturbed and may perform no other action aside from sleeping and eating. If he breaks off his practice for more than eight hours, the training is wasted and he must start again from scratch.

After finishing his training, the character attains the level of Initiate and uses the bonuses granted by the fighting style. By continuing his training in the same style, the character may reach even greater levels of ability on his way to true mastery. Every new level of ability has a listed set of prerequisites and a period of training, both of which must be met before the fighter is permitted to advance one step higher. The character cannot skip a level of ability, even if he meets the prerequisites of a higher level. All the bonuses of each level stack with those of the lower levels, and with it

comes a title an elf can use to introduce himself, although it will mean little to non-elves.

The bonuses gained from each level of ability may only be applied whilst the character obeys the Style Restrictions listed under each fighting style. If he uses any weapon, armour or equipment not listed within the Style Restrictions when in combat, he does not benefit from the style's bonuses. The character must be disciplined and focused, and he must have a Wisdom score equal to 10 + ability level in order to reach a higher level within the style.

Bladesong (*'querimhinue'*)

The bladesong is a legendary style taught only to elite elven warriors. None may learn it who carries even a whiff of non-elven blood or who is suspected of disloyalty to the elven people. The style relies on speed and agility, with a special emphasis on slashing attacks dealt with dizzying accuracy. The style receives its name because of the particular sound the fighter makes when whirling the sword in wide arcs, and because of his disquieting tendency to sing to the rhythm of his thrusts and parries.

Ordinary practitioners of the bladesong style do not receive the name of 'bladesinger', as this title is reserved for the arcane practitioners who combine steel and magic to deadly effect. Bladesong warriors are elite shock troops or bodyguards for elven nobility, but also function as wandering trouble-shooters. While not bound by the arcane practitioners' oath to defend elven ideals, they nonetheless feel obliged to champion their kin no matter where or when.

Style Restrictions

Required Weapons: Longsword or short sword.

Required Armour: Light or none.

Prerequisites

Base attack bonus: +5 or higher.

Equipment: Masterwork longsword or masterwork short sword.

Feats: Dodge, Expertise, Weapon Focus.

Skills: Perform 3 ranks (dance, sing), Tumble 3 ranks.

The Bladesong Fighting Style

Level of Ability	Title	Bonus	Training Time
1	Initiate	Singing Sword	2 Months
2	Note	Discordant Note	1 Year
3	Chord	Sustained Tempo	2 Years
4	Bar	Metal Rhythm	5 Years
5	Chorus	Requiem	8 Years

Initiate

Singing Sword

The first ability a bladesong warrior learns is to trust in the movements of his sword. He lets it go its way at the end of his arm, letting its own weight trace arcs as he spins and moves in the first intricate steps of the bladesong dance.

Benefit: As long as the warrior fights with only a sword in one hand, he gains a competence bonus to his AC equal to his Intelligence modifier.

Note

Discordant Note

The practitioner has learned to sing to the rhythm of his fighting, not fight to the rhythm of his singing. The constant humming can lull an enemy into complacency, leading him to expect a thrust when singing a certain note. The bladesong practitioner can then sing an attack when one does not come and vice versa.

Prerequisites: Base attack bonus +8, Bluff 8 ranks, Perform 6 ranks.

Benefit: While singing and fighting with a sword in one hand, the bladesong warrior can make a Bluff check to perform a feint as a move-equivalent action, instead of as a standard action. A successful Bluff negates the opponent's Dexterity bonus to AC for the next attack. See the Bluff skill description for more details.

Chord

Sustained Tempo

The rhythm of the warrior's blade as it flashes around is a dizzying spectacle that, once it strikes, enemies find it hard to avoid again. The warrior flicks his wrists in a way that the sword appears to move away, but instead just wins momentum for another strike.

Prerequisites: Perform 8 ranks, Improved Critical, Weapon Finesse.

Benefit: On a critical hit, the warrior adds an extra die of damage equal to his weapons die (1d8 for



Dancing with Vaeron seemed like a distant memory for Seila, as a group of refugees had arrived in the middle of the party. Neerson explained to her and Kiall that the newcomers were from a tribe of wandering elves, and had been ambushed by drow. As part of the aid agreement, the town's best fighter would face the refugee's champion in a friendly match. The rogue did not understand what that would prove, but she was eyeing the woman in front of Vaeron.

'I am Kyria en Qualiir Khilasa, Middle Spiral *querimquar*,' the elf woman said, loosening a cord and letting six dagger-like blades hang from chains tied to her wrist.'

'I am Vaeronathas Nasalieneth, Chorus *querimhinue*,' Vaeron answered.

'By the gods! That woman is a bladedancer... and Vaeron is a bladesong warrior!' The wizard's tone of surprise was familiar to Seila now.

'And that means?'

'Two secret fighting styles that only elves can learn. It takes decades of practice. We are receiving a great honour by being allowed to watch this!'

'So... 'master' Vaeron, indeed.' The rogue watched the sparring match begin with a certain anxiety. She did not know if she was losing track of the opponent's movements because they were so fast or out of her own conflicting feelings.

longswords, 1d6 for short swords) in addition to the critical hit's double damage.

Bar

Metal Rhythm

The bladesong warrior that reaches Bar status is a true beauty to behold in combat. Not only does the whistling of his sword complement his own singing, but his movements synchronise perfectly with his attacks, and even the blocking of an enemy's attacks is part of the song. The warrior can then mark the rhythm of the battle, striking at his enemy's weapon on purpose in order to maintain the song and counterattack with greater effect.

Prerequisites: Base attack bonus +11, Perform 10 ranks, Power Attack, Sunder.

Benefit: By taking a full-round attack action, the warrior can sacrifice any of his attacks for the round to parry an enemy attack. The warrior rolls a normal attack and, if it exceeds the enemy's attack roll, he effectively parries the attack and gains a +2 morale bonus on his next attack in that round. The player can sacrifice the attacks at any point during the round, and subtracts them from his number of attacks when his turn comes. He can also save some attacks to use as parries after his turn has passed.



Chorus

Requiem

The bladesong practitioner is a deadly melody on the field of battle, striking fast and true in his lethal dance as he steps closer to his opponent in order to devastate them with a song of a hundred swords.

Prerequisites: Base attack bonus +15, Perform 12 ranks, Tumble 6 ranks, Combat Reflexes, Mobility.

Benefit: When the Chorus' opponent is denied his Dexterity bonus to AC or when all its attacks against the bladesong warrior miss, the warrior moves inside its defence and gains a free extra attack at his highest base attack.

Bladedance ('querimquar')

Although the bladesong style is open to any elf, it tends to see more female practitioners than male. Nobody remembers who founded the bladedance style, but the truth remains that it has more popularity among elven females, although any warrior with more speed and agility than strength can greatly benefit from this style. The bladedance resembles the bladesong as they both consider battle to have its own rhythm and music, but where bladesingers impose their song, the bladedancers follow combat's natural rhythm, skirting along the field without missing a step or pausing once until every foe has fallen or fled.

Bladedancers are not elite warriors, working much better as infiltrators and assassins travelling under the guise of entertainers. It is not rare, then, to find many rogues and bards adopting this style. What the bladedance is better known for is its predilection for exotic weaponry, seeking to gain an advantage by the rarity of their weapon's inherent style, rarely as straightforward as a sword.

Style Restrictions

Required Weapons: Dagger, dancing dagger, skirt blades or spiked chain.

Required Armour: Light or none.

Prerequisites

Base attack bonus: +5 or higher.

Equipment: Dagger, dancing dagger, skirt blades or spiked chain.

Feats: Dodge, Exotic Weapon Proficiency (skirt blades or spiked chain), Expertise.

Skills: Perform 6 ranks (dance), Tumble 6 ranks.

The Bladedance Fighting Style

Level of Ability	Title	Bonus	Training Time
1	Initiate	Sheltering Tornado	2 Weeks
2	Outer Spiral	Lightning-Twice	1 Month
3	Middle Spiral	Passing Storm	2 Months
4	Inner Spiral	Hail Dance	6 Months
5	Centre Spiral	Eye of the Hurricane	1 Year

Initiate

Sheltering Tornado

Bladedancer initiates learn how to keep enemies away by virtue of their dancing weapons. Owners of skirt blades rotate on their own axis as they hold two of the blades at the ready, while users of a spiked chain twist it around in a wide arc.

Benefit: By assigning a -5 penalty to attack rolls and gaining the +5 dodge bonus to AC because of the Expertise feat, the bladedancer creates a dangerous arc of twirling blades around her. Any opponent who misses an attack that round must roll a Reflex save (DC 10 + bladedancer's base attack) or suffer 1d4 points of automatic damage from one of the twirling blades.

Outer Spiral

Lightning-Twice

The practitioner who dances the Outer Spiral gains an increased control of her exotic weapons, making them come alive in her hands as if they were arcs of lightning... or iron snakes.

Prerequisites: Base attack bonus +6, Bluff 5 ranks, Perform 8 ranks, Improved Disarm, Improved Trip, Weapon Focus (same weapon).

Benefit: The bladedancer takes a full attack action and, if at least two attacks hit, she gains a free attack that can be used to disarm, trip or feint the opponent.

Middle Spiral

Passing Storm

As initiates, bladedancers learned to move like a tornado. When they reach the Middle Spiral, they learn to move like a storm, cutting through their enemies as they pass near them.

Prerequisites: Perform 10 ranks, Tumble 8 ranks, Mobility, Spring Attack.

Benefit: When performing the full attack action, the practitioner gains an extra move-equivalent action she can use in conjunction with the Spring Attack feat, meaning that she can move and perform all of her available attacks on the way.

Inner Spiral

Hail Dance

The Inner Spiral holds the secret of attacking outwards, each step of the dance meaning one attack going off at an enemy, no matter the distance.

Prerequisites: Base attack bonus +11, Quick Draw, Whirlwind Attack.

Benefit: Using this ability, the bladedancer can throw daggers during a Whirlwind Attack at enemies no farther than 30 feet.

Centre Spiral

Eye of the Hurricane

The bladedancer that reaches the Centre Spiral becomes truly the eye of a hurricane as she spins, weaves and dodges in place, untouchable and deadly. She seems to use all of the skirt blades with deadly accuracy, combining the knowledge of all the previous levels of ability into one deadly attack form.

Prerequisites: Base attack bonus +15, Ambidexterity, Two-Weapon Fighting.

Benefit: By taking the double-move action, the bladedancer can follow all attacks of opportunity with an attack of her own at -2 to her full attack bonus.



AERIAL COMBAT

The grey elves charge the field atop their proud griffons, the sky elves swoop down to decimate their enemies, giant eagles carry off deadly barrels of naphtha to sink enemy ships and high elf wizards rain a barrage of magic missiles from above. Given the magical nature of elves and their friendship with flying creatures, it is not surprising that they find themselves fighting in the air more often than other races. This chapter details a simple and complete system to simulate aerial battles without bogging down the game into all the details that would go into a strategic miniatures game.

You can find the rules for aerial tactical movement in *Core Rulebook II*, which detail what a flying creature can do depending on its manoeuvrability. As they stand, the rules work very well when only one of the involved combatants is capable of flight, but they start to break down as more opponents take to the air, complicating matters as a third dimension is added to tactical movement, and the speeds and the distance covered in flight surpass the capacity of a simple gaming grid.

The time two flying combatants spend in direct contact with each other is minimal compared to the long

engagements that occur during melee combat on the ground. Two opponents move at varying speeds in relation to each other, rendering the normal rules for ranged attacks and tactical movement, if not useless, at least extremely cumbersome.

AIR COMBAT BASICS

Air combat can be summarized in two phases: the positioning phase consists of out-thinking the enemy. Each flyer tries to exploit its own strengths and its opponent's weaknesses in flight capability. The attack phase is straight-forward combat, when both combatants deal damage depending on how they are situated in relation to each other, a position that they must have determined in the first phase.

The system for aerial combat simplifies all the mechanics and calculations that would normally go into a fight between two or more flying opponents. It uses all of the existing information for characters and creatures and introduces a few concepts that do not interfere at all with how the rules work. The most important concepts in aerial combat are speed and manoeuvrability, the flight bonus, arcs, relative range and altitude.

Speed and Manoeuvrability

These two values determine how fast and well a creature moves in the air. A fast creature can easily overcome a slower one and use its advantage to position itself more favourably, like setting itself up for a dive and rend attack, or able to choose an angle of attack that will not provoke a retaliation. A very manoeuvrable creature has the advantage of adaptability, as it can turn and move in sharper turns, allowing for surprise attacks and better defence.

Both factors are already listed in each creature's entry in *Core Rulebook III*, while the information for flying magic items and magic are in the other two core rulebooks.

Core Rulebook II lists all that a creature can do according to its manoeuvrability, like flying backwards, hovering, the minimum speed necessary to maintain flight, climbing and diving limits and turn angles. This information is useful to determine if the creature can actually do what it is trying to do, but it all boils down to a single number in the form of the flight bonus.



The Flight Bonus

Flying creatures add their flight bonus to certain die rolls when flying around each other looking for openings, or when attempting complicated flight manoeuvres. A creature's flight bonus is:

size modifier + (speed factor x manoeuvrability multiplier (rounding down))

The size modifier is the same as the one used for AC and attacks. The speed factor is equal to 1 for every full 10 feet of fly speed, and the manoeuvrability multiplier is described below.

Manoeuvrability	Manoeuvrability Multiplier
Clumsy	x .5
Poor	x .75
Average	x 1
Good	x 1.5
Perfect	x 2

Attack Angles

A flying creature has six angles from which it can launch attacks or be attacked from. Some attack actions can only be aimed at certain angles as defined in each attack's description.

Front: Where the creature is facing. This is the most dangerous angle as the creature usually has several natural attacks in wait, plus it is where any rider concentrates his attacks as well. Most of the aerial

attacks described later can be performed from the front angle.

Flanks: Every creature has a left and a right flank. It is partially vulnerable on its sides as not all of its natural attacks are available, though a rider can easily turn to either side to cover them. Flank attacks are difficult unless the opponent matches or overcomes the creature's speed.

Rear: The most vulnerable angle as the creature has few or no natural weapons to the rear and, even then, it is very cumbersome to attack or defend in that manner. Most flying combat involves the opponents manoeuvring to attack their enemy's rear. All attacks on an enemy's rear gain a +2 bonus to the attack and damage rolls.

Top: A creature is not aware of everything that happens above it, although a rider has a wider perspective. For many creatures, their top angle is also vulnerable as they cannot adequately defend it. An armed rider takes care of this, but he places himself in danger from attacks from this angle. All attacks on a riderless enemy's top gain a +1 bonus to the attack and damage rolls.

Bottom: Attacking a flying creature from below can be very effective, but it is also very difficult. A rider does not see what happens below his mount, but the creature certainly does, and any attacker coming up is at a disadvantage as its speed is reduced in a climb, and the defending creature can veer off more easily, or

Manoeuvrability

Examples (values are given between parentheses)

Creature	Size	Speed /Manoeuvrability	Flight Bonus
7th level human sorcerer under <i>fly</i> spell	Medium (+0)	90 ft. (9) / Good (x1.5)	+13
Beholder	Large (-1)	20 ft. (2) / Good (x1.5)	+2
Chimera	Large (-1)	50 ft. (5) / Poor (x.75)	+2
Gargoyle	Medium (+0)	75 ft. (7) / Average (x1)	+7
Griffon	Large (-1)	80 ft. (8) / Average (x1)	+7
Juvenile Gold Dragon	Large (-1)	200 ft. (20) / Poor (x.75)	+14
Manticore	Huge (-2)	50 ft. (5) / Clumsy (x.5)	+0
Pegasus	Large (-1)	120 ft. (12) / Average (x1)	+11
Will-o' Wisp	Small (+1)	50 ft. (5) / Perfect (x2)	+11
Wyvern	Huge (-2)	60 ft. (6) / Poor (x.75)	+2

The pegasus and the dragon are accomplished aerial fighters, because of their speed and manoeuvrability, with magic giving the sorcerer a great edge. The wyvern and the manticore do not fare well against other flyers, being mainly predators who hunt grounded prey. Even if the will-o' wisp and the beholder err on the slow side of speed, their good and perfect manoeuvrability allow them to break off from aerial combat easily, although the beholder has its size stacked against it.

The Manoeuvre Check

When performing tactical manoeuvres or some aerial attacks, the creature rolls a manoeuvre check. This check consists of a skill check or saving throw with the flight bonus added to the result. Players and Games Masters choose what skill or save applies to the creatures or characters, and this choice remains until the end of the aerial encounter.

If the flyer is

A flying creature

A character riding a flying creature, with the Flying Mounted Combat feat

A character riding a flying creature, without the Flying Mounted Combat feat

A character polymorphed into a flying creature

A winged character

A character under the effects of a spell that allows flight *

A character using a magic item to fly *

Add the flight bonus to

Reflex saves

Ride or Handle Animal checks

Ride checks, Handle Animal checks are at -2

Reflex saves

Reflex saves

Spellcraft check or Reflex save

Use Magic Device or Spellcraft checks, or Reflex saves

* For magic-enabled flight, consult the spell or magic item's description for speed and manoeuvrability.

initiate its own dive attack with a speed increase. If an attack hits, however, most creatures' vitals are exposed, which is why aerial harding has more chest plates than the armour for ground mounts. All attacks on an enemy's bottom angle gain a +2 bonus to the attack but provoke an attack of opportunity. Regardless of circumstances, a rogue can perform a sneak attack on an enemy's bottom angle if the target is not immune to it.

Relative Range

Distance in ground combat is easy to determine as combatants stay put or generally do not cover much ground out of caution or strategy. Distances remain more or less the same. Aerial combat is fast and furious, with opponents speeding or slowing to try to gain an advantageous position, and climbing or diving to gain and lose momentum. Distances between opponents change wildly, and they do so in three dimensions. What happens on the ground is unimportant and aerial combatants will often fly far away from their grounded allies as they concentrate on their flying enemy.

Aerial combat bases its tactical movement phase on relative ranges, rather than absolute. This is the distance creatures keep from each other at all times, depending on their speed and manoeuvres, ignoring the absolute distance they move according to their speed in relation to the ground. The relative range always has the creature at its centre, with four ranges emanating away in concentric circles. These circles are the areas of influence of a creature, and determine what it can do in a single round of combat. The ranges are, from

outermost to central:

Dogfight Range: This is the furthest distance at which a flying creature is considered engaged in aerial combat with another. It is equal to four times its speed, so that a pegasus has a dogfight range of 480 feet, while a juvenile gold dragon can begin engaging in combat at 800 feet. It measures the distance that a creature can cover in a full 'run' to reach a target, but without getting an action and provoking an attack of opportunity. Many tactical manoeuvres occur at this range.

Charge Range: Once a creature moves within twice its speed from another, it enters charge range, the distance it can cover in a charge action and get an attack at +2 bonus with a -2 penalty to AC, or in a double-move action without an attack action. The pegasus has a charge range of 240 feet, and the dragon of 400 feet.

Move Range: This is the distance a creature can move normally at its speed and still get a standard action. The pegasus has a move range of 120 feet, and the dragon of 200 feet.

Melee Range: This is as close as two aerial combatants dare to approach each other without risk of locking (see the attack actions). It equals the creature's reach, with the pegasus having a range of 5 feet, and the dragon of 10 feet. Note that no pegasus in its right mind would want to get so close to a dragon. Riders can extend this range with reach weapons such as halberds and skylances.



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Distance Attack Range: This is a special range that ignores the previous ones, as it can extend through all of them. It is the distance from special attacks and abilities, and each has its own range. For example, the juvenile gold dragon can stay within move range and breathe its 40-foot long cone of fire, or the pegasus' rider (a 4th level wizard / 2nd level fighter) can start firing *magic missiles* (140 feet range) at targets just outside the pegasus' move range.

Altitude Range

It does not matter how fast a creature can fly if its wings or lungs give out at a higher altitude, or when a slow enemy can outmanoeuvre it among high trees and narrow canyons. Altitude can play an important part during aerial combat.

Keeping track of altitude in aerial combat follows the same simplified rules as relative range. Instead of maintaining a record of the exact altitude a creature is at, calculate how many ranges separate it from the ground. Without performing any special manoeuvres that would increase its speed, a creature descends one range per round, given that one range equals its move speed. All flyers may descend two ranges using the same move-equivalent action if they wish, and all creatures except those with perfect manoeuvrability can only ascend a half range without extra effort.

Aerial combat is a series of dodges and quick feints up and down so, unless the creature willingly makes an effort to climb or dive, it is considered to remain in the same altitude range. Note that different creatures will have different altitude ranges even if they are flying at the same distance from the ground. This means that each will reach the ground sooner or later than others.

ATTACKS OF OPPORTUNITY

Attacks of opportunity are determined using the same rules as ground combat, except that the threatened area extends below the creature and above if the creature or any rider has weapons that can aim at the top angle.

For example, a creature in dogfight range in one round is taking a run action that will attract an attack of opportunity if the defender is able to strike in that direction. A creature closing in from its charge range will not, whether it is charging or taking a double-move action. A creature closing in from its move range may provoke an attack of opportunity if it passes through a threatened space.

Extended Attacks of Opportunity

Given how quickly and unpredictably a flying creature moves, it threatens the front, bottom and flanks angles within its move range under special circumstances. If an opponent flies through its move range while performing nothing else except a move or a run action, the creature can change course to intercept and deal an attack of opportunity. Both opponents make an opposed manoeuvre check (Reflex save bonus or skill modifier + flight bonus), if the defender wins, it manages to dodge the intercepting creature. If the attacker wins, it proceeds to a normal attack roll.

POSITIONING PHASE

As a normal ground encounter, combat begins in the air when the two combatants spot each other. They proceed to look for a way inside their opponent's guard and prepare magic and weapons as they come nearer and nearer. If one of the creatures wishes to avoid combat, the normal rules for pursuit apply until the other catches up or is lost. If both express hostile intentions, they approach until one of them has the other within its dogfight range, at which point aerial combat begins. Note that a creature with a higher dogfight range can start combat actions first, setting the terms of the fight thanks to its speed. It falls to the other combatant to rely on wits and manoeuvrability to resist any initial attack.

Spotting Distance

Unlike encounters in the ground, spotting distance in aerial combat is a matter of miles, not feet. To spot a flying target, the characters must roll a Spot check with a base DC of 20, modified by conditions like contrast with the landscape, number of creatures, and lighting conditions as in the table in chapter 3 of *Core Rulebook II*. The table overleaf gives the spotting distances for aerial encounters based on weather and size of the creature to spot. Fine and diminutive targets cannot be spotted until they are within the creature's move range.

Estimated Time of Arrival

The estimated time of arrival (commonly known as ETA) measures how many rounds it will take for two creatures to cover the distance between them. Special manoeuvring has no effect until at least one creature engages the other at its dogfight range. Until that time, any movement one of the opponents makes, the other can easily compensate for.

To calculate the ETA, determine the spotting distance and divide it by the sum of both opponents speed. With the pegasus and the dragon, they would spot each other at 6,000 feet on a clear day (both are large creatures), if they start approaching each other instantly, they will be engaging in 18 rounds ($6,000 / (120 + 200)$); plenty of time for either to start preparing anything they want to surprise their opponent with. During the clash of armies with aerial combatants, opponents usually start their encounter much closer than spotting distance as they break formation; the Games Master should determine this distance and calculate ETA as appropriate.

Dogfighting

Once one of the creatures has the other in its dogfight range, aerial combat begins in earnest. Instead of using a normal grid to calculate positions, place the Player Characters at the centre of all the action, with their melee, move, charge and dogfight ranges extending outwards, with both they and their enemies trying to move around each other for a better angle of attack. Place the two combatants facing off at the angles at which they approached each other. For example, if a creature is sneaking upon another, it is flying from its opponent's rear angle, and when they are on a clashing course, it approaches from its enemy's front angle.

In a round, a creature can attempt to move one or more ranges towards or away from the other or change angle of approach, using its own range information and movement rates. Both opponents roll a manoeuvre check using their Reflex save or an applicable skill modifier, plus their flight bonus. The moving creature must choose a course of action that further modifies its roll. The creature with the higher result outmanoeuvres the other, meaning that if the creature attempting to close in or move out wins, it performs its movement normally, but if the other creature wins it can decide how much it allows its opponent to move, from allowing a normal movement to keeping the distance unchanged.

Match Speed: The creature moves at the same speed as its opponent and keeps its distance unchanged, maintaining its range and angle. The creature does not roll a manoeuvre check to match speed with a slower opponent, but it rolls a normal opposed check if the opponent is faster. If the creature rolls lower, the opponent can determine if it loses pace or maintains the distance. A creature that loses pace moves one range outwards and shifts one angle towards the rear.

Close In/Move Out: The creature tries to approach or escape its opponent. It can attempt to move as many ranges as it can afford, spending a move-equivalent, double move or run action. Each option carries its own modifiers, and moving out is easier than closing in because there is no creature to worry about in the outbound direction.

Shift Angle: The creature tries to change its attack angle to a more convenient one. It can try to shift to an adjacent angle or to the one opposite its current position spending a move-equivalent, double move or run action. Shifting two angles is considerably harder, as the creature must literally move around its opponent. It can attempt this by moving in the same horizontal plane, moving across its target's flanks, or trying to fly above or below it. Unless the creature can perform sharp turns (good and average manoeuvrability), it faces the same direction in which it started its movement.

Distance Between Melees

In an encounter with several flying combatants, allies can rush to each other's aid as they finish off their opponents. As aerial combatants move erratically in absolute terms, the distance between them changes rapidly. To determine how long it will take a creature to reach a particular group of dogfighting combatants, roll 1d8-4 (note negative results) and add the lowest flight bonus of the creatures it wants to reach. The result is the number of rounds it will take the creature to engage in aerial combat with its new opponent.

Spotting Distance (in feet)

Visibility	Tiny	Small	Medium	Large	Huge	Gargantuan	Colossal
Clear*	750 ft.	1,500 ft.	3,000 ft.	6,000 ft.	12,000 ft.	18,000 ft.	21,000 ft.
Light Fog / Heavy Rain / Dense Clouds	300 ft.	600 ft.	1,050 ft.	1,500 ft.	3,000 ft.	4,500 ft.	6,000 ft.
Dense Fog / Light Clouds	5 ft.	5 ft.	15 ft.	15 ft.	15 ft.	30 ft.	30 ft.
Mist / Light Rain	375 ft.	750 ft.	1,500 ft.	3,000 ft.	6,000 ft.	9,000 ft.	9,000 ft.

* Do not roll a Spot check on clear weather, opponents see each other automatically when within spotting distance.



Dogfighting Manoeuvres

Movement	Action	Manoeuvre Check Modifier
Match speed	Move-equivalent	+0 (special)
Close in one range	Move-equivalent	+0
Move out one range	Move-equivalent	+1
Close in two ranges	Double Move / Charge	-1
Move out two ranges	Double Move	+0
Close in three ranges	Run	-2
Move out three ranges	Run	-1
Shift one angle	Move-equivalent	-1
Shift two angles above	Run	-4
Shift two angles aside	Double Move	-2
Shift two angles below	Move-equivalent	+0

ATTACK PHASE

When a flying creature has another within any of its ranges, it can attempt any of the following offensive manoeuvres as a standard action. Since keeping pace with a flying opponent is a move-equivalent action, creatures seldom perform full-round actions unless special circumstances apply. Riders may attempt full-round actions as described in the Ride skill in *Core Rulebook I*. Some attacks have certain prerequisites in the form of base attack bonuses, skill ranks or feats, and can be performed only from certain ranges and angles, as defined in their description. Angles always refer to the defender's angle unless described otherwise. Attacks can target a mount's rider without additional penalties.

Bomb

You drop missiles, weapons and other objects at enemies on the ground.

Maximum Range: Not applicable.

Angle: Attacker's bottom.

Effect: Bombing attacks are ranged touch attacks with a range increment equal to the creature's speed. Solid objects and weapons deal their normal damage plus 1d6 per altitude increment based on their weight as described in chapter 3 in *Core Rulebook II* under 'Other Dangers.' Bombs dropped at moving speed continue moving on the ground for 1d6 x 10 feet in the same direction as the bomber, dealing 1d6 points of damage less for every 10 feet moved to anything within their path. Grenadelike weapons always deal splash damage in the direction of the bomber's movement.

Carry Off

You can pick up a creature and drag it for a certain distance, then drop it for additional damage.

Prerequisites: Creature must have Strength 18+ and grappling appendages like claws or talons.

Maximum Range: Melee.

Angle: Attacker's bottom.

Effect: The attacker makes a grappling attempt and, if successful, can carry off the defender for one round per Strength modifier. Every round after that, the attacker must make a Strength check at a -1 cumulative penalty or release the defender. The defender may try to free itself with a grappling check in every round.

Depending on where the attacker drops the victim, the latter suffers appropriate falling damage. As a normal grappling attack, this action provokes an attack of opportunity.

Charge

You rush at your enemy.

Maximum Range: Charge.

Angle: Any.

Effect: The attacker and the defender make opposed



'I can't shake him!' Sirithia took a sharp look backwards to see the wyvern still on her giant eagle's tail.

'This wrong. Lizards not fly that good,' answered the eagle as it dove beneath a thin cloud bank.

'What did he say? I don't speak Auran!' Valkorn shouted to make himself heard over the buffeting wind. Sirithia was not used to carrying a passenger, but Lord Evallion had ordered that all eagle riders should carry a sorcerer or a wizard for this battle.

'Wyverns shouldn't fly so well!' She cursed under her breath, agreeing completely with her mount's observation.

'Ah! Right!' He nodded. 'Can you let it come closer?' It dodged my last spell!

'I can do something better!' Sirithia yelled back and concentrated... this would take a lot from eagle and her both, but they had fought together before, and no other pair of rider and mount could out-fly them. 'Hold on!'

With a loud screech, the eagle folded its wings close to its body, and they immediately began to drop. Sirithia ignored the screams and curses from her passenger, concentrating on the right moment to...

'Now!' The elf felt the pain in her eagle's wings as they recovered from the stall, but she had achieved her goal, which was to get behind the damned wyvern.

To his credit, the sorcerer recovered quickly and Sirithia saw a barrage of luminous arrows fly towards the wyvern. It tried to dodge, but the missiles followed it and hit, one after another

'I have you now,' she said between her teeth and prepared the barbed javelin as her eagle extended its talons to rake the wyvern from behind.

manoeuvre checks. If the attacker rolls higher, it does not suffer the -2 penalty to its AC because of the charge. If the defender wins, he gains a +2 dodge bonus to his AC for the remainder of the round. This attack can target a mount's rider.

Evasive Manoeuvres

You move erratically, concentrating on dodging all enemy attacks instead of attacking yourself.

Prerequisites: None for the creature. Rider must have the Aerial Mounted Combat feat to engage in special evasive manoeuvres.

Maximum Range: Charge.

Angle: Any.

Effect: The creature engages in the aerial equivalent of full defence, taking a full-round action to defend from all attacks in a single round, gaining a +4 dodge bonus to its AC and that of its rider. In addition, the creature may attempt one of the following evasive manoeuvres as long as it took the full defence action:

Sharp Climb: After any failed attack against it, the creature can roll an opposed manoeuvre check and end up at its enemy's top angle. The dodge bonus to AC against further attacks is reduced to +2, but the creature

may deal an attack of opportunity against its enemy's top angle.

Sharp Dive: After any failed attack against it, the creature can roll an opposed manoeuvre check and dive abruptly, automatically moving up to two ranges outward without provoking an attack of opportunity and ending up at its attacker's bottom angle.

Drop Speed: After any failed attack against it, the creature can roll an opposed manoeuvre check and reduce its speed violently, automatically moving up to one range outward and ending up at its attacker's rear angle. This manoeuvre does provoke an attack of opportunity. A creature with perfect manoeuvrability can make a full stop and completely disengage from combat on a successful manoeuvre check.

Voluntary Stall: After any failed attack against it, the creature can roll an opposed manoeuvre check and stop flying, dropping towards the ground in a stall. It automatically disengages from combat, but falls 150 feet and must roll a Reflex save (DC 20) to start flying again, falling another 300 feet if it fails. The creature takes falling damage if at any point of its fall it reaches the ground. A creature that can hover does not need to roll to recover from a stall.





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Special: With the Aerial Mounted Combat feat, the rider can use his Ride modifier instead of his mount's Reflex save, adding the mount's flight bonus to the manoeuvre check. The rider can also use his Ride check result instead of the creature's save to recover from a stall.

Knock Rider

By striking the rider of a flying mount, you can try to dismount him, which in aerial combat usually means certain death.

Maximum Range: Any.

Angle: Any except bottom.

Effect: The attacker makes a normal attack roll against the rider's AC. If successful, the rider does not suffer the damage rolled, but instead makes a Ride check (DC equal to damage rolled) to stay in the saddle. If he fails, he must make a Reflex save (DC 5 + mount's flight bonus) or fall off his mount towards the ground. A skysaddle prevents the rider from falling off, but it may snap (see description in the Tools of the Elves chapter). This attack can be combined with any other form of aerial attack.

Lock

You engage in an all-out attack with an adjacent enemy.

Maximum Range: Melee.

Angle: Front, rear and top.

Effect: The creature must start its round in melee range with its opponent. It rolls a manoeuvre check (DC 18) to keep aloft and, if successful, it can make a full-round action to use all of its attacks, including all of the rider's. It can maintain this attack for a number of rounds equal to its Constitution modifier, but the opponent must initiate a lock of its own. Failing the manoeuvre check means the creature must take a move-equivalent action to keep flying or it stalls. A creature that can hover can maintain a lock at will without the need to roll a manoeuvre check.

Natural Attacks

You use a natural or melee weapon to attack.

Maximum Range: Melee.

Angle: Any.

Effect: As a standard action, the creature can use any one of its melee attacks. A rider may attack normally as per the rules for Ride checks.

Pass

You make a fast strike at an opponent and fly away.

Prerequisites: Creature must have the Fly-by Attack feat, or rider must have Aerial Mounted Combat and Ride-by Attack.

Maximum Range: Move range only.

Angle: Front.

Effect: By taking a charge action, the creature may move and attack as with a standard charge and then move again, ending its turn at its move range, but in the target's rear angle. The creature does not provoke an attack of opportunity from the opponent that the character attacks.

Special: If both creature and rider have the prerequisite feats, they gain a +2 competence bonus to their attack rolls.

Rake

You sink at least one weapon into the opponent's hide and let momentum increase the damage.

Prerequisites: Claws or piercing weapon.

Maximum Range: Charge.

Angle: Flanks and rear.

Effect: After a successful attack, both combatants make an opposed manoeuvre check. If the attacker rolls higher, it sinks its weapon into the defender's hide and deals 2d6 additional points of damage. If the defender wins the opposed check it negates the additional damage and can make an attack of opportunity at a flank, but not its rear.

Ram

You bump into your opponent, seeking to destabilise it.

Prerequisites: Creature must have Improved Bull Rush or rider must have the Trample feat.

Maximum Range: Charge.

Angle: Any.

Effect: This is a normal bull rush action that, if successful, imposes a -4 penalty to all of the target's manoeuvre checks and negates its Dexterity bonus to AC until the attacker's next turn. Creatures cannot ram targets that are two category sizes larger than them.

Ranged Attacks

You point and shoot your ranged attacks at a target.

Prerequisite: Special.

Maximum Range: Special.

Angle: Any.

Effect: Because of the constant movement and wind conditions, ranged attacks between flying creatures are utterly ineffective from further than move range. In addition, any ranged weapon used from further than two of its range increments fails automatically. Spells may be affected in particular ways (see below).

Rider Action

You act normally by directing your flying mount.

Maximum Range: Not applicable.

Angle: Any.

Effect: A rider can guide his mount with his knees to use both hands and have his full action in his turn. The rider may attack, cast spells, activate magic items or perform any other action as per the rules for the Ride skill. All feats for mounted combat apply if the rider has the Aerial Mounted Combat feat.

Strafe

You move in the same direction as your target while you attack it.

Prerequisites: Ranged attacks, ability to shoot over flanks.

Maximum Range: Move.

Angle: Flanks, top and rear.

Effect: Both combatants make a manoeuvre check. If the attacker wins, it can travel along its move range, shifting two angles forward or backward. A rider gains an additional ranged attack, which he can use as described above.



MAGIC

Spellcasting requires stability, and sky riders get anything but. When a spellcaster riding an aerial mount wishes to hurl magic at opponents, he must make a Concentration check (DC 15 + spell's level) or lose the spell in mid-casting. Some feats and special abilities mitigate this effect, but the best way to do magic while on a flying mount is to use spell-triggered magic items like wands, rods and staves.

Other means of aerial transport do not have this impediment, such as the *fly* spell or other magic items. These methods of flight give the spellcaster the steadiness he needs to perform the act of casting. Natural flyers who are also spellcasters suffer no penalty either, since for them flying is as natural as walking for grounded casters. Characters that gain the natural ability to fly and are able to cast are considered natural flyers.

Spell Range

The further a spell must travel, the less likely it is to hit a moving target. Make a note of a spell's range to determine how many aerial combat ranges it overlaps. For example, a *magic missile* cast by a 3rd level wizard has a medium range of 130 feet, barely reaching into his pegasus' charge range.

An alternative to speed up calculations is to take a spell's range classification (close, medium and long) and assign them a reach equivalent to a mount's aerial combat range. Spells with a close range can only affect the flyer's move range, medium range can reach as far as the charge range and long range can extend to dogfight range and further. This means that, even if a spell has a longer absolute reach, the fact that both the caster and his target are moving too fast reduces their effective range.

Spell Target

The formulae for spells were designed to deal with a (mostly) static spellcaster targeting (mostly) static targets. Aerial combat pits opponents moving wildly around each other, making combat spells harder to hit their marks.

Ranged Touch Spells: These kinds of spells are the hardest to cast during aerial combat. The spellcaster must abide by the limitations of ranged attacks as detailed above.

Spells With a Reflex Save: Creatures can avoid certain spells because they can react quickly and move

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out of the way. In aerial combat, the single shift of a feather can send a creature dozens of feet away from an effect. If both caster and target are engaged in aerial combat, the target creature may add its flight bonus to any Reflex save. On a natural 20 on the saving throw, the target creature may negate the effect completely as if it had the evasion ability.

Area Spells: Area effects remain in place, or the caster can move them slowly by concentrating. An aerial target can avoid affected areas easily, or fly through them so fast that it does not suffer any ill effect. The Games Master should adjudicate the result for each individual spell, but as a guideline, a creature adds its flight bonus to negate the effects of any area effect. This does not stack if the saving throw is a Reflex save, as mentioned above.

Number of Creatures: Some spells may affect multiple creatures as long as they remain close to each other. In aerial combat this is rarely the case unless the spellcaster sneaks up on a tight flying formation. These spells can only affect one creature, plus riders if it has any. Every other creature engaged in aerial combat is simply too far away.

Levitate: Casting *levitate* on a flying creature increases its manoeuvrability to good.

Magic Missile: There is something excitingly odd about a creature evading a volley of *magic missiles* cast from a flying opponent. *Magic missile* normally does not allow a saving throw, but the creature could conceivably move out of its range. The spellcaster rolls 1d20 plus his level and the target rolls a normal manoeuvre check using its Reflex save and flight bonus. If the target wins, it managed to move out of the spell's range and suffer no damage, although it ends up one of its aerial combat ranges further from its target. Use these guidelines for other normally unavoidable spells that could be dodged in this manner.

Aiming a Spell

If a spellcaster aims a spell carefully at a flying creature, he can compensate for both his and the target's movement. The spellcaster must spend double the casting time of the spell for this to be effective and make a Spellcraft check (DC 10 + spell's level). If he succeeds, he negates the target's flight bonus to its saves. He can still cast the spell if he fails the check, but the creature enjoys its flight bonus.



Combat Modifiers

Certain actions or positions make creatures more likely to hit their targets. This is why a dogfight can become an elaborate dance as both opponents seek to manoeuvre into the most advantageous position. The modifiers apply to manoeuvre checks, melee and ranged attacks and qualify only for three-dimensional combat. If any of the opponents is on the ground, use the normal combat rules in *Core Rulebook I*.

Aerial Combat Modifiers

Circumstance	Modifier
Attacker flying above	+1
Attacker hovering	-3
Attacker flying upwards	-2
Attacker flying downwards	+2
Attacking riderless creature's top angle	+1
Attacker on defender's rear	+2
Attacker on defender's bottom *	+2
Defender hovering	+3
Defender stalling	-4
Defender flying downwards	-2
Defender flying upwards	+2

* Provokes an attack of opportunity from defender.

ELVEN STRONGHOLDS

With the exception of the grey elves and the drow, elves prefer to keep things simple. Their homes and strongholds are not designed to repel invaders - they prefer to design their defences in a way that invaders never reach the stronghold, or even know where it is. Elven towns, cities and camps are open from an architectural point of view, but that does not mean that they are defenceless. Elves employ all manner of magical and mundane tricks to keep intruders away.

Besides their expert craftsmanship, elves count on many arcane and divine spellcasters, master shapers and high magicians to bolster their defences and build their structures in perfect harmony with their surroundings. The most dangerous part about taking war to elven lands is not the physical defences, but the measures that cannot be seen.

STRONGHOLD STRUCTURE

Despite the vast differences in style and architecture, all elven settlements follow the same loose configuration, with each subrace adding its own touch and flavour.

The Heart

The centremost part of any elven settlement is the Heart. It can be a plaza with delicate fountains, a great oak tree, a totem pole or a simple shrine, the important thing is that all the community recognizes this place as sacred. In permanent and large settlements, the Heart is an elaborate affair and contains enchantments for the settlement's defence in the form of triggered High Magic effects (see the Elven Magic chapter). Every settlement with a Heart has a Warden, a character in charge of caring for and defending it. The Warden knows the trigger commands for all of the Heart's effects.

The power of a Heart is measured in levels from 1 to 9, according to the spell effects it can create. The cost to make a Heart's body depends on its power, and once it is ready, it can be enchanted with High Magic rituals. The Heart gives every ritual participant a +5 holy bonus to their Spellcraft check, and it also absorbs 1 point of Constitution damage the high magicians incur

when enchanting it. See the complete rules for High Magic in the Elven Magic chapter.

The costs below are the market prices for a hollow Heart. If it is enchanted, its cost is that listed multiplied by the number of spells it contains. All elves will hunt down anyone selling the Heart of a destroyed elven community and are perfectly willing to go to war over it.

Power slots are the number of spell levels, not actual spells, that the Heart can hold, provided that the spell's level does not exceed its own. A 4th level Heart can hold three 4th level spells, six 2nd level spells or even 12 1st level spells. The spell's level is its original level, not the level augmented by metamagic feats in the High Magic ritual.

Heart Costs

Level	Cost	Power slots	Uses per day
1	600 gp	2	Once per day each
2	3,600 gp	4	Once per day each
3	9,000 gp	6	Once per day each
4	16,800 gp	12	2/day each
5	27,000 gp	15	2/day each
6	39,600 gp	18	2/day each
7	54,600 gp	28	3/day each
8	72,000 gp	32	3/day each
9	91,800 gp	36	3/day each



Prestige Area

The nearest part of the settlement to the Heart, the prestige area, contains the housing for the nobility, clergy and other people of importance (if any).

Public/Common Area

Also near the Heart, elves gather in the buildings of this area to hold court, festivals, markets, etc. In some larger communities, the temples, magic schools and training grounds are here as well.

Commoner Area

The elves do not use the term 'commoner', but this area is where the common people build their homes. It has a collection of general stores, workshops and proper housing.

Inner Perimeter

The inner perimeter marks the last line of defence of an elven community. Sometimes it is not as evident as a high stone wall or a wooden palisade, but even the wood elves' ditches qualify as an inner perimeter. Outposts are located where they cannot be easily seen.

Skirmish Zone

Just outside the inner perimeter, the elves prefer not to do their fighting here, as it means that the enemy is too close to home. The settlement's fighters know this area perfectly well, enabling them to stage swift ambushes and lightning attacks at a minimal risk against intruders. This zone sometimes has several traps and snares, as well as powerful defensive magic. Elven children are shown where all the threats are so they can avoid them when going out of town.

Outer Perimeter

The outer perimeter is a series of hidden outposts that can be as far as a couple of miles from the settlement. Guards have means of contacting and alerting other outposts, like trained hawks, whistling arrows or magical means.

Patrol Zone

Scouts and rangers roam the patrol zone just outside the outer perimeter in order to spot danger as it approaches. Any intrusion of elven lands is bound to start and end here, as the elven warriors move swiftly to intercept any invading force before it gets any closer. Many High Magic effects lay latent in this area, ready for an elf commander or druid to invoke them to turn the tide of battle. Popular effects are *entangle*, *sleep*, and *nondetection*, although creative high magicians



have managed to put in wait an army of animated trees, or booby-trap a ford with water elementals that rush any uninvited crosser.

SUBRACE STRONGHOLDS

Each subrace builds its strongholds in different ways, reflecting in them their outlook and philosophy. Every elven stronghold has a strong sense of community despite the differences. Even the drow's cruel regime and the grey elves' stratified society work because their members know deep in their hearts that they are part of something larger, and their individual efforts gives strength to this.

High Elves' Tree Town

High elves pride themselves on living close to nature and still having a civilization. Nothing exemplifies this better than a tree town. Built high atop the forest canopy, comfortable houses seem to come out of the tree's trunk, its branches making beams and columns to sustain it. While elven carpentry is perfectly able to achieve this effect, the bigger buildings resort to master

shapers to make the transition between wild wood and building walls seamless.

The Heart of a tree town is always the largest tree in the village, adorned with ribbons and colourful offerings. Nearby, the manors of nobles or the town's most prestigious members look directly at the Heart tree. Shrines and temples are situated on the ground, around the Heart's roots, and the common area is here as well to allow for wild cavorting during the festivities high elves so love.

Tree towns have no walls, but the thickets and underbrush are enchanted or booby trapped, with some pathways crossing over them safely and making up the town's entrances. False trails can lead directly to traps. Outposts both in the inner and outer perimeters are incredibly hard to spot (Spot check DC 25) as they are grown from the trees and camouflaged as part of the foliage.

The outer limits and patrol zones of a high elf town contain many enchantments and false trails that lead any accidental trespasser away, none-the wiser of his proximity to an elven community.

Grey Elves' Valley City

The cities of the grey elves are an experiment in exquisite balance of form and function. Built in valleys situated high in the mountains, they often climb onto the rocky slopes with buildings magically shaped from the mountain itself. The basic plan of any grey elf city is a series of concentric rings around the Heart, a breathtakingly beautiful piece of crystal that hums with the wind and refracts the light of the morning and setting sun. When backed up against the mountain, the city takes the shape of a semi-circle.

The royal family reside in the palace, which often surrounds the Heart instead of allowing it to be viewed by anybody. Temples, schools and military garrisons surround the central plaza, which has a limited number of avenues leading to it. In the central plaza, the high classes of grey elf society gather in serene celebrations, while the lower classes have their own gathering places in their districts. The prestige area is surrounded by a solid and well-defended stone wall, which sports the city's deadliest defences.

Outside the inner wall, the rest of the rings are devoted to commercial and guild districts, then to common folk and servants and then to the casteless populace. Although further from the city's centre, grey elves do not allow squats to develop and take care to provide

proper and comfortable housing for every elf living in their city.

The only access to a grey elf city are narrow mountain passes that are easy to defend, if the enemy managed to survive the steep slopes that offer perfect terrain for aerial cavalry. More isolated cities can only be reached by air; if any would-be visitor has the means to fly and reach them, the elves are more inclined to receive him than any vagabond who arrives on foot.

Sea Elves' Reef Town

Sea elves rely on the art of shaping for practical purposes, not aesthetics like the grey elves. In the sea there are not many construction materials and standard building methods simply do not work that well. The aquatic elves build reef towns where they can be close to surface people in order to trade goods. The Heart is a great coral colony with adornments similar to that of a high elf tree town. Fish and other aquatic creatures are allowed to bask in the magic of the Heart, and legends tell that these animals awaken soon after, giving birth to many tales of magical, talking fish.

The sea elves build their homes very close to the Heart, ready to swim to its defence if an attacker comes from above. In larger towns, the barracks occupy a closer



place to the Heart, but the nobles' dwellings are not too far either. The most splendid of the buildings are extremely tall towers that would not have a chance to stand on the surface, but that in the bottom of the ocean make perfect sense. Defences are built vertically, with warriors and unique aquatic siege weapons placed on the top levels of the towers, and less defensible positions near the ocean floor.

The common areas are everywhere, with the sea elves able to gather behind and above each other to listen to their leaders' addresses, and dancing in three dimensions during festivities. Strange algae farms surround the houses of commoners as others go outside in fishing trips equipped with nets and tridents.

Wild Elves' Hunting Camp

A no-nonsense collection of tents marks a *grugach* encampment. Made from the cured skins of the beasts they hunt, the wild elves' tents are dyed in patterns to blend with their surroundings, hiding them even on the middle of a plain. The Heart is a totem pole or another token of the elves' respect for the spirits, and it can be collapsed for ease of transport on any of the beasts of burden they raise. The largest tent belongs to the chieftain, where all his trophies hang or are on display.

The lead shaman or sorcerer lives in a smaller tent painted with many magical patterns. Wild elves choose their winter camps or other more stable camping locations by their proximity to ready sources of water, with shallow caves for shelter.

In the more permanent camps, wild elves set a series of snares and traps that grow increasingly deadly as they approach the camp. Even then, the *grugach* sentries are sure to stop most invaders in the patrol zone. When a force is too large for the wild elves to handle, they rush back to the camp with the alarm and, after dealing with a few nasty surprises, the intruders will only find the ashes of a bonfire and several cursed tokens.

Wood Elves' Village

The villages the wood elves build are very similar in organisation to the wild elves' camps. Wood elves make a wide clearing at the centre of which they build a bonfire surrounded by four adorned posts. The fire itself is the Heart, and the Warden is tasked with the duty of never letting the fire go out. The wood elves do not strip the woods for the Heart's fuel, trusting in the alchemical substances they brew to keep it alight. The chieftain and clan elders gather in a wooden longhouse, but none of them live there.

Huts and cabins surround the Heart in a haphazard circle, with homes doubling as workshops and each having its own holding pen for the animals the wood elves sometimes ride, which are not always horses. A palisade of sharpened logs stands behind a similarly prepared ditch, with four or more watchtowers along its length.

Like the high elves, wood elves prefer to live in deep forests and jungles, taking advantage of the terrain to hide their villages and conceal their outposts and patrols.

Drow Underground City

The twisted architecture of the dark elves has a terrible beauty, and any who see it must admit that, as corrupt and evil as they are, drow are still elves. Needle-like towers rise from great cavern floors, almost meeting the ones that hang from the ceiling, giving the impression that the city is the open maw of some great beast, ready to devour all within. Even if the drow have no need of light, they line many of their edifices with glowing fungi, so that visitors, slaves and prisoners can be cowed by the city's dark splendour.

The Heart of a drow city is hidden in the bowels of the temple-palace of the Spider Queen, a foul mass of throbbing webs that glows with an inner light as it hangs from the cavern that holds it. None, save the highest-ranking priestesses, may look at the Heart, and even fewer know the trigger words to call upon its power. Priesthood and nobility all reside in this large building, its labyrinthine corridors housing also the magic schools where males can try to rise above their station.

The city has several small plazas connected by a network of avenues that resemble, unsurprisingly, a gigantic spider's web. A shrine to the goddess dominates each plaza, and a minor priestess acts both as a spiritual guide and as a government check on the population. Like grey elves, the drow reserve the outer rim of their city to pariahs, in this case the slaves, prisoners and embassies from other subterranean races that are too strong for the drow to attack. Unlike grey elves, the slaves live in squalor, often dying of disease as much as the depredations of a drow 'pet' on the loose.

The drow's favourite outer defences are collapsible cavern walls that hide pockets dug into the rock, where guards hide in ambush with monstrous spiders and other creatures they raise as war beasts.

'You are pretty good, for a human,' said Lyaree, peering over Seila's shoulder, the waifish elf maiden inspecting how the human rogue managed open the lock of the iron door.

'And you're pretty noisy, for an elf,' Seila retorted, giving a final pull on her wire and hearing the lock click open.

'Ooooh, good one!' Lyaree giggled. 'So... what convinced you to take to this crazy job. I know human guildsmen and women and they are not entirely altruistic.'

'I have my reasons,' the dark-haired woman answered briefly, testing the door. 'We'd better go fetch the others. I'm not keen on exploring a dark corridor behind an iron door without some fighter support.'

'He *is* pretty hot, is he not?' The elf girl followed the human woman back to where the rest of their combined adventuring band waited. 'I mean, he's so-so for an elf, but I guess he looks worthy of a drool or two to a human.'

'Would you please shut up?' Seila was growing uncomfortable with her colleague's comments. She was going to add another comment when the elf girl stopped cold. She stood quietly, trying to listen. Both women looked at each other and, in a silent and instant agreement, broke into a dash.

* * *

The band was composed mainly of elves from several races, but they had discovered early that their companions were a great help in this mission to raid a rogue drow wizard's castle. The mist elf bard had hit it off instantly with the dwarven war priest from a mercenary company, both sharing tales of war and heroism. Of the elite fighters, the party was blessed with one master bladesong warrior and a true bladesinger apprentice, plus the bladedancer from the khilasa tribes.

The wood elf ranger stood apart, talking with the centaur that had joined them shortly after returning to the mainland, while human and elf wizards exchanged notes. It was quite a group indeed.

'I am surprised the wizard hasn't discovered this secret entrance,' the dwarf said suddenly. 'He took this fortress... what, ten years ago? A dwarf would have scoured the place and turned up every stone before moving in.'

'We are counting on that. We want him to expect us,' the elf wizard answered. 'The conclave would not have sent such a large group if they wanted us to go unnoticed.'

'We are sent to cause him as much damage as possible, then?' The copper-skinned elf woman asked, testing the strength of her skirt blades while they all waited for the rogues. 'Works for me. The blood of my family will be washed with a like amount.'

'We have company!' Everybody jumped onto their guard as the rogues almost ran into them.

Like a well-oiled machine, elves and elf-friends stood their ground, waiting for their enemy. A few seconds after the two women had arrived, a swarm of spiders the size of dogs came into view.

'Now *this* is why I hate drow,' the mist elf bard said in a deep voice. 'They are *so* unoriginal!'



DESIGNER'S NOTES

I have a confession to make. When I was first assigned to write *The Quintessential Elf*, I was getting sick of elves. Maybe it was the rather psychotic elf characters two of my friends play in our regular game, or maybe it was the incredible amount of webcomics with elf or elf-like characters that flood the internet. The point is that I was about to put elves on my list of 'things that hype made me hate'. It was very ironic that I got to write this book, but I am also very glad that I did because, in the course of filling the outline with ideas and then fleshing them out, I started liking elves again.

There is a second confession I have to make: this is the first big book I've written all by myself, with my name all alone in the authors' credit part. While I put on my best professional face and uttered the writer's motto 'I can write it', I was really very nervous about the project. Many things were going on with my life, and a couple of personal projects fell by the wayside as I truly didn't know how much work it was going to be, but now it is done, and I look back at the first document with the book's synopsis and I wonder... 'how in hell did I manage to do this?'

Easy - one chapter at a time. My first goal was to take the old D&D elf and make it something exciting, and I set to inject from the original sources. There is a lot of Tolkien in the magic systems and in some of the secrets, as well as a bit of *ElfQuest* in the prestige classes and the subraces. I do lament not having enough space to make a decent Tuatha de Danaan or describe the Norse alfar, but the mist elves were my little nod to some of the original mythological sources. I also fished out old TSR supplements, looking for which ideas were good and which I did not care to see revived. I am sure that many will not agree with my choices, but hopefully the balance of the revisited and the original will satisfy newcomers to the game as well as veteran role-players (I

did have a birthday in the course of writing this book that brought me closer to my 30's).

Reworking the existing subraces was an entertaining exercise, and the new ones were a blast to come up with. The prestige classes and character concepts were a chance to explore the ideas of elvendom I wanted to focus on. The feats and the tricks of the trade were the answer to the eternal question of 'how did Legolas manage to do *that*?' and some parts of the secrets of the elves allowed me to deal, if only briefly, with the deeper philosophical questions of what being an elf means.

However, the part I am most proud of is the aerial combat chapter. I am a fan of simulations and tactical games but I am really lazy about maths, so I wanted the rules to be easy, manageable and to capture the fun of a good dogfight. The next time my players want to capture a pegasus when *polymorphed* into a young dragon, I can have a set of simple rules to lean on.

Those and other ideas kept pouring out of my head, and I discussed them with a couple of friends, who are both elf lovers and were very dismayed that I, a self-confessed-elf-basher, was going to write about elves. But I hope they will be satisfied, because I fell back in love with the secret world of this race, their mystery, their paradoxical nature, their relationship with the fey and, through that, to the very essence of their world.

To finish off this diatribe, I would like to dedicate this, my first big book, to my elf-loving friends (please... don't love them just because they are pretty!) and to my girlfriend, who should be joining the German Air Force when the book hits the stands, fulfilling her lifelong dream (the Aerial Combat chapter is for you). Oh, and to my computer, which underwent two disk formats, two reinstalls, one upgrade, and one near-death experience while I was writing the book.

Cheers!

Alejandro Melchor



RULES SUMMARY

Foraging Herbs

Herb purpose	Search DC	Wilderness Lore DC	Skill to use
Alchemical component	17	16	Alchemy
Antitoxin	17 + poison's Fort save	15 + poison's Fort save	Alchemy or Profession (apothecary)
Cooking ingredient	14	14	Profession (cook)
Healing herb I	18	15	Heal
Healing herb II	20	17	Heal
Healing herb III	25	20	Heal
Nourishing berry I	14	12	none
Nourishing berry II	16	14	none
Poison	17 + poison's Fort save	15 + poison's Fort save	Alchemy
Spell component	18 + spell's level	15 + spell's level	none

Season and Terrain Modifiers

Season	DC modifier	Terrain	DC modifier
Spring	-2	Mountain	+1
Summer	-1	Forest	-4
Autumn	+1	Desert	+4
Winter	+2	Hills	+2
Climate		Plains	+1
Cold	+2	Swamp	-2
Temperate	0	Civilised Area	-1
Warm	-2		

Circumstance Modifiers

Circumstance	DC Modifier
Herb's season	-2
Herb's terrain	-2

Archery Trick Shots

Prerequisite: 8 ranks in Craft (bowmaking)

Trick shot	Required feat	Skill check
Acrobatic Shot	Shot on the Run	Jump, Climb or Tumble (DC original check's +4)
Ambushing Shot	Shot on the Run, Lightning Reflexes	Hide (DC target's AC +4)
Cover Fire	Rapid Shot, Expertise	Intimidate (DC opposed)
Curving Shot	Precise Shot	Craft (bowmaking) (DC 18 +2 for every 5 feet of deviation)
Fast Aim	Precise Shot, Rapid Shot	Spot (DC target's AC +2)
Knock Shot	Precise Shot, Improved Disarm	Spot (DC target's AC +object's size modifier)
Pin Shot	Precise Shot	Spot (DC target's AC +2)
Spinning Shot	Precise Shot	Craft (bowmaking) (DC 17 +2 per extra point of damage)
Subduing Shot	Point Blank Shot	Craft (bowmaking) (DC 14)
Twin Shot	Rapid Shot	Craft (bowmaking) (DC equal to highest target AC)

Animal Training Table

Creature Type	Time	DC (Young)	DC (Adult)
Domestic animal	2 months	10	15
Vermin	2 months	10 + creature's HD	10 + creature's HD
Wild animal	2 months	13 + creature's HD	20 + creature's HD
Beast or Magical Beast	2 months	18 + creature's HD	25 + creature's HD

RULES SUMMARY

Elf Feats

Feat	Prerequisite
Aerial Mounted Combat (General)	Ride skill, Mounted Combat
Arcane Birth-Gift (Elf)	Wis 12+
Bonding (Elf)	
Born to Ride (General)	Ride skill
Bounce Spell (Metamagic)	Enlarge Spell
Ears of the Fox (General)	Listen skill
Encompassing Spell (Metamagic)	Enlarge Spell, Grow Spell, High Magic
Eyes of the Hawk (General)	Spot skill
Forage (General)	Wilderness Lore skill
Fletcher (General)	Craft (bowmaking) skill
Grow Spell (Metamagic)	
High Magic (Metamagic)	Elf, spellcaster level 9th
Improved Low-light Vision (General)	Low-light vision
Joy of Life (Elf)	Must be at least 200 years old
Lasting Spell (Metamagic)	Extend Spell, High Magic
Manifestation (Elf)	Elf, Cha 15+
Massive Spell (Metamagic)	Enlarge Spell, Encompassing Spell, Grow Spell, High Magic
Mount Empathy (General)	Animal Empathy skill, Ride skill, must speak Sylvan
Nature Sense (General)	Wis 15+. Elf or able to cast 1st-level divine spells
Perfectly Still (General)	Dex 12+
Prophetic Dreams (Elf)	Con 15+
Ranged Threat (General)	Point Blank Shot, Rapid Shot
Trick Shot (General)	Proficiency with any bow, Dex 15+, Point Blank Shot

Armour Table

Armour	Armour		Max. Dex Bonus	Armour Check Penalty	Arcane Spell Failure	Speed		Weight
	Cost	Bonus				(30 ft.)	(20 ft.)	
Light Armour								
Arcane Chainmail	4,200 gp	+4	+5	-2	10%	30 ft.	20 ft.	20 lb.
Camouflage Armour	50 gp	+3	+5	-1	15%	30 ft.	20 ft.	15 lb.
Ironwood Armour	40 gp	+4	+3	-2	20%	30 ft.	20 ft.	25 lb.
Night Leather	60 gp	+2	+8	0	5%	30 ft.	20 ft.	5 lb.
Medium Armour								
Battle Robes	2,500 gp	+4	+4	-2	15%	20 ft.	15 ft.	15 lb.
Hunter's Hide	20 gp	+3	+3	-3	20%	30 ft.	30 ft.	25 lb.
Elven Half-Plate	4,600 gp	+7	+2	-4	30%	20 ft.	15 ft.	25 lb.
Extras								
Mithral Skirt	+1,200 gp	+2	-1	-	-	-	-	+8 lb.

Group Tactics

Tactic	Useful Abilities
Harry	Dodge, Mobility, Spring Attack, Shot on the Run feats.
Shadow	<i>Invisibility, whispering wind</i> and divination spells. Familiar or animal companion signalling, Innuendo skill.
Pack Tactics	<i>Detect magic, bless</i> , bardic music. Power Attack, Cleave feats, Intimidate skill.
Terrorise	Illusion magic. Precise Shot, Shot on the Run, Combat Casting, Quicken Spell feats.

Simple Weapons – Melee

Weapon	Size	Cost	Damage	Critical	Range Increment	Weight	Type
Claw Club	Medium	2 sp	1d6	19-20/x2	-	3 lb.	Bludgeoning and slashing

Simple Weapons – Ranged

Weapon	Size	Cost	Damage	Critical	Range Increment	Weight	Type
Slingshot	Tiny	5 sp	1d4	x2	40 ft.	1 lb.	Bludgeoning

Martial Weapons – Melee

Weapon	Size	Cost	Damage	Critical	Range Increment	Weight	Type
Greatsword, Crystal	Large	150 gp	2d6	19-20/x2	-	12 lb.	Slashing
Longsword, Crystal	Medium	45 gp	1d8	19-20/x2	-	3 lb.	Slashing
Sword, short, crystal	Small	30 gp	1d6	19-20/x2	-	2 lb.	Slashing
Sword, Singing	Medium	20 gp	1d8	19-20/x2	-	4 lb.	Slashing
Skylance	Large	20 gp	1d10	x3	-	12 lb.	Piercing

Exotic Weapons – Melee

Weapon	Size	Cost	Damage	Critical	Range Increment	Weight	Type
Skirt Blades	Small	6 gp	1d4/1d4	x2	10 ft. (reach)	4 lb.	Piercing
Sword, Skirmish	Medium	25 gp	1d6/1d4	19-20/x2	-	5 lb.	Piercing and slashing

Exotic Weapons – Ranged

Weapon	Size	Cost	Damage	Critical	Range Increment	Weight	Type
Crossbow, Bracer	Small	85 gp	1d4	19-20/x2	30 ft.	2 lb.	Piercing
Whipbow	Large	80 gp	*	✓	*	3 lb.	Piercing or slashing

Ammunition

Weapon	Size	Cost	Damage	Critical	Range Increment	Weight	Type
Arrow, Broad (20)	Tiny	15 sp	1d8 or 1d10	x3	-10 ft.	4 lb.	Piercing
Arrow, Tracer (10)	Tiny	2 gp	As bow	x3	As bow	3 lb.	Piercing

* 1d10 (ranged) or 1d4 (melee), ✓ x3 (ranged) or x2 (melee), * 90 ft. (ranged) or 10 ft. (melee reach)



RULES SUMMARY



Special and Superior Items

Item	Cost	Weight
Gossamer thread	Garment x3	-
Liquid light	4 gp	-
Ironwood balm	40 gp	-
Bottled mist	15 gp	1 lb.
Sleeping mist	30 gp	1 lb.
Elven wine	20 gp in elven lands, 300 gp anywhere else.	2 lb.
Fey spirits	30 gp in elven lands, 450 gp anywhere else.	2 lb.
Oiled bowstring	5 gp	-
Chameleon paint	4 gp	-
Spidersilk	25 gp	5 lb.
Glowwand	1 gp	1 lb.
Naphtha	40 gp	1 1/4 lb.
Faerie dust	15 gp	1 lb.
Cold fire (torch)	1 sp	1 lb.
Cold fire (flask)	5 sp	1 lb.

Elven Stronghold Heart Costs

Level	Cost	Power slots	Uses per day
1	600 gp	2	Once per day each
2	3,600 gp	4	Once per day each
3	9,000 gp	6	Once per day each
4	16,800 gp	12	2/day each
5	27,000 gp	15	2/day each
6	39,600 gp	18	2/day each
7	54,600 gp	28	3/day each
8	72,000 gp	32	3/day each
9	91,800 gp	36	3/day each

Equipment Table

Item	Cost	Weight
Camouflage Paint	15 gp	-
Climbing Canes	5 sp	2 lb.
Elven Lyre	80 gp	3 lb.
Horn Harp	115 gp	3 lb.
Orrery, Small	1,200 gp	5 lb.
Quickshot Quiver	5 gp	1 lb.
Star Robes	750 gp	8 lb.
Twin Flutes	5 gp	1 lb.
Travelling Cloak	12 gp	2 lb.
Waybread (per 3 days)	5 sp	1 lb.
Windsaddle	60 gp	40 lb.
Wood Chimes	4 sp	10 lb.

Elven Deity Archetypes

Archetype	Domains
Elven Allfather (Greater Deity, CG)	Chaos, Good, Protection and War.
Lord of the Deep (Intermediate Deity, CG)	Good, Knowledge, Sea.
Lady of Wind (Intermediate Deity, CG)	Air, Knowledge and Music.
Lord of Mysteries (Lesser Deity, NG)	Death, Dream and Magic
Goddess of Love (Lesser Deity, CG)	Healing, Love, Music and Trickery.
Keeper of Time (Greater Deity, LN)	Law, Knowledge, Magic and Sun.
The Trickster (Intermediate Deity, CN)	Chaos, Luck, Travel and Trickery.
The Wyld Hunter (Intermediate Deity, N)	Forest, Strength, Sun and Travel.
The Spider Queen (Greater Deity, CE)	Chaos, Evil and Strength.
The Loremaster (Lesser Deity, CG)	Knowledge, Luck and Travel.

Manoeuvrability Modifier

Manoeuvrability	Manoeuvrability Multiplier
Clumsy	x .5
Poor	x .75
Average	x 1
Good	x 1.5
Perfect	x 2

Examples (values are given between parentheses)

Creature	Size	Speed /Manoeuvrability	Flight Bonus
7th level human sorcerer under <i>fly</i> spell	Medium (+0)	90 ft. (9) / Good (x1.5)	+13
Beholder	Large (-1)	20 ft. (2) / Good (x1.5)	+2
Chimera	Large (-1)	50 ft. (5) / Poor (x.75)	+2
Gargoyle	Medium (+0)	75 ft. (7) / Average (x1)	+7
Griffon	Large (-1)	80 ft. (8) / Average (x1)	+7
Juvenile Gold Dragon	Large (-1)	200 ft. (20) / Poor (x.75)	+14
Manticore	Huge (-2)	50 ft. (5) / Clumsy (x.5)	+0
Pegasus	Large (-1)	120 ft. (12) / Average (x1)	+11
Will-o' Wisp	Small (+1)	50 ft. (5) / Perfect (x2)	+11
Wyvern	Huge (-2)	60 ft. (6) / Poor (x.75)	+2

The pegasus and the dragon are accomplished aerial fighters, because of their speed and manoeuvrability, with magic giving the sorcerer a great edge. The wyvern and the manticore do not fare well against other flyers, being mainly predators who hunt grounded prey. Even if the will-o' wisp and the beholder err on the slow side of speed, their good and perfect manoeuvrability allow them to break off from aerial combat easily, although the beholder has its size stacked against it.

The Manoeuvre Check

When performing tactical manoeuvres or some aerial attacks, the creature rolls a manoeuvre check. This check consists in a skill check or saving throw with the flight bonus added to the result. Players and Games Masters choose what skill or save applies to the creatures or characters, and this choice remains until the end of the aerial encounter.

If the flyer is	Add the flight bonus to
A flying creature	Reflex saves
A character riding a flying creature, with the Flying Mounted Combat feat	Ride or Handle Animal checks
A character riding a flying creature, without the Flying Mounted Combat feat	Ride checks. Handle Animal checks are at -2
A character polymorphed into a flying creature	Reflex saves
A winged character	Reflex saves
A character under the effects of a spell that allows flight *	Spellcraft check or Reflex save
A character using a magic item to fly *	Use Magic Device or Spellcraft checks, or Reflex saves

* For magic-enabled flight, consult the spell or magic item's description for speed and manoeuvrability



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The Quintessential Elf



CHARACTER _____ PLAYER _____
 CLASS _____ LEVEL _____
 CHARACTER CONCEPT _____
 SUBRACE _____ ALIGNMENT _____
 PATRON DEITY / RELIGION _____
 PLACE OF ORIGIN _____ FIGHTING STYLE _____

ABILITY SCORES

HIT POINTS

ARMOUR

	TEMP		TEMP	
	SCORE	MODIFIER	SCORE	MODIFIER
STRENGTH				
DEXTERITY				
CONSTITUTION				
INTELLIGENCE				
WISDOM				
CHARISMA				

SUB DMG	
HIT DIE	
DAMAGE REDUCTION	

ARMOUR

◯ = 10 +
 CLASS
 ARMOUR WORN

ARMOUR	SHIELD	DEX	WIS	SIZE	NATURAL	MISC

MAX RANKS = LVL +3 (2) CROSS CLASS KEY ABILITY MODIFIERS
 TOTAL ABILITY RANKS MISC

ALCHEMY	Y / N	INT				
ANIMAL EMPATHY	Y / N	CHA				
APPRAISE ✓	Y / N	INT				
BALANCE ✓	Y / N	DEX *				
BLUFF ✓	Y / N	CHA				
CLIMB ✓	Y / N	STR *				
CONCENTRATION ✓	Y / N	CON				
CRAFT ✓ (POISONS)	Y / N	INT				
CRAFT ✓ (TRAPMAKING)	Y / N	INT				
CRAFT ✓ ()	Y / N	INT				
DECIPHER SCRIPT	Y / N	INT				
DIPLOMACY ✓	Y / N	CHA				
DISABLE DEVICE	Y / N	INT				
DISGUISE ✓	Y / N	CHA				
ESCAPE ARTIST ✓	Y / N	DEX *				
FORGERY ✓	Y / N	INT				
GATHER INFORMATION ✓	Y / N	CHA				
HANDLE ANIMAL	Y / N	CHA				
HEAL ✓	Y / N	WIS				
HIDE ✓	Y / N	DEX *				
INNUENDO	Y / N	WIS				
INTIMIDATE ✓	Y / N	CHA				
INTUIT DIRECTION	Y / N	WIS				
JUMP ✓	Y / N	STR *				
KNOWLEDGE ()	Y / N	INT				
KNOWLEDGE ()	Y / N	INT				
KNOWLEDGE ()	Y / N	INT				
KNOWLEDGE ()	Y / N	INT				
LISTEN ✓	Y / N	WIS				
MOVE SILENTLY	Y / N	DEX *				
OPEN LOCK	Y / N	DEX				
PERFORM ()	Y / N	CHA				
PICK POCKET	Y / N	DEX *				
PROFESSION ()	Y / N	WIS				
READ LIPS	Y / N	INT				
RIDE ✓	Y / N	DEX				
SCRY ✓	Y / N	INT				
SEARCH ✓	Y / N	INT				
SENSE MOTIVE ✓	Y / N	WIS				
SPELLCRAFT	Y / N	INT				
SPOT ✓	Y / N	WIS				
SWIM ✓	Y / N	STR *				
TUMBLE	Y / N	DEX *				
USE MAGIC DEVICE	Y / N	CHA				
USE ROPE ✓	Y / N	DEX				
WILDERNESS LORE ✓	Y / N	WIS				
	Y / N					

SAVING THROWS

	TOTAL	BASE	ABILITY	MAGIC	MISC	TEMP	MODIFIERS
FORTITUDE (CON)							
REFLEX (DEX)							
WILL (WIS)							

COMBAT BONUSSES

	TOTAL	BASE	ABILITY	SIZE	MISC	TEMP	MODIFIERS
INITIATIVE (DEX)							
MELEE (STR)							
RANGED (DEX)							

AC WHEN ELAT FOOTED	AC VERSUS TOUCH ATTACKS	MISS CHANCE	MAX DEX BONUS	ARMOUR CHECK PENALTY	ARCANE SPELL FAILURE	SPELL RESISTANCE

WEAPON AND ARMOUR PROFICIENCIES

WEAPONS

WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								
WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								
WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								
WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								

EQUIPMENT

ITEM	LOCATION	WT	ITEM	LOCATION	WT
CURRENT LOAD			TOTAL WEIGHT CARRIED		

FEATS

NAME	EFFECT

CLASS/RACIAL ABILITIES

ABILITY	EFFECT

MOVEMENT / LIFTING

MONEY & GEMS

Movement	Rate	Movement	Rate	
Walk (= Base)		Hour Walk		
Hustle		Hour Hustle		
Run (x 3)		Day Walk		
Run (x4)		Special		
Load	Weight Carried	Max Dex	Chk Pen	Run
Light		-	-	-
Medium		+3	-3	x4
Heavy		+1	-6	x3

CP -
SP -
GP -
PP -
GEMS -

LIFT OVER HEAD
- MAX LOAD

LIFT OFF GROUND
- 2 X MAX LOAD

PUSH OR DRAG
- 5 X MAX LOAD

LANGUAGES

EXPERIENCE

<p style="text-align: center;">TOTAL EXPERIENCE</p> <p style="text-align: center;">XPS NEEDED FOR NEXT LEVEL</p>

HEAL RATE PER DAY

WIZARD SPECIALIST SCHOOL:

CLERIC DOMAINS:

WIZARD PROHIBITED SCHOOL(S):

SPELL BOOK

SPELL	LEVEL	EFFECT

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS	# SPELLS KNOWN
<input style="width: 50px; height: 20px;" type="text"/>	0	<input style="width: 50px; height: 20px;" type="text"/>	<input style="width: 50px; height: 20px;" type="text"/>	<input style="width: 50px; height: 20px;" type="text"/>
<input style="width: 50px; height: 20px;" type="text"/>	1ST	<input style="width: 50px; height: 20px;" type="text"/>	<input style="width: 50px; height: 20px;" type="text"/>	<input style="width: 50px; height: 20px;" type="text"/>
<input style="width: 50px; height: 20px;" type="text"/>	2ND	<input style="width: 50px; height: 20px;" type="text"/>	<input style="width: 50px; height: 20px;" type="text"/>	<input style="width: 50px; height: 20px;" type="text"/>
<input style="width: 50px; height: 20px;" type="text"/>	3RD	<input style="width: 50px; height: 20px;" type="text"/>	<input style="width: 50px; height: 20px;" type="text"/>	<input style="width: 50px; height: 20px;" type="text"/>
<input style="width: 50px; height: 20px;" type="text"/>	4TH	<input style="width: 50px; height: 20px;" type="text"/>	<input style="width: 50px; height: 20px;" type="text"/>	<input style="width: 50px; height: 20px;" type="text"/>
<input style="width: 50px; height: 20px;" type="text"/>	5TH	<input style="width: 50px; height: 20px;" type="text"/>	<input style="width: 50px; height: 20px;" type="text"/>	<input style="width: 50px; height: 20px;" type="text"/>
<input style="width: 50px; height: 20px;" type="text"/>	6TH	<input style="width: 50px; height: 20px;" type="text"/>	<input style="width: 50px; height: 20px;" type="text"/>	<input style="width: 50px; height: 20px;" type="text"/>
<input style="width: 50px; height: 20px;" type="text"/>	7TH	<input style="width: 50px; height: 20px;" type="text"/>	<input style="width: 50px; height: 20px;" type="text"/>	<input style="width: 50px; height: 20px;" type="text"/>
<input style="width: 50px; height: 20px;" type="text"/>	8TH	<input style="width: 50px; height: 20px;" type="text"/>	<input style="width: 50px; height: 20px;" type="text"/>	<input style="width: 50px; height: 20px;" type="text"/>
<input style="width: 50px; height: 20px;" type="text"/>	9TH	<input style="width: 50px; height: 20px;" type="text"/>	<input style="width: 50px; height: 20px;" type="text"/>	<input style="width: 50px; height: 20px;" type="text"/>
<input style="width: 50px; height: 20px;" type="text"/>	SPELL SAVE DC MOD			

MAGIC ITEMS

HENCHMEN AND MERCENARIES

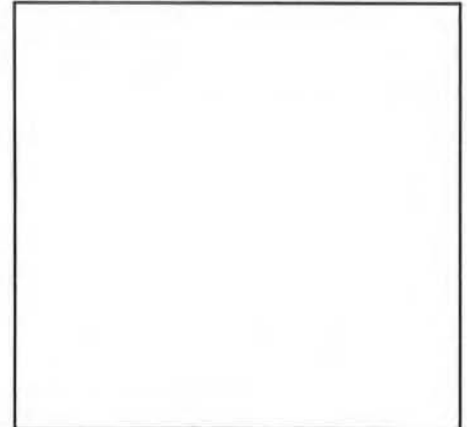
NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES														
NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES														
NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES														
NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES														

PHYSICAL APPEARANCE	AGE	SEX
	HEIGHT	SIZE
	WEIGHT	HAIR
	EYES	HANDEDNESS

QUOTE / FAVOURITE SAYING

CHARACTER SKETCH

PERSONALITY AND CHARACTER



ENEMIES, ALLIES, PAST ACQUAINTANCES

BACKGROUND & FURTHER NOTES

TRAINED ANIMALS														
TYPE	HD	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA	TRAINING SLOTS	TRICKS AND ATTITUDES

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THE QUINTESSENTIAL ELF

Living for an eternity, elves are free spirits of nature made flesh, revelling in their connection with all things magical and proud of the power flowing in their blood. The unseen voice echoing among the trees with a promise of swift death to any intruder, the master shaper who asks nature to co-operate in the building of fantastical dwellings, the warrior who charges into the field atop a flying beast, the child whose soul is still strong with the power of the fey, the renegade who worships dark deities deep below the ground, the artist who keeps magic and tradition alive through song and dance, the wizard who bends magic to his will by the power of his ancient blood. All of these are a few examples of elves, the most traditional and vivid of all fantasy races. The Quintessential Elf is a sourcebook that will greatly expand the options available for elf characters regardless of the class they belong to, giving elements to flesh them out as unique beings beyond a few racial bonuses.

Inside You Will Find:

Character Concepts

Elven Magic

The Prestige Elf

The Elven Pantheon

Tricks of the Elves

Secrets of the Elves

Elven Feats

Aerial Combat

Tools of the Elves

Elven Strongholds

Elven Subraces

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