



Wärdens of the Wild

A Lorebook of Elders



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PATHFINDER
ROLEPLAYING GAME COMPATIBLE

5th Edition
Compatible

Wardens of the Wild

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FOREWORD

"Glorfindel was tall and straight; his hair was of shining gold, his face fair and young and fearless and full of joy; his eyes were bright and keen, and his voice like music; on his brow sat wisdom, and in his hand was strength."

-J.R.R. TOLKIEN, THE FELLOWSHIP OF THE RING

Before Total Party Kill Games was even a vision, before I even played RPG's, I loved elves. I was ten years old when Ralph Bakshi's version of JRR Tolkien's epic was in the theaters. My sister, thinking it was going to be like the Rankin & Bass version of 'The Hobbit' took her son (my nephew) and I to see it. To say that I sat slack-jawed in the theater for the entire time Bakshi's film played, and that I still remember walking out of the theater exalting with my nephew that we had just seen the coolest thing in the world, does not bring justice to the memory. I remember clutching my chest each time Boromir took an arrow to his. I remember cheering when Gandalf came riding in with the Rohirrim to save the day at Helm's Deep. I still remember how the air smelt that night. I was ten, and life was a lot more innocent in the 70's -- at least for a 10 year old.

But why elves? Certainly the cartoon version of LOTR didn't paint them in any extraordinary light. But seeing that movie was the lightswitch. Very soon I devoured The Hobbit and had read The Lord of the Rings by the time I was twelve. There is a lot going on in LOTR, a lot more than a twelve year old could comprehend, but the mystery of Tolkien's elves was a lure in my imagination that kept bringing me back in. I still sometimes just read The Council of Elrond.

About this time I was introduced to a purple box with a female mage and male warrior fighting a dragon on the cover, a strange game with odd shaped dice. Soon the world's most popular RPG in a red, then blue, then green box, was a staple in my life. I had a period where girls and beer were more important (or proved more distracting) than the game, but Tolkien's lure managed to keep his world

and elves in my life; reading the trilogy again by the time I was 14, 16, 18 and so on. Yes, even in my alcohol soaked 20's I managed to read it at least twice. Every time I read it, I became more engrossed with the past described in Tolkien's world. Who was Glorfindel, and why wasn't he afraid of the Nazgul?

Finally the Silmarillion made its way to me, and it all fell into place. The Elves were Firstborn – supernaturally gifted - and superior. That is all anyone ever needed to know. I mean, c'mon. They live forever, were immune to disease, communicated with the Valar, and magic was so common to them that they didn't even refer to it as magic. Some elves existed in "both worlds" – heaven and the prime material – at the same time, so the Nazgul had no power over them. Elves in the red blue and green box were pretty cool, but they weren't Silmarillion cool. Sadly, I was underexposed to the RPG world, and missed I.C.E's role-playing game of this most famous of fantasy worlds.

This lack of exposure did however foster my drive to tinker with rulesets in the World's Most Popular Role-Playing game. I was determined to make elves in the game... better. Oh let's not kid ourselves, I was trying to make them SUPERIOR.... Or as Brian Berg would say, "You know, the master race. Nazis." He always had a way of knocking me back into reality when I would get on the "elves are better" kick. That isn't to say that Brian doesn't like elves. He just prefers draw... Kidding aside, we did share a common historical/fiction/RPG belief: from Earth history (Nordic Dark Elves) to modern fiction (Moorcock's Elric), the Elves were around first, and they did it, whatever it is, or was, better than everyone else. And, well, we thought that current version of elves was a bit narrow – at least mechanically.

Harken back to the days when game modules were written to make sense of the situation/storyline, balance be damned, and you have the ingredients for the recipe that is TPK Games. Not that we ignore balance. But we want to give some meat to the fact Elves are over a hundred years old when they start the game. What did they do with that hundred years? Surely not all elves are the same, and a hundred years adolescence should master itself in a few different ways. Most RPGs paint elven history

as old before the other races were born. What do they know? What can one benefit from such an old and well educated culture? Options are needed. We like to provide.

Tolkien may have been the inspiration for fantasy role-playing games, and he certainly was my inspiration into finding (the One) rpg. His mastery of words and mystery of elves has been ever-burning kindling for my imagination; to create and not just emulate. Writing for this project has truly brought my past back to me, remembering the magic of my youth.

Thank you, J.R.R. Tolkien, I hope our efforts here spark others to create, dream, and maybe one day reminisce as well.

-PJ Harn

Introduction

Today, elves are generally accepted by most humanoids to be one of the civilized races, and can be found rubbing shoulders and living peacefully with humans, dwarves, halflings, half-orcs, and gnomes, without anyone thinking twice about them. But there was a time, in the ancient past, when the elves first encountered the other humanoid races, when they were not seen as simply agile humans with long lives and pointed ears, but were in fact an alien and entirely hostile race that appeared one day as if from nowhere.

Sages are uncertain exactly where it is that elves came from, or exactly when it was that they arrived, or under what circumstances, but it is widely accepted that their origins lie in a far off and inaccessible place. One first-hand account from the time, the Journal of Saeran Ashby, several copies of which have miraculously survived to present day, recounts the story of Saeran's accidental foray into the elves' home realm, which he described as "a beautiful and pristine forest, more lush and vibrant than any I had ever seen," and his terrifying encounters with the ethereally-beautiful, yet callous and cold elves, who hunted him through their realm for sport before he finally escaped and returned home.

Some believe the place that Saeran describes to be another plane of existence, a more natural and primordial plane, inhabited by fey creatures, and that these first elves were, in fact, a type of fey, who have, after generations living on the Material Plane, lost touch with much of their supernatural heritage. Others claim that the place is actually a distant planet, which, while fantastic in appearance, is actually a part of the Material Plane itself, and its natural and fey-like appearance is simply an outgrowth of the elves' natural tendencies towards these things.

While the nature of their home is unclear, it is established fact that, millennia ago, passage between that place and the world we know became very commonplace, with portals opening in sylvan glades, usually in rings of stones or of toadstools. Humans and other humanoids would stumble quite by accident into elven territory, often meeting tragic ends, while elves eventually began sending hunting and scouting parties into the world of the humans, hunting them for sport, luring them back to their lands for unknown purposes, and generally toying with the strange, ugly, short-lived creatures that they encountered.

There are not many records from this time left today, but those few that remain record that in this time, the elves had a few particular approaches that they preferred, which differ somewhat from the elves of the modern world. At that time, the elves were known for their incredible beauty, as well as its darker side, for elven men and women alike would seduce other humanoids, using their bewitching beauty to ensnare them for evil purposes. The other hallmark of the ancient elves was their affinity for disease. Some modern scholars argue that this may be somewhat misleading, and that the elves merely brought with them diseases from their own realm which were unknown here, and that while the elves were quite used to them, the humanoid races had no resistance. They go on to say that rather than using these diseases deliberately, the ancient elves inflicted them on the world quite by accident. Other scholars are less trusting in their interpretations.

Though relations between elves and the other humanoid races began quite antagonistically, at some point the portals connecting to the elven

realm began to close. Like much else about the time, the reason for this is lost to history, but it left a number of elves stranded in the humanoid world, and, over time, they began to adjust, and relations with the other races improved, until they eventually became the elves that we know today, many of whom know as little about their ancient ancestors as members of other races do. Scholars well-versed in this ancient history wonder, however, what must have happened to the elves who remained in their strange and insular realm, and what would happen if the portals between the two worlds were to open once more...

'The Culling'

We saw the smoke as our longship pushed up stream towards our home. Rounding the bend and nearing the dock, we saw that several buildings had been on fire, though only a few were destroyed: one home, the mead hall, a storage building that did not hold grain. The tactics looked too familiar. We often left villages with enough provisions to survive, so that they could be pillaged again. We generally only took a few slaves, mostly young women, but never enough to reduce their capacity to reproduce, and rebuild the village. Our "Jarl" called it 'sustainable culling'. It did not truly resemble the strikes the Northmen conducted along our shores. No, they were far more brutal. We had found that less fighting and not having to travel as far between raids had become beneficial. After all, we weren't really Vikings. We were just pretending to be, so nobody came looking for us. We had thought placing our base on one of the mist shrouded "Forbidden Islands" and placing our small village in this forested cul-de-sac would have kept us hidden from the real northmen raids.

We lashed the ship to the pier, eyes searching the village. Something wasn't right. Druen, my brother-in-law voiced my thoughts. "Looks like something we would have done."

"Yes," I said, "except for one thing." Druen looked at me. I nodded back to the village. "What's missing?"

It was then the quiet hit him like a fist in the stomach. His whisper was heard by all of the crew as if he had been screaming.

"Survivors..." The packs of stolen goods dropped to the pier and boat. Steel hissed out of scabbards.

I looked the pier over. Everything seemed in order, no signs of disarray. We advanced as a unit, mimicking the Northmen shield wall. By the time we had made it past the first burnt home and storage unit, the lack of movement and utter quiet had become deafening. What made men break ranks and sign against evil was what was left of the 'mead hall'. Four interior wooden beams, which had originally supported the roof, now served as gallows poles, three bodies to a shaft. Dead bodies did not scare these men; we had killed plenty in our time. It was the missing facial features and the fact they had obviously been bitten off, by another humanoid. The bite marks were undeniable. Eyes, nose, ears, and lips. Even the tongues had the ends bitten off. Bile rose in my throat.

Karl vomited. Rafden visibly shook with fear. "We should never have come to this island..." his voice cracked. Druen stared at the disfigured body of our "Jarl", Victor Nine-Lives - named so because of his numerous tales of surviving when he shouldn't have. I lowered my head in silent reverence, kicking the coals of the hall. The coals... This fire was a day or two old, smoldering in places. So the bodies should have been... I crept closer. No signs of crows eating the bodies. No signs of rats. There weren't even maggots. The silence suddenly made sense.

"Magic!" I hissed. The men signed for a second time and stepped away from the bodies, once again forming the shield wall. The eyeless bodies stared at us without moving. After a few tense moments my breath escaped my clenched teeth. "I don't think they have been left to kill us. I think they were preserved so that we would see them this way."

"Sowing fear..." Druen said. I nodded.

"It's working," said Rafden. His eyes were wide and stark. "We all knew the rumors of these islands." The others chimed in. Picts. Haunted. Banshees. Fey warded. The old tales of no one ever coming back.



“Stop it!” I roared. “The fact that ‘A Warning’ was left behind should be telling you something.” I looked each of them in the eye, those that would meet my stare. A few nodded. “You leave behind scare tactics when you don’t want people to follow you.” We had crucified a few men before. A few bodies missing hands and feet generally kept villagers with torches and pitchforks in their place.

Digsby waved his sword at the bodies. “But we didn’t eat their...” His shield rubbed his midsection. His look of distaste was shared by most.

Druen’s face, however, had become a mask of steel. “They have Kaitlyn,” he said with that stark ferocity I most admired about him. Kaitlyn. Druen’s wife. My sister. “They have all of our womenfolk.”

A sudden ever sinking pit opened in my stomach. So this is how it felt. Not so nice to be on the receiving end. Didn’t matter. All that did matter now was vengeance.

I cornered and fanned my vengeance to flames and followed Druen’s lead. “They have your mother, Karl.” Karl’s young eyes went from frightened to fierce in a heartbeat. Some men nodded and mumbled their agreement. It was obvious others were willing to cut their losses. Not me. I helped build this place. I had “raided” from here for three years. I knew I was getting old. I was going to do it here. “Listen,” I waved my sword for attention. I drew their eyes in. I made sure mine had that ‘easy pickings’ glow, followed by the hint of madness I was famed for. “If we run away scared, where are we gonna go? We have no other ‘home’. Furthermore,” I paused for dramatic effect, “how many houses are here?”

“Twenty-three,” Karl bolstered up, “minus Boyd’s, which was burnt.” A few men stole a glance at Boyd hanging on one of the poles.

“Twenty-three.” I echoed. “And how many men stand here?” They knew the number. We had almost lost Kennan and Digsby on our raid.

"Twelve." Most answered in unison. "Twelve," I repeated, "The people that did this, that took our women and children, have to know this. Twelve are dead here, caught by surprise, no doubt." My emphasis was important. "Because they left a 'fear marker' for twelve more men." I eyed them each, especially young Karl. "They don't want us to follow, because they know in a fair fight, they don't stand a chance, let alone if the tables of surprise were turned on them." Another pause, "I bet they knew we were gone..." I let that last one sink in a bit.

The looks of fear were being replaced by... something eager. I took it as my cue." You men go and gather armor, provisions and the fixin's for a hunt. Druen and I will go and see if we can scare up a trail."

Barely an hour had passed when Druen and I had a good trail, if not a couple days old. Hard to hide that many people walking together. The crew did not disappoint. They had gathered light armor for travelling and several days travel food, along with a few of the repeating crossbows we had recently "received".

The trail was easy to follow and we made good time. Though neither Druen nor I said it out-loud, I could see it on his face. According to the trail, the captors all seemed to be barefoot. It was late fall. It was cold outside. Not sure if we were actually following Picts or not. Hell, most of us had only heard old wives tales of Picts; naked inhuman savages that ate man flesh. Hunting another group of 'raiders' was one thing, hunting unpredictable savages was another. I readjusted the weight of my shield and soldiered my fear. No-one was scaring me from my home.

Day four of the hunt, and the trail was getting fresher. We were gaining on them. Druen and I kept quiet that some of the bones we found at one of their campfires looked human. It was mid-day on this fourth day when the widely spaced oak trees gave way to... giants. There was no other way to describe the trees. If all twelve of us had circled a tree holding hands we would not have made it around half of one. The canopy was so high and thick it nearly blotted out the sun. An odd emerald green light permeated this forest, sunlight struggling

to penetrate the foliage. The bird calls from within echoed, as if the open area beneath the canopy were a cavern. Though it was fall and most trees had turned and some had even dumped their leaves, this forest seemed reluctant to do so.

In fact, it felt like this forest not only seemed reluctant to drop leaves, it seemed unhappy to see us. Like a father that was unhappy in the boy his daughter had brought to meet him, and the boy knew it. Unsettling was an inaccurate description. I kept looking at my feet, like I couldn't meet the forest father's eyes. The others looked the same way. Shoulders hunched, heads down.

Day six and the trail vanished. Literally. One moment we were following obvious trail sign, the next moment, we could not even find our own trail. I looked up into the canopy. It looked eerily familiar. We could not tell what direction the sunlight came from. The moss grew on all sides of the trees. I was not even sure we were travelling in a straight line.

Day seven and Rafden broke.

"I can't! I won't! Aaagh! Let me be!" He was screaming at the trees. We could feel them watching us. I kept rubbing at my skin, looking for the insects crawling there. There were none.

Day nine. Rafden chattered in his sleep. 'No' was the only comprehensible word. It kept the others awake.

Day twelve and the food was almost gone. We had decided to turn back the day before yesterday. But Druen and I admitted to each other, if not to the others, that we had no idea where we were. All the trees looked the same. Or was it that we couldn't remember details?

On the thirteenth night we heard the howls. We scrambled to our feet and drew weapons. If those were wolves, it was unlike any I have ever heard. Part howl, part roar, and part scream. Our fire, though large enough to cook a boar on, barely gave off any light. The owls stopped their nocturnal chatter. Then the fog rolled in.

It didn't just creep in like regular fog, or rise from the ground. It danced and whirled and gathered

and spread. It was thick. And wispy. It clung to trees. It crashed through foliage. It hushed the sound of our fire. The howls intensified. The baying was so unnatural the hair on the back of my neck ached from standing on end.

We saw the eyes first. Animal eyes reflecting what light there was, or were they glowing? You could tell the way they circled us that they were wolves or hounds sizing us up. It was impossible to tell how many there were. The fog seemed to follow them, and gave us berth. Gods, the eyes had to be at about chest height.

“No. No! NO!” Rafden murmured and then yelled. He broke from our circle around the fire and tore off into the woods where there were the least amount of eyes, a howl and the eyes disappeared in the direction Rafden had gone. We could hear him screaming “Bastards! Come out where I can see ya!” There was more baying that sounded horribly like laughter, another scream and then silence.

The howls stopped. The silence suddenly made the fire crackling behind us sound like an inferno. Karl nearly screamed when the body dropped from above and landed not three feet from us. It was Rafden. He was not moving.

“What are you doing here?” the voice was like music. And steel. It nearly commanded me to speak.

“Show yourself!” I half-shouted at the mist. A measureable silence followed. The strain of those seconds made my shield heavy and my sword grip sweaty.

Green reflective eyes showed first. Then shapes took form in the mist. A tall man carrying a great longbow with an impossibly huge hound at his side emerged. At least I think it was a hound. It looked like a wolf, and a tiger, with the green glowing eyes. But its head was above the man’s hips. And he was tall. Much taller than Druen. And Druen towered over most men.

Now in the firelight, I sized him up. He was tall, but not overly muscular. His armor, if you could call it that, looked like leaves made of leather and fit tightly over him. I could not tell if the ‘leaves’ were brown or green, or gold and red. It seemed to be all of them, depending on which way he turned in

the firelight. He moved forward without a sound, as did his wolf-hound, whose fur seemed to be brown and gray, with black stripes. His movement was deliberate, but somehow seemed like he was unaware of it. His bow was larger than anything I had ever seen. The grip and arrow shelf were not in the middle of the bow, but closer to the bottom. Besides being different than other re-curve bows, it was visually stunning, layered with motifs of animals and trees. The blade at his hip seemed part rapier, part scimitar, and part longsword. I had never seen its like. Overly long, slightly curved daggers were strapped to his chest and back on a baldric filled with clasps.

His hair was impossibly gold and long, hanging past his chest. The hair on his brow was thin, almost feminine, and his cheekbones were clearly defined surrounding a hawkish but well-rounded nose. His chin may have been the squarest I have ever seen, yet it looked like sculpted marble. I looked into his eyes and nearly stammered. They were not round, not altogether round anyway. They were longer and thinner, the iris purple, and the pupil green. He was not human.

“Elfin” I said. The man nodded and his pointed ears pushed through his locks. Some of the men whispered ‘the Fey Lords’ and ‘Forest Spirits’. I thought I saw the man’s eyes roll...

“Very well, courtesy shown.” Again, the voice like a lullaby. And icicles. “Now, again. What are you doing here?” It was not so much a question as a command. Almost to a man we stepped backwards.

Karl gathered his nerve first. “We are tracking the Pict bastards that took our mothers and wives! The lecherous beasts even bit off the eyes and ears of our friends and fathers!”

His feigned look of surprise did not fool me. My look of distaste was plain as day to him. Druen read my face and shifted his weight into a fighting stance. The rest of the men did likewise. The man’s smile was genuine. He showed absolutely no fear.

“The ‘Picts’, as you call them, have long since eluded you.”

“How many more of you are out there?” I stated more than asked.

“None.” It was not a lie. “At least to my knowledge.” Again, not a lie. Unless he was really good at hiding it.

“Where are all your hounds?”

He smiled and put his hand on his beasts’ head. “Right here.”

Magic. Hate that vile stuff.

“You know what they have done and you let them pass, yet hinder us?! They are going to eat our women!”

“The Cru’taur are not going to eat your females. That would be a waste of breeding stock to them.” Gasps were heard from the crew. Another smile from the blonde man.

The smile enraged Karl who screamed and charged him swinging a wild arc at the man’s neck. He ducked under Karl’s swing and the momentum of it sent Karl flying over the man’s back and face first into the dirt beyond. “Cu leil!” the man said and his wolf pounced on Karl. I heard Digsby’s crossbow twang. Faster than I could blink the elf knocked the bolt aside with his bow. In a breath the repeating crossbow fired again, in the same moment the elf drew an arrow and shot the bolt out of the air, and before the crossbow could load another bolt, an arrow rammed into the firing mechanism seizing it up. The force of the impact sent Digsby sprawling back into the fire. Druen, Kennan, and William charged. Kennan and William died with arrows in their throats. Druen was on him, too close for bow work. The man ducked around Druen, away from

his shield and under his sword arm. The curved dagger came out shining with blood. Before Druen fell to the ground, the man’s bow came up and smashed my gaping jaw shut, shattering teeth. I had to leap awkwardly to avoid landing in the fire.

“Now, does anyone else wish to die?” the man looked at my crew like they were misbehaving children. Swords dropped. “Cu l’liel.” The man said and the wolf hound stepped away from Karl, who got up rubbing his neck where the beast had him pinned.

I spluttered through blood and broken teeth. “What have we done to you, that you would let the flesh eating savages raid our village, and then hinder us when we try to take vengeance? Why do you protect them?”

The smile was gone, and those purple and green eyes had become narrow slits, fierce and predatory. His face a stern mask of resolute conviction. The music in his voice had taken a sharp note, the icicles made of steel and falling everywhere.

“The Cru’taur, or ‘Misbegotten’, will be dealt with, eventually. But for now,” he pointed at me “you” then eyed us all “Eater of Worlds-” He paused, making the name stick to us, “Consider them the plague that thins your herds...”





Daoine Crann'Moradh, the Sylvan Elves

It is but a whisper, yet it resounds throughout the world, the dreaming realm, and all creatures within. I find it amazing that it is not heard, how so many choose not to listen. All one has to do to not hear the whisper is to choose to ignore it, and be caught up with frivolity, unnecessary struggles, and allow the ordinary affairs of life to lead you into despair - to harbor a belief that one is somehow superior to their milieu.

I am not saying that there are no reasons to fight or struggle, or to focus attention on essential matters. But one should not endeavor to make that a center of their entire lives. Reflection on immersion and equilibrium with Danu, the earth, family, and each other, this is what truly matters with the passing of time. We have often tried to teach this to the other races, and even some of our own kin, but far too often it seems to fall on deaf ears. The Young Races especially, time and again refuse to listen to that simple wisdom.

Perhaps when the blood in their veins returns to the sea, and the earth in their bones returns to the ground... Perhaps then they will remember that the world does not belong to them, but it is they that belong to the land. For that is the Resounding Whisper, the Ageless Hum, that we are not only stewards, but an interconnected part of the cycle. I fear someday the whisper and hum will eventually fall utterly silent. Then Danu, the fey, the elves, and mayhaps the entire world, will be nevermore.

- An excerpt from the ledgers of Celinarion Ana'th Elrahdavar, Eldest Tree Singer, first adviser to the Arboreal Queen.

INTRODUCTION

People of the Trees, Spirits of the Shadow Wood, Silent Lords of the Great Wood; all of these are names of the *Daoine Crann'Moradh*, the sylvan elves. The sylvan elves themselves, prefer the term Sylvan Daoine or simply Daoine, which is to say "forest elves" or "forest folk".

This lack of self-aggrandizement in naming themselves is typical of the wood elves. Though they are tall and beautiful, and graceful beyond compare, they are much more interested in the environment than themselves or how outsiders perceive them. Though impeccably elegant, and always appearing well groomed, few sylvan elves own mirrors or any items considered necessary to maintain a fair appearance. Untarnished beauty is but a small part of the fey spirit they have inherited. An undeniable tether to the land is a far greater seed that has been planted in their soul by the Great Spirit Danu.

True stewards of the land, the sylvan elves gave birth to druids and their many circles, imparting their knowledge and guidance to both the willing and unwilling. Some human druids are marveled by the deep reverence that even sylvan children seem to have for their forests, or any land that they are currently in. Some may ask, 'why such devotion?' Aern Rugadh scholars teach that while the Highborn are the warriors sent here to clean the Eldar Fae's mistakes, the *Daoine Crann'Moradh* were sent here to husband the land back to health after the touch of chaos that the firbolg and formorians emanate. In some lands, the sylvan elves must even nurture the land back from human misuse.

While this is not an untruth, the Sylvan elves know a deeper truth, one that each person of any given race, must come to on their own: most individuals will only ever see one earth; it is both mother and father to all that live on it and those that treat it as such will live longer, happier, more fruitful lives. As will their own children, grandchildren and so on. This is the true Will of Danu.

PHYSICAL DESCRIPTION

The physical aspects of the Daoine are as myriad as the trees. All are tall and unearthly beautiful, but of all the elves, the sylvan most reflect their connection to the fey and the forests. Sylvan elf hair color runs the gambit from midnight black, a thousand shades



of brown, and to every color ever seen on the leaves of a tree or petals of a flower, be it purple, green, orange or red. A radiant gold blonde also persists on more than a fair number of the forest folk. Sylvan eyes are universally almond shaped, and iris colors range from hazel to brilliant shining blue to a striking purple. Sylvan elf pupils are a different matter. While some maintain the reciprocal purple and green iris/pupils that most elves have, some have pupils that appear to be deep black glass, or reflective pools of water with hints of starlight shining on the surface. This is most notable in older sylvan elves. Indeed this is the only way to notice the age of a sylvan elf, as even the extremely venerable show no other outward sign of age. It is thought that sylvan elves first taught the druids the secret of the timeless body.

RANDOM STARTING AGES

Adulthood	Intuitive ¹	Self-Taught ²	Trained ³
110 years	+4d6 years (114 - 134 years)	+6d6 years (116 - 146 years)	+10d6 years (120 - 170 years)

- 1 This category includes, oracles, rogues, and sorcerers.
- 2 This category includes bards, cavaliers, fighters, gunslingers, paladins, rangers, summoners, and witches.
- 3 This category includes alchemists, clerics, druids, inquisitors, magi, monks, and wizards.

RANDOM HEIGHT AND WEIGHT

Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Male	5 ft. 6 in.	+2d8 in. (5 ft. 8 in. - 6 ft 10 in.)	110 lbs.	+(2d8x5 lbs.) (120 - 190 lbs.)
Female	5 ft. 4 in.	+2d6 in. (5 ft. 6 in. - 6 ft. 6 in.)	90 lbs.	+(2d6x5 lbs.) (100 - 150 lbs.)

SOCIETY

The sylvan elves are a people that prefer tradition over innovation. That is not to say that discoveries

are shunned - quite the contrary. If something new is found to bring joy, it is celebrated and quickly becomes a new or altered tradition. More correctly it should be said that elves live very long lives (sylvan some of the longest), and they have found solace in many of their traditions. As such, there is 'no grand rush to change a good thing'.

Tradition aside, there is plenty of innovation amongst the sylvan elves, and interestingly enough, it goes right in hand with tradition. From the first time the elves stepped from the dreaming into the prime material plane, they were aware that things lived and died. Dying vegetation rotted, became food for insects and fungi and eventually became earth full of nutrients for new vegetation. Hence, composting of waste (of which there is very little) was an innovation that the sylvan elves first did and that most of the other races do not even know or care about. The fact that they create little waste by utilizing everything is innovation in and of itself. Hunting entrails are used to lure dangerous predators away from elven villages, or fed to pets and animal companions. Fishing entrails are mixed back into garden beds. The druids have found a way to make body waste into tree nutrients or poison to use on foes. Even those elves not gifted with magic have learned to bend the boughs of trees together to grow anything from tools to furniture to homes. Fortunately the elves' lifespan is long enough to see these slow forming creations come to fruition.

Sylvan villages are not like human villages. There are no bakeries or butchers or shops of curios or cloth makers. There are elves that excel in these areas, but they do not make a living doing so. Almost every sylvan elf has their own family garden, or spends time in a community garden or green house. Often if a particular elf is a renowned cloth maker or glass blower and his craft is needed by another elf, and barter is struck between the two. Even courtesans who wait upon the queen spend time in the gardens. Greed is almost unheard of, and the close knit community does not let anyone take more than their share for more than a few days. Generally, if someone seems to be a non-participant in community gardening or other crafts, friends will try to discover why and help with any personal adversity to get the fellow elf back on track. The human practice of 'not nosing in a

neighbor's business is not even a concept amongst the sylvan elves.

Almost all sylvan elves hunt, and very few animals are kept in captivity for meat purposes. Indeed, meat is eaten sparingly, because sylvan elves do not want to over-hunt an area, and feeding livestock requires a lot of farmland and time. The hard work, long hours and ultimately dull routine of maintaining a farm may suit other races, but the sylvan would rather spend time in the wild. Hunting is more than stalking prey and bringing home the kill. It is time spent quietly listening to a river go by, watching otters play, or simply feeling the wind in one's face. It is a religion in and of itself.

This brings us to the other side of the sylvan elves' disposition. The forests, glades, meadows, and watersheds that the elves find this solace in is fiercely and violently protected. If intrusions are made into sylvan elf forests, a modicum of space and time is waited out, to see if the peoples are coming to settle or are just passing through. This time is also spent watching to see if the trespassers are willing to live in balance with the land.

Offending settlers are often confronted before any ground is broken or trees felled. If they are simply too close to an elven settlement, they are told in no uncertain terms to leave and not come back. Verbal resistance is met with a stern verbal warning, *leave or die*. Persistence in ignoring the warning ends with all but one adult and any children being slain. The survivors escorted far away. This is not done with any racial hatred, or territorial greed. It literally is about maintaining equilibrium with the land, and ensuring that the balance which nature has set out is maintained. Sylvan elves are true, zealous, stewards of the land.

The Daoine do not fear repercussions when performing these acts. It is unlikely anyone would be able to navigate an army into an elfwood. Even if a large warband was to make its way relatively deep into the forest, it would be under the watchful eyes of hundreds of rangers and forest sentinels. The sylvan have no true standing army, but by the time almost any one of them reaches an adult age, they are warriors fully trained in the use of blade, bow and spear, and are all but invisible in the forest foliage. Since the elves live so long, it is almost a

surety that any one of them you meet has spent more than a few seasons as a ranger, hunter, or forest slayers. Imagine if the entirety of a race had the weapon training and wilderness survival experience of what only a few thousands of individuals from other races attain. Added to this is the fact that the sylvan elf literally cares more about the dirt beneath his opponent's feet than he does about their life.

The Daoine Crann'Moradh may be the wisest of the elven races, but inciting their wrath is an invitation to war with one of the largest, most experienced and ruthless forces of the world.

RELATIONS

Sylvan elves generally live so deep in forests that they rarely have visitors from other races. As such, their outlook on other races tends to be narrow, but judged with the wisdom of ages.

First, individuals met are given the opportunity to prove themselves regardless of race. This is a small window of time, but possibly one of the most outwardly uncharacteristic of sylvan facets.

Second, all other elves, halflings and gnomes are treated with respect, as long as this respect is reciprocated. Humans and dwarves are given this benefit as well, assuming they attempt to show themselves as allies. Dwarves may be treated a bit more gruffly than humans, but this is possibly just a perception of the dwarves. Elves would never pass judgement on a race because they are not considered beautiful to look at. Almost never...

Humans however, can be beautiful, and possess obscure souls. So many are capable of great and wonderful passions, as well as truly horrific, despotic actions. Actions speak louder than words though, and all are judged on those actions.

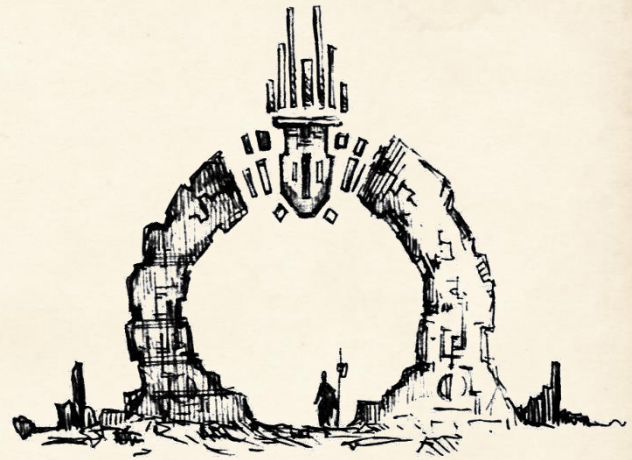
After this, it gets simpler. Destroy evil races, especially drow, who have turned their back on the Danu, but do not eliminate them. There may be hope for some if they are no longer influenced by evil overlords. This hope and compassion is one of their strongest traits, and one that other races often misunderstand or misperceive as weakness.

ALIGNMENT AND RELIGION

Danu decided to *be*, and the Dreaming was born. A place of raw thought where ideas could flourish and the seeds of creation could be made. Danu then wished to have separate places for his creations that he enjoyed and the planes of existence were born; inner, outer, transitive and even more exclusive planes such as shadow, fire, and alignment. All of these formed amidst and from the Dreaming. Danu then begat life, creating the aether dragons and the eldar fae, whose sole function is to simultaneously tear and repair the great tapestry of the multiverse in the eternal cycle of death and life. To be the endless progenitors and recyclers of the energy needed for creation. This is the origin of all as the Daoine Crann’Moradh know and teach it.

It is most likely true that elves were created after the fae, and maybe even created for the purpose of reigning in some of the more chaotic “children” of the fae. However, a great truth was bestowed upon the first elf, Sylvannari. She was told that the elves would separate from the fae and become mortal. That they, the elves, would separate further and become distinct individual races, and this was necessary for the continuous cycle of destruction and creation. However, in the sorrow that mortality would bring, a great happiness could be found, a constant calming pleasure called The Ageless Hum, or the Resounding Whisper. A simple thought that, home and hearth, earth and sea, flora, fauna, and sky should be cared for as your own child and respected with the reverence you have for your parents and elders. For the world is all those things; children, parents, and elders - and to deny it that respect, is to live without harmony. Life spent discordant with the Ageless Hum is a life spent in struggle and despair.

It is also known to the sylvan elves that the Ageless Hum is not simply an esoteric thought to create harmony. Those that actually do live in harmony with the land will hear messages from the land, be it the rustling of leaves, or the echo of dew dripping from leaves in a sun strewn glen. These messages can help someone to find sustenance in the wild, warn them of inclement weather or imminent danger. Those that have dedicated their lives to listening to the hum have been known to know when something is truly wrong in the forest and where to go to help, or warned to stay far away.



Some sylvan elves even learn to reflect the grace and respect they have given the land upon themselves, manifesting a great presence in themselves, an awe that holds sway over others.

Any elven god or pantheon that holds to the belief of the Ageless Hum, or at the very least venerates the cycle of life, may be worshipped by sylvan elves. Most hold to the Will of Danu, but more distant or savage cousins may have found some other focus and maybe even eschewed the Will of Danu altogether. There are places in the multiverse where the elves have become so estranged from the eldar fae that they are worshipped as deities.

ADVENTURERS

Sylvan elves become adventurers for about the same reason as any other race. To see life beyond the forest, perhaps sent on a mission, decided to visit a grey elf cousin, gathering exotic spell components, or perhaps they are performing a rite of passage. Being a traditional people does not exclude them from being curious, rather tradition may make the sylvan elf the most balanced member of a party.

MALE NAMES

Given Names

Erestor Taeleamnar Eärendur Naegriond Aisleod
C’Ancaimë Fëanáro Súríon Maeglin Oronar

Haeor Telrúnya Finarein Elensar Gwinor
Mithrandír Daeron Amandil Findecáno
Silimaurë

FEMALE NAMES

Given Names

Itarildë Dorthonion Tári Telperiën Anaranë
Celebrindal Idril Coamenel Eámanë Ealensar
Eáránë Númenessë Nessa Celerindal Gilraen
Arcamenel Morwen Felarund Tári Eärfalas

SYLVAN ELF PLAYER CHARACTERS

Alchemist: Add one extract formula from the alchemist's list to his formula book. This formula must be at least one level lower than the highest-level formula the alchemist can create.

Arcanist: Increase total number of points in the arcanist's arcane reservoir by 1.

Barbarian: Add +1 feet to the barbarian's base speed. In combat this option has no effect unless the barbarian has selected it five times (or another increment of five). This bonus stacks with the barbarian's fast movement feature and applies under the same conditions as that feature.

Bard: The bard gains +1/6th of a bardic performance or 1/6 to the DC of their bardic performance.

Bloodrager: Add +1/4th to the brawler's effective level to determine her unarmed strike damage.

Brawler: Add +1 feet to the brawler's base speed. In combat, this has an effect only for every five increases in the brawler's base speed.

Cavalier: Add +1 hit point to the cavalier's mount. If the cavalier ever replaces his mount, the new mount gains these bonus hit points. Sylvan elves may add the great stag to his choice of mounts.

Cleric: Select one domain power granted at 1st level that is normally usable a number of times per day equal to 3 + the cleric's Wisdom modifier. The cleric adds +1/2 to the number of uses per day of that domain power.

Druid: Add +1/3rd to the druid's natural armor bonus when using wild shape.

Fighter: Add +1 to the fighter's CMD when resisting a disarm or sunder attempt, or gain a +1 to the fighter's CMB on awesome blow, disarm, or sunder attempts.

Gunslinger: Add +1/3rd on critical hit confirmation rolls made with firearms (maximum bonus of +5). This bonus does not stack with Critical Focus.

Hunter: Choose a weapon from the following list: longbow, longsword, rapier, short sword, shortbow, or any weapon with "elven" in its name. Gain a +1/2 bonus on critical hit confirmation rolls made while using that type of weapon (maximum bonus +4). This bonus does not stack with those gained through Critical Focus and similar effects.

Inquisitor: Add one spell known from the inquisitor's spell list. This spell must be at least one level below the highest-level spell the inquisitor can cast.

Investigator: Increase the total number of points in the investigator's inspiration pool by 1/3rd.

Magus: A sylvan elf magus gains +1/5th of a new magus arcana.

Monk: Add +1/4th point to the monk's ki pool.

Oracle: Add +1/2 to the oracle's level for the purpose of determining the effects of one revelation.

Paladin: Add +1/2 hit point to the paladin's lay on hands ability (whether using it to heal or harm).

Ranger: Choose a weapon from the following list: longbow, longsword, rapier, shortbow, short sword, or any weapon with "elven" in its name. Add +1/2 on critical hit confirmation rolls made while using that weapon (maximum bonus of +4). This bonus does not stack with Critical Focus. Or the ranger may add magic weapon and greater magic weapon to his spell list. These spells will be the same level as magic fang and greater magic fang.

Rogue: Add +1 to the number of times per day the rogue can cast a cantrip or 1st-level spell gained from the minor magic or major magic talent. The number of times this bonus is selected for the major

magic talent cannot exceed the number of times it is selected for the minor magic talent. The rogue must possess the associated rogue talent to select these options.

Shaman: Add +5 feet to the range of a chosen shaman hex. Multiple bonuses from this ability can apply to the same hex, to a maximum of an additional 30 feet for any single hex.

Skald: Increase the bonus granted by the well-versed class feature by +1/4th (maximum +8).

Slayer: Increase the studied target bonus on Perception and Survival checks by +1/4th. When the slayer gains the stalker class feature, he also gains this increase to the studied target bonus on Stealth checks.

Sorcerer: Select one bloodline power at 1st level that is normally usable a number of times per day equal to 3 + the sorcerer's Charisma modifier. The sorcerer adds +1/2 to the number of uses per day of that bloodline power.

Summoner: The amount of time the summoner must spend to summon his eidolon is reduced by -1 round, to a minimum of 1 round.

Swashbuckler: Increase the total number of points in the swashbuckler's panache pool by +1/4th.

Warpriest: Add +1/2 to the number of times per day the warpriest can use blessings, but he can use these additional blessings on only those from the Air, Animal, Charm, Magic, Plant or Sun domains.

Witch: Add one spell from the witch spell list to the witch's familiar. This spell must be at least one level lower than the highest-level spell she can cast. If the witch ever replaces her familiar, the new familiar knows these bonus spells.

Wizard: Select one arcane school power at 1st level that is normally usable a number of times per day equal to 3 + the wizard's Intelligence modifier. The wizard adds +1/2 to the number of uses per day of that arcane school power.

*Classes not covered above gain the standard options for favored classes, a +1 bonus to hp or +1 skill point for each level.

STANDARD RACIAL ABILITIES (PATHFINDER)

Ability Scores: Sylvan elves gain +2 Dex and -2 Int. They may also choose to add a +2 to either Wis or Cha. Sylvan elves are nimble and are regarded as some of the wisest mortal beings in the world. Their allure and power of presence is well known as well. The sylvan rely more on tradition than innovation.

Size: Elves are medium creatures and thus receive no bonuses or penalties due to their size.

Type: Elves are humanoids with the elf subtype.

Base Speed: Elves have a base speed of 30 feet.

Languages: Elves begin play speaking Common and Elven. Elves with high Intelligence scores can choose from the following: Celestial, Draconic, Gnome, Goblin, Orc, and Sylvan. See the Linguistics skill page for more information about these languages.

Racial Points: 15

Effective Level: +0

DEFENSES

Elven Sleep Immunity: The sylvan elves are immune to magic sleep effects.

Steel Mind: Sylvan elves have a mindset that is very fey-like, and it is hard to fathom what they are thinking and to overpower them mentally. They are naturally resilient in matters of the mind, and gain a +2 bonus on all Will saving throws.

FEATS AND SKILLS

Keen Senses: Sylvan elves receive a +2 racial bonus on Perception checks.

Elven Weapon Focus: You gain the Elven Weapon Focus feat*.

Natural Stride: The sylvan tie to the Dreaming and their fey kin manifests itself in a lightness of being. They may move through natural difficult terrain at their normal speed. Sylvan elves can ignore the effects of difficult terrain in natural environments, as if it were normal terrain. Magically altered

terrain affects them normally.

MAGICAL ABILITIES

Magic in the Blood: Once per day, members of this race may increase the DC of any spell they cast by +1. Members of this race with a Charisma score of 11 or higher also gain the following spell-like abilities (the caster level is equal to the user's character level):

1/day— *create water, know direction, light, and purify food and drink.*

The DC is equal to 10 + the spell's level + the user's Charisma modifier.

OFFENSES

Weapon Familiarity: Sylvan elves are proficient with all bows (including composite longbows and shortbows), and treat any weapon with the word “elven” in its name as a martial weapon. Most sylvan elves will only wield elven weapons, especially since their homes are so far away from other races' civilized areas. There are some though, that understand the benefit of having a wide range of options and that it is good to have training in all manner of weapons.

SENSES

Low-Light Vision: Elves can see twice as far as humans in conditions of dim light.

STANDARD RACIAL ABILITIES [5E]

Ability Scores: Sylvan elves gain +2 Dex and +1 Wis or Cha. Sylvan elves are nimble and are regarded as some of the wisest mortal beings in the world. Their allure and power of presence is well known. The sylvan rely more on tradition than innovation.

Size: Elves are medium creatures and thus receive no bonuses or penalties due to their size.

Type: Elves are humanoids with the elf subtype.

Base Speed: Sylvan elves have a base speed of 35 feet.

Languages: Elves begin play speaking Common and Elven.

DEFENSES

Elven Sleep Immunity. The sylvan elves are immune to magic sleep effects.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

FEATS AND SKILLS

Keen Senses. You have proficiency in the Perception skill.

Elven Weapon Focus: You gain the Elven Weapon Focus Feat*.

Reverie. Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep. If your GM allows it, you may qualify for the Reverie feats in this book.

Natural Stride: The sylvan tie to the Dreaming and their fey kin manifests itself in a lightness of being. They may move through natural difficult terrain at their normal speed. Sylvan elves can ignore the effects of difficult terrain in natural environments, as if it were normal terrain. Magically altered terrain affects them normally.

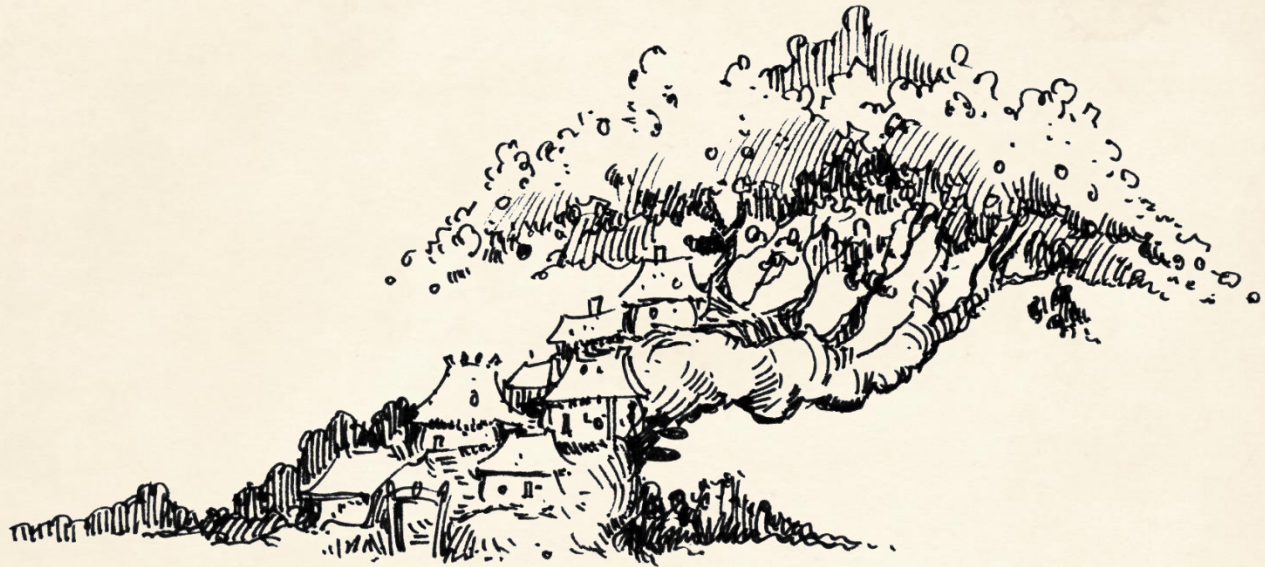
Hide in Natural Surroundings: You can attempt to hide even when you are only lightly obscured by natural foliage, heavy rain, falling snow, mist, or other similar conditions.

MAGICAL ABILITIES

Magic in the Blood: You know one cantrip of your choice from the druid spell list. Wisdom is your spellcasting ability for it.

OFFENSES

Elf Weapon Training. You have proficiency with all elvish weapons, the longsword, shortsword, shortbow, and longbow.



SENSES

Darkvision. Accustomed to twilight forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

ALTERNATE ABILITIES

Ambidextrous: It was said that ages ago all elves could use either hand to perform any action and the outcome would be the same. However it has become more of a hereditary characteristic in the last five or six generations. With this trait you reduce any penalty incurred by using two hands (such as two weapon fighting) by 1. You may also increase your off-hand damage by +1 to a maximum of your full ability score modifier. Furthermore, you can throw weapons, fire a bow or crossbow right or left handed, write, perform on instruments, or make skill checks with either hand at no penalty. You consider either hand your primary hand.

This replaces the Elven Weapon Focus trait.

5e: You can use two-weapon fighting even when the one-handed melee weapons you are wielding aren't light.

Born of the Wild: Sylvan elves gain a +4 racial bonus on Stealth checks while within a forest terrain.

This replaces the Elven Weapon Focus trait.

5e: While in a forest terrain, you may Disengage or Hide as a bonus action on any of your turns.

Darkvision: Some sylvan elves eyes adapt to the utter dark of the dense canopy of elfwood forests. They gain Darkvision up to 60 feet.

This replaces the Low Light Vision trait.

Elusive Grace: The sylvan elves have a grace of movement that has helped safeguard them for millenia. Sylvan elves with this trait gain a +1 dodge bonus to Armor Class.

This replaces the Elven Weapon Focus trait.

5e: You may use the Dodge or Disengage action as a bonus Action during any of your turns.

Elven Magic: Sylvan elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, sylvan elves receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items.

This replaces the Magic in the Blood trait.

5e: The sylvan elf with this trait can choose to know a wizard cantrip instead of a druid cantrip. Intelligence becomes your spellcasting ability for this cantrip.

Elven Presence: The sylvan elves are able to manifest the power of the Ageless Hum into their bodies to awe those they wish to have as allies or intimidate those that attempt to thwart them or are flat out adversaries. Three times per day when the sylvan elf makes a Diplomacy or an Intimidate check, they gain a +10 racial bonus to the check. If speaking to a crowd, the elf may make these checks simultaneously, hopefully silencing naysayers while encouraging those that agree with him.

This replaces the Magic in the Blood trait.

5e: Three times per day the sylvan elf may gain a +1d6 bonus on any Charisma-based skill check. At 10th level, they gain an additional die and the bonus increases to +1d8. At 15th level, they gain an additional die.

Lithe Step: Sylvan elves may move at full speed across narrow surfaces using acrobatics without penalty. They are not considered flat-footed when making Climb checks or Acrobatics checks when climbing or to cross narrow or slippery surfaces. You may maintain a climb and fire your bow without penalty while climbing.

This replaces the Natural Stride trait.

5e: Sylvan elves gain proficiency in the Acrobatics skill.

Natural Climbers: The sylvan elves live amongst the trees, and therefore have a climb speed of 20 feet, and gain the +8 racial bonus on Climb checks that a climb speed normally grants.

This replaces the Natural Stride trait.

5e: Sylvan elves add their proficiency bonus to all climb checks when climbing trees or vines.

Quick and Quiet: Tapping into their fey-like lightness of being, the sylvan elf gains a +10 foot bonus to their base speed and a +4 bonus to Stealth checks.

This replaces the Natural Stride trait.

5e: The sylvan elf with this trait has a 40 foot movement rate and gains proficiency on Stealth.

Silent Hunter: Members of this race reduce the penalty for using Stealth while moving by 5 and can make Stealth checks while running at a -20 penalty (this number includes the penalty reduction from this trait).

This replaces the Natural Stride trait.

5e: Sylvan elves gain proficiency on Stealth and may Hide as a bonus action on any of his turns.

Swift as Shadows: Members of this race reduce the penalty for using Stealth while moving at full speed by 5, and reduce the Stealth check penalty for sniping by 10.

This replaces the Natural Stride trait.

5e: You do not suffer disadvantage on Stealth checks when running.

Tree Walker: Sylvan elves gain a +2 racial bonus on Acrobatics checks made to cross narrow ledges, tree limbs, and on reflex saving throws made to stay on such surfaces. You do not lose your Dexterity bonus to AC when making Climb checks or Acrobatics checks to cross narrow or slippery surfaces. You may maintain a climb and fire your bow without penalty while climbing.

This replaces the Natural Stride trait.

5e: Sylvan elves gain proficiency on Athletics and may use the Dash action as a bonus action while in trees, as long as the trees are big enough to allow such action. Furthermore, you are considered to weigh only half your normal weight while in trees.

Warrior Caste: Many elves devote large portions of their youth to the use of bow and blade rather than the study of magic. Sylvan elves with this racial trait gain proficiency with two (non-exotic) weapons of their choice and gain either the Weapon Finesse or Precise Shot feat.

This replaces the Elven Weapon Focus trait.

5e: The sylvan elf with this trait may choose a fighting style from the ranger class.

*Elven Weapon Focus is a feat in this book.

RACIAL ARCHETYPE



Stone Crow (Brawler Archetype)

The sylvan elves generally prefer avoidance rather than direct conflict, but at times there are no other options. When these times come, the sylvan turn to the Stone Crow, a sect of warriors who practice intense hand-to-hand combat every day, preparing

for their every possibility and opponent. The stone crow are extremely efficient warriors, swift and ruthless, whose lightning strikes are often only known by the carnage they leave behind. When they paint their faces for war, they leave behind all traces of their former selves, existing only to purge their enemies from the land.

Prerequisite: Sylvan elf

Skills: The Stone Crow loses Knowledge (dungeoneering) but adds Stealth to his list of class skills.

Sneak Attack

At 1st level, a stone crow gains +1d6 sneak attack damage as per the rogue ability. This damage increases by +1d6 at 2nd, 8th and 15th levels.

This ability replaces brawler's flurry.

Adaptable Favored Enemy (Ex)

At 5th level, a stone crow selects a creature type from the ranger favored enemies table. He gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of his selected type. Likewise, he gets a +2 bonus on weapon attack and damage rolls against them just like a ranger. However, by spending 1 week in training and preparation, the stone crow may change his favored enemy, choosing a new one.

This replaces Brawler's Strike.

Close Weapon Expert (Ex)

The stone crow is a capable unarmed warrior, but a master of small handheld weapons such as knives and hand axes. The stone crow uses his brawler level unarmed damage for all such close weapon damage, but treats his damage when unarmed as his brawler level -5.

This changes the brawler's Unarmed Strike and Close Weapon Mastery abilities.

THE STONE CROW (MONK ARCHETYPE) [5E]

Close Weapon Expert

At 3rd level, the Stone Crow Monk treats all monk weapon's damage dice as one size higher (to a maximum of 2d6). You treat all unarmed attacks as one die size less. Example: A 3rd level monk's d4 unarmed damage decreases to d3, but with monk weapons it increases to d6.

Sneak Attack

At 6th level, the Stone Crow knows how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged monk weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

At 11th and 17th level you gain an additional d6 of Sneak Attack damage.

Sacred Enemy

At 11th level, the Stone Crow can spend 2 ki points and choose one type of creature. For the next minute, the Stone Crow increases their threat range by +1 against all creatures of that type.

Spirit Protectors

At 17th level, the Stone Crow can spend 2 points of ki and call upon their ancestors for protection. For the next minute, they gain resistance to all nonmagical piercing, slashing, and bludgeoning damage.

SYLVAN ELF PARAGON PRESTIGE CLASS

Role: While the highborn may be considered an instrument of war, the sylvan elf paragon is an enigma. Above all other races of elves the sylvan

are the most reclusive, and yet possibly even more so than their outgoing grey elf kindred, the sylvan are willing to listen and use diplomacy to listen to another race's plea. Sylvan elf paragons excel in skills important to the survival of their people and have abilities that harken back to the elder days of this ancient race. Sylvan elf paragons are renowned protectors of elven realms, and are often chosen to go on the most perilous quests, sometimes even far outside their forest homes.

Alignment: Any non-evil.

Hit Die: d8.

Requirements

To qualify to become a sylvan elf paragon, a character must fulfill all the following criteria.

Skills: Climb and Survival 3 ranks.

Class Skills

The sylvan elf paragon's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (all) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha).

Skill Ranks at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the sylvan elf paragon prestige class.

TABLE: SYLVAN ELF PARAGON

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+2	+0	Ambidextrous, Ability Score Improvement, Breadth of Experience, Forest Born	-
2nd	+1	+3	+3	+1	Bonus Feat, Elven Magic	+1 level of existing class
3rd	+2	+3	+3	+1	Bonus Reverie Feat, Fey Step	+1 level of existing class

Weapon and Armor Proficiency: A sylvan elf paragon is proficient with all simple and martial weapons, light armor, medium armor, and shields.

Ambidextrous: It is said that ages ago all elves could use either hand to perform any action and the outcome would be the same. However it has become more of a hereditary characteristic in the last five or six generations. With this trait you reduce any penalty incurred by using two hands (such as two weapon fighting) by 1. You may also increase your off-hand damage by +1 to a maximum of your full ability score modifier. Furthermore, you can throw weapons or fire a bow or crossbow right or left handed, write, perform on instruments, or make skill checks with either hand at no penalty. You consider either hand your primary hand.

Breadth of Experience (Ex): At 1st level, the sylvan elf paragon gains the Breadth of Experience feat, regardless of age. If she already has this feat, she gains a bonus to her Knowledge and Profession skill checks equal to her paragon class level.

Ability Score Improvement: The sylvan elf may increase any one ability score by 2, or any two ability scores by 1.

Forest-Born: Sylvan elves treat forests as if they had the ranger's Favored Terrain ability. He gains a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when he is in this terrain. A sylvan elf traveling through forest terrain normally leaves no trail and cannot be tracked (though he may leave a trail if he so chooses). This is an innate ability, as

sylvan elves' understanding of forests is beyond other race's ken. Hence, regardless of his future classes, this bonus increases by +2 every five levels, but only in forest terrain. If the sylvan elf already has Favored Terrain: Forest from another class, the bonuses stack. Additionally, the sylvan elves' affinity with the forest allows them to climb and move amongst trees at normal speed without penalty. You may maintain a climb and fire your bow without penalty while climbing. Their superb sense of balance means they do not lose their Dexterity bonus to AC when making Climb checks or Acrobatics checks to cross (any) narrow or slippery surfaces.

Bonus Feat: The sylvan elf paragon may choose any one feat she qualifies for.

Elven Magic: At 3rd level, sylvan elf paragons receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, sylvan elves receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items.

Spells per day: The sylvan elves do not rely on magic as much as the other elven races do. At second level the sylvan elf paragon gains new spells per day as if she had also gained a level in any spellcasting class she belonged to before she added the prestige class or any one divine spellcasting class she belonged to previously. She does not, however, gain other benefits a character of that class would have gained. This essentially means that she adds the level of sylvan elf paragon to the level of whatever other spellcasting class the character has,

then determines spells per day, spells known, and caster level accordingly. If a character had more than one arcane spellcasting class or more than one divine spellcasting class before she became a sylvan elf paragon, she must decide to which class she adds each level of the paragon for the purpose of determining spells per day. If she did not have a previous spellcasting class, she may choose one.

Fey Step: Sylvan elves are preternaturally light on their feet, likely part of their ancient fey heritage. Stealth comes naturally to them, and likewise they learn to hone it at an early age as all of them learn to hunt. Later this is one of the primary tools used to keep track of those that enter their forests, or to hunt down those that are considered enemies. This ability allows the sylvan elf to move at full speed using the Stealth skill without penalty.

Bonus Reverie Feat: At 3rd level, the sylvan elf gains a reverie feat (from the feat section of this book) that she qualifies for.

SYLVAN ELF SETTLEMENTS

Sylvan elf settlements tend to be part of nature, rather than harnessing it for their own ends. Their homes often exist among the great forests, magically altering wood and stone to form stunning works of natural art that are both beautiful and functional. Sylvan elf cities are also generally well away from the eyes of outsiders and deep into

unmapped wilderness. They use such measures in place of massive walls and fortifications. While their cities are not as well defended as those of other elves, their scouts cleverly misdirect those who approach, or worse.

Below is an example of a typical sylvan elf city.

ANDORIL

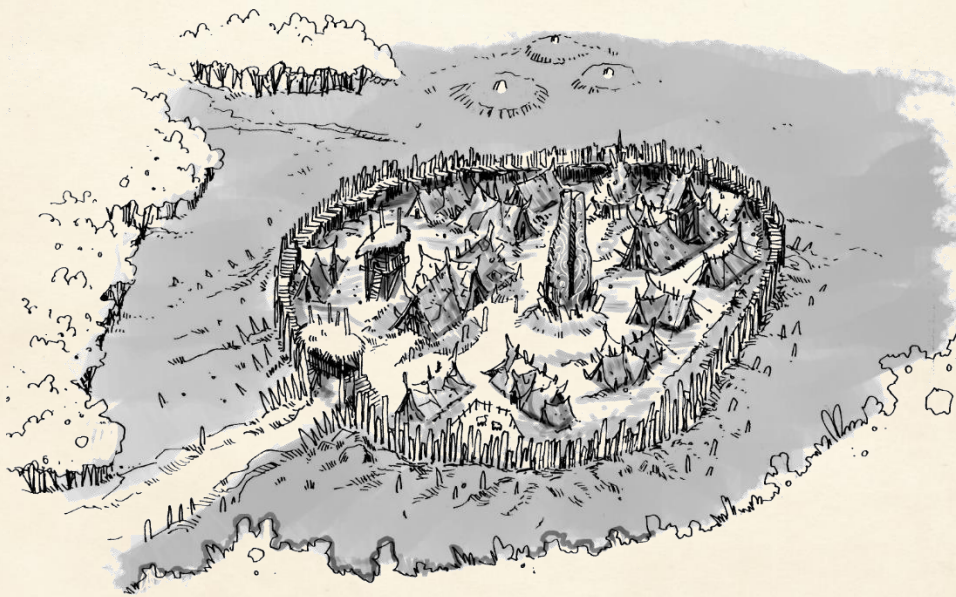
The main homestead of the Sylvan elves of the Nemethil is a grand city built among and anchored to the ancient trees themselves. The massive trees dwarf the elven homesteads and their limbs intertwine allowing for literal roads among their branches. While other elven cities pair arcane magic to nature, Andoril pairs the divine. Here the great druids hold council and maintain a pulse on the great forest itself, while their more aloof counterparts in the great forest plot the elven nation as a whole.

NG Large city

Corruption +0; Crime +1; Economy +3; Law +2; Lore +2; Society +7

Qualities academic, holy site, insular, magically attuned, military presence

Danger +10; Disadvantages –



DEMOGRAPHICS

Government Council

Population 12,000 (10,000 sylvan elves, 2,000 high elves, 2,000 grey elves, 500 centaur, 500 briarborn)

Notable NPCs

- Loras, sylvan elf lord of Andoril, true neutral hunter 15
- Enlith, sylvan elf loremaster, bard 13
- Stoneroot, treant elder, true neutral druid 15
- Aelrindel, sylvan elf elder, true neutral druid 16

MARKETPLACE

Base Value 10,400 gp; **Purchase Limit** 60,000 gp;

Spellcasting 9th

Minor Items 4d4; **Medium Items** 3d4; **Major Items** 2d4

DESCRIPTION

The main homestead of the wood elves of the Nemethil is a grand city built among and anchored to the ancient trees themselves. The massive trees dwarf the elven homesteads and their limbs intertwine allowing for literal roads among their branches. While Nemethil pairs arcane magic to nature, Andoril pairs the divine. Here the great druids hold council and maintain a pulse on the great forest itself, while their more aloof counterparts in Nemethil plot the elven nation as a whole.

GROUPS/FACTIONS

Grand Council – The grand druid council is a circle of sylvan elf elders, mostly druids, who seek to guide the sylvan elves as they in turn guide the rest of humanity to live harmoniously with nature.

SYLVAN ELF NPC

Sylvan Elf Scout

CR 1/2

XP 200

Sylvan Elf Ranger 1

LN Medium humanoid (elf)

Init +3; **Senses** low-light vision; **Perception** +8

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 12 (1d10+2)

Fort +3, **Ref** +5, **Will** +1; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

Melee shortsword +3 (1d6+3/19–20) or shortspear +3 (1d6+2)

Ranged longbow +4 (1d8/x3)

Special Attacks favored enemy (goblinoids +2)

TACTICS

During Combat The scout ambushes her target from stealth or takes cover in tree branches. If she has allies, she attacks enemies that her allies have injured. She uses a smokestick to signal trouble or cover her retreat.

STATISTICS

Str 14, **Dex** 17, **Con** 12, **Int** 10, **Wis** 15, **Cha** 8

Base Atk +1; **CMB** +3; **CMD** 16

Feats Point-Blank Shot, Skill Focus (stealth)

Skills Climb +6, Knowledge (local) +1, Knowledge (nature) +4, Perception +8, Stealth +10, Survival +6

Languages Common, Elven

SQ track +1, wild empathy +0

Combat Gear potion of cure light wounds, alchemist's fire, masterwork arrows (3), smokestick; **Other Gear** masterwork studded leather, longbow with 20 arrows, shortsword, shortspear, 15 gp

DESCRIPTION

The sylvan elf scout is a whisper in the wind, a leaf that floats silently through the great forests, forever watching those that pass by. Rarely do the scouts engage in combat, rather they choose to report back to the larger elven militias.



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Àern Rugadh, the Highborn (High Elves)



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"We may have not been the first beings on this earth, but it is certain that we are the first of any creatures here that had any beauty, or acknowledged the beauty of the world. If the Firbolg and Fomorians were here before us, then the Eldar visited an age before then, as surely the Firbolg and Fomorians are the remnants of a fey-tampered race. Races damned, and races doomed to extinction. We came here to lay waste to them, to clean up the Eldar's tinkering. We indeed killed millions, but we also scattered the survivors across this globe, and their will to survive has created many breeds. Some very hard to kill, and some prolific in their ability to produce offspring.

"We have been here so long, that we do not remember home - the Dreaming - properly, and only visit it in the reverie. We travel the fey roads, but we do not stay, because home has become strange to us, and the Eldar laugh at our inability to cope with the home place's mind affecting miasma. We are almost as estranged from our brethren Eldar as a race created by some god.

"The great spirit Danu has allowed many creations, some with what many consider deific power. And some of those have indeed created races. The dwarves come from such a being. But the Tuatha De Danann, - the Aern Rugadh, Aes Sidhe, and the Eldar Fae - we were not created by some lesser being. Always remember my son, though we are now mortal, we were shaped by the very will of Danu, and as such we sit as high as any other races' gods."

-Aulieren Caerthril, elven loremaster - in a letter to his son, Morothnaor, Lord High General of the Third Highborn Army, and Slayer of Avatars.

INTRODUCTION

Aern Rugadh, or Highborn, are known as high elves amongst the lesser races. These elves always stand tall and regal, are always impeccably dressed, and forever carry the honor that they are *the* representation of Danu - the great spirit that is and always will be the creator of everything, including the other gods.

To understand the *Aern Rugadh* and their downward look upon the other races, their origin (at least as they retell it) must be divulged. Though the *Aes Sidhe* (sylvan elves) are as old as the highborn, the only other race older than themselves are the eldar fae. Danu had need of such a fickle and powerful race as the eldar, otherwise they would not have been created. The eldar helped populate all of the multiverse created by Danu. The eldar were given free reign over the Dreaming, and to any world that Danu had created from it. The eldar, once given the power of creation, spread amongst

all the multiverse the Dreaming touched and became the tool, the integral part of all worlds. Sometimes, however, the chaotic nature of the eldar fae got carried away in their creations. The eldar, being fickle and carefree, might simply hide from some of their own creations, or leave a world to the devices of the beings they created, however loving or cruel that creation may be.

Enter the *Aern Rugadh*, another direct aspect of the Will of Danu. *Aern Rugadh*, as they have recorded history, were created to reign in some of the more harrowing and out of control creations of the eldar. They too once had free reign over the Dreaming, and went about the myriad worlds cleaning up after the eldar, or in some cases teaching the eldar's "offspring"; how to make fire, how to read and write, to work metal and stone. And on some worlds, they were the first sentient creatures. On many of these worlds, the elves simply decided to stay and live out their lives.

PHYSICAL DESCRIPTION

The highborn vary little from one another in height, weight, hair and eye color. People from outside of their society may even think they are all copies of each other. Most of the highborn are tall, have jet black hair, almond shaped steel blue/grey or purple eyes (iris) with green pupils. That being said, there are those with platinum blonde hair, and a few where the iris and pupil colors of their eyes are inverted. Their skin is usually pallid, but without blemish, and only the extremely venerable ever show signs of aging. Facial features, while mostly angular and hawkish, are no less than perfect, and all are breathtakingly beautiful. Many times this beauty is lost on other races, as highborn are mostly stern in their demeanor unless among their own kind.

RANDOM STARTING AGES

Adulthood	Intuitive ¹	Self-Taught ²	Trained ³
110 years	+4d6 years (114 - 134 years)	+6d6 years (116 - 146 years)	+10d6 years (120 - 170 years)

1 This category includes, oracles, rogues, and sorcerers. There are no barbarian Highborn

2 This category includes bards, cavaliers, fighters, gunslingers, paladins, rangers, summoners, and witches.

3 This category includes alchemists, clerics, druids, inquisitors, magi, monks, and wizards.

RANDOM HEIGHT AND WEIGHT

Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Male	5 ft. 10 in.	+2d6 in. (6 ft. - 6 ft 10 in.)	110 lbs.	+(2d8x5 lbs.) (120 - 190 lbs.)
Female	5 ft. 8 in.	+2d4 in. (5 ft. 10 in. - 6 ft. 4 in.)	90 lbs.	+(2d6x5 lbs.) (100 - 150 lbs.)

SOCIETY

Highborn society is possibly the most stoic of the elven races. Surely they are capable of showing all of the myriad spectrum of emotions, but most often these are reserved for other highborn that they are very familiar with. To outside races, they may seem emotionless and rather pretentious, as most high elves do not even consider other races worthy of speaking to.

High elf professions and means of livelihood are perhaps where the race truly differs from other races, including other subraces of elves. While there are many smiths amongst the high elves, there are no miners. Plenty of bakers and butchers, but rarely farmers. It is often said that the Highborn consider themselves too important for menial tasks, or for work that would require them to get "dirty". To visit one of their settlements, it would seem the truth. Highborn trade or buy the minerals and ore needed to smith their fine elvish steel. Almost all high elf settlements have expansive farms that are operated and ran mostly by halflings, and quite a few sylvan and grey elves. However, the lack of highborn in these professions, is not because they consider it beneath them. Rather, it is because these professions are viewed as the foundations of civilization, and these foundations must be protected at all costs. Hence, the most abundant and the most time honored profession of the high elves is the soldier. The protection of these "foundations of civilization" – especially for the

sustaining of elven societies – is not a badge worn as a matter of pride, rather it is something that is often carried out with remorseless zeal.

All highborn spend time in a military encampment before they are considered mature enough to choose their own profession. This is where the elven proficiency with bows and swords ideology was born, and adamantly retained. In the one hundred plus years of elven adolescence, more time is spent becoming familiar with a bow than most other races' "accomplished" bowmen have had in their entire lives.

Martial training is not the only focus of the highborn elves. While it is a factor in every one of their lives, it is not the only means of battle, or center of focus. Magic, in all of its forms is considered as important as early martial training. Magic is recognized for what it is though – a tough and extremely demanding vocation - and no high elf is chastised for not having the aptitude to be able to master it. Those that do, however, are often held in the highest esteem. Wizards are often warranted the highest honor, and likewise held to the most duty bound professions as leaders and protectors of all the elven races. Most high elven sorcerers are trained with tight knit groups of highly effective military skirmish squads, sometimes containing more than one sorcerer, so that their grouping of spells complements each other. Even druids, who consider the protection of nature and terra firma a higher cause than the protection of humanoid lives, are trained with at least some military background, so that their magic might help the elven nation someday as well.

Highborn are more than just militaristic zealots though. High elves do not just protect "foundations of civilization", they exemplify it. Elves in general live very long lives, and they also require very little sleep. This leaves a multitude of time to do almost anything, and certainly it can be said that high elves are considered skillful in a wide variety of things. A typical loaf of bread bought from a high elf baker may make a human chef cry from the sheer joy of the flavor in it. It is not only important that humanoids are different from beasts in their ability to read and write, but you should take pride in it, and form every word whether written or spoken with all the beauty and grace that you have. From

the moment they wake, the highborn devote themselves to the perfection of whatever they pursue. This philosophy is called the Sublime Way.

RELATIONS

It would be easy to say that the highborn consider all other non-elvish humanoid races as inferior to elves, and especially to the high elves themselves. That is because it is a valid belief. The highborn see themselves as creations of the very fabric of reality, the essence that is Danu, that which created all other things, even the gods. As such, all other non-elvish races are first judged on very basic merits of good and evil and from there lumped into two other simplistic categories of useful and non-useful.

A typical racial relation would be broad in its first "screening". Orcs (and all other blackblooded races – goblinoids, gnolls, ogres, etc) for instance, would fall into the category of evil, which almost always translates into being "non-useful" and henceforth into the subcategory of "must be eliminated from the world". Sure there may be a few "good" individuals of those races, but not enough to warrant letting the species propagate.

Humans, dwarves, gnomes and halflings are viewed in much the same way, but are more often than not judged based on the community in which they live. A short-lived racial kingdom or country that supported or exalted a tyrant or despotic ruler would probably be considered the same as the orc nation above. Exceptions to this "rule of thumb" would be in trains of thought like, "how useful would this nation be in destroying or reducing this other nation..."

Celestial and fiendish races are generally judged by their planar origin, and then follow the "rule of thumb".

Other elven races however, are warranted an actual thoughtful review, at least by highborn standards:

Drow: [Hatred] The drow are considered to be a lower species than even goblins. Drow were once "normal" elves, and turned their back on what is considered the true Will of Danu, which is to reign in the more chaotic or destructive races and forces created by the eldar, to foster those in need, and be stewards of the land. Those that became drow

started as elves who deigned to master the other “lesser” races (instead of helping them) and began a never ending quest to satisfy their own selfish desires. Not only that, but most abandoned Danu completely, and began worshipping evil gods or demons. There is hope for some individuals to come back to the light of Danu, but “elimination on sight” is a general standing order.

Elflings: [Friendly] The “half-sprites,” as they are affectionately called, are actually held in high favor by the highborn, as they make excellent spies and scouts. They can be disguised as gnomes or halflings, and use that advantage to gain entrance where elves might not be allowed. The capricious nature of the elflings, however, does mean keeping an eye on them, and the elflings often make light of the situation, if only to let the highborn know that the elflings are aware of their racial profiling.

Grey Elves: [Indifferent] The grey elves are viewed in a somewhat harsh light. Still considered “true elves,” the grey are considered to have also ignored the Will of Danu, by becoming explorers for exploration’s sake. Some highborn scholars claim that the restless exploration of the various worlds is in fact a different manifestation of the Will of Danu. The fact that the grey do not hold to mastering other races tempers this impression as well. Even those highborn that accept this interpretation of the grey elves’ free will, still hold them in great disdain for another reason. Grey elves far too often adopt other races non-elvish penchants, such as haste and recklessness. “Fools they are, for fools rush in, and fools and their heads are soon separated.”

Half Elves: [Indifferent] Half-elves are treated with the rule of thumb or but are given preference if raised by elves. If not raised by elves they are treated much like humans, but are given every chance to prove themselves loyal to the elves to a fault. It is a simple and effective means of protecting the elven nation.

Sylvan Elves: [Friendly] If ever there was a double-edged sword in the relationship of sibling races, it would be that of the sylvan and highborn. The sylvan are recognized as the equal to the highborn in the aspect that they were both born to the Will of Danu and as far as any elf knows, they were born at the same time. The greatest chagrin the highborn

have about the sylvan is their lack of pursuit of perfection. While the sylvan elves are certainly masters of terrain, they do not see every waking moment as a moment to try and become better at mastering the higher forms of civilized culture, such as architecture, art, and education. Thusly, sylvan are often viewed as the relatives that never rose to their potential. “Why live in the forest, when you could build magnificent cities as such that one’s heart would nearly burst at the beauty of it? Druidic magic will never compare to those that have mastered the arcane art. Magic is a force to control, much as the other races sometimes have to be for their own good! Hiding in the forest instead of acknowledging your place as greater beings? The sylvan waste their lives, it is no wonder that so many of their kind end up as the grey wanderers.”

Umbral Elves: [Indifferent] Ancient records point to the fact that the umbral elves were once highborn, and were lost on a trip to find a permanent road back to The Dreaming. For this reason, the umbral are accepted as elves, and not a race of the shadow plane. The highborn take the umbral zealotry of the fetchlings as a double-edged sword: the fact that the umbral are dedicated to an ideal and vie to perfect the hunt of the wretched creatures is countermanded by the fact that they (the umbral) are not perfecting themselves *just to be* perfecting themselves. The highborn also understand that the umbral feel betrayed by other elves, despite documented proof a search was made for them after their disappearance. Seeing the penchant the umbral have for hatred against the fetchlings, and because of their extended stay in the shadow realm, a wary eye is kept on the more powerful members of the subrace.

ALIGNMENT & RELIGION

Although the highborn consider themselves superior to most other races, they are by no means evil as a race. Individuals however, can be of any alignment, though certain types would certainly stand out in a high elven society. High elven cities and settlements tend to be very lawful, so a chaotic evil individual would be easily noticed.

Religion could be viewed as a difficult matter, but in actuality it is not. Most likely, if Danu is a strong presence, then devotion to he/she/it is all there is.

However if Danu has willed the creation of elven gods or gods worthy of the Will of Danu, then they may be venerated. On some worlds, Danu has taken the form of whole pantheons of gods, and that is all that is available to worship. The elves there have been separated from The Dreaming so long that it is all that they know.

On worlds where Danu's presence is unknown or little felt, High elven worship tends to venerate gods or ideals which best represent their society as a whole.

ADVENTURERS

Considering their devotion to the protection of elven society, it may be thought of as odd to see the highborn alone and out in the world. The exact opposite of that is the truth of the matter, conversely. Young highborn that display inclinations of falling prey to wanderlust, are indoctrinated to go out and learn about the world surrounding them. This serves two purposes. First, any information deemed relevant by high elven standards should (and will be) reported to the nearest highborn settlement. Second, being out in the world tends to season individuals best, and when they return home, they may better serve elven causes or Danu's Will.

MALE NAMES

Eruaias , Alawë , Glanion , Melforton , Vanirond , Indómion, Lairlaithas, Alyapantron , Nimtarion, Taurthanar

FEMALE NAMES

Given Names

Daufindwen, Cadilwen , Amonien , Tisardaawen , Alalotiel , Iorinniel , Iorinnya , Caunima , Beriël , Maethensinria

HIGHBORN ELF PLAYER CHARACTERS

Alchemist: Add one extract formula from the alchemist's list to his formula book. This formula must be at least one level lower than the highest-level formula the alchemist can create.

Arcanist: Increase total number of points in the arcanist's arcane reservoir by 1.

Barbarian: Highborn elven barbarians do not exist.

Bard: The bard gains 1/6th of a bardic performance.

Bloodrager: Highborn elven bloodragers do not exist.

Cavalier: Add +1 hit point to the cavalier's mount. If the cavalier ever replaces his mount, the new mount gains these bonus hit points.

Cleric: Select one domain power granted at 1st level that is normally usable a number of times per day equal to 3 + the cleric's Wisdom modifier. The cleric adds +1/2 to the number of uses per day of that domain power.

Druid: Add + 1/3rd to the druid's natural armor bonus when using wild shape.

Fighter: Add +1 to the fighter's CMD when resisting a disarm or sunder attempt, or gain a +1 to the fighter's CMB on awesome blow, disarm or sunder attempts.

Gunslinger: Add +1/3rd on critical hit confirmation rolls made with firearms (maximum bonus of +5). This bonus does not stack with Critical Focus.

Hunter: Choose a weapon from the following list: longbow, longsword, rapier, short sword, shortbow, or any weapon with "elven" in its name. Gain a +1/2 bonus on critical hit confirmation rolls made while using that type of weapon (maximum bonus +4). This bonus does not stack with those gained through Critical Focus and similar effects.

Inquisitor: Add one spell known from the inquisitor's spell list. This spell must be at least one level below the highest-level spell the inquisitor can cast.

Investigator: Increase the total number of points in the investigator's inspiration pool by 1/3rd.

Magus: Highborn magus gains 1/5th of a new magus arcana.

Monk: Add +1 to the monk's base speed. In combat this option has no effect unless the monk has selected it five times (or another increment of five).

This bonus stacks with the monk's fast movement class feature and applies under the same conditions as that feature.

Oracle: Add +1/2 to the oracle's level for the purpose of determining the effects of one revelation.

Paladin: Add +1/2 hit point to the paladin's lay on hands ability (whether using it to heal or harm).

Ranger: Choose a weapon from the following list: longbow, longsword, rapier, shortbow, short sword, or any weapon with "elven" in its name. Add +1/2 on critical hit confirmation rolls made while using that weapon (maximum bonus of +4). This bonus does not stack with Critical Focus.

Rogue: Add +1 to the number of times per day the rogue can cast a cantrip or 1st-level spell gained from the minor magic or major magic talent. The number of times this bonus is selected for the major magic talent cannot exceed the number of times it is selected for the minor magic talent. The rogue must possess the associated rogue talent to select these options.

Shaman: Add 5 feet to the range of a chosen shaman hex. Multiple bonuses from this ability can apply to the same hex, to a maximum of an additional 30 feet for any single hex.

Skald: Increase the bonus granted by the well-versed class feature by 1/4th (maximum +8).

Slayer: Increase the studied target bonus on Perception and Survival checks by 1/4th. When the slayer gains the stalker class feature, he also gains this increase to the studied target bonus on Stealth checks.

Sorcerer: Select one bloodline power at 1st level that is normally usable a number of times per day equal to 3 + the sorcerer's Charisma modifier. The sorcerer adds +1/2 to the number of uses per day of that bloodline power.

Summoner: The amount of time the summoner must spend to summon his eidolon is reduced by 1 round, to a minimum of 1 round.

Swashbuckler: Increase the total number of points in the swashbuckler's panache pool by 1/4th.

Warpriest: Add 1/2 to the number of times per day the warpriest can use blessings, but he can use these additional blessings on only those from the Air, Animal, Charm, Magic, Plant, or Sun domains.

Witch: Amongst the highborn, children suspected of being witches are usually outcast or sometimes even killed unless the source of the witch's power can be proven to be of fey origin. Add one spell from the witch spell list to the witch's familiar. This spell must be at least one level lower than the highest-level spell she can cast. If the witch ever replaces her familiar, the new familiar knows these bonus spells.

Wizard: Select one arcane school power at 1st level that is normally usable a number of times per day equal to 3 + the wizard's Intelligence modifier. The wizard adds +1/2 to the number of uses per day of that arcane school power.

*Classes not covered above gain the standard options for favored classes, a +1 bonus to hp or +1 skill point for each level.

STANDARD RACIAL ABILITIES (PATHFINDER)

Ability Scores: Standard: Highborn gain +2 Dex, +2 Int, and -2 Cha. Elves are nimble and their knowledge is vast and formidable. Regardless of their cold beauty, their relations with other races often suffer from their sense of superiority.

Size: Elves are medium creatures and thus receive no bonuses or penalties due to their size.

Type: Elves are humanoids with the elf subtype.

Base Speed: Elves have a base speed of 30 feet.

Languages: Elves begin play speaking Common and Elven. Elves with high Intelligence scores can choose from the following: Celestial, Draconic, Gnomish, Goblin, Orc, and Sylvan. See the Linguistics skill page for more information about these languages.

Racial Points: 15

Effective Level: +0

DEFENSES

Elven Sleep Immunity: The highborn are immune to magic sleep effects.

Steel Mind: High elves have a mindset that is foreign, even to other elves. The highborn do not consider a contest of wills with other races a contest at all. They are naturally resilient in matters of the mind, and gain a +2 bonus on all Will saving throws.

FEATS AND SKILLS

Keen Senses: High elves receive a +2 racial bonus on Perception checks.

Elven Weapon Focus: You gain the Elven Weapon Focus Feat*.

Learned: Highborn elves make it a point to be well rounded. They may choose two skills at character creation. Those skills will always be class skills for the character.

MAGICAL ABILITIES

Elven Magic: Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items.

Magic in the Blood: Once per day, high elves may increase the DC of any spell they cast by +1. High elves with a Charisma score of 11 or higher also gain the following spell-like abilities (the caster level is equal to the user's character level):

1/day— light, mage hand, prestidigitation, true strike.

The DC is equal to 10 + the spell's level + the user's Charisma modifier.

OFFENSES

Weapon Familiarity: High elves are proficient with longbows (including composite longbows), and shortbows (including composite shortbows), and treat any weapon with the word "elven" in its name as a martial weapon. Most high elves will only wield elven weapons, considering other weapons inferior. There are some though, that

understand having a wide range of options is good to have training in all manner of weapons.

SENSES

Low-Light Vision: Elves can see twice as far as humans in conditions of dim light.

STANDARD RACIAL ABILITIES (5e)

Ability Scores: Standard: Highborn gain +2 Dex and +1 Int. Highborn Elves are nimble and their knowledge is vast and formidable. Regardless of their cold beauty, their relations with other races often suffer from their sense of superiority.

Size: Elves are medium creatures and thus receive no bonuses or penalties due to their size.

Type: Elves are humanoids with the elf subtype.

Base Speed: Elves have a base speed of 30 feet.

Languages: Highborn elves begin play speaking Common and Elven.

DEFENSES

Elven Sleep Immunity: The highborn are immune to magic sleep effects.

Steel Mind: High elves have a mind-set that is foreign, even to other elves. The highborn do not consider a contest of wills with other races a contest at all. They are naturally resilient in matters of the mind, and gain proficiency on all Wisdom saving throws.

FEATS AND SKILLS

Keen Senses: Highborn elves gain proficiency in Perception skill checks.

Elven Weapon Focus: You gain the Elven Weapon Focus Feat*.

Learned: Highborn elves make it a point to be well rounded. They may choose proficiency in one additional skill of their choice at character creation.

MAGICAL ABILITIES

Elven Magic Lore: Highborn elves gain proficiency in the Arcana skill, or expertise if they have already selected it.

Magic in the Blood: Once per day, members of this race may increase the DC of any spell they cast by +1. Members of this race with a Charisma score of 11 or higher also gain the following spell-like abilities (the caster level is equal to the user's character level):

1/day— *light, mage hand, prestidigitation, true strike.*

The DC is equal to 8 + your proficiency bonus + the user's Charisma modifier.

OFFENSES

Weapon Familiarity: Elves gain proficiency with longbows (including composite longbows), and shortbows (including composite shortbows), and any weapon with the word “elven” in its name. Most highborn elves will only wield elven weapons, considering other weapons inferior. There are some though, that understand having a wide range of options is good to have training in all manner of weapons.

SENSES

Darkvision: You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

ALTERNATE ABILITIES

Ambidextrous: It was said that ages ago all elves could use either hand to perform any action and the outcome would be the same. However it has become more of a hereditary characteristic in the last five or six generations. With this trait you reduce any penalty incurred by using two hands (such as two weapon fighting) by 1. You may also increase your off-hand damage by +1, to a maximum of your full ability score modifier. Furthermore, you can throw weapons, fire a bow or crossbow right or left handed, write, perform on instruments, or make skill checks with either hand

at no penalty. You consider either hand your primary hand.

This replaces the Elven Weapon Focus trait.

5e: You can use two-weapon fighting even when the one-handed melee weapons you are wielding aren't light.

Dedicated Acolyte: The lure of arcane power led you to shun your martial studies. Elves with this racial trait treat their Intelligence score as one higher for the purposes of determining bonus spells based on their Intelligence score.

This replaces the Weapon Familiarity racial trait.

5e: Your Intelligence increases by +1 to a maximum of 20.

Elusive Grace: The elves have a grace of movement that has helped safeguard them for millenia. Elves with this trait gain a +1 dodge bonus to Armor Class.

This replaces the Elven Weapon Focus trait.

5e: You may use the Dodge or Disengage action as a bonus Action during any of your turns.

Elven Presence: The highborn are able to manifest the power of the Ageless Hum into their bodies to awe those they wish to have as allies or intimidate those that attempt to thwart them or are flat out adversaries. Three times per day when the highborn makes a Diplomacy or an Intimidate check, they gain a +10 bonus to the check. If speaking to a crowd the elf may make these checks simultaneously, hopefully silencing naysayers while encouraging those that agree with them.

This trait replaces the Elven Magic trait.

5e: Once per short rest the highborn elf may gain advantage and a +1d6 bonus on any Charisma-based skill check. At 10th level, they gain an additional die and the bonus increases to +1d8. At 15th level, they gain a third die.

Warrior Caste: Many elves devote large portions of their youth to the use of bow and blade rather than

the study of magic. Highborn elves with this racial trait gain proficiency with two (non-exotic) weapons of their choice and gain either Weapon Finesse or Precise Shot feat.

This racial trait replaces the Elven Magic trait.

5e: The elf with this trait may choose a Fighting Style from the ranger class.

Wisdom of the Ancients: The long lives of the elves manifest in more than one attribute. Not all spend their time in study; some spend it transitive reflective thought often in the deepest and most secluded section of the forest. These elves gain a +2 to Wisdom instead of Intelligence. The elf retains his standard +2 bonus to Dexterity and -2 to Charisma.

This changes the normal elven ability score racial trait.

*Elven Weapon Focus is a feat in this book.

RACIAL ARCHETYPE

Mage Knight (Magus Archetype)

The mage knights are a group within the already deadly magus forces of the highborn who are able to summon weapons of force and wield powers of *telekinesis*.

Arcane Pool (Su)

The mage knight may add the following weapon properties to his list of enhancement bonuses he may place on his weapon: *agile*, *corrosive*, *corrosive burst*, *thundering* and *wounding*.

Telekinesis (Su)

At 1st level, the mage knight may expend a point from his Arcane Pool to swap any prepared spell to cast a form of *telekinesis*. This spell works in all ways as the *telekinesis* spell cast as a level of the spell swapped out. For example, a 4th level mage knight may dump a 2nd level spell to use *telekinesis*; it would function normally, but the spell would be altered by its level limit. This would affect the DC of the spell, how many pounds the mage knight may lift (100 lbs. as a 2nd level spell) and any other level aspect of the spell. It also only has a range of 70 feet per level of the spell swapped. The mage

knight may use his *telekinesis* ability as a spell when performing Spell Combat.

Force Weapon (Su)

At 4th level, the mage knight may expend a point of his arcana pool to cast the spell *instant weapon* as a swift action. He may enhance this weapon with his arcana pool as normal. At 7th level, he may do this as a reaction. The Force Weapon is always considered a light weapon and may be wielded with Weapon Finesse, regardless of the actual weapon summoned.

This ability replaces Spell Recall.

Blade Magic (Su)

At 11th level, the mage knight may summon two force weapons and dual wield them as if he had the two-weapon fighting feat. Alternatively, the mage knight may summon a two-handed or double weapon. This still only costs the mage knight one arcana pool point. As per the spell, the mage knight is considered proficient with the weapon and may use his arcana pool to enhance both weapons (at the extra cost) as per normal. The mage knight may use his Spell Strike ability through either weapon, either end of a double weapon or even if he is using a two-handed weapon. The mage knight may also use his Force Weapons to block incoming arrows, bolts, bullets or other such sized ammunition as if he had the Deflect Arrows feat. Furthermore, as an immediate action, the Mage Knight may absorb part of any spell that is he is a target of that does energy damage. He must first make a concentration check equal to the DC of the spell being cast, and he may use his +2 racial bonus from his elven magic trait as a bonus on this check. Doing so however uses the racial ability bonus to overcome spell resistance for the mage knight's next whole turn. If his concentration check is successful, he takes half damage from the spell and he regains arcana pool points equal to half of the spell level cast at him, rounded down (minimum one).

This ability replaces Improved Spell Recall.

THE MAGE KNIGHT (FIGHTER ARCHETYPE) [5E]

The mage knight is the consummate warrior-arcanist, and to the highborn, magic and swordplay are both so closely ingrained in their cultures they often are seen as one.

SPELLCASTING

When you reach 3rd level, you learn two cantrips and three first level spells. You learn an additional cantrip at level 9. When you gain a new spell slot, you learn a new spell up to your maximum spell level and maximum spells known. You may also exchange a spell known at each new mage knight level.

Your spells are cast using Charisma as your primary spellcasting attribute, as the elves are innately magical. You calculate your save DCs for spells as 8 + your proficiency bonus + CHA modifier and your magical attack as your proficiency bonus + CHA modifier.

FORCE WEAPON

At 3rd level, the mage knight can instantly create a melee weapon of magical force as a bonus action. The weapon takes a form of the Mage Knight's choosing. The weapon may be wielded with finesse, regardless of the type created. This weapon, as pure force, is indestructible (though it may be dispelled). If the weapon ever leaves the mage knight's hands, it immediately disappears.

WAR WIZARDRY

At 7th level, the mage knight learns to deliver spells in combat. You may cast a cantrip as a bonus action when making an attack action, or make a weapon attack as a bonus action when casting a spell.

IMPROVED FORCE WEAPON

At 10th level, the mage knight can create two force weapons. He may dual wield such weapons if they are sized appropriately. Additionally, the weapons become effectively magical and grant a +1 bonus to attacks and damage.

TELEKINESIS

At 15th level, the mage knight can use *telekinesis* as a spell-like ability once per short rest.

IMPROVED WAR WIZARDRY

At 18th level, when the mage knight takes an action to cast a spell, they can make a weapon attack as a bonus action.

MAGE KNIGHT SPELLCASTING:

Fighter Level	Cantrips Known	Spells Known	Spell Slots per Spell Level			
			1 st	2 nd	3 rd	4 th
3 rd	2	3	2	-	-	-
4 th	2	4	3	-	-	-
5 th	2	4	3	-	-	-
6 th	2	5	3	-	-	-
7 th	2	5	4	2	-	-
8 th	3	6	4	2	-	-
9 th	3	6	4	2	-	-
10 th	3	7	4	3	-	-
11 th	3	7	4	3	-	-
12 th	3	8	4	3	-	-
13 th	3	8	4	3	2	-
14 th	3	9	4	3	2	-
15 th	3	9	4	3	2	-
16 th	3	10	4	3	3	-
17 th	3	10	4	3	3	-
18 th	4	11	4	3	3	1
19 th	4	11	4	3	3	1
20 th	4	12	4	3	3	1

HIGHBORN ELF PARAGON PRESTIGE CLASS

Role: The highborn paragon are purists, and have a tendency to focus on one or two things in life, do them exceedingly well and yet be well rounded enough to perform almost any task as if they have trained in that task alone for all of their lives. Given the elves long lives and a heady age to be considered mature by their own standards, it is no wonder all things flourish at their touch.

Alignment: Any

Hit Die: d8.

Requirements

To qualify to become a highborn elf paragon, a character must fulfill all the following criteria.

Skills: 2 ranks in Knowledge (history), Knowledge (nature) and Knowledge (nobility).

Spells: Ability to cast 1st-level arcane or divine spells.

Class Skills

The high elf paragon's class skills are Acrobatics (Dex), Appraise (Int), Climb (Str), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha).

Skill Ranks at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the Highborn Elf paragon prestige class.

Weapon and Armor Proficiency: A highborn elf paragon is proficient with all simple and martial weapons, light armor, medium armor, and shields.

Spells per day: When a highborn elf paragon level is gained, the character gains new spells per day as if she had also gained a level in any one arcane spellcasting class she belonged to before she added the prestige class or any one divine spellcasting class she belonged to previously. She does not, however, gain other benefits a character of that class would have gained. This essentially means that she adds the level of highborn elf paragon to the level of whatever other arcane spellcasting class or divine spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly. If a character had more than one arcane spellcasting class or more than one divine spellcasting class before she became a

highborn elf paragon, she must decide to which class she adds each level of the paragon for the purpose of determining spells per day. If she did not have a previous spellcasting class, she may choose one.



TABLE: HIGHBORN ELF PARAGON

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+2	+0	Breadth of Experience, Sublime Self	+1 level of existing class
2nd	+1	+3	+3	+1	Ability Score Improvement, Bonus Feat	+1 level of existing class
3rd	+2	+3	+3	+1	Bonus Reverie Feat, Elven Presence	+1 level of existing class

Breadth of Experience (Ex): At 1st level, the highborn elf paragon gains the Breadth of Experience feat, regardless of age. If she already has this feat, she gains a racial bonus to her Knowledge and Profession skill checks equal to her Paragon class level.

Sublime Self (Ex): The highborn paragon picks four of her class skills, two mental and two physical. She gains a racial bonus equal to her class level in these skills.

Ability Score Improvement: The highborn elf may increase any one ability score by 2, or any two ability scores by 1.

Bonus Feat: The highborn elf paragon may choose any one feat she qualifies for.

Bonus Reverie Feat: The highborn elf paragon may choose any one reverie feat she qualifies for. Reverie feats are listed in the feat section of this book.

Elven Presence: The highborn are able to manifest the power of the Ageless Hum into their bodies to awe those they wish to have as allies or intimidate those that attempt to thwart them or are flat out adversaries. Three times per day when the highborn makes a Diplomacy or an Intimidate check, they gain a +10 racial bonus to the check. If speaking to a crowd the elf may make these checks simultaneously, hopefully silencing naysayers while encouraging those that agree with them.

HIGHBORN ELF SETTLEMENTS

Highborn settlements are usually grand expanses of beautifully sculpted cities seemingly molded directly from the stone and marble mountainous terrain they favor. The *Aern Rugadh* have a tendency to find rings of mountains and use them as natural defense against their enemies. These mountains are always well forested on either side of the natural barrier, and gleaming towers surround the city at outposts as a means of seeing potential threats before they arrive at any gate. Indeed there are no crafted walls around an elven city. The whole mountain ring is considered their wall and a fortnight's travel in any direction from it is considered part of the elven realm. These realms are

guarded zealously and most other humanoid races other than Halflings are not allowed to even traverse there.

Below is an example of a typical High Born Elf City.

THE DRAGON EYRIE

NG Large city

Corruption +0; Crime +1; Economy +3; Law +4; Lore +6; Society +1

Qualities academic, insular, magically attuned, military presence, racially intolerant (humans, blackbloods)

Danger +10; Disadvantages wild magic

DEMOGRAPHICS

Government Magical

Population 15,200 (10000 highborn, 4000 sylvan, 500 grey, 700 halflings)

Notable NPCs

- Aulierien Caerthril, Loremaster (Lawful Good male highborn elf wizard 5 loremaster 10)
- Lord High General Morothnaor (Neutral Good male highborn warpriest 10)
- Ealorin Laeil, Realm Mother (Chaotic Good female sylvan druid 6, oracle of nature 6)

MARKETPLACE

Base Value 10,400 gp; **Purchase Limit** 60,000 gp;

Spellcasting 9th

Minor Items 4d4; **Medium Items** 3d4; **Major Items** 2d4

DESCRIPTION

Dragon Eyrie is a modest city based in the southern portion of a small mountain range. It is one of seven cities that are part of a ring of protection around a great sylvan home tree which lies in a vast forest in the crater of the mountain range.

The city sprawls in the valley between two mountain ranges which form natural barriers and keep the city safe from most invasions. The cities primary function is to house the standing Army of

7000 highborn drake riders, warriors, warpriests and magus, and well over a thousand ranger/hunters serving as border patrol. They also tend to protect caravans of metal coming from dwarven strongholds deeper in the mountain range.

The sylvan elves living there are largely farmers as are the halflings who live in the city proper, though some of the short folk tend to make a living running shops. Some halfling villages lie outside the protective ring of mountains and are not considered part of the city's populace, but are protected nonetheless.

GROUPS/FACTIONS

Cavalier and magus drake riders: these groups tend to have favored status as they can use their flying mounts to travel quickly to any potential threat and deal with it through flame, magic and steel.

ADVENTURE HOOKS/RUMORS

A magic stone of great power is hidden here.

This is partially true. In the main high tower of magic in this city is a portion of a standing stone that has a tendency to tap into the ley lines and affect ritual magic being cast in its presence. Aulieren Caerthril, the elven loremaster thinks he is close to figuring out why the magical surge seems to be random.

High Elf NPC

Indómion Mithdrilhûn

Indómion Mithdrilhûn is a captain of the 1st Garrison at the city of Dragon Eyrie, and so therefore also the captain of the watch. All matters of the city come through him before going to the generals or the council. His outer presence is one of stern command, and a fearless leader. If ever singled out for one on one combat, Indómion lets his true inner-self show through. He is a flamboyant swordsman, but never letting showmanship get the upper hand on solid tactics. He is also known for devious spell combinations using spellstrike and spell combat to their utmost potential.

Highborn elf fighter 1/magus 7 (mage knight)
Chaotic Good medium humanoid (highborn elf)
Init +4; **Senses** low-light vision; **Perception** +8

Defense

AC 16, touch 15, flat-footed 11 (+4 Dex, +1 dodge, +1 natural)
HP 67 (8 HD; 7d8+1d10+23)
Fort +9, **Ref** +6, **Will** +8;
Defensive Abilities elven immunities; **Immune** sleep
Steel Mind +2 to Will Saves

Offense

Speed 30 ft.
Melee +1 *elven long sword* +12/+7 (1d8+6/19-20) or +14/+9 (1d8+8/19-20) w/Arcane Strike or force weapon (elven longsword) same stats.
Special Attacks arcane pool (+2, 5 points), arcane strike +2 to hit and damage, magus arcana (close range, wand wielder), spell combat, force weapon, spellstrike, telekinesis.
Magus Spells Prepared (CL 7th; concentration +11)
3rd—*vampiric touch*
2nd—*bear's endurance, bladed dash, shield, frigid touch* UM,
1st—*color spray* (DC 13), *corrosive touch* UM, *shocking grasp, recharge innate magic, lightning lash***;
0 (at will)—*acid splash, dancing lights, daze* (DC 12), *ray of frost, read magic*

Statistics

Str 13, **Dex** 18, **Con** 14, **Int** 14, **Wis** 12, **Cha** 11
Base Atk +6; **CMB** +7; **CMD** 22
Feats Arcane Strike, Dodge, Mobility, Quicken Spell-Like Ability (true strike), Slashing Grace ACG, Weapon Finesse, Elven Weapon Focus*
Traits *Armor Expert* (When you wear armor of any sort, reduce that suit's armor check penalty by 1, to a minimum check penalty of 0). *Desperate Focus* (You gain a +2 trait bonus on concentration checks).
Skills Acrobatics +6, Bluff +1, Climb +5, Craft (alchemy) +6, Craft (armor) +4, Craft (calligraphy) +4, Craft (weapons) +4, Diplomacy +1, Escape Artist +5, Fly +8, Handle Animal +4, Heal +3, Intimidate +4, Knowledge (arcana) +6, Knowledge (dungeoneering) +6, Knowledge (planes) +6, Perception +8, Profession

(astronomer) +5, Profession (courtesan) +5, Profession (soldier) +5, Ride +8, Sense Motive +2, Spellcraft +6, Stealth +8, Survival +6, Swim +6, Use Magic Device +4

Languages Common, Draconic, Elven, Sylvan
SQ elven magic, knowledge pool, medium armor

Combat Gear *acolyte ale* (potions of *cure light wounds* x5), *oil of bless weapon* (3), *potion of bear's endurance*, *potion of bull's strength*, *potion of cat's grace*; +1 *elven chain*, +1 *elven long sword*, *amulet of natural armor* +1,

Other Gear backpack, bedroll, belt pouch, flint and steel, silk rope (50 ft.), ink, black, ink pen, mess kit, pot, soap, spell component pouch, torch (10), trail rations (5), waterskin, 150 gp

Spell-Like Abilities

Quicken Spell-Like Ability (Spell-Like Ability, True Strike, 1/day) - 0/1

Spell-Like Ability, Lesser (Light, 1/day) (Sp) - 0/1

Spell-Like Ability, Lesser (Mage Hand, 1/day) (Sp) - 0/1

Spell-Like Ability, Lesser (Prestidigitation, 1/day) (Sp) - 0/1

Spell-Like Ability, Lesser (True Strike, 1/day) (Sp) - 0/1

Special Abilities

Arcane Pool +2 (5/day) (Su) Infuse own power into a held weapon, granting enhancement bonus or selected item powers.

Arcane Strike As a swift action, add +1 damage, +1 per 5 caster levels and your weapons are treated as magic for the purpose of overcoming damage reduction.

Armor Expert -1 Armor check penalty.

Close Range (Ex) Using spellstrike, deliver ranged touch spells as melee touch spells.

Elven Magic (Ex) +2 to Spellcraft checks to determine the properties of a magic item.

Immunity to Magic Sleep You are immune to magic sleep effects.

Knowledge Pool (Su) Spend Arcane Pool points to prepare a magus spell that is not in your spellbook for 1 day.

Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

Mobility +4 to AC vs. AoO provoked by moving out of or through a threatened area.

Quicken Spell-Like Ability (Spell-Like Ability, Lesser, 1/day) Spell-like ability is cast as a swift action up to 3/day.

Slashing Grace (Elven Long Sword) Treat chosen weapon as 1-handed piercing weapon and can add Dex instead of Str to damage.

Elven Weapon Focus* (weapon focus with all weapons covered by the weapon familiarity trait)

Spell Combat (Ex) Use a weapon with one hand at -2 and cast a spell with the other.

Force Weapon (Su) At 4th level, the mage knight may expend a point of his arcana pool to cast the spell *instant weapon* as a swift action. He may enhance this weapon with his arcana pool as normal. At 7th level, he may do this as a swift action. The force weapon is always considered a light weapon and may be wielded with weapon finesse.

Spellstrike (Su) Deliver touch spells as part of a melee attack.

Wand Wielder (Su) The magus can activate a wand or staff in place of casting a spell when using spell combat.

Arcane Pool (Su) The mage knight may add the following weapon properties to his list of enhancement bonuses he may place on his weapon: *agile*, *corrosive*, *corrosive burst*, *thundering*, and *wounding*.

Telekinesis (Su) At 1st level, the mage knight may expend a point from his Arcane Pool to swap any prepared spell to cast a form of *telekinesis*. This spell works in all ways as the *telekinesis* spell cast as a level of the spell swapped out. For example, a 4th level mage knight may expend a 2nd level spell to use *telekinesis*; it would function normally, but the spell would be altered by its level limit. This would affect the DC of the spell, how many lbs. the mage knight may lift (100 lbs. as a 2nd level spell) and any other level aspect of the spell. It also only has a range of 70 feet per level of the spell swapped. The mage knight may use his telekinesis ability as a spell when performing Spell Combat.



Laith Seáchrán, the Grey Wanderers (Grey Elves)

INTRODUCTION

The *Laith Seachran* (Grey Wanderers) are the elves most typically encountered by the other races. However it should be noted the grey elf is not, or more precisely, *was* not originally a subrace in and of itself. Some elves are born with an insatiable hunger to explore and see every new horizon as unique and beautiful enough to be worthy of being seen by the eldest race on earth. Those elves that heed the call often never look back and have taken to populating the world in almost every climate and region.

This zest for life burns hotly, and the Grey are often found sharing similar outlooks and urgencies as their non-elf neighbors with shorter life spans, albeit tempered with the wisdom of a long lived race. As such, the grey are the one race of elves that does not always share the typical elven contemptuous outlook of other races.

Grey elves can actually be from any other subrace of the elves, however enough of them have taken to the wander-mien and found each other to have actually created lineages and communities. The term grey wanderers is actually a slanderous moniker given to this group by the other races of elves, grey being a color lacking any true distinction or vibrancy. The other elves consider the grey directionless or lack focus. Claiming they are not devoted to any particular elven cause, and are more likely wrapped up in their own affairs. The greys do not overly concern themselves with the derisive comments of their cousins. It is often the grey's reports from far flung lands that give the other races of elves early warning of any threat to elven kind.

PHYSICAL DESCRIPTION

The grey are a cross-section of all other elven races, therefore they share the same attributes of other elves. They are tall and lithe, with pointed ears, angular features and a wide variety of hair colors, though most of them tend to have an earthy brown tint to their locks. Perhaps most different from other elves is eye coloration. While most of the other races of elves have vibrant and stunning iris eye colors, the grey elves eyes have almost all uniformly



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I am my father's son. Long has he spent exploring the world. He would often say, "There is much to see since the Changing of the World. Our ancestors ruled the whole of it, once. But now many races claim dominance. The great change has created new mountains, new forests, seas and cavernous depths. So much of our power was spent holding our precious islands apart from the cataclysm, and now our race sits there and rots. That is why I and others like me took to the new world. To see, to sow," Then he would look down to me with such passion in his eyes, "To live."

-Entry in Cariesael Lithluend's journal – elven guide for a human expedition into uncharted territory.

become an icy steel grey, as if their namesake has defined them in this fashion. Variants exist, but they have become few and far between. Also, while most elves pupils are green or amber, the grey have turned a near hazel. Still, for those not used to it, staring into a grey elf's eyes is still as unsettling as staring into sylvan or highborn's.

RANDOM STARTING AGES

Adulthood	Intuitive ¹	Self-Taught ²	Trained ³
110 Years	+4d6 years (114 - 134 years)	+6d6 years (116 - 146 years)	+10d6 years (120 - 170 years)

1 This category includes barbarians, oracles, rogues, and sorcerers.

2 This category includes bards, cavaliers, fighters, gunslingers, paladins, rangers, summoners, and witches.

3 This category includes alchemists, clerics, druids, inquisitors, magi, monks, and wizards.

RANDOM HEIGHT AND WEIGHT

Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Male	5 ft. 4 in.	+2d8 in. (5 ft. 6 in. - 6 ft. 8 in.)	110 lbs.	+(2d8×5 lbs.) (120 - 190 lbs.)
Female	5 ft. 4 in.	+2d6 in. (5 ft. 6 in. - 6 ft. 4 in.)	90 lbs.	+(2d6×5 lbs.) (100 - 150 lbs.)

SOCIETY

The grey elves are most often travelers, those looking for adventure or simply to explore the world. However, they do have communities, mostly established by those getting on in years. The structures in these villages, towns, and cities, most often reflect the amount of other elven subrace's blood in that community, or what race the original founding members hail from.

A very old grey elf city may look very much like a sylvan forest home, with homes in trees because the founders were originally sylvan, and wanted to rest in a home that was familiar to them. This city may be influenced by other greys among them that have highborn blood, and could have adobe homes

among the base of the trees or in a clearing of the forest. Likewise, a grey elf city could be in the mountains and almost reflect perfectly the great marbled cities of the highborn. Sometimes, a grey elf town or village may even look human with hewn lumber and tiled roofing. Not that one would mistake the homes for human made once you got into the city proper, as the amount of detailed beauty in everything from roof design to doorknobs would take several human lifetimes to complete. Some elves might even say that humans are incapable of creating beauty by elven standards, because they do not live long enough to truly finish a product.

Life in a grey elf town, village or city might seem a bit stuffy by human standards, as the elven formalities (always greet your elders and superiors with respect and dignity) and general congeniality (kindness to others is almost a law) is ever present. Such cities may seem to have a lack of young adults, as these are most often the ones gone adventuring, and indeed this form of life is encouraged. Other races that are familiar with grey elven society often call their settlements retirement villages, as most of the elves that live there are of venerable age, even though they hardly look it.

The greater grey elven cities (there are few) often have a highborn elf as a ruler (often called regents). This is because any large elven city becomes a priority to be protected, not only for the sake of elven lives, but for trade and commerce as well. Protection of elven well-being is a duty the highborn take very seriously. If a large grey elf city seems to be cycling through regents rather quickly, the highborn come for a visit, and often leave a more stable ruler in the seat of power. Any elf that has proven not only his power, but also his desire to protect the city is eligible to be voted in as regent, however.

RELATIONS

The grey elves are the most far flung race of elves, and therefore have had many more opportunities to interact with the other races. While this does not quell the elven superiority characteristic, it does make them at least more sociable than their cousins.

Dwarves and Gnomes – [Indifferent] Greys may consider both dwarves and gnomes as noisy, the former dour and the latter a bit too chatty, but recognize both as having worthy attributes (smithing and magical talent respectively), and therefore worthy of being neighbors or friends.

Halflings – [Friendly] Halflings are most often to be found in the companionship of greys. Halflings are creatures of habit, and that habit is often to live and eat well, regardless of circumstances. This is considered a very good outlook on life, and it often mirrors the grey's take on life. Though to be fair, the grey's outlook is tempered with longevity – “we have time to do it right, let us pause for nourishment” while the halfling's outlook is more “that's close enough! Let's eat!”

Black-bloods - [Hatred] All black-bloods are treated roughly the same, which is most often “kill on sight”, and this usually includes half orcs. A grey may be willing to listen to a friend speak for a half-orc and then judge him on his own merits, but just as often will not deal with them at all.

Humans – [Indifferent] Humans are the most interesting of all the other humanoid races to the greys. Humans often share the same zeal for adventure or exploring as the grey does. Human lives burn hotly, and this draws the greys as moths to a flame. Grey's are just as quick to turn their backs on humans though, especially those that live in cities that sit in squander and ruin, or those who rule through terror and fear.

Half-elves – [Friendly] Grey elves could be the source of many half-elven children, as they wander and sow their oats. Perhaps this is the reason many half-elves are forlorn, as they never truly know both of their parents. The grey elven wanderlust often burns so hot that the grey cannot or will not set roots down. Especially to raise a child he or she will likely outlive. Elven intimacy among family is felt fiercely. It has often been noted that when an elven parent has a young offspring that perishes before his time, that one or both of the parents simply wither and die within a decade, their will to live extinguished by the tragedy. This may be the reason the elven parent of a half-elf is virtually unknown to them.

Other Elves – [Indifferent/Friendly] To the high elves, the grey elves would mostly be thought of as contemptible. The grey are seen as not having any true loyalties other than to themselves. Even so, a grey elf is better than any of the other non-elven races. To the sylvan elves, who seek enlightenment through wisdom, the grey elf would be viewed with a modicum of understanding. This insight would come laced with the realization that self-awareness about one's place in the circle of life can only come through life's journeys, and obviously the grey elf has more roads to travel before he comes home.

The grey elves view themselves as restless and charismatic, yearning to see the world beyond the confines of the forest or of the stifling, regimented city. The *Laith Seachran* or “Grey Wanderers” is a name given derogatorily to those that “dare” to leave the elven homesteads on their own and they wear the name with pride. At least they were not afraid to leave home on their own. Sure the other elves send out their minions on quests, but the few grey are free, and no amount of name calling will ever take that away. There are too many wonders in the world to see, and the freedom to do so is a true elf's calling...

ALIGNMENT & RELIGION

As a race that spans the globe to see what there is to see, the *Laith Seachran* often grow to reflect any region they encounter for a lengthy period of time. Their chaotic behavior is most evident in their wanderlust, or in their sense of self preservation, however most grey's have a true desire to see all other peoples (except perhaps black-bloods) live in peace and prosper, while respecting nature's bounty. Most greys are chaotic and good, however, as they are influenced more easily than the other sub-races of elves, the grey can just as easily be of any alignment or religion.

ADVENTURERS

Grey elves become adventurers for adventure's sake. To explore the world, see stunning vistas, face the unknown, and rise above any challenges, these are life goals. That and to come home every few centuries and tell the tales of all that they have encountered.

MALE NAMES

Given Names

Aindil, Dûrdur, Ealoron, Falastoron, Larbrinil, Laryaeth, Taniborn

FEMALE NAMES

Given Names

Aranpandómien, Dlarethina, Ídhdil, Mithlaryl, Yraulinde

GREY ELF PLAYER CHARACTERS

Laith Seachran run the gambit on classes. They are heavily influenced by the world and what they see. Any class is open to them, and may have the normal +1 to hit points or +1 skill point or the stated bonuses listed below for favored classes.

Alchemist: Add one extract formula from the alchemist's list to his formula book. This formula must be at least one level lower than the highest-level formula the alchemist can create.

Barbarian: Add +1 to the barbarian's base speed. In combat this option has no effect unless the barbarian has selected it five times (or another increment of five). This bonus stacks with the barbarian's fast movement feature and applies under the same conditions as that feature.

Bard: Add +1 to the bard's CMD when resisting a disarm or sunder attempt.

Cavalier: Add +1 hit point to the cavalier's mount. If the cavalier ever replaces his mount, the new mount gains these bonus hit points.

Cleric: Select one domain power granted at 1st level that is normally usable a number of times per day equal to 3 + the cleric's Wisdom modifier. The cleric adds +½ to the number of uses per day of that domain power.

Druid: Add +1/3rd to the druid's natural armor bonus when using wild shape.

Fighter: Add +1 to the fighter's CMD when resisting a disarm or sunder attempt.

Gunslinger: Add +1/3rd on critical hit confirmation rolls made with firearms (maximum bonus of +5). This bonus does not stack with Critical Focus.

Inquisitor: Add one spell known from the inquisitor's spell list. This spell must be at least one level below the highest-level spell the inquisitor can cast.

Magus: The magus gains 1/6th of a new magus arcane.

Monk: Add +1 to the monk's base speed. In combat, this option has no effect unless the monk has selected it five times (or another increment of five). This bonus stacks with the monk's fast movement class feature and applies under the same conditions as that feature.

Ninja: Add +1/4th point to the ninja's ki pool.

Oracle: Add +½ to the oracle's level for the purpose of determining the effects of one revelation.

Paladin: Add +½ hit point to the paladin's lay on hands ability (whether using it to heal or harm).

Ranger: Choose a weapon from the following list: longbow, longsword, rapier, shortbow, short sword, or any weapon with "elven" in its name. Add +½ on critical hit confirmation rolls made while using that weapon (maximum bonus of +4). This bonus does not stack with Critical Focus.

Rogue: Add +1 to the number of times per day the rogue can cast a cantrip or 1st-level spell gained from the minor magic or major magic talent. The number of times this bonus is selected for the major magic talent cannot exceed the number of times it is selected for the minor magic talent. The rogue must possess the associated rogue talent to select these options.

Samurai: The elven samurai may select two weapons he is proficient with for the purposes of his weapon expertise class ability.

Sorcerer: Select one bloodline power at 1st level that is normally usable a number of times per day equal to 3 + the sorcerer's Charisma modifier. The

sorcerer adds +½ to the number of uses per day of that bloodline power.

Summoner: The amount of time the summoner must spend to summon his eidolon is reduced by 1 round, to a minimum of 1 round.

Witch: Add one spell from the witch spell list to the witch's familiar. This spell must be at least one level lower than the highest-level spell she can cast. If the witch ever replaces her familiar, the new familiar knows these bonus spells.

Wizard: Select one arcane school power at 1st level that is normally usable a number of times per day equal to 3 + the wizard's Intelligence modifier. The wizard adds +½ to the number of uses per day of that arcane school power.

*Classes not covered above gain the standard options for favored classes, a +1 bonus to hp or +1 skill point for each level.

STANDARD RACIAL ABILITIES (PATHFINDER)

Ability Scores: As grey elves are an amalgam of the elven races, they share their physical abilities. However, because they are also found the world over, they often have to rely on many different mental and diplomatic aspects to achieve dominance or acceptance in a region. The Laith Seachran have become very versatile, and have learned to take advantage of different intellectual abilities. Grey elves have the standard +2 to Dex and -2 Con, but may choose to either have a +2 to Cha, Int or Wis.

Size: Elves are medium creatures and thus receive no bonuses or penalties due to their size.

Type: Elves are humanoids with the elf subtype.

Base Speed: Elves have a base speed of 30 feet.

Languages: Elves begin play speaking Common and Elven. Elves with high Intelligence scores can choose from the following: Celestial, Draconic, Gnomish, Goblin, Orc, and Sylvan. See the Linguistics skill page for more information about these languages.

Racial Points: 14
Effective Level: +0

DEFENSES

Elven Immunities: Grey elves are immune to magic sleep effects and gain a +2 racial saving throw bonus against enchantment spells and effects.

FEATS AND SKILLS

Alluring Aura: The wandering grey elves are the most likely to be making their livelihoods outside of their ancestral homes, often relying on their unearthly beauty to win over opinions, smooth over disagreements or just to be beguiling. They gain a +2 racial bonus to Bluff and Diplomacy checks, and once per day may roll twice on either of these checks and take the higher roll when dealing with non-elves.

Keen Senses: Grey elves receive a +2 racial bonus on Perception checks.

Diverse Heritage: Grey elves gain the Additional Traits feat. They may select two additional character traits to reflect both their complicated bloodline and their study of different cultures.

MAGICAL ABILITIES

Magic in the Blood: Once per day, members of this race may increase the DC of any spell they cast by +1. Members of this race with a Charisma score of 11 or higher also gain the following spell-like abilities (the caster level is equal to the user's character level):

1/day—dancing lights, ghost sound, mage hand, blend.

The DC is equal to 10 + the spell's level + the user's Charisma modifier.

OFFENSES

Elven Weapon Familiarity: Elves are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows), and treat any weapon with the word "elven" in its name as a martial weapon.

Warrior Caste: Many elves devote large portions of their youth to the use of bow and blade rather than the study of magic. Grey elves with this racial trait gain proficiency with two (non-exotic) weapons of their choice and gain either Weapon Finesse or Precise Shot feat.

SENSES

Low-Light Vision: Elves can see twice as far as humans in conditions of dim light.

STANDARD RACIAL ABILITIES (5E)

Ability Scores: As grey elves are an amalgam of the elven races, they share their physical abilities. However, because they are also found the world over, they often have to rely on many different mental and diplomatic aspects to achieve dominance or acceptance in a region. The Laith Seachran have become very versatile, and have learned to take advantage of different intellectual abilities. Grey elves have the standard +2 to Dexterity, but may choose to have a +1 in either Charisma, Intelligence or Wisdom.

Size: Elves are medium creatures and thus receive no bonuses or penalties due to their size.

Type: Elves are humanoids with the elf subtype.

Base Speed: Elves have a base speed of 30 feet.

Languages: Elves begin play speaking Common and Elven.

DEFENSES

Elven Immunities: Grey elves are immune to magic sleep effects and gain advantage on saves against charm magic.

FEATS AND SKILLS

Alluring Aura: The wandering grey elves are the most likely to be making their livelihoods outside of their ancestral homes, often relying on their unearthly beauty to win over opinions, smooth over disagreements or just to be beguiling. They add a bonus equal to half their proficiency modifier to Deception and Persuasion skill checks, and once

per long rest may gain advantage on either of these checks when interacting with a non-elf.

Keen Senses: Grey elves gain proficiency in Perception skill checks.

Diverse Heritage: Grey elves gain one additional skill or tool proficiency to reflect both their complicated bloodline and their study of different cultures.

MAGICAL ABILITIES

Magic in the Blood: Once per day, members of this race may increase the DC of any spell they cast by +1 a number of times per long rest equal to their Charisma modifier.

Members of this race with a Charisma score of 11 or higher also gain the following spell-like abilities (the caster level is equal to the user's character level):

1/day—*dancing lights, ghost sound, mage hand, blend.*

The DC is equal to 8 + your proficiency bonus + your Charisma modifier.

OFFENSES

Elven Weapon Familiarity: Grey elves are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows), and any weapon with the word “elven” in its name.

Warrior Caste: Many elves devote large portions of their youth to the use of bow and blade rather than the study of magic. Grey elves with this racial trait may choose one fighting style from the ranger class.

SENSES

Darkvision: You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

ALTERNATE ABILITIES

Not all Laith Seachran manifest their innate abilities the same way. Some retain typical elven prowess and capabilities, while others strive to be as adaptable as possible.

Ambidextrous: It was said that ages ago all elves could use either hand to perform any action and the outcome would be the same. However it has become more of a hereditary characteristic in the last five or six generations. With this trait you reduce any penalty incurred by using two hands (such as two weapon fighting) by 1. You may also increase your off-hand damage by +1 to a maximum of your full ability score modifier. Furthermore, you can throw weapons, fire a bow or crossbow right or left handed, write, perform on instruments, or make skill checks with either hand at no penalty. You consider either hand your primary hand.

This racial trait replaces the Warrior Caste trait.

5e: You can use two-weapon fighting even when the one-handed melee weapons you are wielding aren't light.

Elusive Grace: The elves have a grace of movement that has helped safeguard them for a millenia. Elves with this trait gain a +1 dodge bonus to Armor Class.

This racial trait replaces the Warrior Caste trait.

5e: You may use the Dodge or Disengage action as a bonus Action during any of your turns.

Elven Magic: Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items.

This racial trait replaces the Magic in the Blood trait.

Multitalented: Grey elves choose two favored classes at 1st level and gain +1 hit points or +1 skill rank whenever they take a level in either of those classes.

This racial trait replaces the Diverse Heritage trait.

Breadth of Experience: Grey elves gain the Breadth of Experience feat regardless of age, due to their extensive roaming of the world.

This racial trait replaces the Diverse Heritage trait.



Exotic Weapon Proficiency: Grey elves have travelled the world over and many have adopted weapon choices and fighting styles from these locales. Some of these weapons and styles have been handed down for generations. Grey elves may choose two exotic weapons to be proficient with rather than learning to use traditional elven weaponry.

This racial trait replaces the Elven Weapon Familiarity trait.

Hale: You spent excessive amounts of time and effort trying to overcome your inherent elven frailty. Subsequently, your training of the mind and social mores suffered as a result. Elves with this racial trait do not suffer the -2 penalty to Constitution, but they do not gain a bonus to Charisma, Intelligence or Wisdom either.

This racial trait replaces the normal elven ability scores racial trait.

RACIAL ARCHETYPE

Laith Seachran Unfettered (Grey Elf Fighter Archetype)

The unfettered is a prime example of the grey elves at their wandering best. These fighters have eschewed medium and heavy armors and even the use of shields for freedom of movement and the use of terrain to their advantage.

Weapon and Armor Proficiency

An unfettered is proficient with all simple and martial weapons and with light armor. An unfettered wearing any armor other than light, under a medium or heavy load, or carrying a shield loses the use of his AC bonus, climb ability, and Favored Terrain bonuses.

AC Bonus (Ex)

At 4th level, when lightly armored and unencumbered, an unfettered gains a +1 dodge bonus to AC. This bonus increases by 1 for every four unfettered levels thereafter, up to a maximum of +5 at 20th level.

These bonuses to AC apply even against touch attacks or when the unfettered is flat-footed. He loses these bonuses when he is immobilized or helpless, when he wears any armor heavier than light, when he carries a shield, or when he carries a medium or heavy load.

This ability replaces medium and heavy armor proficiencies.

Fluid Feats

Upon reaching 4th level, and every four levels thereafter (8th, 12th, 16th and 20th), an unfettered fighter can choose to learn a new bonus feat in place of a bonus feat he has already learned. In effect, the

fighter loses the bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A fighter can only change one feat at any given level and must choose whether or not to swap the feat at the time he gains a new bonus feat for the level.

Climb (Ex)

The unfettered gain a +4 racial bonus on Climb checks. While in one of their favored terrains, they do not lose their Dexterity or class bonus to AC while climbing. He loses this bonus when he is immobilized or helpless, when he wears any armor heavier than light, when he carries a shield, or when he carries a medium or heavy load.

This ability replaces shield and tower shield proficiencies.

Unfettered Mind and Body (Ex)

Starting at 2nd level, the unfettered gains a +1 bonus on either Will or Reflex saves. This bonus increases by +1 for every four levels beyond 2nd. At each level he gains a bonus he may decide to either add the bonus to Will saves or Reflex saves, but not both.

This ability replaces Bravery.

Favored Terrain (Ex)

Starting at 3rd level, the unfettered learns to digest more about the locales he has seen and learned to use their terrain to his advantage. The unfettered may select a type of terrain from the Ranger Favored Terrains table. The unfettered gains a +2 bonus on Initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when he is in this terrain. An unfettered traveling through his favored terrain normally leaves no trail and cannot be tracked (though he may leave a trail if he so chooses).

At 7th level, 11th and 15th levels, the unfettered may select an additional favored terrain. In addition, at each such interval, the skill bonus and initiative bonus in any one favored terrain (including the one just selected, if so desired), increases by +2.

If a specific terrain falls into more than one category of favored terrain, the unfettered's bonuses do not stack; he simply uses whichever bonus is higher.

This replaces the Armor Training 1, 2, 3, and 4 abilities.

THE UNFETTERED (FIGHTER ARCHETYPE) [5E]

The unfettered is a prime example of the grey elves at their wandering best. These fighters have eschewed medium and heavy armors and even the use of shields for freedom of movement and the use of terrain to their advantage.

UNFETTERED MANEUVERABILITY

At 3rd level, the unfettered fighter gains a +1 bonus to AC when wearing light or no armor and may ignore a number of squares of difficult terrain each round equal to their Wisdom modifier.

UNFETTERED TERRAIN

At 7th level, the unfettered fighter may select a favored terrain from the list of ranger favored terrains. This feature works exactly like the ranger class ability.

LEAF ON THE WIND

At 10th level, you gain a bonus equal to half your proficiency modifier on all Athletics and Acrobatics skill checks made within your favored terrain.

UNFETTERED MIND AND BODY

At 15th level, the unfettered fighter may gain proficiency in either Wisdom or Dexterity saves.

IMPROVED UNFETTERED TERRAIN

At 18th level, when the unfettered fighter is within his chosen terrain, the unfettered fighter's AC bonus (see above) increases to +2.

GREY ELF PARAGON PRESTIGE CLASS

Role: The Laith Seachran or grey elf paragon is a jack of all, master of none. She excels at the art of gathering a bit of knowledge from all walks of life, and using it on her travels. Whether just to acquire knowledge, keep out of trouble, or sometimes to get into it...

Alignment: Any

Hit Die: d8.

Requirements

To qualify to become a grey elf paragon, a character must fulfill all the following criteria.

Skills: 3 ranks in Bluff and Diplomacy

Spells: Ability to cast 1st-level arcane or divine spells.

Class Skills

The grey elf Paragon's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha).

Skill Ranks at Each Level: 4 + Int modifier.

Table: Grey Elf Paragon

Level	Base Bonus	Attack	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1 st	+0		+0	+2	+2	Breadth of Experience	+1 level of existing class
2 nd	+1		+1	+3	+3	Skill Jack	+1 level of existing class
3 rd	+2		+1	+3	+3	Bonus Feat	+1 level of existing class

Class Features

All of the following are class features of the grey elf paragon prestige class.

Weapon and Armor Proficiency: A grey elf paragon is proficient with all simple and martial weapons, light armor, medium armor, and shields.

Breadth of Experience (Ex): At 1st level, the grey elf paragon gains the Breadth of Experience feat, regardless of age. If she already has this feat, she gains a bonus to her Knowledge and Profession skill checks equal to her Paragon class level.

Skill Jack (Ex): The grey elf paragon picks four of her class skills, two mental and two physical. She gains a racial bonus equal to her paragon class level in these skills. Furthermore, these skills will always be class skills for her.

Bonus Feat: The grey elf paragon may choose any one feat she qualifies for.

Spells per day: When a grey elf paragon level is gained, the character gains new spells per day as if she had also gained a level in any one arcane spellcasting class she belonged to before she added the prestige class or any one divine spellcasting class she belonged to previously. She does not, however, gain other benefits a character of that class would have gained. This essentially means that she adds the level of grey elf paragon to the level of whatever other arcane spellcasting class or divine spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly. If a character had more than one arcane spellcasting class or more than one divine spellcasting class before she became a grey elf paragon, she must decide to which class she adds each level of the paragon for the purpose of determining spells per day.

GREY ELF SETTLEMENTS

Grey elf settlements tend to be small and located somewhere between a larger city and a large expanse of open wilderness. Even though most of these villages are known to the city's population, the grey elf villages tend to remain more of a tourist



attraction for the wealthy, and less of a trading center for elven goods. This is most often by design of the greys themselves, as they impose strict trading privileges and insist on self-sustaining lifestyles.

Below is an example of a typical grey elf small town.

WINDHOME

NG Small town

Corruption -2; **Crime** -1; **Economy** -1; **Law** +3;

Lore +1; **Society** -1

Qualities insular, tourist attraction

Danger +0; **Disadvantages** cursed

DEMOGRAPHICS

Government Commune

Population 204 (170 grey elves, 2 sylvan elves, 2 highborn elves, 20 half-elves, 6 halflings, 4 gnomes)

Noteable NPCs

- **Arinae Kalimnor, Wise One** (CG female grey elf druid 6)
- **Aris Caeliel, Village Protector** (CG male grey elf ranger 4)
- **Garret Everyson, Village Protector/Inter-racial Diplomat** (NG male half-elf ranger 2/expert 1)

MARKETPLACE

Base Value 1,200 gp; **Purchase Limit** 5,000 gp; **Spellcasting** 4th

Minor Items 3d4; Medium Items 1d6; Major Items None

DESCRIPTION

Windhome is a grey elf village about a fortnights travel from a larger human city. It sees a lot of visitors, but strives to keep its elven heritage. Some older sylvan elves live here (village founders), as well as a few highborn. Some believe the highborn are here just in case the village expands into a trading center. Several half-elves have made the village their home, likely because it is close to a human settlement where they can go to blow off steam. Most of the grey elves in this village are of venerable age, with the few young taking up protector's posts. A smattering of halflings and gnomes have taken up residence here as well, away from the bustle of the human city.

The village has about sixty tree-homes, which seem to be the center of attraction among the wealthy of the human city. The rest of the homes are elven style adobe homes, usually crafted with magic made to be very beautiful and comfortable.

GREY ELF NPC

Anodurien Seantril

Anodurien Seantril is a typical adventuring grey elf fighter. Most grey elves prefer to be fast on their feet and have some form of terrain advantage over inexperienced foes. Their elven reflexes serve almost as well as armor, and they usually maintain equal combat abilities with bow and blade.

Male Grey Elf Fighter (Unfettered Archetype) 5

CG Medium humanoid (elf)

Init +4 (+6 in forests); **Senses** low-light vision; Perception +4 (+6 in forests)

DEFENSE

AC 21, touch 16, flat-footed 17 (+4 Dex +5 Armor)
hp 40 (5d10+10)

Fort +5, **Ref** +6, **Will** +3; +2 vs. enchantments

Defensive Abilities unfettered mind and body +1, elven immunities, AC Bonus +2; **Immune** sleep

OFFENSE

Speed 30 ft.

Melee +1 elven curve blade +10 (1d10+13/18-20) and unarmed strike +6 (1d3+6 nonlethal)

Ranged masterwork composite longbow +9 (1d8+7/×3)

Special Attacks weapon trainings (heavy blades +1)

Spell-Like Abilities (CL 5th; concentration +6)

1/day—*dancing lights, ghost sound, mage hand, blend.*

STATISTICS

Str 14, **Dex** 18, **Con** 14, **Int** 8, **Wis** 12, **Cha** 12

Base Atk +5; **CMB** +5; **CMD** 23

Feats Additional Traits, Deadly Aim, Point-Blank Shot, Power Attack, Weapon Finesse, Weapon Focus (elven curve blade), Weapon Specialization (elven curve blade)

Traits Bounty Hunter, Deft Dodger

Skills Bluff +4, Climb +6, Diplomacy +4, Escape Artist +5, Knowledge Geography +0, Intimidate +5, Perception +4 (+6), Ride +8, Stealth +4 (+6), Survival, +5 (+7); **Racial Modifiers** Alluring Aura, Keen Senses

Languages Common, Elven

SQ Favored Terrain (forest), the unfettered gains a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when he is in this terrain. An unfettered traveling through his favored terrain normally leaves no trail and cannot be tracked (though he may leave a trail if he so chooses).

Combat Gear acolyte ale (5), potion of *jump*;

Other Gear +1 chain shirt, +1 elven curve blade, masterwork composite longbow, ioun torch, backpack, masterwork, silk rope, 35 gp

ioun torch This item is merely a burned out, dull gray ioun stone with a continual flame spell cast upon it. It retains the ability to float and orbit, and allows the bearer to carry light and still have his hands free. It may be in any crystalline shape common to ioun stones (ellipsoid, prism, sphere, and so on).

Däoinë Scäch, the Umbral Elves

INTRODUCTION

The Northmen speak of dusky elves who are born of the shadows, tireless hunters of the Night People, those shadow-men born of the Shadelands, dark mirrors of our own life. The umbral elves swoop out of the forests and mercilessly eradicate the Night People wherever they are found. Despite their hatred for the evil shadowfolk, they seem to be dispassionate towards the mortal men and women of the world. The people call them wraith elves and their true history is tangled in antiquity.

When the elves came to this land, they came through the Dreaming Realm. It was not long after, they discovered a shadow realm surrounding the world. A large force of elves left to scout this tenebrous realm and learn of its dangers, never to return—having become lost in this strange unnatural shadow world. It has been a millennia or more since their excursion, and only recently have the sightings of these strange wraith elves been recorded.

While within the tenebrous realm, the umbral elves found Glömung City and its inhabitants, the fetchlings. They called them the Night People, and sought their aid. Instead, they found only betrayal and treachery. The elves retreated to the ancient Glömwood Forest, a shadowy parallel of an ancient forest of their own lands and learned to adapt to their new environment. They fought packs of wandering undead and other denizens of the shadows. Over the ages, the magics of the shadow realm altered and adapted the elves to the tenebrous realm and the elves learned to use guerilla tactics to take down the Night People at every opportunity. When the fetchlings came through to the Shadelands, some of the umbral elves found their way back to this realm, and continue their eternal hunt against their hated fetchling foes.

PHYSICAL DESCRIPTION

Umbral elves are pale, thin and have near-colorless blue or grey sunken eyes as well as white or grey hair. Their appearance and pallor is cold and leached of the vibrancy elves are typically known



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When our eyes adapted to the dark, what we saw in the shadows was terrifying. There are shadow-creatures that take the shape of men and they infiltrate all levels of society. Undead huddle in the corners of the darkness, waiting for those who would enter or open the gates to the shadow realm. We have been there and back again. We will be your guide and protectors. Do not fear my pallor, to us it is a badge of honor, it reminds of where we have been and what we have lost.

—Umbral Elf Ranger

for. Their faces appear more aged than their timeless brethren and devoid of happiness.

RANDOM STARTING AGES

Adulthood	Intuitive ¹	Self-Taught ²	Trained ³
110 years	+4d6 years (114 - 134 years)	+6d6 years (116 - 146 years)	+10d6 years (120 - 170 years)

1 This category includes, barbarians, oracles, rogues, and sorcerers.

2 This category includes bards, cavaliers, fighters, gunslingers, paladins, rangers, summoners, and witches.

3 This category includes alchemists, clerics, druids, inquisitors, magi, monks, and wizards.

RANDOM HEIGHT AND WEIGHT

Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Male	5 ft. 10 in.	+2d6 in. (6 ft. - 6 ft 10 in.)	110 lbs.	+(2d8x5 lbs.) (120 - 190 lbs.)
Female	5 ft. 8 in.	+2d4 in. (5 ft. 10 in. - 6 ft. 4 in.)	90 lbs.	+(2d6x5 lbs.) (100 - 150 lbs.)

SOCIETY

The umbral elves live deep in seclusion, often changing their locations once outsiders know of their existence. They live in constant fear of infiltration from the fetchlings. They are few in number, with only a few hundred living on the material plane and the remaining several thousand hidden away still in the shadow realm.

The umbral elves, as they call themselves, now intermix themselves amongst the other races of the realms, constantly searching out the fetchlings, waging a shadow war unbeknownst to all other mortal races.

RELATIONS

The umbral elves have little formal relations. They seem to appreciate the dwarves' efficiency for war,

but care little for humans. They despise the fetchlings and will slay them on sight. However, they shy from their own elven brethren, feeling as though they are no longer worthy of the light of their people.

Dwarves [Indifferent] Efficient warriors. We should direct their axes towards the fetchlings as well as giants and goblins.

Drow [Hatred] The umbral elves remember the treachery of the dark elves, but it is no less than the treachery of their surface brethren. Still, the drow are pure evil and to be destroyed on sight.

Dhampir [Unfriendly] The umbral elves find the dhampir dangerous. They are born of darkness and undeath, but sometimes fight against it. Still, it's easier to slay them on sight rather than ask questions and sift through their lies.

Elves [Indifferent] The high elves abandoned us on the realm of shadow. We have returned, but we will never again bow to those cowards. The sylvan elves are most worthy of our admiration, though they are simple people who still believe that spirits inhabit every object in the world. Where were those spirits when we were trapped in the Shadow Realm?

Fetchling [Hatred] The night people are an epidemic upon the world. They are a disease that pools in the dark corners of the world and must be eradicated.

Gnomes [Indifferent] The fey and their kin did nothing to aid the umbral elves when they were trapped on the shadow realm. We care little for their plight.

Half-Elves [Helpful] Any half-elf born of our blood is a warrior born to fight the night people. They must be shown the way and taught their gifts.

Halflings [Indifferent] Halflings are a weak race, one incapable of helping us in the war against the shadow.

Half-Orcs [Unfriendly] The umbral elves have little time to adjudicate good from evil. Orcs are evil and those with orc blood fall under the same

category in their eyes. While this is unfair to those few good or neutral half-orcs, the umbral elves care little.

Humans [Indifferent] The fools have been infiltrated by the night people. If we do not aid them, the fetchlings will wipe them out.

Orcs [Hatred] Their passion rivals our own, and they too have been wronged by the elves, but their slavery to the dark gods though is their undoing.

Tieflings [Hatred] Another race born of evil that the umbral elves would rather remove than allow to perform evil deeds.

ALIGNMENT & RELIGION

The so-called wraiths elves have a pretty dangerous reputation, and deservedly so. However, they are not evil, merely pragmatic. They suffer no evil to live and if a creature is a suspected shadow usurper, than it is better dead. By necessity they are neutral, and generally true neutral.

The umbral elves worship Sin, goddess of the moon. She cloaks them in darkness and grants them the luck to survive in the tenebrous realm and the mortal.

ADVENTURERS

Few umbral elves become adventurers. Their sense of duty is too strong. They serve to vindicate their race against the dreaded night people. Those that do become adventurers are often spies/scouts or seeking powerful items to use against the fetchlings.

MALE NAMES

Given Names

Andaerean, Baerithryn, Delsaran, Eriladar, Gaelin, Hatharal, Jharak, Lianthorn, Melandrach, Norlorn, Rauthomyr, Sythaeryn, Vesperr

FEMALE NAMES

Given Names

Amaranthae, Delshana, Elvandaruil, Ilyrana, Lyraesel, Maeralya, Rathaiin, Seldanna, Shadowmoon, Talaedra, Valindra, Zhuirentel

UMBRAL-ELF PLAYER CHARACTERS

Alchemist: Add +½ to the number of bombs per day the alchemist can create.

Arcanist: Increase total number of points in the arcanist's arcane reservoir by 1.

Barbarian: Add +½ the number of attacks of opportunity per round. This does not stack with the Combat Reflexes feat.

Bard: Add +½ on Bluff checks to pass secret messages and +½ on Diplomacy checks to gather information.

Bloodrager: Add ¼ to the bloodrager's effective class level when determining the power of her bloodrager bloodline powers.

Brawler: Add 1 foot to the brawler's base speed. In combat, this has an effect only for every five increases in the brawler's base speed.

Cavalier: Add +½ to the cavalier's bonus to damage against targets of the cavalier's challenge.

Cleric: Select one domain power granted at 1st level that is normally usable a number of times per day equal to 3 + the cleric's Wisdom modifier. The cleric adds +½ to the number of uses per day of that domain power.

Druid: The druid's animal companion gains resistance 1 against either cold or electricity. Each time the druid selects this reward, he increases his companion's resistance to one of those energy types by 1 (to a maximum of 10 for any one energy type).

Fighter: Add +1 to the fighter's CMD when resisting a disarm or overrun combat maneuver.

Gunslinger: Add +¼ to the number of grit points in the gunslinger's grit pool.

Hunter: Choose a weapon from the following list: longbow, longsword, rapier, short sword, shortbow, or any weapon with "elven" in its name. Gain a +½ bonus on critical hit confirmation rolls made while using that type of weapon (maximum bonus +4). This bonus does not stack with those gained through Critical Focus and similar effects.



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Հանրաձայն զուգահեռակա հանցիտ ժողովուրդը պարտավորված է

Inquisitor: Add +1/2 on Intimidate, Knowledge, and Sense Motive checks made against outsiders.

Investigator: Increase the total number of points in the investigator's inspiration pool by 1/3.

Kineticist: Gain a +1/4 bonus on damage rolls that apply the kineticist's elemental overflow bonus.

Magus: Add +1/6 of a new magus arcana.

Medium: Gain a +1/3 bonus on all skill checks using occult skill unlocks.

Mesmerist: When casting mesmerist enchantment spells, add +1/2 to the effective caster level of the spell, but only to determine the spell's duration.

Monk: Add a +1/4 bonus on combat maneuver checks made to grapple or trip.

Occultist: Gain a +1/2 bonus on Spellcraft checks to identify the properties of magic items and a +1/2 bonus on Use Magic Device checks to emulate a race.

Oracle: Add +1/2 to the oracle's level for the purpose of determining the effects of one revelation.

Paladin: Add +1/3 on critical hit confirmation rolls made while using smite evil (maximum bonus of +5). This bonus does not stack with Critical Focus.

Psychic: Gain +1/6 of a new phrenic amplification.

Ranger: Choose a weapon from the following list: longbow, longsword, rapier, shortbow, short sword, or any weapon with “elven” in its name. Add a +½ circumstance bonus on critical hit confirmation rolls with that weapon (maximum bonus of +4). This bonus does not stack with Critical Focus.

Rogue: Gain a +½ of a new rogue talent.

Shaman: The shaman gains ½ of a new shaman hex.

Skald: Increase the skald's total number of raging song rounds per day by 1.

Slayer: Gain +½ of a new slayer talent.

Sorcerer: Select one bloodline power at 1st level that is normally usable a number of times per day equal to 3 + the sorcerer's Charisma modifier. The sorcerer adds +½ to the number of uses per day of that bloodline power.

Spiritualist: Add 1 skill rank to the spiritualist's phantom.

Summoner: The summoner's eidolon gains resistance 1 against either cold or electricity. Each time the summoner selects this reward, he increases his eidolon's resistance to one of those energy types by 1 (maximum 10 for any one energy type).

Swashbuckler: Gain a +¼ bonus on all critical hit confirmation rolls made while using the precise strike deed (maximum bonus of +5). This bonus doesn't stack with those gained through Critical Focus and similar effects.

Warpriest: Add ¼ to the warpriest's effective level when determining the damage of his sacred weapon.

Witch: The witch's familiar gains resistance 1 against either cold or electricity. Each time the witch selects this reward, he increases his familiar's resistance to one of those energy types by 1 (to a maximum of 10 for any one energy type).

Wizard: Select one arcane school power at 1st level that is normally usable a number of times per day equal to 3 + the wizard's Intelligence modifier. The wizard adds +½ to the number of uses per day of that arcane school power.

*Classes not covered above gain the standard options for favored classes, a +1 bonus to hp or +1 skill point for each level.

STANDARD RACIAL ABILITIES (PATHFINDER)

Ability Scores: Umbral elves have a +2 Dex, -2 Con, and a +2 Int or Cha.

Size: Umbral elves are medium creatures and thus receive no bonuses or penalties due to their size.

Type: Umbral elves are humanoids with the elf subtype.

Base Speed: Umbral elves have a base speed of 30 feet.

Languages: Umbral elves begin play speaking Common and Elven. Those with high Intelligence scores can choose from the following: Aklo, Dark Folk, Goblin, Necril, Orc, Shadowtongue and Sylvan. See the Linguistics skill page for more information about these languages.

Racial Points: 15

Effective Level: +0

OFFENSES

Hatred: Umbral elves gain a +1 bonus to attacks against fetchlings and undead.

Shadow Caster: Umbral elves add +1 to the saving throw DCs for their spells and spell-like abilities of the illusion (shadow) subschool.

DEFENSES

Shadow Blending: Attacks against an umbral elf in dim light have a 50% miss chance instead of the normal 20% miss chance. This ability does not grant total concealment; it just increases the miss chance.

Shadow Resistance: Umbral elves have cold resistance 5.

FEATS AND SKILLS

Keen Senses: Umbral elves receive a +2 racial bonus on Perception checks.

Shadowborn: You gain skill training and a +2 racial bonus to Knowledge (planes) and Stealth checks.

SENSES

Low-Light Vision: Elves can see twice as far as humans in conditions of dim light.

Light Sensitivity: Umbral elves are dazzled as long as they remain in areas of bright light.

Darkvision: Umbral elves can see in the dark up to 60’.

OTHER RACIAL TRAITS

Disconnected: The time spent in the tenebrous realm severed the umbral elves’ ties to the Dreaming Realm. They do not have access to the reverie or any feats that require connection to it.

STANDARD RACIAL ABILITIES [5e]

Ability Scores: Umbral elves have a +2 Dex and a +1 Int or Cha.

Size: Umbral elves are medium creatures.

Type: Umbral elves are humanoids with the elf subtype.

Base Speed: Umbral elves have a base speed of 30 feet.

Languages: Umbral begin play speaking Elven and either Common or Shadowtongue.

OFFENSES

Hatred: Umbral elves gain a +1 bonus to damage against fetchlings and undead.

Shadow Caster: Umbral elves add +1 to the saving throw DCs for their spells when they are cast in dim light or darkness.

DEFENSES

Shadow Blending: When in conditions of dim or no light, attacks made against the umbral elves are made with disadvantage.

Shadow Resistance: Umbral elves have resistance to cold damage.

FEATS AND SKILLS

Keen Senses: You gain proficiency in the Perception skill.

Shadowborn: You gain proficiency with the Stealth skill. If you gain proficiency from another source, you gain expertise instead.

SENSES

Low-Light Vision: Elves can see twice as far as humans in conditions of dim light.

Light Sensitivity: While in sunlight, the umbral elf has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Darkvision: Umbral elves can see in the dark up to 60’.

OTHER RACIAL TRAITS

Disconnected: The time spent in the tenebrous realm severed the umbral elves’ ties to the Dreaming Realm. They do not have access to the reverie or any feats that require connection to it.

ALTERNATE ABILITIES

Ambidextrous: It was said that ages ago all elves could use either hand to perform any action and the outcome would be the same. However it has become more of a hereditary characteristic in the last five or six generations. With this trait you reduce any penalty incurred by using two hands (such as two weapon fighting) by 1. You may also increase your off-hand damage by +1 to a maximum of your full ability score modifier. Furthermore, you can throw weapons, fire a bow or crossbow right or left handed, write, perform on instruments, or make skill checks with either hand at no penalty. You consider either hand your primary hand.

This trait replaces the Shadow Caster trait.

5e: You can use two-weapon fighting even when the one-handed melee weapons you are wielding aren’t light.

Battle-Hardened: The umbral elves are a race always at war. You gain a +1 bonus to your CMD.

This racial trait replaces the Shadow Blending racial trait.

5e: You gain a +1 bonus to your AC.

Blessings of the Moon Goddess: You gain a +1 racial bonus on all saving throws when in shadows or darkness.

This racial trait replaces the shadow resistance racial trait.

5e: Once per short rest, when you are in dim light or no light, you can gain advantage on a saving throw.

Elven Weapon Focus: Some umbral elves focus their training with elven weapons. You gain the Elven Weapon Focus feat.

This racial trait replaces the shadow caster racial trait.

Lithe Step: Umbral elves may move at full speed across narrow surfaces using acrobatics without penalty. They are not considered flat-footed when making Climb checks or Acrobatics checks when climbing or to cross narrow or slippery surfaces. You may maintain a climb and fire your bow without penalty while climbing.

This racial trait replaces the Shadowcaster racial trait.

5e: Umbral elves gain proficiency in the Acrobatics skill.

Shadow Warrior: Umbral elves gain strength from the shadows. When within shadows, you gain a +2 dodge bonus to AC.

This racial trait replaces the Cold Resistance racial trait.

5e: When in dim or no light, you gain a +1 bonus to AC.

Silent Hunter: Members of this race reduce the penalty for using Stealth while moving by 5 and can make Stealth checks while running at a -20 penalty

(this number includes the penalty reduction from this trait).

This racial trait replaces the Shadowborn racial trait.

5e: The umbral elves gain proficiency on Stealth skill checks and may Hide as bonus Action on any of his turns.

Swift as Shadows: Members of this race reduce the penalty for using Stealth while moving at full speed by 5, and reduce the Stealth check penalty for sniping by 10.

This racial trait replaces the Shadowborn racial trait.

5e: You do not suffer disadvantage on Stealth checks when running.

Warrior Caste: Many Elves devote large portions of their youth to the use of bow and blade rather than the study of magic. Umbral elves with this racial trait gain Proficiency with two (non-exotic) weapons of their choice and gain either the Weapon Finesse or Precise Shot feat.

This racial trait replaces the Shadow Caster racial trait.

5e: The umbral elf with this trait may choose a Fighting Style from the fighter or ranger class.

RACIAL ARCHETYPE

Shadow Hunter (Slayer Archetype)

Some umbral elves venerate the moon goddess and receive her gifts, using them to take the fight against the fetchlings. To such slayers, it is more than killing, it is a sacred obligation, and one with which they are most zealous.

Prerequisite: Umbral elf

Cloak of Shadows (Su)

At 1st level, whenever you are not in normal light, you gain a +2 sacred bonus to Stealth checks. At 5th level this bonus increases to +4.

This ability replaces the slayer's 1st and 2nd studied target.

Cold Stare (Ex)

At 1st level, the umbral elf gains a +2 competence bonus on Intimidate checks and Perception checks made to see through disguises.

This ability replaces the slayer's 3rd studied target.

Blessing of the Moon Goddess (Ex)

At 4th level, the slayer gains DR 5/silver.

This replaces the slayer's 4th level slayer talent.

Shadow Walk (Su)

At 8th level, the slayer gains the ability to *shadow walk*, as per the spell, a number of times per day equal to their Charisma modifier (minimum 1).

This ability replaces the slayer's 8th level slayer talent.



THE SHADOW HUNTER (RANGER ARCHETYPE) [5E]

Prerequisite: Umbral elf

CLOAK OF SHADOWS

At 3rd level, as long as the shadow hunter is not in complete light, daylight, etc., they gain advantage on all Stealth checks.

COLD STARE

At 7th level, the umbral elf may add half their proficiency bonus as an additional bonus to all Intimidate skill checks, and Perception checks to see through disguises.

BLESSING OF THE MOON GODDESS

At 11th level, the shadow hunter gains resistance against all physical attacks that are not silver or magic.

SHADOW WALK

At 15th level, the shadow hunter may cast *dimension door* as per the spell once per short rest.

UMBRAL ELF PARAGON PRESTIGE CLASS

Role: The umbral elf paragon is a umbral elf who has devoted their life to the cause. They are consummate hunters and slayers of the fetchling menace. They are possessed of tremendous fortitude and willpower, relentlessly hunting their hated foes, seeking them out in every shadow.

Hit Die: d8.

Requirements

To qualify to become a umbral elf paragon, a character must fulfill all the following criteria.

Skills: Knowledge (nature), Knowledge (planes) and Survival 3+ ranks

Other: Favored Enemy class feature

Class Skills

The umbral elf paragon's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disable Device (Dex), Disguise (Cha), Intimidate (Cha), Knowledge (Arcana, Planes, Religion) (Int), Perception (Wis), Sense Motive (Wis), Stealth (Dex), Survival (Wis) and Swim (Str).

Skill Ranks at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the umbral elf paragon prestige class.

Weapon and Armor Proficiency: An umbral elf paragon is proficient with all simple and martial weapons, light armor, medium armor, and shields.

They also treat any exotic elven weapons as martial weapons.

Ancient Foe: Umbral elves gain a +2 dodge bonus to AC against fetchling attacks and a +2 racial bonus on combat maneuver checks made to grapple fetchlings.

Fearless Hunter: Umbral elf paragons gain a +2 racial bonus on all saving throws against fear effects.

TABLE: UMBRAL ELF PARAGON

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Ancient Foe, Fearless Hunter, Sneak Attack +1d6	
2nd	+1	+1	+1	+3	Bonus Feat, Improved Darkvision, Ability Score Improvement	+1 level of existing class
3rd	+2	+2	+2	+3	Improved Shadow Resistance, Deathless Spirit, Sneak Attack +2d6	+1 level of existing class

Sneak Attack: At 1st level, if an umbral elf paragon catches an opponent unable to defend itself effectively from his attack, he can strike a vital spot for extra damage. The umbral elf paragon's attack deals extra damage anytime his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the umbral elf paragon flanks his target. This additional damage is 1d6 at 1st level, and increases by 1d6 every 2 levels thereafter. Should the umbral elf paragon score a critical hit with a sneak attack, this additional damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a weapon that deals nonlethal damage (like a sap, whip, or unarmed strike), an umbral elf paragon can make a sneak attack that deals nonlethal damage instead of lethal damage. They cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

The umbral elf paragon must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. An umbral elf paragon cannot use sneak attack while striking a creature with concealment.

Bonus Feat: The umbral elf paragon may choose any one feat she qualifies for.

Improved Darkvision: Your darkvision increases to 120'.

Ability Score Improvement: The umbral elf paragon may increase either their Dex or Cha by +2 points or each by +1 point.

Improved Shadow Resistance: Your cold resistance increases to 10.

Deathless Spirit: Due to their proximity and time in the tenebrous realm, umbral elves gain resistance 5 against negative energy damage. They do not lose hit points when they gain a negative level, and they gain a +2 racial bonus on saving throws against death effects, energy drain, negative energy, and

spells or spell-like abilities of the necromancy school.

Spells per day: At second level, the umbral elf paragon gains new spells per day as if she had also gained a level in any spellcasting class she belonged to before she added the prestige class or any one divine spellcasting class she belonged to previously. She does not, however, gain other benefits a character of that class would have gained.

UMBRAL ELF SETTLEMENTS

The so-called wraiths live in places unseen by mortal eyes. They understand how the shadow realm interacts with the mortal plane and their fortifications and cities are cloaked in that strange umbrage. Unfortunately, the fetchlings also know of these places, meaning the umbral elves are either unsafe or guarding these slips in the veil.

THANATOU, CITY BEYOND THE VEIL

N Small city

Corruption -3; **Crime** -4; **Economy** +2; **Law** +7; **Lore** +3; **Society** -1

Qualities hardened, insular, military presence, pious (Moon Goddess)

Danger +0

DEMOGRAPHICS

Government Military

Population 7,500 (Umbral Elves)

Notable NPCs

- Lashrael, umbral elf ranger (corpse hunter) 17
- Syleth, umbral elf slayer 15
- Imazael, umbral elf inquisitor (sacred huntmaster) 16
- Merlara, umbral elf hunter (divine hunter) 12
- Nolorn, umbral elf warpriest (champion of the faith) 14

MARKETPLACE

Base Value 4,400 gp; **Purchase Limit** 25,000 gp;

Spellcasting 7th

Minor Items 4d4; **Medium Items** 3d4; **Major Items** 1d6

DESCRIPTION

Thanatou is called the city beyond the veil, as it exists in the mysterious gateway between the tenebrous realm and this earthly realm. This city is the main home of the umbral elves, who are unwilling to truly return to the material plane and to their brethren they feel betrayed them and cost them their connection to nature and the fey.

Instead, they remain in-between realms, torn between duty against the undead and fetchlings and their wish to seek revenge against their own kin. For now they infiltrate the mortal plane and disguise themselves as normal elves, seeking out the undead and fetchlings wherever they can.

UMBRAL ELF NPC

Tannithil Blackstar

CR 7

XP 3,200

Male umbral elf slayer (stygian slayer) 8

N Medium humanoid (elf)

Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +12

Defense

AC 18, touch 14, flat-footed 14 (+4 armor, +4 Dex) **hp** 68 (8d10+16)

Fort +7, **Ref** +10, **Will** +4; +2 vs. shadow spells

Defensive Abilities shadow blending, shadow resistance

Weaknesses light sensitivity

Offense

Speed 30 ft.

Melee mwk short sword +7/+7/+2 (1d6+2/19-20)

Ranged +1 composite longbow +13/+8 (1d8+3/x3)

Special Attacks hatred (one type), sneak attack +2d6 +2 bleed, studied target +2 (2nd, swift action)

Slayer Spell-Like Abilities (CL 8th; concentration +10)

2/day—*invisibility*

Statistics

Str 14, **Dex** 18, **Con** 12, **Int** 14, **Wis** 14, **Cha** 15

Base Atk +8; CMB +10; CMD 24

Feats Deadly Aim, Manyshot, Point-Blank Shot, Rapid Shot, Two-weapon Fighting

Skills Acrobatics +12, Bluff +12, Climb +6, Disguise +12, Heal +6, Intimidate +12, Knowledge (nature) +5, Knowledge (planes) +5, Knowledge (religion) +5, Linguistics +3, Perception +12, Sense Motive +12, Sleight of Hand +6, Stealth +16, Survival +8, Swim +7

Languages Aklo, Common, Elven, Shadowtongue, Sylvan

SQ combat style (archery), slayer talents (bleeding attack +2, deadly range, ranger combat style), spell use, track +4

Other Gear mithral chain shirt, +1 composite longbow (+2 Str), mwk short sword, mwk short sword

Special Abilities

Bleeding Attack +2 (Ex) Sneak attacks also deal 2 bleed damage/round.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Deadly Aim -3/+6 Trade a penalty to ranged attacks for a bonus to ranged damage.

Deadly Range +10 (Ex) Increase the range at which can make ranged sneak attacks.

Hatred (Undead) (Ex) +1 bonus to attacks vs. chosen type/subtype.

Light Sensitivity (Ex) Dazzled as long as remain in bright light.

Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

Manyshot You can shoot two arrows as the first attack of a full attack action.

Point-Blank Shot +1 to attack and damage rolls with ranged weapons at up to 30 feet.

Rapid Shot You get an extra attack with ranged weapons. Each attack is at -2.

Shadow Blending (Su) Miss chance increases to 50% in dim light.

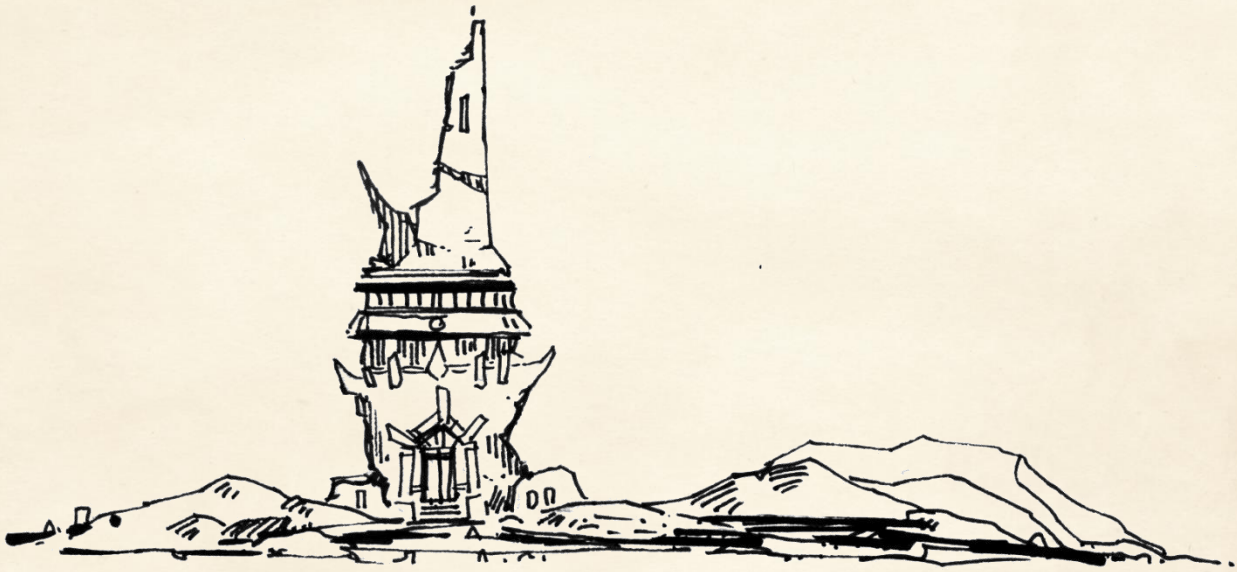
Shadow Resistance (Ex) +2 on saves vs. shadow spells.

Sneak Attack +2d6 Attacks deal extra dam if flank foe or if foe is flat-footed.

Spell Use Can use spell completion/trigger items as though had narrow spell list.

Studied Target +2 (swift action, 2 at a time) (Ex) Study foe as a Swift action, gain +2 to attack and damage and some skills vs. them.

Track +4 Add the listed bonus to survival checks made to track.



The Luathaigh, the Elflings



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I had been traveling for many a day, and it's true that my eyes were considerably more tired than my feet, if you can imagine that! I thought perhaps that my mind had snapped, that the apparitions of elves were dancing in my peripheral vision. Nay, no dwarf daydreams of elves, despite the mead I drank. Magic then? No! I saw him again, and he was real, curiously looking at me. But as I turned to him, he was gone again. He was very short, like a halfling, but with the body of an elf. I only got a glimpse, but my kinsmen assured me that I was lucky to not have been filched of all my belongings. For these elf-kin were said to have been born of mischievous forest spirits. Yes, yes, I prattle on. Of course I'll pay for my drinks—now wait a minute, where is my gold? Son-of-a-motherless-troglodyte!!!

- Tale of an unknown dwarven tavern patron.

INTRODUCTION

Elven scholars are unsure of the origin of the elfling. It is known that several ages ago, a segregated nation of elves took a large number of halfling, gnomes and other fey refugees under their protection. The forest they dwelled in came under a crushing assault of the combined forces of several black-blood races led by a powerful warpriest of the orcish god of war.

This war lasted for several decades of skirmishes and guerilla warfare, and the elves, halflings, gnomes and fey alike all were forced to coexist in a well-defended city. Their numbers were diminished severely from the warfare, and when the bloodshed was over, bloodlines were born and mixed from love and camaraderie in those dangerous times.

These luathaigh (as they have come to call themselves) are not evil, but their curiosity and capriciousness is as pure as any true fey creature. They maintain a deep connection to the fey, praying to elder fey creatures of the Seelie and Unseelie courts for guidance and strength. Most races call them elflings, due to their diminutive size, thinking they are merely hybrid elves and halflings. The truth is simply that the elflings are a melting pot of fey races.

PHYSICAL DESCRIPTION

The luathaigh appear much like miniaturized elves, with slightly exaggerated ears and more pointed features. They stand at three and a half to four feet tall, and are sometimes mistaken for thin halflings, a point of contention for these proud fey-blooded elves.

Some bear the beauty of the elves, and their grace. Others enjoy the charisma and luck of the halflings. Others have more pronounced fey features, such as mouths that seem to be perpetually smirking or smiling at some joke only they know about, or eyes that seem to visibly twinkle.

RANDOM STARTING AGES

Adulthood	Intuitive ¹	Self-Taught ²	Trained ³
55 years	+3d6 years (58 – 73 years)	+4d6 years (59 – 79 years)	+6d6 years (61 – 91 years)

1 This category includes, oracles, rogues, and sorcerers.

2 This category includes bards, cavaliers, fighters, gunslingers, paladins, rangers, summoners, and witches.

3 This category includes alchemists, clerics, druids, inquisitors, magi, monks, and wizards.

RANDOM HEIGHT AND WEIGHT

Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Male	3 ft. 0 in.	+2d4 in. (3 ft. 2 in. - 3 ft. 10 in.)	30 lbs.	+(2d4 lbs.) (32 - 38 lbs.)
Female	2 ft. 8 in.	+2d4 in. (2 ft. 10 in. - 3 ft. 6 in.)	25 lbs.	+(2d4 lbs.) (27 - 33 lbs.)

SOCIETY

The elflings live in seclusion, hidden away from most of the world's prying eyes. They have odd cultures and are a fairly superstitious lot. They tend to know little of the outside world, and many mistake their "curiosity" as an innate desire for thievery, which is wholly untrue. They often see intriguing objects within a person's belongings, pick them up and inspect them. Sometimes these baubles are far from their owner, and unprotected! The elfling merely stows them away to safely return later. Rarely, or sometimes, or habitually ("Frequency is relative, after all") after these "secured" items have been thoroughly inspected, they may be discarded or "lost". If the luathaigh had lost interest in it, surely so has *everyone* else. Had the owner really prized them, they would have been there to protect them! Or at least would have hidden them better.

These "little elves" are also notoriously protective of their kind and territory. Rumors persist of harmful intruders being hamstringed and left to bleed to death when nearing their lands. They also view some of the more wild creatures of the forest, including other fey, as their kin, not just other humanoids.

While there are likely small thorns of elflings deep within great forests, it is much more probable to find them at home intermixed within other nature-oriented societies. Some, however, have terrible bouts of wanderlust and curiosity, causing them to visit all the strange cities of the world, even those teeming with humans.

RELATIONS

The "elflings," as they are commonly known, are generally good-natured and likable. Some of the more dour races find their hijinks and chaotic natures entirely too much to handle. Many races do not even realize their true nature, thinking them short elves or thin halflings. Those that do befriend them find an eternal friend, despite their capricious natures. To the luathaigh, friends and family are rare and to be cherished. The methods they show this appreciation are questionable however...

The following are the typical reactions to the luathaigh by most races they would interact with:

***Briarborn** – [Friendly] The luathaigh find the briarborn fascinating. As creatures truly of the sylvan world, they have a deep respect for these "tree men." It is not unheard of for the luathaigh to watch the briarborn in rapt fascination from the shadows. The briarborn in return see them as innocent creatures of nature, to be protected.

Catfolk – [Friendly] Catfolk are by nature explorers and filled with good-natured curiosity. This makes them naturally tolerant and understanding, even philosophically aligned with the luathaigh. The luathaigh themselves find the catfolk just as interesting and are often fast friends.

Dwarves – [Unfriendly] Dwarves find the "elflings" rather detestable. They simply disregard almost everything a dwarf stands for. While they somewhat distrust elves, they show outright disgust

for the so-called “elflings.” The luathaigh find dwarves interesting, as they are so different from themselves culturally. This means they pester the dwarves incessantly, sometimes bringing violence upon themselves unwittingly.

Drow – [Hostile] The drow are purely evil and have a deep hatred for both elves and sylvanfolk. When encountering the luathaigh, they will cut them down with glee. Occasionally though, the dark elves will capture these diminutive elves and torture and imprison them until they are willing to work for them as spies. The luathaigh know of the drow, and while they are very interesting to observe, they are also a very well-known danger and given wide berth.

Elves – [Helpful] The elves feel a connection to the luathaigh, a paternal need to protect their kin. The sylvan elves more so than most, but all the elves (aside from the drow) love and respect their “elfling” brethren. The luathaigh themselves hold deep respect and love for their sylvan kin, and dote on the other elven subraces as though they were angelic creatures.

***Glimmerkin** – [Friendly] The glimmerkin themselves are misfits of arcane magics, and feel empathy for the odd bloodline of elves and quicklings. While they are mysterious and introspective, they are no less born of the same elven blood, and luathaigh find the mysterious glimmerkin to be allies when the need arises. The luathaigh though are thoroughly entranced by the odd glimmerkin, sometimes to the point of being nuisances.

Gnomes – [Helpful] These once-fey creatures see eye-to-eye with the luathaigh on many different levels, not just the obvious. The gnomes see the elflings as a curiosity of sorts, but also a fellow feyborn creature and natural part of the world. The luathaigh feel the same of the gnomes. They make for fast friends, and the adventures of such companions the thing of great tales.

Goblinoids – [Unfriendly] The luathaigh have long been enemies of the goblinoids. The fey are often subject to the brunt of goblinoid cruelties, and the elves fare no better. The luathaigh do their best to

remove any goblins, orcs or their ilk from their forests upon sight. Unfortunately, the goblinoids feel the same way about the “elflings.”

Half-Elves – [Indifferent] Tall, beautiful and accepted by most all races, the half-elves surprisingly do not seem to connect with the luathaigh, even considering their common ancestry. The luathaigh do not trust these tall “human-bloods.” Half-elves are wary of the luathaigh and find them hard to understand. Occasionally they make friends, and such friendships are lasting.

Halflings – [Friendly] Aside from gnomes and elves, there are few races the luathaigh find more enjoyable. The halfling way of life is a bit too slow-paced and dull for the luathaigh’s tastes, but they are viewed very much as equals and family. The halflings themselves enjoy the company of the luathaigh though they can’t always support their brash nature.

Half-Orcs – [Unfriendly] As a member of both goblinoid and human bloodlines, the luathaigh find half-orcs to be dangerous and contemptible. They sometimes give them the benefit of the doubt, but are more likely to misinterpret any actions they take as hostile. Half-orcs generally find the luathaigh’s stinging words and blades laughable until their heads are removed from their bodies.

Humans – [Indifferent] Even creatures seemingly infused with fey chaos cannot fathom the myriad humans. They have many nations, cultures and laws and seem to contradict as many laws and beliefs as they create. The luathaigh have learned to keep away from humankind and distrust them until proven. The humans range from amusement to hostility when encountering them, often treating the “elflings” as a circus curiosity.

***Sylfaen** – [Indifferent] The sylfaen are magical fey defenders of elder forests. They are believed to be vengeful spirits given flesh, and the luathaigh both revere and fear them. The sylfaen understand the luathaigh’s place in the world and leave them in peace.

*The Briarborn, Glimmerkin and Sylfaen races appears in Dwellers in Dream, ©2013, Total Party Kill Games.

ALIGNMENT & RELIGION

The luathaigh are born of a mysterious pairing between the chaotic fey, halflings and elves. Chaos runs in their blood and they rarely, if ever, deviate from its grip. An introspective or foresighted luathaigh would be extremely rare. They are also typically neutral, preferring their lives to maintain their current balance. They care little for the concerns of mankind, though some who leave their world behind can become good or evil, depending on how they are received in the world at large.

While not overly religious, the luathaigh are fairly spiritual people. They recognize the world in ancient ways, giving names and attributes to forest spirits thought foolish by more civilized folk. They know the names of ancient beings that dwell hidden from the eyes of most mortals and dance in the shadows. Those few luathaigh that do choose to become adherents of gods often take to gods of nature.

ADVENTURERS

The very name adventurer is ironic to a luathaigh, for is not all of life an adventure? Therefore those that are alive are adventurers. Do not the humans truly live? Most luathaigh have adventurer levels early in their lives, having explored their world and found adventure long before most would consider the risk. To the luathaigh, the real risk is not to live.

MALE NAMES

Given Names

Arcill, Baithín, Colbán, Eachann, Feradach, Giric, Íomhar, Léod, Pilip, Ruadhán, Trálin

FEMALE NAMES

Given Names

Aingeal, Brígh, Caitria, Deòiridh, Éirinn, Fíona, Isibéal, Máirín, Nuala, Ríona, Siofra, Tuilelaith

ELFLING PLAYER CHARACTERS

The luathaigh are a very skilled lot. They take to the forest like a leaf to the wind. They tend to have at least some of their early levels in classes that involve nature and stealth.

Barbarian – Luathaigh are true creatures of the wild. They may not be big, but that does not mean they are not capable of savagery or rage. Luathaigh are most frequently of the Hurler, Mad Dog, Savage Barbarian, True Primitive or Wild Rager archetypes.

Add +1/6 to the barbarian's Dexterity score when raging.

Bard – At times, the sounds of pipes carry on the wind within elven woods. It is believed the chaotic melodies come from the elves, but in truth it is often the luathaigh, heeding the call of the music in their soul, content to sing or play their music in the solace of nature. Luathaigh bards are frequently of the Animal Speaker, Daredevil, Dervish Dancer, Magician, Sandman, Savage Skald, and Songhealer archetypes.

Treat the bard's level as +1/2 level higher for the purpose of determining the effect of the fascinate bardic performance.

Druid – Nature's call reaches out to the very heart and soul of the luathaigh. They find a certain responsibility to nature, and elder luathaigh carry a surprising amount of nature's wisdom. Elfling druids are most often of the Feral Shifter, Green Faith Initiate, Leshy Warden, Mooncaller, Nature Fang, Pack Lord or Wild Whisperer archetypes.

Add +1/5 of an extra 5' movement when in wild shape.

Fighter – The luathaigh tend towards stealth, but there is no doubt that some of their kind excel at handling a blade. Luathaigh fighters are frequently of the Archer, Buckler Duelist, Cad, Mobile Fighter, Savage Warrior, or Two Weapon Warrior archetypes.

Add +1/6 dodge bonus to AC when moving at least 10' in a round.

Hunter – The bond of man and beast is greatly appreciated by the small "elflings." They find the friendship of wild beasts touching and often make lethal hunters. They are most often of the Feral Hunter, Packmaster and Primal Companion archetypes.

Add DR 1/cold iron to the hunter's animal companion. Each time the hunter gains another level, the DR increases by ½ (maximum DR 10/cold iron). If the hunter replaces her animal companion, the new companion gains this damage reduction.

Oracle – The luathaigh are sometimes touched by forces greater than their understanding. These few become oracles, and are granted great wisdom. These oracles are most frequently of the Ancestor, Life, Nature, Wind or Wood mysteries. They are frequently of the Possessed Oracle, Seer, Seeker or Stargazer archetypes.

Add +1/2 for the purpose of determining the effects of the oracle's curse ability.

Ranger – Luathaigh Rangers are stealthy, fast and dangerous. They serve as huntsmen, defenders and scouts. Luathaigh Rangers are often of the Battle Scout, Skirmisher, Infiltrator, Woodland Skirmisher, Shapeshifter, Spirit Ranger, Wild Stalker or Warden archetypes.

Add +1/3 dodge bonus to armor Class against the elfling's favored enemies.

Rogue – Luathaigh rogues are forest whispers, skillful and deadly. Luathaigh Rogues are frequently of the Bandit, Burglar, Chameleon, Cutpurse, Knife Master, Rake, Scout, Survivalist, Sniper, Swashbuckler, Thug or Trapsmith archetypes.

Add +1/2 bonus damage whenever the rogue successfully deals Sneak Attack damage.

Sorcerer – The blood of the fey and the elves combine within the luathaigh, awakening mysterious powers often unforseen. Sometimes that blood awakens sorcerous powers of the Fey or Verdant bloodlines. Luathaigh sorcerers are often of the Tattooed Sorcerer or Wildblooded archetypes.

Select one bloodline power at 1st level that is normally usable a number of times per day equal to 3 + the sorcerer's Charisma modifier. The sorcerer adds +1/2 to the number of uses per day of that bloodline power.

Summoner – Sharing an affinity for nature and creatures of the fey realms, elfling summoners are

often very powerful, their eidolons manifesting awesome abilities. Luathaigh summoners are often of the First Worlder, Master Summoner or Synthesist archetypes.

Add +1/4 evolution point to the eidolon's evolution pool.

Swashbuckler – Few races are as suited to the daring lifestyle of the swashbuckler as the elflings. Their charisma, speed and wit make them masterful swashbucklers, eager to dash towards their next adventure. Elfing swashbucklers are most often of the Daring Infiltrator, Flying Blade, Inspired Blade, Mouser or Mysterious Avenger archetypes.

Increase the total number of points in the swashbuckler's panache pool by ¼.

*Classes not covered above gain the standard options for favored classes, a +1 bonus to hp or +1 skill point for each level.

STANDARD RACIAL ABILITIES (PATHFINDER)

Ability Score Racial Traits: Elfings gain a -2 Str, +2 Dex and a +2 Cha. Luathaigh elves are smaller than normal elves, but their agility and personality are boundless.

Size: Luathaigh are small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty on combat maneuver checks and to their CMD, and a +4 size bonus on Stealth checks.

Type: Luathaigh elves are fey with the elf and halfling subtypes. You are considered elf, fey and halfling for the purpose of qualifying for abilities regarding race.

Base Speed: Luathaigh elves have a base speed of 30 feet.

Languages: Luathaigh elves begin play speaking Common and Elven. Elfings with high Intelligence scores can choose from the following: Celestial, Draconic, Gnome, Goblin, Orc, and Sylvan. See the Linguistics skill page for more information about these languages.

Racial Points: 15

Effective Level: +0

DEFENSES

Elven Immunities: Luathaigh elves are immune to magic sleep effects and gain a +2 racial saving throw bonus against enchantment spells and effects.

Fey Luck: Three times per day, an elfling can gain a +2 luck bonus on an ability check, attack roll, saving throw, or skill check. If the elfling chooses to use the ability before they make the roll or check, they gain the full +2 bonus; if they choose to do so afterward, they only gain a +1 bonus. Using fey luck in this way is not an action.

FEATS AND SKILLS

Keen Senses: Elfplings receive a +2 racial bonus on Perception checks.

Shifty: Elfplings have a reputation for larceny and guile—and sometimes it's well deserved. Elfplings with this racial trait gain a +2 racial bonus on Bluff and Sleight of Hand checks, and Bluff, Stealth and Sleight of Hand are always class skills for them.

SENSES

Low-Light Vision: Elfplings can see twice as far as humans in conditions of dim light.

STANDARD RACIAL ABILITIES (5E)

Ability Score Racial Traits: Elfplings gain a +2 Dex and a +1 Cha. Luathaigh elves are smaller than normal elves, but their agility and personality are boundless.

Size: Luathaigh are small creatures.

Type: Luathaigh elves are fey with the elf and halfling subtypes. You are considered elf, fey and halfling for the purpose of qualifying for abilities regarding race.

Base Speed: Luathaigh elves have a base speed of 30 feet.

Languages: Luathaigh elves begin play speaking Common and Elven.

DEFENSES

Fey Ancestry: Luathaigh elves are immune to magic sleep effects and have advantage on all saves against enchantment magic.

Fey Luck: Once per long rest, the elfling may reroll any failed attack, save or skill check.

FEATS AND SKILLS

Keen Senses: Elfplings are proficient in the Perception skill.

Shifty: Elfplings have a reputation for larceny and guile—and sometimes it's well deserved. Elfplings gain proficiency in the Deception and Sleight of Hand skills.

SENSES

Darkvision: You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

ALTERNATE ABILITIES

Fey Magic: The character has a mystic connection to one terrain type, selected from the ranger's favored terrain list. The character selects three 0-level druid spells and one 1st-level druid spell. If the character has a Charisma score of 11 or higher, when in the selected terrain, she gains these spells as spell-like abilities that can be cast once per day. The caster level for these effects is equal to the user's character level. The DC for the spell-like abilities is equal to 10 + the spell's level + the user's Charisma modifier. These spells are treated as being from a fey source for the purposes of the druid's resist nature's lure class feature and similar abilities.

This trait replaces keen senses.

5e: As above, but your primary spellcasting stat for this ability is Charisma and the DC to save against your spells is 8 + your proficiency modifier + Charisma modifier.

Quickling Ancestry: The Elfpling has a base movement of 40' instead of the standard 30'. They

also receive Run as a bonus feat and a +2 racial bonus on initiative checks.

This replaces Fey Luck and Keen Senses.

5e: You gain a +2 bonus on initiative checks and your movement increases to 40 feet.

Skittish: Some elflings are skittish, making them particularly alert. Elfings with this racial trait gain a +2 bonus on initiative and Perception checks. They take a –2 penalty on saves against fear effects and gain no benefit from morale bonuses on such saves. When affected by a fear effect, their base speed increases by 10 feet and they gain a +1 dodge bonus to Armor Class.

This racial trait replaces Fey Luck.

5e: You may add half your proficiency bonus to Initiative and Perception checks. You have disadvantage on all saves against fear effects. When you are affected by a fear effect, your base speed increases by +10' and your AC increases by +1.

Swift as Shadows: Halflings possess incredible stealth even while moving through obstructed areas. Halflings with this racial trait reduce the penalty for using Stealth while moving by 5, and reduce the Stealth check penalty for sniping by 10.

This racial trait replaces Fey Luck.

5e: You do not suffer disadvantage on Stealth checks when running.

Underfoot: Luathaigh must train hard to effectively fight bigger opponents. Elfings with this racial trait gain a +1 dodge bonus to AC against foes larger than themselves and a +1 bonus on Reflex saving throws to avoid trample attacks.

This racial trait replaces Keen Senses.

5e: You gain a +1 bonus to AC and Dexterity saves against attacks by foes larger than you.

Wanderlust: Halflings love travel and maps. Halflings with this racial trait receive a +2 bonus on Knowledge (geography) and Survival checks. When

casting spells or using abilities that provide or enhance movement, halflings treat their caster level as +1 higher than normal.

This racial trait replaces fey luck.

5e: You gain proficiency in the Nature and Survival skills.

Weapon Familiarity: Taught to fight by the elves, you are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows), and treat any weapon with the word “elven” in its name as a martial weapon.

This replaces either the Keen Senses or Fey Luck ability.

5e: You gain proficiency with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows), plus any weapon with the word “elven” in its name.

RACIAL ARCHETYPE

Elfing Harrier (Ranger Archetype)

The elfling harrier is a ranger that utilizes guerilla hit and run techniques along with stealth to do far more damage to opponents than they would be able to in a fair fight.

Harrier's Strike (Ex)

At 1st level, when the elfling harrier moves at least 10' on their turn, their attack deals +1d6 sneak attack damage as per the rogue ability. At 5th level, and every additional 5 levels the Harrier's Strike increases by +1d6. Foes with uncanny dodge are immune to this ability. You may not wear medium armor and use this ability.

This replaces the ranger's favored enemy ability.

Favored Trapfinding (Ex)

At 3rd level the elfling harrier gains trapfinding when within their favored terrains.

This replaces Endurance.

Alacrity (Ex)

At 4th level the elfling harrier gains the ability to move at nearly supernatural speeds. If moving at their full base speed, they gain a +1 dodge bonus to their AC. This bonus increases by an additional +1 at 8th level and every fourth level thereafter. In addition, this ability counts as the dodge feat in all regards for purposes of qualifying for other feats.

This replaces Hunter's Bond.

ELFLING HARRIER (RANGER ARCHETYPE) [5E]

Harrier's Strike

At 3rd level, when the elfling harrier moves at least 10' on their turn, their attack deals +1d6 sneak attack damage as per the rogue ability.

Favored Trapfinding

At 7th level, you gain proficiency in thieves' tools and add half your proficiency bonus as an additional bonus to Perception checks to detect traps.

Improved Harrier's Strike

At 11th level, your sneak attack damage from Harrier's Strike increases to +2d6.

Elfing Alacrity

At 15th level, the elfling harrier gains the ability to move at nearly supernatural speeds. If moving at their full base speed, they gain a +2 bonus to their AC.

ELFLING PARAGON PRESTIGE CLASS

Role: The elflings are often messengers and scouts for other sylvan communities. They continue to grow their innate abilities of quickness and stealth, and are masters of quick movement.

Hit Die: d8.

RequirementsTo qualify to become an elfling paragon, a character must fulfill all the following criteria.

Other: Dex and Cha 15+, Knowledge (nature) 3+ ranks.

Class Skills

The elfling paragon's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (geography) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks at Each Level: 4 + Int modifier.



TABLE: ELFLING PARAGON

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+2	+2	Fey Damage Reduction (DR 1/cold iron), Elfing Curiosity, Forest Stride	-
2nd	+1	+1	+3	+3	Ability Score Improvement, Fey Damage Reduction (DR 3/cold iron)	+1 level of existing class
3rd	+2	+1	+3	+3	Fey Damage Reduction (DR 5/cold iron), Freedom of Movement	+1 level of existing class

Class Features

All of the following are class features of the elfling paragon prestige class.

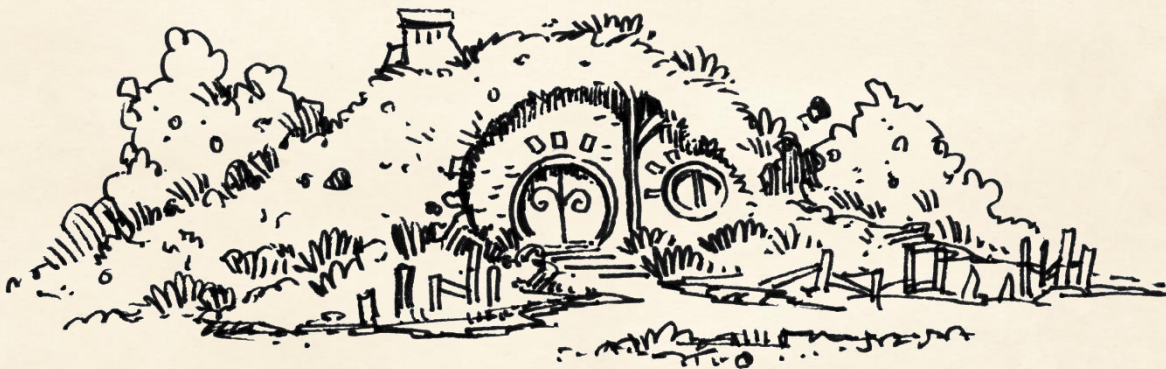
Weapon and Armor Proficiency: An elfling paragon is proficient with all simple and martial weapons and with light armor, medium armor, and shields (except tower shields) and treats all elven weapons as martial weapons.

Fey Damage Reduction: At 1st level, the elfling paragon's fey ancestry begins to shine through. You gain damage reduction 1/cold iron. At 2nd

level, this increases to DR 3/cold iron and at 3rd level it increases to DR 5/cold iron.

Elfing Curiosity: Members of this race are naturally inquisitive about the world around them. They gain a +4 racial bonus on Diplomacy checks to gather information, and Knowledge (history) and Knowledge (local) become class skills for them. If they choose a class that has either of these Knowledge skills as class skills, they gain a +2 racial bonus on those skills instead.

Forest Stride: While within forest terrain, the elfling ignores all non-magical difficult terrain.



Ability Score Improvement: The elfling may increase any one ability score by 2, or any two ability scores by 1.

Spells per day: At second level the elfling paragon gains new spells per day as if she had also gained a level in any spellcasting class she belonged to before she added the prestige class or any one divine spellcasting class she belonged to previously. She does not, however, gain other benefits a character of that class would have gained.

Freedom of Movement: At 3rd level, the elfling paragon gains the ability to enact a *freedom of movement* effect, as per the spell, upon themselves a number of minutes per day equal to their Charisma modifier (minimum 1).

LUATHAIGH ELF SETTLEMENTS

Elfing settlements are almost mythical in their rarity. Few outsiders, meaning non-elves, halflings or fey are every allowed to see such a thing. Most elflings live as citizens within other race's cities, and most of those on wild frontiers and pastoral societies.

ELFLING NPC

Elfing Forest Warden **CR 2**
XP 400
Halfling Ranger 2
LN Small fey (elfling)
Init +3; **Senses** Perception +10

DEFENSE

AC 17, touch 14, flat-footed 14 (+3 armor, +3 Dex, +1 size)
hp 15 (2d10)

Fort +4, **Ref** +7, **Will** +2

OFFENSE

Speed 30 ft.
Melee short sword +4 (1d4+1/19–20)
Ranged mwk shortbow +7 (1d4/x3)
Special Attacks favored enemy (magical beasts +2)
SQ Fey Luck, Shifty

TACTICS

During Combat The ranger shoots at opponents who attempt to harm innocents or his allies. If trying to capture someone alive, he uses a tanglefoot bag. If trying to disperse a hostile crowd, he throws a thunderstone.

STATISTICS

Str 12, **Dex** 17, **Con** 10, **Int** 13, **Wis** 12, **Cha** 10
Base Atk +2; **CMB** +2; **CMD** 15
Feats Point-Blank Shot, Precise Shot
Skills Acrobatics +7 (+3 when jumping), Bluff +2, Climb +8, Diplomacy +1, Intimidate +4, Knowledge (geography, nature) +5, Knowledge (local) +2, Perception +8, Sleight of Hand +5, Stealth +12, Survival +6, Swim +5
Languages Common, Halfling
SQ track +1, wild empathy +2
Combat Gear potion of cure light wounds, tanglefoot bags (2), thunderstone; **Other Gear** masterwork studded leather, masterwork shortbow with 20 arrows, short sword, 84 gp

DESCRIPTION

The elfling forest warden protects a settlement from hostile creatures, misdirecting them or leading them to traps.

Leath Fir, the Half-Elves



The elves call us Leath Fir, the half-bloods, but this does not do our kind justice. We are more than half an elf and half a man, we embody the best of both races. For to be a half-elf is to be both elf and man, to see the world through the lens of the reclusive elf, who listens to the Ageless Hum and the pragmatic human who forges his own destiny. I am both bloodlines, yet wholly defined by neither. To be a half-elf is to be truly gifted, and yet free to decide how to use those gifts.

- Aegominnon, half-elf diplomat to Helia.

INTRODUCTION

Half-elves are the result of interbreeding between elves and men. Once, there were many half-elves. In the days when elves, men, and dwarves ruled the world together, such dalliances were not uncommon. Today, the elves are reclusive, men mistrusting, and half-elves somewhat more rare. Still, they do appear, and the resulting unions often

produce the best qualities of each race in a very unique offspring.

PHYSICAL DESCRIPTION

Half-elves tend to show off the best traits of both species, being tall and lithe, with bodies that combine both athletic ability and frequently great beauty.

RANDOM STARTING AGES

Adulthood	Intuitive ¹	Self-Taught ²	Trained ³
20 years	+1d6 years (21 - 26 years)	+2d6 years (22 - 32 years)	+3d6 years (23 - 38 years)

1 This category includes, oracles, rogues, and sorcerers.

2 This category includes bards, cavaliers, fighters, gunslingers, paladins, rangers, summoners, and witches.

3 This category includes alchemists, clerics, druids, inquisitors, magi, monks, and wizards.

RANDOM HEIGHT AND WEIGHT

Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Male	5 ft. 2 in.	+2d8 in. (5 ft. 4 in. - 6 ft 6 in.)	100 lbs.	+(2d8x5 lbs.) (120 - 190 lbs.)
Female	5 ft. 0 in.	+2d6 in. (5 ft. 2 in. - 6 ft. 4 in.)	90 lbs.	+(2d8x5 lbs.) (100 - 170 lbs.)

SOCIETY

Typically, half-elves do not have their own society and culture. Instead, they intermingle and absorb the culture of one set of parents (those they were raised by). A half-elf generally seeks out the other society, and is deeply drawn to it, often becoming obsessed with learning as much as possible of both

cultures. As such, half-elves make outstanding diplomats between the two cultures.

RELATIONS

Half-elves are generally extremely tolerant of the other races. They themselves are sometimes viewed as outcasts, and this understanding allows them to be more empathic and understanding with regards to other races.

Aasimar [Friendly] Half-elves have a deep respect for the aasimar, whom they see as a mixed race akin to themselves. They are often awed by the sheer radiance and good projected by these beings.

Briarborn [Helpful] Half-elves are curious, but helpful towards the briarborn. They find the plant-like creatures a wonder of the natural world; a treasure to be protected and befriended.

Catfolk [Indifferent] The various breeds of catfolk have many personalities and attitudes. The half-elves have learned to be wary of their claws, but bear them no ill will.

Dwarves [Indifferent] The Leath Fir have lives that are very different from the average dwarf, and yet they have begrudging respect for the stocky warriors.

Drow [Unfriendly] The half-elves generally have no love for dark elves, knowing their vile nature. However, there are times when the drow themselves create half-elves. These unfortunate souls have lives worse than any surface half-elf and endure much.

Elves [Helpful] The Leath Fir are enamored with their elven brethren, often seeking to prove themselves worthy their respect.

Gnomes [Friendly] Half-elves find the gnomish race a curiosity, and while generally friendly, they maintain some reservations.

Halflings [Friendly] The pastoral halflings are found to be fine allies and companions.

Half-Orcs [Unfriendly] Half-elves immediately dislike any creatures of orc or goblin origin, having

learned such hatred from their parent races. They often are at odds with half-orcs, but sometimes feel pity for these creatures who are neither human nor orc, much like how they are neither human nor elf.

Humans [Friendly] Half-elves tend to be friendly with humankind, but understand that not all humans are good or evil. They mix into their societies with ease and are often well received.

Tiefling [Indifferent] The Leath Fir find tieflings to be an oddity, as any pairing with creatures of the Lower Planes cannot bear good news. They tend to be wary, but are somewhat sympathetic to their natures.

ALIGNMENT & RELIGION

Most half-elves follow the moral codes and beliefs of the culture they were raised in. Others rebel and choose their own way. Half-elves tend to be NG, CG, N, or CN, but are not limited to any one particular alignment or set of ideals. It is also not uncommon for half-elves to undergo alignment shifts or even change religions during their lifetimes as they dig deeper in self-discovery.

ADVENTURERS

Half-elves are frequently adventurers. They have both the wanderlust of the elves and the innate need for greatness of humanity. They can be found anywhere elves or humans dwell, and each seems drawn to adventure as a moth to the flame.

NAMES

Half-elves generally have human or elven-sounding names, reflecting the culture they were born to. Sometimes, they are given names of their displaced culture in order to draw attention to the fact that they are different and special. Other times during their periods of self-discovery they choose a name that is personal to themselves, and identify with this new name.

MALE NAMES

Given Names

Calathes, Encinal, Iradli, Kyras, Narciso, Quinray, Seltziel, Zirul

FEMALE NAMES

Given Names

Cathran, Elsbeth, Iandoli, Kieyanna, Lialda, Maddela, Reda, Tamarie

HALF-ELF PLAYER CHARACTERS

Alchemist: Add +1 foot to the range increment of the alchemist's thrown splash weapons (including the alchemist's bombs). This option has no effect unless the alchemist has selected it 5 times (or another increment of 5); a range increment of 24 feet is effectively the same as a range increment of 20 feet, for example.

Arcanist: When casting arcanist enchantment spells, add 1/3 to the effective caster level, but only for the purpose of determining duration.

Barbarian: Add +1/4 to the bonus on Reflex saves and dodge bonus to AC against attacks made by traps granted by trap sense.

Bard: Add +1 to the bard's total number of bardic performance rounds per day.

Bloodrager: Increase the bonus gained from blood sanctuary by 1/4.

Brawler: Add 1 to the brawler's CMD when she's resisting a trip or overrun combat maneuver.

Cavalier: Add +1 foot to the cavalier's mount's base speed. This option has no effect unless the cavalier has selected it 5 times (or another increment of 5); a speed of 54 feet is effectively a speed of 50 feet, for example. If the cavalier ever replaces his mount, the new companion gains this base speed bonus.

Cleric: Add +1/3 to the amount of damage dealt or damage healed when the cleric uses channel energy.

Druid: Select one cleric domain power at 1st level that is normally usable a number of times per day equal to 3 + the druid's Wisdom modifier. The druid adds +1/2 to the number of uses per day of that domain power. For druids whose nature bond gives them an animal companion, add +1 skill rank to the animal companion. If the druid ever replaces her animal companion, the new companion gains these bonus skill ranks.

Fighter: Add +1 to the fighter's CMD when resisting a disarm or overrun combat maneuver.

Gunslinger: Add +1/4 to the number of grit points in the gunslinger's grit pool.

Hunter: Add 1 foot to the hunter's companion's base speed. In combat, this has an effect only for every five increases in base speed.

Inquisitor: Add +1/4 to the number of times per day the inquisitor can change her most recent teamwork feat.

Investigator: Gain a +1/4 bonus on all inspiration rolls.

Kineticist: Gain a +1/4 bonus on damage rolls that apply the kineticist's elemental overflow bonus.

Magus: Add +1/4 to the magus's arcane pool.

Medium: Gain a +1/3 bonus on all skill checks using occult skill unlocks.

Mesmerist: When casting mesmerist enchantment spells, add 1/2 to the effective caster level of the spell, but only to determine the spell's duration.

Monk: Add +1/2 on Escape Artist checks and on Acrobatics checks to cross narrow surfaces.

Occultist: Gain a +1/2 bonus on Spellcraft checks to identify the properties of magic items and a +1/2 bonus on Use Magic Device checks to emulate a race.

Oracle: Add one spell known from the oracle spell list. This spell must be at least one level below the highest spell level the oracle can cast.

Paladin: Add +1 foot to the size of all the paladin's aura class features. This option has no effect unless the paladin has selected it 5 times (or another increment of 5); an aura of 14 feet is effectively the same as a 10-foot aura, for example.

Psychic: Gain 1/6 of a new phrenic amplification.

Ranger: Add +1 skill rank to the ranger's animal companion. If the ranger ever replaces his companion, the new companion gains these bonus skill ranks.

Rogue: Add a +1/2 bonus on Bluff checks to feint and Diplomacy checks to gather information.

Shaman: Add one spell from the cleric spell list that isn't on the shaman spell list to the list of spells the shaman knows. This spell must be at least 1 level below the highest spell level the shaman can cast.

Skald: Increase the skald's total number of raging song rounds per day by 1.

Slayer: Gain a +1/2 bonus on Bluff checks to feint and Diplomacy checks to gain information.

Sorcerer: Select one bloodline power at 1st level that is normally usable a number of times per day equal to 3 + the sorcerer's Charisma modifier. The sorcerer adds +1/2 to the number of uses per day of that bloodline power.

Spiritualist: Add 1 skill rank to the spiritualist's phantom.

Summoner: Add +1/4 to the eidolon's evolution pool.

Swashbuckler: Increase the number of times per day the swashbuckler can use charmed life by 1/4.

Warpriest: Gain a +1/3 bonus on the damage dealt or healed with the warpriest's channel energy ability.

Witch: Add one spell from the witch spell list to the witch's familiar. This spell must be at least one level below the highest spell level she can cast. If the witch ever replaces her familiar, the new familiar knows these bonus spells.

Wizard: When casting wizard enchantment spells, add +1/3 to the effective caster level of the spell, but only to determine the spell's duration.

*Classes not covered above gain the standard options for favored classes, a +1 bonus to hp or +1 skill point for each level.

STANDARD RACIAL ABILITIES (PATHFINDER)

Ability Scores: Half-elves gain a +2 Dex bonus and another bonus from their bloodline (see below).

Half-Drow: +2 Int or Cha

Half-Grey: +2 Int or Cha

Half-High: +2 Int or Cha

Half-Sylvan: +2 Wis or Cha

Half-Umbral: +2 Int or Cha

Size: Half-elves are medium creatures and thus receive no bonuses or penalties due to their size.

Type: Half-elves are humanoids with the human and elf subtypes.

Base Speed: Half-elves have a base speed of 30 feet.

Languages: Half-elves begin play speaking Common and Elven. Half-elves with high Intelligence scores can choose any additional languages they choose (except secret languages, such as druidic). See the Linguistics skill page for more information about these languages.

Racial Points: 14

Effective Level: +0

DEFENSES

Dual Minded The mixed ancestry of some half-elves makes them resistant to mental attacks. Half-elves gain a +2 bonus on all Will saving throws.

Elven Ancestry: Half-elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells or effects.

FEATS AND SKILLS

Bonus Feat: You gain a single bonus feat at 1st level. You must meet all prerequisites for that feat.

Keen Senses: Half-elves receive a +2 racial bonus on Perception checks.

SENSES

Low-Light Vision: Half-elves can see twice as far as humans in conditions of dim light.

OTHER RACIAL TRAITS

Elf Blood: Half-elves count as both elves and humans for any effect related to race.

Multitalented: Half-elves choose two favored classes at first level and gain +1 hit point or +1 skill point whenever they take a level in either one of those classes.

STANDARD RACIAL ABILITIES (5e)

Ability Scores: Half-elves gain a +2 Dex bonus and another bonus from their bloodline (see below).

- Half-Drow:** +1 Int and Cha
- Half-Grey:** +1 Int and Cha
- Half-High:** +1 Int and Cha
- Half-Sylvan:** +1 Wis and Cha
- Half-Umbral:** +1 Int and Cha

Size: Half-elves are medium creatures and thus receive no bonuses or penalties due to their size.

Type: Half-elves are humanoids that count as both human and elf for all purposes.

Base Speed: Half-elves have a base speed of 30 feet.

Languages: Half-elves begin play speaking Common and Elven, plus one additional language of your choice.

DEFENSES

Dual Minded The mixed ancestry of some half-elves makes them resistant to mental attacks. Half-elves gain proficiency in Wisdom saving throws.

Fey Ancestry: You have advantage on saving throws against being charmed, and are immune to magic sleep effects.

FEATS AND SKILLS

Versatile: You gain a single bonus feat at 1st level. You must meet all prerequisites for that feat. You may choose the Skilled feat to gain additional skill proficiencies instead.

SENSES

Darkvision: Thanks to your elf blood, you can see in dim light within 60' of you as if it were bright light, and darkness as if it were dim light.

OTHER RACIAL TRAITS

Elf Blood: Half-elves count as both elves and humans for any effect related to race.

ALTERNATE ABILITIES

Ambidextrous: It was said that ages ago all elves could use either hand to perform any action and the outcome would be the same. However it has become more of a hereditary characteristic in the last five or six generations. With this trait you reduce any penalty incurred by using two hands (such as two weapon fighting) by 1. You may also increase your off-hand damage by +1 to a maximum of your full ability score modifier. Furthermore, you can throw weapons, fire a bow or crossbow right or left handed, write, perform on instruments, or make skill checks with either hand at no penalty. You consider either hand your primary hand (should your GM penalize such actions).

This racial trait replaces the dual-minded racial trait.

5e: You can use two-weapon fighting even when the one-handed melee weapons you are wielding aren't light.

This replaces the versatile racial trait.

Ancestral Arms Some half-elves receive training in elven weapons. Half-elves with this racial trait treat all "elven" weapons as martial weapons instead of exotic weapons.

This racial trait replaces the bonus feat racial trait.

5e: You gain proficiency in all weapons with the "elven" name in them.

This replaces the versatile racial trait.

Arcane Training Half-elves occasionally seek tutoring to help them master the magic in their blood. Half-elves with this racial trait have only one favored class, and it must be an arcane spellcasting class. They can use spell trigger and spell completion items for their favored class as if one level higher.

This racial trait replaces the multitalented racial trait.

5e: You may use magic items that require you to have arcane caster levels, even if you do not have arcane caster levels.

This replaces the versatile racial trait.

Child of the Sea Half-elves from a coastal region with this racial trait gain a +4 racial bonus on Swim checks as well as on Profession (sailor) and Wisdom checks to pilot a sea vessel. They also have an innate sense of direction and can never get lost at sea.

This racial trait replaces the low-light vision and keen senses racial traits.

5e: You gain advantage on all Athletics checks made to swim and Survival checks to determine direction or navigate on the water.

This replaces the versatile racial trait.

Cold-Honed Half-elves from arctic regions with this racial trait can move through natural snow and ice at their normal speed and gain a +4 racial bonus on Fortitude saves to avoid nonlethal damage from cold environments.

This racial trait replaces the elven ancestry racial trait.

5e: You are never slowed by natural snow or ice terrain and have advantage on all Constitution saving throws to avoid damage from cold environments.

This replaces the versatile racial trait.

Curious Some half-elves are naturally inquisitive about the world around them. They gain a +4 bonus on Diplomacy checks to gather information, and Knowledge (history) and Knowledge (local) become class skills for them. If they choose a class that has either of these Knowledge skills as class skills, they gain a +2 racial bonus on those skills instead.

This replaces the half-elf's bonus feat.

5e: You gain a bonus equal to half your proficiency bonus in the Persuasion and History skills.

This replaces the versatile racial trait.

Drow-Blooded Some half-elves born of drow parents exhibit more drow traits than others—particularly many of the physical features of the drow—and have darkvision 60 feet and light blindness.

This racial trait replaces the low-light vision racial trait.

Drow Magic A few half-elves with drow ancestry exhibit the innate magic of that race. Half-elves with this trait have drow blood somewhere in their background, and can cast *dancing lights*, *darkness*, and *faerie fire* each once per day, using the half-elf's character level as the caster level for these spell-like abilities.

This racial trait replaces the adaptability and multitalented racial traits.

5e: You can cast *dancing lights* as a cantrip, and may cast *darkness* and *faerie fire* each once per long rest. Charisma is your primary casting ability for these innate spells.

This replaces the versatile racial trait.

Fey Magic: The character has a mystic connection to one terrain type, selected from the ranger's favored terrain list. The character selects three 0-level druid spells and one 1st-level druid spell. If the character has a Charisma score of 11 or higher, when in the selected terrain, she gains these spells as spell-like abilities that can be cast once per day. The caster level for these effects is equal to the user's character level. The DC for the spell-like abilities is equal to 10 + the spell's level + the user's Charisma modifier. These spells are treated as being from a fey source for the purposes of the druid's resist nature's lure class feature and similar abilities.

This trait replaces the keen senses racial trait.

5e: You know two druid cantrips and one first level druid spell. You may cast this spell once per long rest. Charisma is your primary casting stat for these spell-like abilities.

This replaces the versatile racial trait.

Fey Thoughts: Select two of the following skills: Acrobatics, Bluff, Climb, Diplomacy, Disguise, Escape Artist, Fly, Knowledge (nature), Perception, Perform, Sense Motive, Sleight of Hand, Stealth, Swim, or Use Magic Device. The selected skills are always class skills for the character.

This trait replaces the multitalented racial trait.

Gifted Linguist Some half-elves find that a mastery of many languages comes easy to them. They gain a +4 racial bonus on Linguistics checks, and they learn one additional language every time they put a rank in the Linguistics skill.

This replaces the half-elf's keen senses racial trait.

5e: You know three additional languages.

This replaces the versatile racial trait.

Integrated Many half-elves are skilled in the art of ingratiating themselves into a community as if they were natives. Half-elves with this racial trait gain a +1 bonus on Bluff, Disguise, and Knowledge (local) checks.

This racial trait replaces the adaptability racial trait.

5e: You gain a bonus equal to half your proficiency bonus on Deception and Persuasion checks made while in your own community.

This replaces the versatile racial trait.

Jungle Affinity Half-elves from a jungle with this racial trait gain a +4 racial bonus on Stealth checks while within jungle terrain, and can move through natural difficult terrain at their normal speed while within jungle.

This racial trait replaces the multi-talented racial trait.

5e: You know two druid cantrips, and one first level druid spell. You may cast this spell once per long rest. Charisma is your primary casting stat for these spell-like abilities.

This replaces the versatile racial trait.



Skilled: You gain an extra skill point at 1st level and an additional skill point per level.

This replaces the bonus feat racial trait.

3e: You gain three proficiencies of your choice.

This replaces the versatile racial trait.

Sociable Half-elves are skilled at charming others and recovering from faux pas. If half-elves with this racial trait attempt to change a creature's attitude with a Diplomacy check and fail by 5 or more, they can try to influence the creature a second time even if 24 hours have not passed.

This racial trait replaces the adaptability racial trait.

3e: You gain proficiency in Persuasion (or expertise if you already have proficiency) and become proficient in Charisma saving throws.

This replaces the versatile racial trait.

Thinblood Resilience: Half-elves from the under-realms with this racial trait are accustomed to torture at the hands of their drow forebears, and gain a +2 racial bonus on Fortitude saves against poison and disease, including magical diseases. They also gain the poison use ability and never risk accidentally poisoning themselves.

This racial trait replaces the elven ancestry racial trait.

3e: You gain advantage on Constitution saving throws made against poison and disease and never risk poisoning yourself when using poison.

This replaces the dual minded racial trait.

Wary Many half-elves have spent their long lives moving from place to place, often driven out by the hostility of others. Such experiences have made them wary of others' motivations. Half-elves with this trait gain a +1 racial bonus on Sense Motive and Bluff checks.

This racial trait replaces the keen senses racial trait.

RACIAL ARCHETYPE

Half-Elf Consul (Bard Archetype)

The half-elves make exceptional diplomats thanks to their intellects, canny senses and prodigious charisma. The half-elf consul is an ambassador to other human and elven nations, sometimes even to other more exotic races. The half-elf consul uses his natural connection to other races and innate presence to wield great power as a diplomat and political figure.

Prerequisite: Half-Elf

Emissary

Starting at 1st level, a consul gains the ability to roll twice when making a Bluff or Diplomacy check, taking the most favorable result. The consul can use this ability a number of times per day equal to his Charisma modifier (minimum 1).

This ability replaces countersong.

Silver Tongued

At 1st level, the consul gains a +2 bonus on Diplomacy and Bluff checks. In addition, when they use Diplomacy to shift a creature's attitude, they can do so up to three steps up rather than just two.

This ability replaces distraction.

Master of Rhetoric (Ex)

At 5th level, the consul can take 10 on any Bluff, Diplomacy, Intimidate, Knowledge (local), or Sense Motive check if he has ranks in that skill.

A consul can choose not to take 10 and can instead roll normally. In addition, the consul can take 20 on one of those skill checks (without spending any additional time). The consul can do this once per day at 5th level, twice per day at 11th level, and three times per day at 17th level.

This ability replaces lore master.

HALF-ELF PARAGON PRESTIGE CLASS

Role: The half-elf paragon embraces his dual nature, becoming more than just the sum of his parts. Half-elf paragons are legendary figures that seem unbound by the limitations of elves and men.

Hit Die: d8.

Requirements

To qualify to become a half-elf paragon, a character must fulfill all the following criteria.

Skills: Knowledge (nature), Knowledge (local) and Diplomacy 3+ ranks.

Class Skills

The half-elf paragon's class skills are Acrobatics (Dex), Craft (Int), Diplomacy (Cha), Disguise (Cha), Handle Animal (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Wis), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), Survival (Wis) and Use Magic Device (Cha).

Skill Ranks at Each Level: 4 + Int modifier.

TABLE: HALF-ELF PARAGON

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+2	+2	Ability Score Improvement, Adaptable	—
2nd	+1	+1	+3	+3	Bonus Feat, One of Many	+1 level of existing class
3rd	+2	+1	+3	+3	Chimeric Dreams	+1 level of existing class

Class Features

All of the following are class features of the half-elf paragon prestige class.

Weapon and Armor Proficiency: A half-elf paragon is proficient with all simple and martial weapons, light armor, medium armor, and shields. They also treat any exotic elven weapons as martial weapons.

Ability Score Improvement: The half-elf paragon may increase either their Charisma or Dexterity scores by +2 points or each by +1 point.

Adaptable (Ex): The half-elf paragon gains the favored terrain ability, much like a ranger. However, the half-elf begins with forest or urban. Once chosen, the half-elf paragon may exchange one for the other after being within a forest or urban area respectively for a period of one week.

Spells Per Day: At 2nd level, the half-elf paragon gains new spells per day as if she had also gained a

level in any spellcasting class she belonged to before she added the prestige class or any one divine spellcasting class she belonged to previously. She does not, however, gain other benefits a character of that class would have gained.

Bonus Feat: The half-elf paragon may choose any one feat she qualifies for.

One of Many (Ex): The half-elf can spend one week blending in with any human or elven city. The half-elf paragon now appears as a member of that race, and only under close observation does their appearance or accent give them away as a non-native. They receive a +10 racial bonus to Disguise and Bluff checks to appear as a member of the target race.

Chimeric Dreams (Ex): You gain the ability to touch the Dreaming Realm during reverie like a true elf, but you must still rest for 8 hours. That rest may be meditating in reverie however. In addition, you

may now choose reverie feats and other abilities requiring the reverie.

HALF-ELF SETTLEMENTS

Half-elves are almost exclusively integrated into civilizations as citizens of that society. They do not build communities of their own, nor do they attempt to make their own communities within those society's cities. They are adaptable and blend in easily. Most half-elves simply tend to live among their human or elven relatives or within those neighborhoods in larger cities.

HALF-ELF NPC

Half-Elf Diplomat **CR 6**

XP 2,400

Half-Elf Aristocrat 8

N Medium humanoid (elf, human)

Init +2; Senses low-light vision; Perception +12

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 28 (8d8-8)

Fort +2, Ref +5, Will +11 (+2 vs. enchantments)

OFFENSE

Speed 30 ft.

Melee mwk rapier +8/+3 (1d6-1/18-20)

Ranged dagger +8 (1d4-1/19-20)

TACTICS

During Combat The diplomat prefers to fence with words rather than blades, but handles a rapier competently. She tries to talk her opponents out of fighting, emphasizing the legal and political trouble caused by harming an official diplomat.

STATISTICS

Str 9, Dex 14, Con 8, Int 12, Wis 10, Cha 16

Base Atk +6; CMB +5; CMD 16

Feats Alertness, Iron Will, Persuasive, Skill Focus (Diplomacy, Knowledge [history]), Weapon Finesse

Skills Bluff +14, Diplomacy +19, Intimidate +10, Knowledge (geography, religion) +5, Knowledge (history) +14, Knowledge (nobility) +8, Linguistics +6, Perception +12, Perform (dance) +7, Ride +6, Sense Motive +13

Languages Common, Dwarven, Elven, Giant, Goblin

SQ elf blood, dual minded (+2 Will)

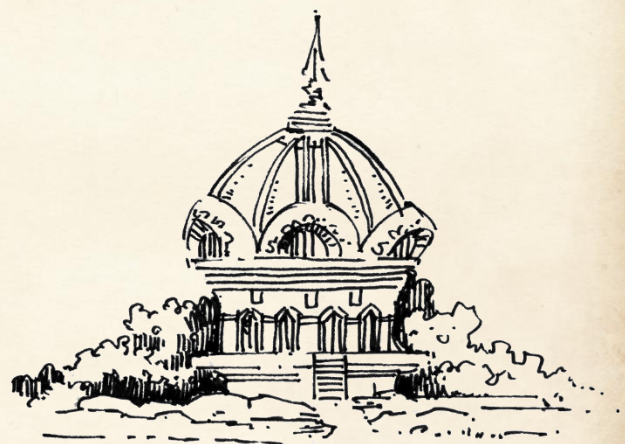
Combat Gear potion of cure moderate wounds;

Other Gear dagger, masterwork rapier, cloak of resistance +1, figurine of wondrous power (silver raven), antitoxin (4), noble's outfit, signet ring, 298 gp

DESCRIPTION

Exposed since birth to the contentious relationships between disparate races and nationalities, the diplomat found her calling in resolving the differences of others. Her half-elven lifespan means she has dealt with three or more generations of human nobility in various countries and is well versed in evolving etiquette. Slow-burning feuds and several attempts on her life have made her cautious and patient in her work.

Some of her remaining wealth is in the form of jewelry appropriate to her station (worth approximately 50 gp).



Elden Ärons änd Equipmënt



Tearlach leaned lazily against a door jamb while the human Veceras had put on his display of his “expertly crafted” swords in the harker’s square. Veceras was a good craftsman, for his race, and his wares were generally better than average. This particular display of cutting prowess and flexibility was designed to sell more of his swords, obviously. It seemed to be working on the less seasoned in the crowd, as many were coming forward to “swish” the swords for themselves. The various cutting tests did indeed prove the weapons sharp, but even from across the square Tearlach could see most lacked grace and seemed a bit heavy, as a swing seemed to carry the weaker individuals through in an arc, setting them off balance.

No wonder the other races considered the elves’ grace and speed as mythic. Elven weapons in comparison were considerably lighter than - but just as durable as - the human’s version. Not to mention the several nuances that an elven weaponsmith could weave into elven blades; refined balance, keener edges, and durability to name a few. Furthermore, centuries of knowledge of the craft were inside each weapon smiths’ mind, as each were centuries old. There was no diluting of craft in “passed on” information, nothing lost. He had heard that many human craftsmen could not even read. How they managed to pass anything from generation to generation was a wonder to Tearlach.

He lightly touched the pommel of the sword at his hip. His lips curled at the ends in an inward smile as he thought of what the trade tongue translation would be for elven swords. Corran Anbhas would mean Crescent Death, or Violent Crescent Death, depending on the inflection given at the time. He had heard it diluted down to “curve” and “blade” before. Barbarians.

*Tearlach looked to see who was next to occupy the square and harp their wares. Dreglan the dwarf. Now **there** was a smith. Dreglan not only crafted handsome weapons, but he had seen his dwarven axes hew through several hundred suits of armor before needing sharpening. Tearlach, however, did not even consider dwarven weaponry as a viable option. If one wanted to carry around an extra 20 stone in weight, why not simply put stones in one’s pockets?*

ELVEN CRAFTSMANSHIP

Elven craftsmanship is at once beautiful and remarkably functional. Thanks to their expanded life spans, the reverie, and centuries of technique built upon in each long-lived generation, their craftsmanship takes on extraordinary shapes, means and measures. Trees are grown into homes, the furniture inside grown as well. Items are made for extended use and often when old or broken, they are made into new items so that nothing is wasted. Armor is often made of hundreds of pieces all working together, but also designed to be able to replace individual pieces when damaged instead of whole suits. It is not uncommon for a suit of elven armor to last for thousands of years, because it can be easily repaired.

This respect for the world, to recycle and not waste, and the point of view that anything taken from the earth is a gift, are reflected not only in the beauty of its craftsmanship, but in its functionality as well. When making equipment or even arms for war, this facet is never overlooked. While some races look at an elven warrior and think that his armor and weapon is too fashionable to be of any use, that perspective is instantly changed when they see him in action utilizing his “beautiful” tools.

Elven warfare and all the crafts associated with it reached its pinnacle a thousand centuries before the humans even walked the earth. During the elven civil war, elven designs of armor and weaponry achieved zeniths that will likely never be duplicated. Since the end of that war, there has been little internal racial strife, but much of the craft secrets persisted, maintained from generation to generation. This is contrary to human development of armor and weaponry, as they tend to lose their racial secrets after the collapse of each empire. Master elven craftsmen have double or even triple the lifetimes of human craftsmen to learn their art and double that again to master it. It should be noted that all master elven craftsmen possess the Master Craftsman feat. Complement this abundance of time with ancient racial secrets and it is easy to envision armor that wears like doeskin gloves, that flexes at pivotal points as if in anticipation of the wearer’s needs, and weapons that are as beautiful

as they are deadly. Naturally the elves would not want their superior equipment manufactured and used against them, nor do they worry about this as master elven craftsmen are patriots of their race, and never live or create their works outside of well-guarded communities, unless the circumstances demand otherwise, such as at the battle site of a war waged in a land far away from the elven forests, for instance. When these situations arise, these craftsmen are usually guarded and warded better than most elven nobility.

ELVENCRAFT ITEMS

Elven masterwork items have a Craft DC of 25. They have the standard features of ordinary masterwork items, but also have other various features. The cost for elven masterwork craftsmanship is listed below. In addition to this, specific features may be worked into any item, though may only be done at the item's creation.

Elven Masterwork Weapons

All elven masterwork weapons have the following qualities as standard in their making: +1 to attack rolls, are 2/3 the weight of equivalent items, maintains item hardness and hit points, have the deadly quality (+4 bonus to damage when calculating the DC of the Fortitude saving throw to see whether or not the target of a coup de grace dies from the attack), and cost 25% less to enchant than normal masterwork items. Additionally, elven masterwork bows do not suffer from any normal weather (wet, cold, or hot) conditions, and they do not have to be stored unstrung. Elven masterwork blades and scabbards are similarly resilient, not requiring oiling and are impervious to natural rust.

SE: Elven masterwork weapons gain a +1 bonus to attack rolls, weigh 2/3 the normal item weight, ignore non-magical environmental conditions, and bows do not have to be unstrung when stored.

Example of Elven Masterwork Crafting Costs

To create a masterwork elven item, an elven craftsman needs to achieve a DC 25 Craft check each week to make progress in crafting the item. The item costs an additional 1000 gp in addition to the base cost.

Advanced Elven Masterwork Items

This is not the culmination of elven ingenuity in weaponsmithing however. Individual elven smiths have been renowned for their uniqueness in the additional qualities they have created, most coming from urgent need. The elderly sylvan elf smith Taniborn Lar'brinil created the Enduring quality because a great half giant warlord ravaging a nearby forest had taken to sundering the weapons of the elven heroes that went to face him. Some heroes travel great distances to not only meet the craftsman and have such weapons created by them, but maybe to see if the secret may be passed on. Unlike many other craftsmen from other races, Elven craftsmen do not covet fame and wealth. Indeed they are more concerned with elven nations and individuals being able to protect themselves. Such secrets are not given lightly, however. The aspiring student must show aptitude as well as earnestness.

Those that wish to learn the secrets of creating these elven weapon qualities must have the Elfcraft feat and 10+ ranks in the appropriate Craft skill (bows, weapons, and/or armor). Elven masterwork qualities are never taught to non-elves.

Elven Masterwork Weapon Qualities

Elven masterwork weapons cost an additional +1000 gp. Any two of the following special qualities may be added to any elven masterwork weapon during its creation. Unless otherwise noted, each quality costs an additional +500 gp extra, and adds another month to the creation time.

- **Enduring:** Enduring masterwork weapons have +2 hardness and +10 hit points, making these weapons harder to sunder. Furthermore, if an Enduring weapon is broken or sundered, any elven craftsman trying to re-forged or rebuild it gains a +4 on the skill check to do so.

SE ENDURING: These weapons have the AC of Mithril (21) and hit points of resilient Medium objects.

- **Exacting:** For as long as history has been recorded, it has been known that the elves consider it blasphemy when they see their

own racial weapons in the hands of other races. Weapons created with this quality are one of the major reasons why. Weapons with the Exacting quality increase the base threat range of the weapon by 1. If an exacting weapon becomes gains the Keen weapon property or is used with Improved Critical feat, modify the new expanded threat range. The Exacting quality costs 1500 gp and two months (total) of extra creation time.

SE EXACTING: Elven weapons with this quality cause critical hits on a natural roll of 19–20.

- **Maneuverable:** Elven masterwork weapons are already extraordinary lightweight, but are also balanced beyond compare. The user may use their Dexterity modifier instead of their Strength modifier on CMB checks made with these weapons. One-handed weapons are treated as if they were a light weapon for the purpose of the Two-Weapon Fighting feat. Furthermore, two-handed weapons such as the elven curve blade made with the Maneuverable quality may be used with one hand with a -2 penalty. The Maneuverable quality costs 1000 gp and two months of extra creation time.

SE MANEUVERABLE: Elven weapons with this quality allow the user to add his ability modifier to damage rolls on off-hand attacks, as if he had the Two-Weapon Fighting Style. Also, two-handed weapons with this quality gain the versatile property, dealing one damage die smaller when wielding with one hand.

- **Precise:** Elven bows are flawless, objects of art and war. This quality reduces the penalty for firing into melee by -2. This may be placed on elven made bows or crossbows, though the latter is unlikely.

SE PRECISE: Elven bows with this weapon quality allow you to ignore half cover when firing into melee.

- **Quick:** Exquisite balance and design grants a +2 bonus on initiative checks when wielding a weapon with the Quick quality. Quick weapons may be drawn as a swift action instead of (as part of) a move action.

SE QUICK: Weapons with this quality grant the wielder a +2 bonus to initiative.

- **Lethal:** Elven steel has long been known to have many mysterious qualities, and this quality is one that is highly sought after. Whether it is a secret chemical used in the forging of the weapon, or unique design, weapons with this quality grant a +1 bonus to damage rolls

SE LETHAL: Weapons with this quality deal a +1 bonus to damage rolls.

- **Sharp:** This quality grants a +2 equipment bonus to confirm critical hits and allows you to reroll any damage die result of '1'. You must use the new result. This may be placed on slashing and piercing weapons, including ammunition.

SE SHARP: Slashing or piercing weapons with this quality allow you to reroll damage dice results of '1'. You must use the new result.

Elven Masterwork Armor Qualities

Elven masterwork armor rarely fits anyone other than elves or half-elves, as it is designed for the more graceful, slender forms of the elves. Getting a master elven craftsman to create armor for a human would be extremely difficult at best, unless an individual was being rewarded for some deed done for the elven nation or one of its heroes. All elven masterwork armor reduces armor check penalties by -2 (instead of -1 as normal masterwork armor), increases the maximum Dexterity bonus by +1, and

is 2/3 the weight of equivalent items, and maintains the item's hardness and hit points. Elven masterwork armor is resilient and does not suffer from any normal weather (wet, cold, or hot) conditions. It does not require oiling, metal armor is impervious to natural rust, and leather or other organic armors are immune to normal rot, increasing the lifespan of these items by thousands of years. Elven masterwork armor costs an additional 500 gp to craft.

SE ELVEN MASTERWORK ARMOR: Elven armor (including heavy) increases the maximum Dexterity bonus by +1, is 2/3 the weight of equivalent item, and maintains item AC and hit points.

Up to three of the following special qualities may be added to any elven masterwork set of armor during its creation. Unless otherwise noted, each quality costs an additional 250 gp towards the item's creation costs.

- **Arcane:** Reduces arcane spell failure chance by 5%. *Special:* This quality may be added up to three times and its effects stack. Each addition of this quality uses one of the three qualities that may be added to elven masterwork armor.

SE ARCANe: This quality may be added to light armor, and casters may wear that light armor as if they were proficient in it.

- **Enduring:** Enduring armor has +2 hardness and +10 hit points, making them harder to sunder or damage. Furthermore, if Enduring armor is broken or sundered, any elven craftsman trying to re-forged or rebuild it gains a +4 on the skill check to do so.

SE ENDURING: Armor with this quality has the AC of Mithril (21) and resilient hit points

of Medium objects. If the item is actually made of Mithril it gains the resilient hit points of a Large object.

- **Lithe:** Anyone sleeping in medium or heavy elven masterwork armor with this quality suffers no fatigue from sleeping in armor.

SE LITHe: Characters may sleep in armor with this quality and suffer no ill effects (if your GM imposes any such penalties).

- **Grace:** Increases the maximum Dexterity bonus by an additional +1 and reduces the armor check penalty by an additional -1.

SE GRACE: Wearers of this armor do not suffer disadvantage when making Dexterity (Stealth) checks.

- **Mobile:** Reduce speed penalty of medium and heavy armor by 10 ft. When running in elven masterwork heavy armor, you may still move quadruple your speed, instead of the normal triple speed for heavy armor.

SE MOBILE: Armor with this quality never reduces the wearer's speed.

- **Rapid Donning:** Elven armor created with this function is quicker to doff and don. Reduce time to don or doff by 50%. This modification only costs 150 gp.

SE RAPID DONNING: Elven armor created with this function is quicker to doff and don. Reduce time to don or doff by 50%. This modification only costs 150 gp.

EXOTIC ELVEN WEAPONS

(Exotic) Light Melee Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight ¹	Type ²	Special
Bow Blade, Elven	15 gp	1d4	1d6	19-20/x2	-	1 lb.	P or S	see text
Glaive Knife, Elven	30 gp	1d4	1d6	19-20/x3	-	1 lbs.	S	see text
Long Razor, Elven	30 gp	1d4	1d6	18-20/x2	-	1 lbs.	P or S	see text
War Knife, Elven	15 gp	1d3	1d4	19-20/x3	10 ft.	1 lb.	P or S	Entangle, see text

5€: Only elves are proficient with elven weaponry, and half-elves with GM consent. Elven weapons do not have increased threat ranges for critical hits unless they buy the Exacting weapon quality (see above), and then the range is only 19-20. All elven weapons have the finesse property. Other properties are listed in the item descriptions.

ELVEN BOW BLADES (BOGHA LANN)

These perfectly balanced bayonets can be affixed to the top of any bow. They are often crafted with a slight curve in them for better slashing, but straight bladed bow blades are not infrequent. A wielder can make slashing or piercing attacks with these using their bow as a melee weapon without penalty. Sylvan elves often affix one to their elvencraft bows giving them piercing and slashing options with one end, and bludgeoning with the other. May be used with Weapon Finesse.

5€: Finesse.

ELVEN GLAIVE KNIFE (TROM SCIAN)

Certainly more than a knife, this hafted weapon is a small one-handed version of a glaive. The blade is shaped like a traditional glaive blade, though smaller, and heftier than any dagger. The haft has an enlarged pommel which provides exquisite

balance and a secure grip. May be used with Weapon Finesse.

5€: Finesse.

ELVEN LONGRAZOR (FADARASUR)

This short sword is similar in shape to the Luathalann, designed for quick thrusts and slashes, but short enough to be used in confined spaces. May be used with Weapon Finesse.

5€: Finesse.

ELVEN WAR KNIFE (COGADH SCIAN)

These weapons are superbly balanced and a tad more lethal than their cousin, the dagger. The blade - which is sharpened the full length of one side and one half of the other, is a design to do extra slashing damage on either a forward or back slash. This, coupled with a razor sharp notch on the back side which is designed to rip flesh and cut armor straps when the weapon is pulled free from the victim, ensures the blade's lethality, and gives a +2 bonus to CMB checks when using dirty tricks to entangle someone in their own armor. May be used with Weapon Finesse.

5€: Finesse.

<i>(Exotic)</i> One Handed Melee Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Swift Blade, Elven	45 gp	1d6	1d8	18-20/x2	-	2 lbs.	P or S	see text
War Claw, Elven (Axe)	30 gp	1d4	1d6	18-20/x2	20 ft.	2 lbs.	P or S	Entangle
5e: Swift Blade, Elven	45 gp	1d6(1d8)	1d8(1d10)	18-20/x2	-	2 lbs.	P or S	Finesse, versatile
5e: War Claw, Elven (Axe)	30 gp	1d4(1d6)	1d6(1d8)	18-20/x2	20 ft.	2 lbs.	P or S	Finesse, versatile

ELVEN SWIFT BLADE (LUATHALANN)

Otherwise known as the elven long sword, this blade resembles a mixture between a rapier and a katana. The blade is thicker than a rapier and tapered like a katana, but the handle is a slight reverse curve from the blade, similar to the elven curve blade, but not quite as long. It can be used with two hands (as one can use two hands on a standard longsword), but its design is made for quickness and is light enough for the weapon to be used with Weapon Finesse.

5e: Finesse, Versatile

ELVEN WAR CLAW (TUA COGADH)

The elven hand or throwing axe is slightly different than normal single handed axes. First the “beard” of the axe is on the top of the weapon, slandering to a point that can be used to do piercing damage, and thin enough to be slid into armor to cut straps (the user gets a +2 bonus on dirty tricks to entangle). Like some axes, it also has a single point on the reverse of the head which is a piercing weapon as well. The weapon is well balanced, has a range of 20’ and may be used with Weapon Finesse.

5e: Finesse, Versatile

<i>(Exotic)</i> Two Handed Melee Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Curve Blade, Elven	80 gp	1d8	1d10	18-20/x2	-	7 lbs.	S	see text
Double Curve Blade, Elven	160gp	1d8/1d8	1d10/1d10	18-20/x2	-	10 lbs.	S	Double, see text

ELVEN CURVE BLADE (CORRAN ANBHAS)

Essentially a longer version of a scimitar, but with a thinner blade, the elven curve blade is exceptionally rare. You receive a +2 circumstance bonus to your CMD whenever a foe attempts to sunder your elven curve blade due to its flexible metal. You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with an elven curve blade sized for you, even though it isn't a light weapon.

5e: Finesse.

ELVEN DOUBLE CURVE BLADE (DÚBAILTE CORRAN ANBHAS)

Considered a “great weapon” amongst the elves, the double curve blade is similar to a two-bladed sword. You receive a +2 circumstance bonus to your CMD whenever a foe attempts to sunder your elven double curve blade due to its flexible metal. You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with an elven double curve blade sized for you, even though it isn't a light weapon.

5e: Finesse.

(Exotic) Ranged Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight ¹	Type ²	Special
Greatbow, Elven (Bogha Mor)	4000 gp	--	1d10/1d6*	19-20/x3	150 ft.	2 lb.	P or S*	see text
Longbow, Elvencraft (Fada Bogha Ceird)	1000 gp	1d6	1d8	20/x3	120 ft.	3 lb.	P	see text
Shortbow, Elvencraft (Gaerr Bogha Ceird)	1000 gp	1d4	1d6	20/x3	120 ft.	2 lb.	P	see text

* 1d6 slashing from permanently affixed bow blade. See text.

ELVEN GREATBOW (BOGHA MOR)

These magnificent bows can only be made with the tree song and only from the great home tree, the Arsaë'Laidir. They are works of art in both form and functionality, are crafted only by master elven craftsmen with the help of elven druids who coax a tiny spark of the tree's spirit to reside within the bow. A small portion of the living strength and resiliency of the mighty Arsaë'Laidir tree is given to these bows which the druids sing from the tree, as the wood must not be felled or hewn. All Bogha Mor are longbows that have unique qualities unknown to any other bows or even bow makers throughout the world. The living strength trapped within the bow bestows the following exceptional qualities upon it.

First, the Bogha Mor functions the same as an elvencraft bow in all ways (*this includes the extra attack for 5e players*). These greatbows are sang out of trees with a permanent bow blade (or set of) affixed to it. The blades are treated as if they had the *ironwood* spell upon them.

Second, the tree sung Bogha Mor are created with three weapon qualities; Enduring, Exact, and Precise. Only tree sung Bogha Mora are known to have three weapon qualities.

Lastly, although not any larger than a normal composite long bow, the Bogha Mor (through its quasi-living components) retains some of the strength and flexibility of the original tree it was sang from. As a result, the elven great bows do damage one die higher (1d10) than traditional long bows.

All Bogha Mor Bows are elven masterwork weapons and are considered priceless heirlooms. A Bogha Mor costs 4000 gp. Unless given freely by an elf to a non elf or an heirloom thereof, any non-elven creature (with the exception of the fey or sylfaen) seen (by an elf) possessing a Bogha Mor, has likely seen his last day.

5e: The Bogha Mor is an elvencraft bow (extra attack, see below) with the Enduring, Exact, and Precise weapon qualities (see above). A bow blade is permanently affixed to it (see above).

ELVENCRAFT BOW (BOGHA CEIRD)

Elvencraft bows are unique by design in three ways. They are crafted sturdily, and may be used as a club equal to its size. The bow may be used as a dual weapon and wielded as a quarterstaff or club, but attacking with it as a dual weapon incurs all of the natural penalties of fighting with two weapons. Attacking with the bow in this manner does not damage the bow in any way. Also, the arrow shelf is lower, so the bow is asymmetrical. This gives it two bonuses: the bow is more easily fired from the kneeling position, or while perched in a tree or even while mounted.

Using the bow reduces the penalties for sniping by 5, and when using the Mounted Archery feat, penalties are halved. Lastly, the Bogha Ceird's arrow shelves are designed for the arrow to be knocked/placed on either side of the bow. It is extremely hard to knock an arrow on the outside of the bow, but elves are trained both ways (knocking an arrow on either side) before they are even considered a young adult. The ability to use this function allows the elves to use their superior

dexterity and fire more reflexively. Elves may use their Dexterity as a bonus to damage instead of Strength, when using an elvencraft bow. Since the bonus to damage is not reliant upon a complex creation of layering wood or bone there isn't a limit to the amount of Dexterity bonus that can be used. Furthermore, since they don't have to fumble with putting the arrow "through" the bow to draw it, elves with the Rapid Shot feat do not suffer the -2 penalty when utilizing the feat. Elvencraft bows are fairly expensive, costing 1000 gp for either a short or long bow.

5e: Only elves are proficient with elvencraft bows. Half-elves have not lived long enough to become proficient with elvencraft bows. Elves using an elvencraft bow gain an extra attack with the weapon, though the extra attack does not include the attacker's Dexterity bonus to damage

AMMUNITION

<i>Ammunition (Arrows)</i>	<i>Cost</i>	<i>Dmg (S)</i>	<i>Dmg (M)</i>	<i>Critical</i>	<i>Range</i>	<i>Weight1</i>	<i>Type2</i>	<i>Special</i>
Arrow, assassin root (1)	500 gp	1d4	1d4	--	-	.25 lb.	P	see text
Arrow, baensidhe (20)	50 gp	--	--	--	50 ft.	1 lb.	P	see text
Arrow, bleeding (1)	360 gp	see text	see text	see text	see text	see text	see text	see text
Arrow, charged lodestone (50)	+2 bonus	--	--	--	-	1 lb.	--	see text
Arrow, durable (1)	1 gp	see text	see text	see text	see text	see text	see text	see text
Arrow, dye (1)	1 gp	see text	see text	see text	see text	4 lbs.	—	see text
Arrow, entangle (10)	500 gp	--	--	--	-	10 lbs.	--	see text
Arrow, foe wile (1)	150 gp	--	--	--	-	-	P	see text
Arrow, hawthorne (20)	300 gp	--	--	--	-	5 lbs.	P	see text
Arrow, hollow shaft (10)	10 gp	--	--	--	-	1.5 lbs.	see text	see text
Arrow, life sapping (1)	150 gp	--	--	--	-	-	P	see text
Arrow, lodestone (1)	10 gp	see text	see text	see text	see text	see text	see text	see text
Arrow, pheromone (1)	15 gp	see text	see text	see text	see text	see text	see text	see text
Arrow, pilum (50)	+1 bonus	--	--	--	-	.5 lbs.	P	see text
Arrow, poison leaf (10)	140 gp	--	--	--	-	1.5 lbs.	P	see text
Arrow, raining (1)	30 gp	see text	see text	see text	see text	see text	see text	see text
Arrow, razor leaf (10)	30 gp	--	--	19-20/x3	60'	1.5 lbs.	P	see text
Arrow, slow burn (1)	150 gp	see text	see text	see text	see text	see text	see text	see text

Arrow, splintercloud (1)	25 gp	see text	see text	see text	see text	see text	see text	see text
Arrow, tanglefoot (1)	20 gp	see text	see text	see text	see text	see text	see text	see text
Arrow, trip (1)	25 gp	see text	see text	see text	see text	see text	see text	see text
Arrow, wolvesbane (1)	26 gp	see text	see text	see text	see text	see text	see text	see text

MAGICAL ARROWS

CHARGED LODESTONE ARROW

This arrow has a magnetic charge in it that is set off upon impact. A ranged touch attack is all that is needed for these arrows to be effective against creatures wearing metal armor or metallic creatures. The arrow itself does no damage as it explodes upon impact dispersing its magnetic energies into the metal armor. A successful attack will reduce the speed of a metal armored target by 10' and imposes a -2 penalty to its skill checks, and attack and damage rolls for 1d4 rounds. A DC 15 Strength check may be attempted to partially shrug off these effects and halve the movement, attack penalties and number of rounds affected. This effect is only partially cumulative; multiple charged lodestone arrows will not further reduce speed or increase the penalty to attacks, damage or skill checks. However, each arrow that strikes the same target increases the number of rounds the target is affected by 2 rounds, and increases the ability score DC check by 2, as long as each arrow strikes while the previous arrow is in effect.

Construction Requirements: Spells; *magnetic field* [PotR], **Feats:** Craft Magic Arms and Armor, **Cost:** +1 bonus **Aura:** moderate abjuration. **CL:** 13

5e: These highly prized magical arrows wreak havoc against creatures wearing metal armor or metallic creatures. These arrows are heavy and are fired at a -2 penalty. A successful attack causes no damage, but reduces the victim's speed by 10 feet and attacks, physical skill checks and Dexterity saving throws are made at disadvantage for 1d4 rounds. A DC 14 Strength saving throw can be made to partially shrug off these effects by halving the movement penalty and number of rounds affected. This effect is only partially cumulative; multiple charged lodestone arrows will not further

reduce speed or increase the penalty to attacks or skill checks. However, each arrow that strikes the same target increases the number of rounds the target is affected by 2 rounds, and increases the DC for the Strength saving throw by 2, as long as each arrow strikes while the previous arrow is in effect.

PILUM ARROWS

These arrows are meant to be shot at an opponent's shield or armor. Targeting a shield or armor suffers a -2 penalty, but you only need to strike the opponent's touch AC. These arrows (or arrowheads, more precisely) carry a potent magical effect, causing the object struck (usually armor) to suddenly be doubly affected by its own weight. Once the arrow strikes its target, that item doubles its own weight, check penalties, and arcane spell failure percentages. In addition, armor struck now is treated as one category higher, reducing movement as appropriate. Targets wearing heavy armor are reduced to 10 ft of movement while shields lose half of their AC bonus (minimum 0) as they are too heavy to wield effectively. This only affects non-living materials (a person or animal remain unaffected if targeted, but their equipment is subject). The arrowheads are hard to remove (as part of the enchantment) and require a DC 20 Strength check and a full-round action which provokes attacks of opportunity. The effects lasts for 1d4+1 rounds.

Construction Requirements: Spells; *enlarge person*, **Cost:** +2 bonus, **Feats:** Craft Magic Arms and Armor **Aura:** moderate transmutation. **CL:** 3rd

5e: Targets struck by these arrows are at disadvantage on attack rolls, skill checks, and all Strength and Dexterity saving throws. Armor struck doubles in weight and movement is reduced by 10

feet. Those in heavy armor must make a DC 14 Strength saving throw to move at half speed, otherwise their movement is reduced to 10 feet. Shields that are struck halve their bonus to AC. The arrowheads are hard to remove (as part of the enchantment) and require a DC 18 Strength saving throw and a full-round action to do so. The effects lasts for 1d4+1 rounds.

MUNDANE ARROWS

BANSHEE ARROWS

These thick arrows are crafted with precisely placed air passages in their shafts to produce an ear-splitting and harmonically discordant sounds. Elven bards have learned what notes of sound cause the humanoid mind become unnerved with fear, which the whistling sounds these arrows emulate. These arrows have a reduced range (50 ft.) due to their weight and the drag from the multiple air passages, but the effect is worth it. Anyone within a 10 ft. radius of the path of these arrows when fired must make a DC 12 Will save or be stricken with fear, gaining the shaken condition. Elves are immune to this effect.

Construction Requirements: *Craft (bows) DC 12*

5e: These arrows have a reduced range (50 ft.) due to their weight and the drag from the multiple air passages, but the effect is worth it. Anyone within a 10 ft. radius of the path of these arrows when fired must make a DC 12 Wisdom saving throw or be stricken with fear and gain the frightened condition. Elves are immune to this effect.

HAWTHORNE ARROWS

These arrows are designed with barbs and thorns covering the arrow head. A successful attack causes 1d3 points of Dexterity damage. A notch where the arrow head attaches to the shaft is its true menace however. When an enemy tries to pull the arrow out, the shaft pulls free but the head and its wicked barbs remain in, causing excruciating pain. Any action by taken by the victim causes an additional 1d3 points of Dexterity damage as the embedded head rips and tears even more. Multiple arrows cause cumulative Dexterity damage. It is a full-round action to remove individual arrowheads. A

DC 15 Heal check is needed to remove the barb carefully or the arrow head causes another 1d4 points of damage as the barbs and thorns rip and tear the flesh upon removal. A critical hit with these arrows increases the Dexterity damage to 1d6 and the Heal check DC is increased to 20 or suffer 1d6 points of Dexterity damage upon removal.

Construction Requirements: *Craft (bows) DC 15*

5e: Substitute the DC 15 Heal check for a DC 12 Wisdom (Medicine) check.

HOLLOW SHAFT ARROWS

Aptly named, these specifically designed arrow shafts are grown from a bamboo-like plant called arrow root (see Elven Flora). The hollow shaft can be made to hold small doses of elixirs, potions, or poisons inside them (sealed with wax or similar substance) and deliver their contents upon impact/penetration. Normally the shaft is cut at an angle to be sharp and alchemically hardened to be as hard as steel so the arrow would do damage as well, but versions exist where the shaft has been made to shatter on impact. This form of the arrow does no damage, but the contents must be able to deliver their effect on contact to be viable. A hollow shaft arrow has a -2 penalty on attack rolls due to its weight.

Construction Requirements: *Craft (bows) DC 12*

5e: No change.

ALCHEMICAL ARROWS

(Martial) Ammunition	Alchemy DC	Cost (GP)
Arrow, assassin root (1)	25	2000
Arrow, bleeding (1)	25	360
Arrow, charged lodestone (1)	--	10
Arrow, durable (1)	25	1
Arrow, dye (1)	15	1
Arrow, entangle (1)	25*	500
Arrow, foe wile (1)	25*	50

Arrow, life sapping (1)	--	400
Arrow, lodestone (1)	25	10
Arrow, pheromone (1)	20	15
Arrow, poison leaf (1)	25	50
Arrow, raining (1)	20	30
Arrow, razor leaf (1)	25	300
Arrow, slow burn (1)	20	150
Arrow, splintercloud (1)	25	25
Arrow, tanglefoot (1)	25	20
Arrow, trip (1)	25	25
Arrow, wolfsbane (1)	25	30

* This is the Heal or Knowledge (nature) DC needed as well as the Craft (alchemy) DC.

** This is the Craft (bows) DC needed to craft these arrows.

ASSASSINROOT ARROWS

These arrows are culled from living vampire roses. They are first lulled into a state of torpor through an alchemical fertilizer, which hardens them. They are then magically shaped (per the *wood shape* spell) into an arrow, with the roots forming into a bizarrely twisted and barbed arrowhead, and the white petals of the rose turned into fletching. The “arrow” itself only does 1d4 points of damage. Once the arrow is imbedded (successful attack) in its victim, the presence of blood immediately revitalizes the plant, which proceeds to drain blood and fluids, causing 1d4 points of Constitution damage per round until removed. Trying to remove the plant is a full-round action which provokes an attack of opportunity. The target must succeed at a DC 16 Strength check to remove the assassin root arrow. Once the arrow/rose has absorbed 8 points of Constitution damage the petals turn red and the assassin root falls harmlessly from its victim as a useless flower. Missing the target destroys the arrow.

Construction Requirements: Craft (alchemy) DC 25, Knowledge (nature) DC 25, **Cost:** 1000 gp

5e: A successful attack causes 1d4 points of piercing damage and 1d6 points of bonus damage unless the target successfully removes the arrow. Removing the arrow requires a successful DC 12 Strength saving throw. Once the arrow has dealt damage for four rounds, the petals turn red and

the sated assassin root falls harmlessly from its victim.

BLEEDING ARROW

This sharpened hollow tube looks like it was originally a narrow proboscis on some giant insect, but it actually comes from a strange carnivorous plant. A bleeding arrow deals normal damage when it hits a creature. Each round thereafter, the creature bleeds for 1 point of damage until the bleeding is stopped by a DC 10 Heal check or the application of a *cure* spell or some other healing magic. A critical hit does not multiply the bleed damage. Creatures immune to critical hits (such as plants and constructs) are immune to the bleed damage dealt by this weapon.

Construction Requirements: Craft (alchemy) DC 25, **Cost:** 360 gp

5e: As above, but the optional rule for bleed damage should be used. See *Laying Waste: The Guide to Critical Combat for 5e* for more on this optional rule.

DURABLE ARROW

These arrows are tightly wrapped in strands of some kind of alchemical glue. Durable arrows don't break due to normal use, whether or not they hit their target; unless the arrow goes missing, an archer can retrieve and reuse a durable arrow again and again. Durable arrows can be broken in other ways (such as deliberate snapping, hitting a fire elemental, and so on). If crafted with magic (such as with the bane magic item property), the magic only lasts for one use of the arrow, but the non-magical arrow can still be reused or imbued with magic again.

Construction Requirements: Craft (alchemy) DC 25, **Cost:** 1 gp

5e: As above. In addition, they are treated as resilient Tiny objects.

DYE ARROW

This arrow ends in a crystalline bubble. Firing a dye arrow is a ranged touch attack; a creature struck by a dye arrow takes no damage but is splashed with black, blue, green, or red marker dye sufficient to coat about 1 square foot. It is believed that the elves sometimes utilize glow-in-the-dark dyes as well.

Construction Requirements: Craft (alchemy) DC 15, **Cost:** 1 gp

5€: As above.

ENTANGLE ARROWS

These arrows are grown by twisting vines together of deep shade plants and immature assassin vine plants forming them into arrow shafts. The deep shade plant has a stem of near wood like quality that grows amazingly straight. The process takes a full season to grow, but the sylvan elves have groves of these plants literally growing many of these “arrows” a year. The plant (which usually grows between 2-5 arrows) is then gently dug up when needed. A special quiver is made (and needed) for these arrows that acts as a potted plant and can be kept alive indefinitely as a household plant could be, by simply adding water. Because they are of shade plant origin, they require only the amount of sunlight any arrow would get being in a quiver. These quivers hold up to 10 such arrows and their soil. The arrow does no damage, but a successful ranged touch attack shocks the arrow into action, and it immediately begins to entangle the creature only, not being strong enough to cause constriction damage. The arrow only affects the single creature hit, and that creature must make a DC 14 Reflex save or gain the entangled condition. (DC 14 Strength check to break, 10 points of slashing damage to cut through, DC 14 concentration check). Otherwise, the entangling vines dry up and disappear after 10 rounds.

Construction Requirements: Craft (alchemy) DC 25, **Cost:** 500 gp

5€: The targeted creature must succeed on a DC 14 Strength saving throw or be restrained by the

entangling plant until the spell ends. A creature restrained by the plants can use its action to make a Strength check against a DC 12. On a success, it frees itself. Otherwise, the entangling vines dry up and disappear after 10 rounds.

FOE WILE ARROWS

Along elven frontiers and where war is rife, a disturbing but effective practice has begun taking place; the removal of blood and select organs from fallen foes. These parts are then turned into an alchemical mixture that is effective against creatures of that race or those with racial similarities. This mixture is placed in hollowed arrows which injects the concoction into its victim upon impact. The concoction causes severe hallucinations, causing the creature affected to believe that nearby members of their own race are those of their most hated racial enemies. For example, an orc infected by such an arrow would see his fellow orcs as elves or dwarves, whichever is more appropriate for racial enmity. They attack such foes as if enraged, until the effect wears off. A DC 14 Fortitude check negates the effects of the toxin, but if failed the creature is affected for 1d4 rounds. Each foe wile arrow is crafted against a specific set of humanoids. Choose which type upon creation or purchase (dwarf, drow, giant, goblinoid, gnoll, gnome, halfling, human, orc, reptilian, other subtype, or specific monstrous humanoid. No more than 2 doses of foe wile poison may be concocted from any single corpse, and even then the heart and brain must be intact. Foe wile arrows are merely hollow shaft arrows with foe wile concoctions placed in the shaft.

Construction Requirements: Craft (alchemy) DC 25, **Cost:** 50 gp

5€: A DC 12 Constitution saving throw negates the effects of the toxin, but if failed the creature is affected for 1d4 rounds.

LIFE SAPPING ARROWS

These arrows are made from the lifeblood of Arsa'Laidir trees, reversing the natural healing effect the sap has, and then alchemically treating it with distilled poison from various plants. The arrows are used against enemy spellcasters and the

elves' racial foes alike. The arrowheads are near translucent and veined with a muted iridescent green and purple. The poison does 1d3 points of Strength damage (DC 15 Fortitude to negate). The arrow heads are strong, but fairly brittle and break off upon penetration, designed to quickly dissolve in one's bloodstream. The arrows deal normal damage, but their fragile nature has a downfall; they are ineffective against any metal armor with an AC bonus of +6 or higher. However, if one has the means to bypass armor (Pinpoint Targeting feat or the arcane archer's phase arrow class ability), then the arrows remain effective. These arrows are highly prized, as they maintain their effectiveness until they are used, and do not have the 5% handling chance to poison the user. Rolling a natural one while firing the arrow still exposes the user to the 5% handling chance to poison himself, however.

Construction Requirements: Craft (alchemy) DC 25, **Cost:** 400 gp

5e: The target must succeed at a DC 12 Constitution saving throw or gain the poisoned condition. After three successful saving throws, the poisoned condition ends.

LODESTONE ARROW

This heavy iron arrowhead is sealed with an alchemical resin; pulling a small string (a move action) breaks the seal and activates the reaction in the arrowhead, greatly increasing its magnetic properties. You gain a +4 bonus on attack rolls when firing a lodestone arrow at a target wearing a significant amount of metal armor (at least chain mail or a metal shield) or made of metal, but the magnetized arrow only deals half damage. In areas with a lot of magnetic metal, the attack bonus may drop to 0 or even become a penalty as competing sources steer the arrow away from your intended target. The increased magnetism fades 1 round after you activate it, after which time becomes a normal arrow.

Construction Requirements: Craft (alchemy) DC 25, **Cost:** 10 gp

5e: You gain advantage on attack rolls when firing a lodestone arrow at a target wearing a significant amount of metal armor (at least chain mail or a metal shield) or made of metal, but the magnetized arrow only deals half damage.

POISON LEAF ARROWS

Made from the leaves of magical plants that naturally grow alchemical goodberries, these leaves are alchemically treated the same as the razor leaf arrows. The elves actually eat these leaves normally, but every other race (except the fey) become sick upon ingestion. It was only natural then, to make the leaves into weapons. Any creature other than an elf or fey struck by a poison leaf arrow gains the sickened condition for 1d4 rounds. A successful DC 14 Fortitude save negates the effect.

Construction Requirements: Craft (alchemy) DC 25, **Cost:** 50 gp

5e: Any creature other than an elf or fey struck by a poison leaf arrow gains the poisoned condition for 1d4 rounds. A successful DC 12 Constitution saving throw negates the effect.

PHEROMONE ARROW

The arrowhead of this arrow is coated with potent substances that react to blood and sweat, releasing strong aromas that most predators recognize as tasty injured prey and other creatures perceive as merely unpleasant. Any creature with the scent ability gains a +2 morale bonus on attack and damage rolls made against a target marked with a pheromone arrow. This effect lasts for 1 hour or until the target spends 1 minute washing.

Construction Requirements: Craft (alchemy) DC 20, **Cost:** 15 gp

5e: Any creature with the scent ability gains a +1 bonus on attack and damage rolls made against a target marked with a pheromone arrow.

RAINING ARROW

This thick-shafted arrow contains a reservoir of holy water and is designed to burst on impact,

hitting the target and splashing nearby creatures as if you had thrown the vial. A raining arrow has a -2 penalty on attack rolls due to its weight.

Construction Requirements: Craft (alchemy) DC 20, **Cost:** 30 gp

5e: As above.

RAZOR LEAF ARROWS

The arrowheads on these arrows are alchemically treated leaves from the Rasur Finiuin (razor vine), which become as hard as steel. These arrows do not have the range (only 60') of normal arrows due to their large heads, but make up for their range in lethality. Razor leaf arrows increase the threat range of any bow they are fired from by 1, and give a +2 equipment bonus to the critical confirmation rolls.

Construction Requirements: Craft (alchemy) DC 25, **Cost:** 300 gp

5e: Razor leaf arrows deal critical hits on a natural attack roll of 19-20.

SLOW BURN ARROW

Behind the head of this arrow is a small receptacle of alchemical material that heats up when exposed to air and eventually bursts into flame; barbs on the arrowhead pierce the pouch when it hits a target. On your turn, 1 round after impact, the burst of flame deals 1d6 points of fire damage to the target. The extra weight of this arrowhead gives you a -1 penalty on attack rolls with the arrow.

Construction Requirements: Craft (alchemy) DC 20, **Cost:** 150 gp

5e: As above.

SPLINTERCLOUD ARROW

The shaft of this arrow is formed of numerous small bone fragments painstakingly glued together. When fired they tear themselves apart during flight, forming a 5-foot burst of razor-sharp

bones that deals 1d3 points of piercing damage (Reflex DC 18 negates).

Construction Requirements: Craft (alchemy) DC 25, **Cost:** 25 gp

5e: When fired they tear themselves apart during flight, forming a 5-foot burst of razor-sharp bones that deals 1d3 points of piercing damage unless the targets succeed at a DC 15 Dexterity saving throw.

TANGLEFOOT ARROW

This arrow is topped with a small bottle containing a small quantity of tanglefoot goo. You fire a tanglefoot arrow as a ranged touch attack; the arrow deals no damage when it hits, but the target is splashed with the alchemical adhesive. The reduced amount of the glue means this arrow is less effective than an actual tanglefoot bag (DC 10 Reflex save, DC 12 Strength check to break, 10 points of slashing damage to cut through, DC 10 concentration check). The weight of a tanglefoot arrow reduces its range increment to half normal. Elves use this to slow or stop fleeing opponents or to capture animals without killing them.

Construction Requirements: Craft (alchemy) DC 25, **Cost:** 20 gp

5e: As above, with a DC 10 Dexterity saving throw or target gains the restrained condition.

TRIP ARROW

This squat arrow has a large, bulbous, metal tip that expands and flattens in flight. If the arrow hits, it initiates a trip attack against the target; the target falls prone if the trip attack beats their CMD, but if the attack fails it cannot attempt to trip you in return.

Construction Requirements: Craft (alchemy) DC 25, **Cost:** 25 gp

5e: If the arrow hits, the target is tripped unless it succeeds at a DC 12 Dexterity saving throw. If failed, the target is knocked prone.

WOLFSBANE ARROW

These are hollow shaft arrows with a liquid alchemical mixture of wolfsbane in the shaft that enters the blood stream of the victim on a successful attack roll. Lycanthropes must make a Fortitude save (DC 14) or be forced back into their humanoid (not hybrid) form for 1d4 rounds. Whether the save is made or not the lycanthrope with this alchemical liquid in their system suffer 50% more damage from silvered weapons for 1d4 rounds.

Construction Requirements: Craft (alchemy) DC 25, **Cost:** 30 gp

5e: As above, except lycanthropes must make a DC 12 Constitution saving throw or be forced back into their humanoid (not hybrid) form for 1d4 rounds.

ELVEN EXOTIC EQUIPMENT



Just as many weapon and armor smiths apply special qualities to the fruits of their labor, so to do the equipment crafters incorporate unique and useful qualities into their equipment. Exotic equipment may be used by anyone for its standard function (i.e. an exotic rucksack may still be used to pack things), but for those who have been trained in its special use, additional qualities become available. Exotic equipment must be of masterwork quality and adds an additional 300 gp to the cost of the item; they are rare and, as such, much more expensive items to purchase. It is important to note that exotic equipment does take up an item slot of the appropriate type, if applicable. Elven equipment gives an equipment bonus which is defined below.

Elven Equipment Qualities

Nearly every race has certain qualities they are known for, and for the elves this is exceptionally true. An item may have all of the qualities listed (at cumulative cost), as long as the item name appears in the “Applied to” section. Some of the qualities typically employed by the elven craftsmen include: **Camouflaged** - Everyone knows elves are renowned for their stealth within the forests they inhabit. Camouflaged equipment aides the wearer when trying to remain concealed. These items give a +1 equipment bonus to Stealth checks.

Applied to: clothing, packs

Durable - This type of equipment is reinforced for heavy use and can usually carry more, last longer, take more punishment. These items have double the hardness and hit points of normal items.

Applied to: sheaths, scabbards, packs, belts, survival gear

Lithe - Often times it is necessary to travel light, move quickly, and slip through tight places. Lithe equipment focuses on light weight, high quality materials to make movement easier. When applied to the listed items, they weigh only 2/3 the normal weight, and give a +1 equipment bonus to Escape Artist checks.

Applied to: sheaths, scabbards, packs, belts, clothing

Speed - Equipment with this quality are meant to break-away or allow for the rapid employment of their intended use or something they carry. These items may be donned or doffed as swift actions, and in certain circumstances an equipment bonus to initiative; either a +1 equipment bonus to initiative or something specific which would detailed in the individual item.

Applied to: sheaths, scabbards, packs, belts, quivers, clothing

New Bonus Type: Equipment Bonus - Granted by specific types of equipment designed for specific, tailored functions. These ergonomic items are generally very good at one particular task and offer some sort of small bonus. Many of these items require that the character using them has a specific minimum ability score. Special details often require a higher ability score than the minimum score.

Can Affect: AC, Attacks, Checks, Initiative, Saves.

BOW BALDRIC

This complex baldric consists of a leather belt worn across the chest as most baldrics, but held close to the body by a belt worn at the waist. The baldric portion of this harness is moveable in a cyclical motion around the body, and contains many attachment apparatus' which allow for quick removal of items stored on the baldric. The most important of these apparatus is the bow clip which consists of 2 leather bound spring steel clips which enclose around the bow and holds it in place during any activity however strenuous. Replacing the bow or any other item from the bow baldric is a swift action rather than a move action. However due to its accessibility, those trying to use the steal combat maneuver against a wearer of the bow baldric, gain a +2 to the attempt. The baldric can hold a bow and up to 5 items the size of a pouch or potion vial, or if no bow is held, up to 10 items of appropriate size. If the items are larger than a pouch or vial, they would take the space of 2 such items.

Equipment Quality: Speed.

Requires: Minimum Dexterity of 13.

Special: If the owner of the bow baldric possesses a Dexterity of 17 or greater, items (including a bow) may be drawn as an immediate action before combat begins.

5e: Gain +1 bonus to initiative when using this equipment.

ELVEN WRIST SHEATH

Unlike traditional spring-loaded wrist sheaths, these elven wrist sheaths may be used to hold any item of dagger size or smaller, including wands.

Equipment Quality: Speed.

Requires: Minimum Dexterity of 15.

Special: If the owner of the elven wrist sheath possesses a Dexterity of 19 or greater, the item may be drawn as an immediate action before combat begins.

5e: Gain +1 bonus to initiative when using this equipment.

ORDERED QUIVER

These quivers are slightly larger than normal quivers. Inside the base of these quivers is a slanted mounting brace that allows the arrows to be stacked symmetrically at a 45 degree angle. A seasoned archer will place a variety of arrows in each "section" and will know their location by its elevation along the angle, thereby never firing the wrong type of arrow. When using an ordered quiver, an archer gains a +1 equipment bonus to their initiative. Due to their design and limited size, ordered quivers carry only 20 arrows.

Equipment Quality: Speed.

Requires: Minimum Dexterity of 13.

5e: Gain +1 bonus to initiative when using this equipment.

SWIFT SCABBARD

This item is another ingenious elven design made to make elves appear blindingly quick in combat. The scabbard, which is crafted from leather, wood and elven steel is designed with a groove along the under or draw side to allow the weapon to be drawn more freely. The weapon is held secure due to the elven spring steel design which clasps the blade in place at the hilt. Drawing and sheathing a weapon from a swift scabbard is a swift action instead of a move action.

Equipment Quality: Speed.

Requires: Minimum Dexterity of 13.

Special: If the owner of the swift scabbard possesses a Dexterity of 17 or greater, the blade may be drawn as an immediate action before combat begins.

5e: Gain +1 bonus to initiative when using this equipment.

ELVEN FOOD GOODS



BUTTERED SPARROWFISH FILLET

Aura faint transmutation; **CL** 5th
Slot none; **Price** 900 gp; **Weight** 1 lb.

Description

The sparrowfish is a bland-tasting swimmer native to the rivers and streams deep in elven and fey forests notable mainly for its excellent speed and its ability to leap out of the water and onto low-hanging tree limbs to avoid predators. Its meat is the color of salmon and is reasonably tasty when prepared with butter, herbs, and salt; it is best eaten fresh, but if properly dried after cooking, it retains its flavor whether eaten cold or reheated. Eating the magical fillet gives you a +10 competence bonus on Acrobatics, Climb, and Swim checks for 1 hour.

Construction Requirements Brew Potion, Profession (cook) 5 ranks, creator must have 5 ranks in Acrobatics, Climb, and Swim; **Cost** 450 gp

5e: Eating the magical fillet grants advantage on (Dexterity) Acrobatics and (Strength) Athletics skill checks for 1 hour.

CHEYA DUMPLINGS

Aura moderate transmutation; **CL** 10th
Slot none; **Price** 300 gp; **Weight** 1 lb.

Description

Cheya is a smaller, immobile cousin of the assassin vine native to elven tended forests (some elves

believe that the aggressive mobile assassin vine plants are the result of a cheya cultivating program). Generally harmless except to tiny animals, some elves cultivate cheya for its roots, leaves, and berries. The roots are crushed into a paste and mixed with water or milk to make dough, stuffed with diced cheya leaves, then boiled or baked, often topped with sweet jelly made from cheya berries. Hearty, satisfying, and portable, the dumplings are excellent candidates for magical augmentation. A typical cheya dumpling gives you a +2 enhancement bonus to Constitution for 1 hour, though other varieties may enhance other ability scores.

Construction Requirements Brew Potion, Profession (cook) 5 ranks, *bear's endurance*; **Cost** 150 gp

5e: Eating the magical cheya dumpling gives you a +2 bonus to your Constitution for 1 hour.

LEAP CAKE

Aura faint transmutation; **CL** 5th
Slot none; **Price** 500 gp; **Weight** 1 lb.

Description

This spongy brown cake feels light in the hand but is incredibly chewy. Consuming it strengthens your leg muscles and makes your tendons more elastic (making audible stretching and popping noises for a few seconds after ingestion), greatly improving your ability to jump and fall. For the next 10 minutes, you gain a +20 bonus on Acrobatic checks made to jump. If you deliberately jump down from a height and succeed at a DC 15 Acrobatics check, you take falling damage as if the fall were 20 feet shorter than normal (rather than 10 feet shorter).

Construction Requirements Brew Potion, Profession (cook) 5 ranks, *feather fall*, *jump*; **Cost** 250 gp

5e: Eating the magical cake doubles the effects of Athletics checks for the next 10 minutes. If you deliberately jump down from a height and succeed at a DC 12 Athletics check, you take falling damage as if the fall were half as high.

SNOWBERRY FIRE PEPPERS

Aura faint abjuration; **CL** 6th
Slot none; **Price** 600 gp; **Weight** 1 lb.

Description

Crisp and creamy white berries spill out from the interior of this starkly crimson, teardrop-shaped pepper. This eye-watering delicacy allows you to safely absorb heat and fire, though this reactivates the spicy taste. You gain fire resistance 10 for 1 hour. Any time this effect negates 10 or more points of fire damage, you must attempt a Fortitude saving throw (DC 15 + fire damage taken) or be dazed for 1 round as the spices overwhelm your senses.

Construction Requirements Brew Potion, Profession (cook) 5 ranks, *resist energy*; **Cost** 3000 gp

5e: You gain resistance to fire for 1 hour. Any time this effect negates 10 or more points of fire damage, you must attempt a Constitution saving throw (DC 10 + fire damage taken) or be poisoned for 1 round as the spices overwhelm your senses.

SUN-DRIED LANTERN LEMONS

Aura faint evocation (light); **CL** 6th
Slot none; **Price** 900 gp; **Weight** 1 lb.

Description

These sour, chewy treats seem to be all but bursting with vitality and energy. After eating a handful of sun-dried lantern lemons you glow as brightly as a *daylight* spell for 1 hour. The light shines out of your skin, and while you can cover

yourself to block the light and reduce its effect to that of a *light* spell or even a candle, only magical darkness or complete enshrouding (such as wrapping yourself from head to toe in layers of cloth or leather) can fully block the light.

Lesser forms of these treats exist that cause you to shine with a fainter light and for a shorter duration. Elven actors sometimes use these fainter variants in stage productions to represent angelic beings.

Construction Requirements Brew Potion, Profession (cook) 5 ranks, *daylight*; **Cost** 450 gp

5e: As above.

WAYBREAD

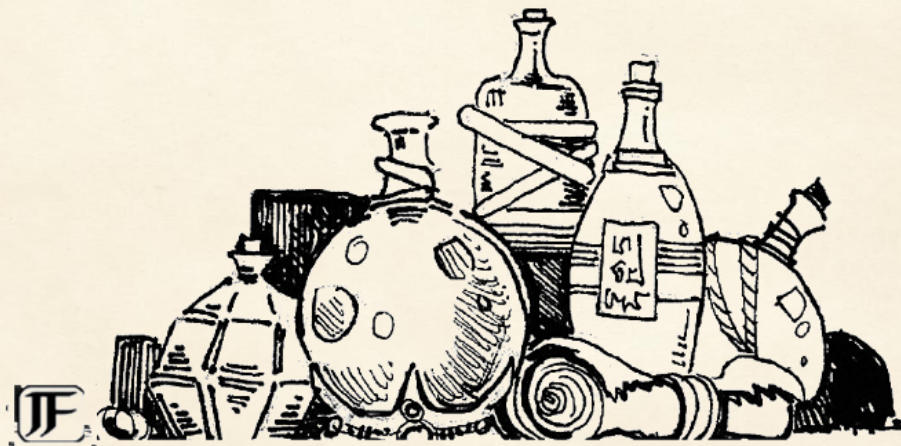
Aura faint conjuration; **CL** 6th
Slot none; **Price** 50 gp; **Weight** 1 lb.

Description

Also called walking bread or walkbread, these delicious yellowish brown oval biscuits feel remarkably heavy for their size. One is enough to keep a belly full for an entire day and slakes thirst for that period as well.

Construction Requirements Brew Potion, Profession (cook) 5 ranks, *create food and water*; **Cost** 25 gp

5e: As above.



Elven Feats

STANDARD FEATS

Feat	Prerequisites	Benefits
Arcane Talent	Cha 10; elf, half-elf, or gnome	Magic is in your blood, and at your fingertips.
Attuned to the Wild	Elf	You share a strong mystic connection with one type of wilderness terrain.
Bardic Guile	Elf, Cha 13	You gain the ability to cast a number of bard spells.
Battle Grace	Elf, Dex 13, 5 ranks in Perform (dance), Weapon Finesse	Your grace on the battlefield intimidates your foes.
Bonds of Desire	Cha 13	Intimacy strengthens your enchantment magics.
Bounding Shot	Elf or Half-Elf, Dex 13, Dodge, Mobility, Shot on the Run, BAB +12	You can use Shot on the Run against multiple foes.
Bow Song	Briarborn, sylfaen, or elf; ability to cast <i>wood shape</i> , Tree Song racial trait	You can sing to the great trees and they gift you with wooden items.
Branch Walker	Elf or half-elf, Dex 13, Acrobatics and Climb 5 ranks	You can walk among the tree branches with ease.
Branch Runner	Elf or half-elf, Dex 15, Acrobatics and Climb 8 ranks, Branch Walker	You can run among the tree branches with ease.
Breadth of Experience	Dwarf, elf, or gnome, 100+ years old	Although still young for your kind, you have a lifetime of knowledge and training.
Champion of the Fey Court	Elf, Devoted of the Fey Court	Your connection to a fey patron grants you power.
Combat Prescience	Elf or half-elf, Dex 13, Combat Reflexes, Dodge, 2 ranks in Sense Motive and Perception.	You have a sixth sense when it comes to your opponent's moves.
Court Scribe	Elf race, Devoted of the Fey Court, able to prepare and cast 2nd-level or higher arcane spells	You know more arcane spells thanks to a fey patron.
Deflecting Shot	Elf, Keen Senses racial trait, Elven Weapon Focus, Elven Snap Shot, BAB +8	You can shoot projectiles out of the sky.
Devoted of the Fey Court	Elf race, Domain class feature	You are granted divine spells from your fey patron.
Discerning Eye	Elf or half-elf, Keen Senses racial trait.	You see through illusions and forgeries with ease.
Efficient Survivalist	Survival 5 ranks	You can move at full speed while using survival.
Elemental Penetration	Elf, caster level 3 rd	Your energy spells penetrate the resistance of the target.
Elf-Bond	Wis 13, Autohypnosis 1 rank	You form a deep connection with another living being, sometimes sharing the same thoughts.
Elfcraft	Elf, Craft (any) 5 ranks, Int 13	You know the ancient secrets and techniques of elven master craftsmanship.
Elf-shot	Elf, 7 th level	You can infuse an arrow with a cursed disease.

Elfling Celerity	Elfling, Mobility, Dex 15	You can take an extra 5' step each round.
Elusive Dance	Dodge, Dex 13, Perform (dance) 5	Your skill in dance allows you to mirror and anticipate an opponent's moves.
Elven Accuracy	Elf	Your sharp eyesight makes difficult shots easier.
Elven Alertness	Elf or half-elf, Perception 3 ranks	Your senses are so acute that you are almost never surprised.
Elven Battle Training	Elf, BAB +1	You have been specially trained to wield a variety of traditional elven weapons.
Elven Charm	Fair Folk	You can cast <i>charm person</i> as a spell-like ability.
Elven Deflect Arrows	Elf, Elven Weapon Focus or Weapon Focus (bow), Dex 13	You can deflect arrows with your bow.
Elven Exemplar	Elf	You have extra racial abilities.
Elven Eyes	Elf, Keen Senses	You can see extremely well in low-light conditions.
Elven Grace	Elf or half-elf, Dex 15	You perform Dexterity skills with ease.
Elven Loremaster	Elf, Int 13, Breadth of Experience	You are a scholar and great collector of elven lore both written and storied.
Elven Manyshot	Elf or half-elf, Dex 17, Elven Point Blank Shot, Rapid Shot, BAB +6	You can separate your multiple arrow shots.
Elven Point Blank Shot	Elf or half-elf	Your point blank shot bonuses increase.
Elven Resolve	Elf	You gain a bonus to two saving throws.
Elven Snap Shot	Elf, Dex 17, Elven Weapon Focus, Elven Point Blank Shot, Rapid Shot, BAB +6	You threaten a greater area with your bow.
Elven Spirit	Half-elf	You possess the magical spirit of elves.
Elven Weapon Focus	Elf, Weapon Familiarity racial trait	You gain a bonus with all elven weapons.
Exile's Path	Half-elf	You gain greater resistance against enchantments.
Expert Tracker	Elf, Keen Senses racial ability, Perception 3 ranks	Your keen senses allow you to easily hunt both man and beast.
Extra Combat Style	Elf, Combat Style ability, Warrior Caste racial trait	Your flexibility grants you another combat style.
Extra Spells Known	Elf, Spontaneous Spell Casting ability	You know more spells than most sorcerers.
Fair Folk	Elf, Cha 13	You treat your Charisma as if it was stronger than it is.
Favored Sniping	Elf or half-elf, Favored Enemy class feature.	You gain your favored enemy bonus when sniping.
Favored Terrain	Elf or half-elf, Wis 13, Knowledge (geography) 3 ranks	Your elven heritage has given you a special affinity for the lands of your people.
Forest Stalker	Elf or half-elf, Stealth 5 ranks	You know how to use the forest for cover.
Gifted Medium	Elf, caster level 1st, Spell Focus (divination)	You may share your gifted sight with others.
Greater Combat Patrol	Elf or half-elf, Keen Senses racial trait, Improved Combat Patrol, BAB +16	Your keen senses allow you to act uncannily swift.
Greater Elven Immunities	Elven Immunities racial trait	You become immune to charms.
Greater Elven Resolve	Elf, Elven Resolve	Your bonuses to saves increase.
Greater Elven Weapon Focus	Elf, Warrior Caste racial trait, Weapon Familiarity racial trait, Elven Weapon Focus, BAB +12	Your bonus with all elven weapons increases.

Guardian of the Wild	Elf, Attuned to the Wild	Your mystic connection with the wilderness enhances your ability to react to threats.
Half-Drow Paragon	Half-elf, Drow-blooded and Drow Magic racial traits	You count as a drow.
Harrowing Husk	Briarborn, sylfaen or elf, ability to cast <i>barkskin</i>	When you cast <i>barkskin</i> , it is frightening.
Human Spirit	Half-elf	You gain skills like a human.
Imperious Dismissal	Fair Folk	You gain a bonus to spell penetration from your great Charisma.
Improved Combat Patrol	Combat Patrol, BAB +10	You can set up a combat patrol faster than normal.
Improved Combat Prescience	Elf or half-elf, Dex 17, Combat Prescience, 5 ranks in Sense Motive, 5 ranks in Perception	You read your foes' actions with ease.
Improved Deflecting Shot	Deflecting Shot, BAB +12	You can demoralize foes if you deflect their shots.
Improved Elven Charm	Elven Charm, 11 th level	You can charm with just your Charisma.
Intuitive Shot	Elf or half-elf, Wis 13, Elven Point Blank Shot, Precise Shot	You can add your Wisdom to damage with a bow.
Intuitive Strike	Wis 13, ability to cast druid or ranger Spells, Sneak Attack ability	You can sacrifice divine spells to gain extra sneak attack damage.
Jinx	Elfling, Cha 13+	You can curse creatures like a halfling.
Keen Accuracy	Elf, Wis 13, Weapon Focus (bow), Weapon Focus (ray), or Elven Weapon Focus, BAB +8	Your keen eyesight grants you a number of benefits with archery.
Leaf Dancer	Elf, Dex 15, BAB +8	You can move fluidly and still use some special combat options.
Leaf on the Wind	Elf, Ki class feature	You can ignore difficult terrain using ki.
Leaf Singer	Cha 13, Bardic Performance class feature, elf or half-elf	Your performances in the forest reach a greater audience.
Learning Curve	Spell Penetration and the Elven Magic or Magic in the Blood elven racial trait	You adapt your spells against spell resistance.
Lethal Double Slice	Dex 15, Lethal Grace, Two Weapon Fighting	You can add your full damage modifier when using Lethal Grace.
Lethal Grace	Dex 15, Weapon Finesse, Elven Weapon Focus	You can use your Dex as damage on finesse weapons.
Light Step	Elf, Acrobatic Steps, Nimble Moves	You pick your way nimbly through even the most dangerous and uneven terrain.
Lightning Shot	Elf, Quick Draw and Combat Reflexes	You can make a ranged attack even in surprise rounds.
Mage of the Wild	Elf, Attuned to the Wild	Your mystic connection with the wilderness enhances your spellcasting.
Multitalented Mastery	Half-elf, character level 5 th , multi-talented racial trait	All your classes become your favored classes.
Natural Swimmer	Elf, Favored Terrain (aquatic), Swim 6 ranks	You are as adept under the waves as any natural sea creature.
Nature's Wrath	Briarborn, sylfaen or elf	You gain a bonus to attacks against racial enemies.
Neither Elf Nor Human	Half-elf, Exile's Path, Seen and Unseen, character level 11 th	Harmful magic does not see you as elven or human.
Of Blade and Bow	Elf, Dex 15, Weapon Familiarity racial trait	You can split your attack among racial weapons with ease.

Pass for Human	Half-elf, half-orc, or halfling (see special)	You can easily disguise yourself as human.
Pierced	Elf	You can use extra magical rings.
Primal Hunter	Elf, Handle Animal 1 rank, 1st-level ranger	You gain your animal companion early.
Rapid Strike	Elf, Dex 15, Weapon Finesse	You gain an extra attack when using finesse weapons.
Running Shot	Elf, Dex 13	You can move greater distances and still fire your bow.
Seen and Unseen	Half-elf, Exile's Path, character level 5 th	You are hard to see, even with magic.
Shadow	Small creature, Dex 13+, 3+ ranks in Stealth	You can hide behind other creatures.
Shared Insight	Half-elf, Wis 13	You deftly direct others' attentions where you wish.
Shared Manipulation	Half-elf, Cha 13	You can subtly bolster allies' ability to misdirect and infuriate their enemies.
Sociable	Half-elf, Cha 13	You make it easier for others to be social.
Sorcerous Guile	Elf race, Cha 13	You gain the ability to cast a number of sorcerer spells.
Spirit of the Wild	Elf, Attuned to the Wild, Guardian of the Wild	Your mystic connection with one type of wilderness has grown even stronger.
Stabbing Shot	Elf, Rapid Shot	You can clear the way to continue using your bow.
Staff Strike	Arcane Bond (Staff), Caster Level 3 rd	You can enhance your staff in combat.
Stalwart Archer	Elf, Dex 13, Point Blank Master, Shield Proficiency	You can use your bow as a shield.
Sting of the Wasp	Elf, BAB +1, Dex 15	You can fight one-handed and gain an extra attack.
Sylvan Stealth	Elf, 5 th level	You can become <i>invisible</i> in natural surroundings.
Tree Climber	Dex 13, Acrobatics and Climb 5 ranks	You climb trees much faster than normal.
Warrior Hunter	Elf, Combat Style ability, Favored Enemy, Weapon training, Armor Training, Warrior Caste racial trait	You can mix fighter and ranger abilities well.
Will of the Resounding Whisper	Will of the Resounding Whisper trait, Elf, see special	Your bond with the Arsae'Ladir grows stronger and the sacred tree grants you a number of potent abilities.
Wolf Fang Style	Elf, Improved Trip, BAB +4	You have learned to trip with ease in combat, similar to a wolf.

ARCANE TALENT (GENERAL)

Magic is in your blood, and at your fingertips.

Prerequisite: elf, half-elf, or gnome; Cha 10.

Benefit: Choose a 0-level spell from the sorcerer/wizard spell list. You can cast this spell three times per day as a spell-like ability. The caster level is equal to your character level. The save DC is 10 + your Charisma modifier.

ATTUNED TO THE WILD (ELF)

You share a strong mystic connection with one type of wilderness terrain.

Prerequisite: Elf.

Benefit: Select one type of terrain from the ranger's favored terrain class feature (except urban). While you are in your selected terrain type, your natural healing rate (the amount of hit points and ability damage you heal from a full night's rest) doubles.

Special: You can take this feat multiple times. Its effects do not stack. Each time you take it, it applies to a different terrain type.

ATTUNED TO THE WILD (5E)

You share a strong mystic connection with one type of wilderness terrain.

Prerequisite: Elf, Wis 13.

- ❖ Your Constitution or Wisdom score (choose one) increases by +1, to a maximum of 20.
- ❖ Select one type of terrain from the ranger class's favored terrain class feature (except urban). While you are resting in your selected terrain type, you double your Constitution modifier when rolling for recovery dice.

BARDIC GUILF (ELF)

The seeds of greatness are within you, waiting to be cultivated.

Prerequisites: Elf, Cha 13.

Benefit: You know and gain the ability to cast a number of bard cantrips equal to your Charisma bonus. You also gain one 1st-level bard spell slot and can cast but have no 2nd-level bard spell slots, gaining only the bonus spells you would be entitled to based on your Charisma score for that spell level. You may also cast additional 1st level spells if you have a high enough Charisma attribute. For each spell slot you possess you know a spell of that level. See the Pathfinder Roleplaying Game Core Rulebook for more information on bonus spells granted by a high ability score.

BARDIC GUILF (5E)

The seeds of greatness are within you, waiting to be cultivated.

Prerequisites: Elf, Cha 13.

- ❖ You know and can cast a number of bard cantrips equal to your Charisma bonus.
- ❖ You also know and can cast a 1st level bard spell of your choice.

BATTLE GRACE (COMBAT)

The lithe and grace of the elves in battle is

legendary.

Prerequisites: Elf, Dex 13, 5 ranks in Perform (dance), Weapon Finesse.

Benefit: Your weapon finesse feat now applies to all elven weapons that are able to be used with weapon finesse. Furthermore, you may make a dance check while in combat during an attack or move action as an Intimidate check to demoralize all opponents within 30 feet of you that can see you.

BATTLE GRACE (5E)

The lithe and grace of the elves in battle is legendary.

Prerequisites: Elf, Dex 13, Acrobatics proficiency.

- ❖ Your Dexterity or Charisma score (choose one) increases by +1, to a maximum of 20.
- ❖ You can draw your weapon, even if surprised, as a reaction.
- ❖ Once per short rest, you may make an Acrobatics vs. Wisdom check versus all hostile targets within 30'. Targets who fail suffer disadvantage on attacks against you for a number of rounds equal to your Dex modifier.

BONDS OF DESIRE (GENERAL)

Your magic is stronger when used on someone with whom you have an intimate connection.

Prerequisites: Cha 13.

Benefit: Whenever you cast a spell with the emotion or mind-affecting descriptor, if that spell has one or more targets, and each of those targets is a creature with whom you have had romantic contact (including hugging or kissing) in the last year, the saving throw DC of that spell (if any) increases by +2.

BONDS OF DESIRE (5E)

Your magic is stronger when used on someone with whom you have an intimate connection.

Prerequisites: Cha 13.

- ❖ Your Charisma score increases by +1, to a maximum of 20.
- ❖ Whenever you cast an emotion or mind-affecting spell, if that spell has one or more targets, and each of those targets is a creature with whom you have had

romantic contact (including hugging or kissing) in the last year, the target suffers disadvantage on the save.

BOUNDING SHOT (COMBAT)

Bow masters beyond compare, elves and their kindred move and attack with superior speed and accuracy.

Prerequisite: Elf or half-elf, Dex 13, Dodge, Mobility, Shot on the Run, base attack bonus +12.

Benefit: When using the Shot on the Run feat, you designate two foes rather than one. Your movement does not provoke attacks of opportunity from either of these foes. While using an attack action with the Shot on the Run feat, you can make a second attack with a -5 penalty. You can use both attacks against one of the opponents targeted with this feat, or split your attacks between them.

Special: Starting at 10th level, a ranger with the archery combat style may select Bounding Shot as a combat style feat.

BOW SONG (ELF)

In ancient days, the elves would sing to the trees and cull a magnificent bow as a gift from its boles.

Prerequisites: Briarborn, sylfaen or elf, ability to cast *wood shape*, Tree Song racial trait.

Benefit: When casting *wood shape* and trying to form an object from a living tree, you may sing to the tree's spirit about your role as its protector. The tree will grant you the ability to create a masterwork mighty composite bow (or masterwork elven craft bow) equal to your strength rating or masterwork bow or staff from the casting of *wood shape*. This item will only function for you, becoming a mere branch in anyone else's hands. You may enchant this item normally, but it may not be enchanted by another person.

Special: You may choose to cast a heightened *wood shape*, granting your wood-shaped item an enhancement bonus. For every level of spell invested into the casting above 2nd level, you may create an item with a +1 enhancement bonus, up to +3. For example: You may cast *wood shape* as a 4th level spell to make your weapon a +2 mighty composite bow. The bow can only gain enhancement bonuses, not special abilities.

BOW SONG (5E)

In ancient days, the elves would sing to the trees and cull a magnificent bow as a gift from its boles.

Prerequisites: Briarborn, sylfaen, or elf race, ability to cast *wood shape*, Tree Song racial trait.

- ❖ You can sing to a tree and cast *wood shape* to gain an enchanted bow, staff or club. For each higher level slot above the normal your item gains a +1 magical enhancement, up to a +3 bonus.

BRANCH WALKER (GENERAL)

You can move as easily through the tree branches as you do on the ground.

Prerequisites: Elf or half-elf, Dex 13, Acrobatics and Climb 5 ranks.

Benefit: In a fairly densely packed forest or jungle, you can move through the branches at half your base speed. Moving faster requires an Acrobatics or Climb check (DC 20). In order to use this feat, you must, of course, first get to the height at which the trees intersect each other (which may vary, depending on the kinds of trees in the forest; the GM has the final say).

BRANCH RUNNER (GENERAL)

You are an expert at moving across a wooded canopy, slipping along tree branches and moving from tree to tree.

Prerequisites: Elf or half-elf, Dex 15, Acrobatics and Climb 8 ranks, Branch Walker.

Benefit: As Branch Walker, but you may now move at your full base movement.

BRANCH RUNNER (5E)

You can move as easily through the tree branches as you do on the ground.

Prerequisites: Elf, Dex 15, Acrobatics and Athletics proficiency.

- ❖ In a fairly densely packed forest or jungle, you can climb trees and vines at your full movement speed.
- ❖ You can also move from tree to tree at your full movement rate without penalty.
- ❖ You are treated as having half-cover when moving within the trees.

BREADTH OF EXPERIENCE (ELF)

Although still young for your kind, you have a lifetime of knowledge and training.

Prerequisite: Dwarf, elf or gnome; 100+ years old.

Benefit: You get a +2 bonus on all Knowledge and Profession skill checks, and can make checks with those skills untrained.

BREADTH OF EXPERIENCE (5E)

Although still young for your kind, you have a lifetime of knowledge and training.

Prerequisite: Dwarf, elf or gnome; 100+ years old.

- ❖ Your Intelligence or Wisdom score (choose one) increases by +1, to a maximum of 20.
- ❖ You gain expertise in two skills you have proficiency.

CHAMPION OF THE FEY COURT (ELF)

You are a zealot of the fey courts, following their will and teachings over those of your order.

Prerequisites: Elf, Devoted of the Fey Court.

Benefit: Choose a fey patron. If your alignment is within one step of your fey patron, you gain a morale bonus of +1 to attack rolls or spell saving throw DCs and a +2 morale bonus to critical confirmation checks.

CHAMPION OF THE FEY COURT (5E)

You are a zealot of the fey courts, following their will and teachings over those of your order.

Prerequisites: Elf, Devoted of the Fey Court.

- ❖ Your Charisma score increases by +1, to a maximum of 20.
- ❖ Choose a fey patron. If your alignment is within one step of your fey patron, you may add your proficiency bonus as an additional bonus to an attack roll, spell save DC or damage once per short rest.

COMBAT PRESCIENCE (COMBAT)

It is said that elves have great mental powers and can read the minds of their foes in combat.

Prerequisite: Elf or half-elf, Dex 13, Combat Reflexes, Dodge, 2 ranks in Sense Motive and Perception.

Benefit: As an immediate action you can make a Sense Motive check (adding your racial bonus to Perception checks to the Sense Motive roll) to discern *how* an opponent is going to attack you. The DC for this check is equal to 10 plus the opponent's modified attack bonus. If successful, you gain a dodge bonus equal to your Keen Senses racial bonus versus this one opponent until the opponent successfully makes an attack against you. You must be aware of the opponent to use this feat. If the opponent is hidden or concealed from your view, you may not use this feat.

COMBAT PRESCIENCE (5E)

It is said that elves have great mental powers and can read the minds of their foes in combat.

Prerequisite: Elf or half-elf, proficient in the Insight skill.

- ❖ Your Wisdom score increases by +1, to a maximum of 20.
- ❖ As a reaction, make an Insight skill check against a target number equal to 8 + your target's proficiency bonus + Int bonus. If successful, your opponent's next attack roll suffers disadvantage.

COURT SCRIBE (ELF)

Your research into the fey courts has drawn the attention of a fey patron who wishes to teach you more.

Prerequisites: Elf race, Devoted of the Fey Court, able to prepare and cast 2nd-level or higher arcane spells.

Benefit: Choose a fey patron from the Devoted of the Fey Court list. That patron's spells are added to your class spell list and, if they are already on that list, you add them to your spellbook (or similar preparation device) as you gain access to that spell level. You can learn, prepare, and cast these additional spells as a spell of one spell-level higher than listed.

COURT SCRIBE (5E)

Your research into the fey courts has drawn the attention of a fey patron who wishes to teach you

more.

Prerequisites: Elf, Int or Cha 13.

- ❖ Your Intelligence score increases by +1, to a maximum of 20.
- ❖ Choose two cantrips from the Warlock spell list. You can now cast these spells at will, using your Charisma as your spellcasting stat. The DC to save against these spells is 8 + your proficiency bonus + Charisma bonus.

DEFLECTING SHOT (COMBAT)

With reflexes honed by the ages, you can shoot projectiles out of the sky.

Prerequisite: Elf, Keen Senses racial trait, Elven Weapon Focus, Elven Snap Shot, base attack bonus +8.

Benefit: You may shoot projectiles out of the sky. You treat all projectiles entering your point blank shot range as incurring an attack of opportunity. If your attack meets the attack roll of the fired projectile, you deflect or destroy the attack.

DEFLECTING SHOT (5E)

With reflexes honed by the ages, you can shoot projectiles out of the sky.

Prerequisite: Elf, proficient with bow or crossbow.

- ❖ Your Dexterity score increases by +1, to a maximum of 20.
- ❖ As a reaction, you may attempt to shoot a single ranged attack out of the sky. Make a ranged attack against the attack roll of the incoming missile. If successful, you negate the attack.

DEVOTED OF THE FEY COURT (ELF)

Your faith in a patron of the fey court grants you a worshipper's boon.

Prerequisites: Elf, domain class feature.

Benefit: Choose a fey patron from the following list. You can prepare and cast the spells granted by your patron at the listed levels. You can also expend your domain spell slots to cast those spells.

Beast – *magic fang (1st), darkvision (2nd), rage (3rd), beast shape II (4th), beast shape III (5th),*

summon nature's ally VI (6th), summon nature's ally VII (7th), animal shapes (8th), dominate monster (9th)

Blood – *bleed (1st), false life (2nd), vampiric touch (3rd), locate creature (4th), waves of fatigue (5th), antilife shell (6th), waves of exhaustion (7th), horrid wilting (8th), mass hold monster (9th)*

Conquest – *bane (1st), bull's strength (2nd), greater magic weapon (3rd), chaos hammer (4th), unhallow (5th), heroes' feast (6th), word of chaos (7th), binding (8th), freedom (9th)*

Death – *death watch (1st), touch of idiocy (2nd), speak with dead (3rd), crushing despair (4th), death ward (5th), eyebite (6th), waves of exhaustion (7th), unholy aura (8th), soul bind (9th)*

Famine – *touch of fatigue (1st), status (2nd), ray of exhaustion (3rd), enervation (4th), waves of fatigue (5th), harm (6th), waves of exhaustion (7th), horrid wilting (8th), energy drain (9th)*

Father – *cure light wounds (1st), cure moderate wounds (2nd), dispel magic (3rd), dimensional anchor (4th), mass cure light wounds (5th), greater dispel magic (6th), spell resistance (7th), mass cure critical wounds (8th), mage's disjunction (9th)*

Flame – *burning hands (1st), heat metal (2nd), summon nature's ally III (3rd, fire elemental only), flame strike (4th), wall of fire (5th), fire seeds (6th), fire storm (7th), sunburst (8th), summon nature's ally IX (9th, fire elemental only)*

Hound – *magic stone (1st), stone call (2nd), meld into stone (3rd), stonewall (4th), wall of stone (5th), stone tell (6th), summon nature's ally VII (7th, fire elemental only), iron body (8th), summon nature's ally IX (9th, earth elemental only)*

Mother – *bles (1st), resist energy (2nd), magic circle against evil (3rd), divine power (4th), dispel evil (5th), greater glyph of warding (6th), holy word (7th), holy aura (8th), mass heal (9th)*

Oak – *shillelagh (1st), bull's strength (2nd), speak with plants (3rd), command plants (4th), wall of thorns (5th), spellstaff (6th), changestaff (7th), control plants (8th), shambler (9th)*

Owl – *keen senses (1st), owl's wisdom (2nd), dominate animal (3rd), modify memory (4th), dominate person (5th), mass owl's wisdom (6th),*

vision (7th), moment of prescience (8th), foresight (9th)

River – *create water (1st), soften earth and stone (2nd), call lightning (3rd), dimension door (4th), call lightning storm (5th), control water (6th), greater teleport (7th), horrid wilting (8th), gate (9th)*

Traveler – *longstrider (1st), bear's endurance (2nd), neutralize poison (3rd), freedom of movement (4th), tree stride (5th), transport via plants (6th), greater teleport (7th), discern location (8th), teleportation circle (9th)*

Vermin – *detect animals or plants (1st), summon swarm (2nd), poison (3rd), repel vermin (4th), insect plague (5th), symbol of fear (6th), creeping doom (7th), mind blank (8th), mass hold monster (9th)*

War – *enlarge person (1st), alter self (2nd), greater magic weapon (3rd), mass enlarge person (4th), greater command (5th), transformation (6th), mage's sword (7th), iron body (8th), foresight (9th)*

Wind – *expeditious retreat (1st), levitate (2nd), fly (3rd), air walk (4th), control winds (5th), wind walk (6th), summon nature's ally vii (7th, air elemental only), whirlwind (8th), crushing hand (9th)*

DISCERNING EYE (ELF)

You are not easily fooled by illusions and forgeries.

Prerequisites: Elf or half-elf, Keen Senses racial trait.

Benefit: You receive a +2 racial bonus on saving throws against illusion spells and effects and a +2 bonus on Linguistics checks to detect forgeries. You can use the Linguistics skill to detect forgeries untrained.

DISCERNING EYE (5E)

You are not easily fooled by illusions and forgeries.

Prerequisites: Elf or half-elf, Perception proficiency.

- ❖ You gain expertise with Perception skill checks.
- ❖ You gain advantage on saving throws against illusion spells and effects.

- ❖ You also gain advantage on Investigation or Perception checks to detect forgeries.

EFFICIENT SURVIVALIST (GENERAL)

You hunt and forage quickly in the forest.

Prerequisites: Survival 5 ranks.

Benefit: While traveling in the forest and using the Survival skill to provide food and water or to gain a bonus to Fortitude saves against inclement weather, you may move your full overland speed.

EFFICIENT SURVIVALIST (5E)

You hunt and forage quickly in the forest.

Prerequisite: Survival proficiency.

- ❖ Your Wisdom score increases by +1, to a maximum of 20.
- ❖ You gain advantage while traveling in the forest and using the Survival skill to provide food and water or to gain a bonus to Constitution saves against inclement weather, you may move your full overland speed.

ELEMENTAL PENETRATION (METAMAGIC)

Your energy spells penetrate the resistance of the target.

Prerequisites: Elf, caster level 3rd.

Benefit: This feat may be applied to any spell with an energy subtype (fire, cold, sonic, etc.). The target's energy resistance is reduced by 1 point per caster level. An elemental penetration spell uses up a spell slot one level higher than the spell's actual level. Elemental penetration spells have no impact on creatures with immunity to an energy type, only resistance.

ELEMENTAL PENETRATION (5E)

Your energy spells penetrate the resistance of the target.

Prerequisite: Elf, ability to cast 1st level spells.

- ❖ Your Intelligence, Wisdom or Charisma score (choose one) increases by +1 to a maximum of 20.

- ❖ This feat may be applied to any spell with an energy subtype (fire, cold, sonic, etc.). The spell ignores a target's energy resistance. An elemental penetration spell uses up a spell slot one level higher than the spell's actual level. Elemental penetration spells have no impact on creatures with immunity to an energy type, only resistance.

ELF-BOND (ELF)

You form a deep connection with another living being, sometimes sharing the same thoughts.

Prerequisite: Wis 13, Autohypnosis 1 rank.

Benefit: You and another willing living creature can be bonded in a ceremony that takes 8 hours. This ability grants you several gifts. You know if your elf-bonded ally is in danger so long as they are on the same plane. These feelings manifest as a subconscious warning that you instinctively know means danger. You can sense the bonded allies location in general degrees, knowing the compass direction, a feeling of "near" or "far," and lastly, you may as an immediate action sacrifice 1d8 + your level in hit points which are then transferred to the elf-bonded. This ability may only be performed once per day.

Special: Death separates the bond, though any creature resurrected or raised again could have the bond performed once more.

Historical Note: The elves have not always been so forthcoming about the use of this ability. While some have certainly bonded with allies in pure intention, they have also bonded with great heroes and important figures of other races. Diplomatically, this is a sign of good will and aid from the elves, but on a more pragmatic note, it has allowed the elves to know the relative locations of important generals and other key figures...

ELF-BOND (5E)

You form a deep connection with another living being, sometimes sharing the same thoughts.

Prerequisite: Elf, Wis 13.

- ❖ Increase your Wisdom or Charisma score (choose one) by +1 to a maximum of 20.

- ❖ You and another willing living creature can be bonded in a ceremony that takes 8 hours. This ability grants you several gifts. You know if your elf-bonded ally is in danger so long as they are on the same plane. These feelings manifest as a subconscious warning that you instinctively know means danger. You can sense the bonded allies location in general degrees, knowing the compass direction, a feeling of "near" or "far," and lastly, you may as a reaction sacrifice a recovery hit die which is then transferred to the elf-bonded. This last ability may only be performed once per long rest.
- ❖ Death separates the bond, though any creature resurrected or raised again could have the bond performed once more.

ELFCRAFT (ELF)

You know the ancient secrets and techniques of elven master craftsmanship.

Prerequisite: Elf, Craft (any) 5 ranks, Int 13.

Benefit: You can make items with the 'elven' descriptor, such as elven chain, elven blades, etc. and imbue them with special elven item properties. See the Equipment section for full details.

ELVENCRAFT ITEMS IN 5E

Elves in 5th Edition may simply craft elvencraft items without the need for the feat.

ELF-SHOT (ELF)

You can magically infuse a single arrow with disease.

Prerequisite: Elf, 7th level.

Benefit: Once per day, as a full-round action, you can make a single ranged attack with a projectile weapon, and infuse that projectile with the power of an ancient elven cursed disease. If the attack hits, it deals damage as normal, and the target is affected as though by the spell *sylvan sickness*. Your caster level for this effect is equal to your Hit Dice, and the spell's saving throw DC is Charisma-based. If you have the Fair Folk feat, it applies for the purposes of determining the spell's saving throw DC. A projectile affected with this ability

vanishes completely after striking its target, leaving no trace of its existence.

ELF-SHOT (5E)

You can magically infuse a single arrow with disease.

Prerequisite: Elf.

- ❖ Your Dexterity or Wisdom score (choose one) increases by +1, to a maximum of 20.
- ❖ You can make a ranged attack with a projectile weapon, and infuse that projectile with the power of an ancient elven cursed disease. If the attack hits, it deals damage as normal, and the target is poisoned for one minute per HD of the attacker. A projectile affected with this ability vanishes completely after striking its target, leaving no trace of its existence. You can perform this ability once per long rest.

ELFLING CELERITY (ELFLING)

You combine a supernatural speed with practiced footwork that confounds your foes to no end.

Prerequisites: Elfling, Mobility, Dex 15.

Benefit: You may expend a swift action to take an extra 5' step this round. You may do this a number of times per day equal to your Dexterity modifier (minimum 1). Like other 5' steps, these do not cause attacks of opportunity.

ELUSIVE DANCE (COMBAT)

Your training in dance allows you to mirror and anticipate an opponent's moves.

Prerequisites: Dodge, Dex 13, Perform (dance) 5.

Benefit: You may designate an opponent on your turn as a free action. If subjected to an attack of opportunity from that opponent, you can make a Perform (dance) check. If your skill check is greater than the attack, it is negated.

ELUSIVE DANCE (5E)

Your training in dance allows you to mirror and anticipate an opponent's moves.

Prerequisites: Dex 13, Performance and Acrobatics proficiency.

- ❖ Your Dexterity or Charisma score (choose one) increases by +1, to a maximum of 20.
- ❖ You may designate an opponent on your turn as a free action. You may use the Dodge action as a reaction to the attack, forcing your foe to attack with disadvantage.

ELVEN ACCURACY (COMBAT)

Your sharp eyesight makes difficult shots easier.

Prerequisites: Elf.

Benefit: If you miss due to concealment when making a ranged attack with a longbow or shortbow (including composite bows), you can reroll your miss chance roll one time to see if you actually hit.

ELVEN ACCURACY (5E)

Your sharp eyesight makes difficult shots easier.

Prerequisites: Elf.

- ❖ Your Dexterity score increases by +1, to a maximum of 20.
- ❖ As a bonus action, you aim carefully and gain advantage on your next ranged attack. You can only perform this ability once per short rest.

ELVEN ALERTNESS (GENERAL)

Your sight and hearing are so acute that you are almost never surprised.

Prerequisites: Elf or half-elf, Perception 3 ranks.

Benefit: You gain a +2 bonus on Perception and Sense Motive skill checks, and always retain your Dex bonus to AC, even if surprised or attacked by an invisible creature.

Special: This feat counts as the Alertness feat for all purposes and requirements.

ELVEN ALERTNESS (5E)

Your sharp eyesight makes difficult shots easier.

Prerequisites: Elf, Insight and Perception proficiency.

- ❖ You gain expertise in Perception and Insight skill checks.

- ❖ You can't be surprised as long as you are still conscious.
- ❖ Foes do not gain advantage on attacks against you when they are hidden.

ELVEN BATTLE TRAINING (COMBAT)

You have been specially trained to wield a variety of traditional elven weapons.

Prerequisites: Elf, base attack bonus +1.

Benefit: You have received special training with traditional elven weapons (longbows, composite longbows, longswords, rapiers, shortbows, composite shortbows, and any weapon with the word "elven" in its name). You receive a +2 bonus to your CMD against disarm and sunder maneuvers directed at one of these weapons you are wielding. In addition, if you are wielding one of these melee weapons, you may make an additional attack of opportunity each round (this bonus stacks with Combat Reflexes).

ELVEN BATTLE TRAINING (5E)

You have been specially trained to wield a variety of traditional elven weapons.

Prerequisites: Elf, Elf Weapon Training.

- ❖ Your Dexterity score increases by +1, to a maximum of 20.
- ❖ As a bonus action, you can gain advantage on your next attack with a racial weapon. You can only perform this ability once per short rest.
- ❖ While dual-wielding weapons covered by your Elf Weapon Training, you can add your ability modifier to the damage of the off-hand attack.

ELVEN CHARM (ELF)

Your elven beauty is bewitching, allowing you to influence the minds and hearts of lesser races.

Prerequisites: Fair Folk.

Benefit: You can cast *charm person* as a spell-like ability 3 times per day. Additionally, if you are at least 5th level, you can cast *unnatural lust* as a spell-like ability once per day, except that you are limited to only affecting humanoid targets. Your caster level for the purposes of these abilities is equal to your Hit Dice, and the saving throw DCs

are Charisma-based (including the bonus to your Charisma score from the Fair Folk feat).

ELVEN CHARM (5E)

Your elven beauty is bewitching, allowing you to influence the minds and hearts of lesser races.

Prerequisites: Elf, Cha 13.

- ❖ Your Charisma score increases by +1, to a maximum of 20.
- ❖ You gain the ability to cast *charm person* or *unnatural lust* once per rest as a spellcaster of equal level to your hit dice. Your spellcasting ability score for this spell is Charisma, and the DC of the effect is 8 + your proficiency bonus + your Charisma modifier.

ELVEN DEFLECT ARROW (ELF)

Born to the bow, you do not back down when it is used against you.

Prerequisites: Elf, Elven Weapon Focus or Weapon Focus (bow), Dex 13.

Benefit: You may deflect arrows using your bow. You must have at least one hand holding a bow to use this feat. Once per round when you would normally be hit with an attack from a ranged weapon you may deflect it with your bow so that you take no damage from it as a free action. You must be aware of the attack and not be flat-footed. Unusually massive ranged weapons (such as boulders or ballista bolts) and ranged attacks generated by natural attacks or spell effects can't be deflected.

ELVEN ARROW DEFLECTION (5E)

Born to the bow, you do not back down when it is used against you.

Prerequisites: Elf, Elf Weapon Training, Dex 15.

- ❖ Your Dexterity score increases by +1, to a maximum of 20.
- ❖ When attacked with a ranged weapon, as a reaction, you may add your proficiency bonus to your AC by using your bow as a shield of sorts. You must be holding a bow to use this ability. You may also not use this ability on larger than medium-sized projectiles.

ELVEN EYES (ELF)

Your eyes are exceptionally adapted for seeing in conditions of low light.

Prerequisite: Elf, Keen Senses.

Benefit: You treat conditions of dim light as though they were normal light for the purposes of how well you can see. This means that creatures in dim light do not have concealment from you, and creatures in dim light cannot use Stealth to hide from you unless they have another source of cover or concealment, or would otherwise be able to hide from you under the same conditions in normal light. Finally, you gain a +4 bonus on Perception checks made in areas of dim light.

ELVEN EXEMPLAR (ELF)

The mystical qualities of the elves is very apparent in you.

Prerequisites: Elf.

Benefit: You may choose any one of the alternate Elven Racial traits.

Special: You may choose this feat multiple times. Each time it applies to a new racial trait.

ELVEN GRACE (ELF)

Your grace is unmatched by most mortal races, and appears supernatural to non-elves.

Prerequisite: Elf or half-elf, Dex 15.

Benefit: When making any Dexterity ability checks or Initiative, you may take 10 instead of rolling.

ELVEN GRACE (5E)

Your grace is unmatched by most mortal races, and appears supernatural to non-elves.

Prerequisite: Elf or half-elf, Dex 15.

- ❖ Your Dexterity score increases by +1, to a maximum of 20.
- ❖ You gain advantage on all Dexterity-based skill checks and Initiative.

ELVEN LOREMASTER (ELF)

You are a scholar and great collector of elven lore both written and storied.

Prerequisite: Elf, Int 13, Breadth of Experience.

Benefit: When making knowledge skill checks, you may roll two dice, keeping the best result, a number of times per day equal to your Intelligence modifier.

Special: You may not perform this ability on the same knowledge skill check multiple times.

ELVEN LOREMASTER (5E)

You are a scholar and great collector of elven lore both written and storied.

Prerequisite: Elf, Breadth of Experience.

- ❖ Your Intelligence score increases by +1, to a maximum of 20.
- ❖ You have advantage on all Intelligence-based skill checks, even those you are not proficient in.

ELVEN MANYSHOT (COMBAT)

Graced with dexterity other races find daunting, you use it and skill with the bow to make attacks with such speed and fluidity that it defies logic.

Prerequisite: Elf or half-elf, Dex 17, Elven Point Blank Shot, Rapid Shot, base attack bonus +6.

Benefit: You gain the use of the Manyshot feat. Optionally, you can fire your first two arrows at a different target instead of firing them at the same target. You make a separate attack roll for each arrow each at a – 2 penalty. Your precision-based damage applies to each arrow fired, and, if you score a critical hit with both of the arrows, each critical hit deals critical damage.

Special: An elven fighter may select this feat as one of his fighter bonus feats. An elven ranger of 10th level or higher may choose this feat as one of his combat style feats.

ELVEN POINT BLANK SHOT (COMBAT)

Your accuracy with ranged weapons astound great archers of other races.

Prerequisite: Elf or half-elf.

Benefit: You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 60 feet. This increases your weapon's first range increment if you have a +4 bonus to Perception from Keen Senses. This feat meets any requirement for feats, class abilities, etc., that Point Blank Shot is required for.

ELVEN RESOLVE (HALF-ELF)

Whether stoic and impassive or cheerful and lighthearted, elves are known to surpass and survive many hardships and grievances.

Prerequisite: Elf.

Benefit: You gain a +1 racial bonus to two different saving throws of your choice. Once chosen they may not be changed.

ELVEN RESOLVE (5E)

Whether stoic and impassive or cheerful and lighthearted, elves are known to surpass and survive many hardships and grievances.

Prerequisite: Elf.

- ❖ You gain proficiency in either Intelligence, Wisdom or Charisma saves (choose one). This feat may be taken up to three times. Each time it applies to a different mental stat.

ELVEN SPIRIT (ELF)

Although you are of mixed heritage, you are closer to your elven relatives and the magic in their blood flows freely in your veins.

Prerequisite: Half-elf.

Benefit: You possess the elven magic racial trait of the elves, granting you a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, you receive a +2 racial bonus on Spellcraft checks made to identify the properties of magic items. Alternatively, you can instead gain any one racial trait that elves can exchange for the elven magic racial trait.

Special: You can only take this feat at 1st level. If you take this feat, you cannot take the Human Spirit feat.

ELVEN SNAP SHOT (COMBAT)

Your keen sense of your surroundings as well as your speed and execution with the bow make you one of the most feared enemies on the battle field.

Prerequisites: Elf, Dex 17, Elven Weapon Focus, Elven Point Blank Shot, Rapid Shot, base attack bonus +6.

Benefit: While wielding a ranged weapon with which you have Elven Weapon Focus, you threaten squares within 15 feet of you. You can make attacks of opportunity with that ranged

weapon. You do not provoke attacks of opportunity when making a ranged attack as an attack of opportunity.

Special: If your keen senses ability is +4, you threaten an additional +10 feet. This feat also counts as the Snap Shot feat for all purposes. In addition, if you are threatened by a foe, you lose the benefits of this feat.

Normal: While wielding a ranged weapon, you threaten no squares and can make no attacks of opportunity with that weapon.

ELVEN WEAPON FOCUS (COMBAT)

Barely at the end of your youth, you have lived longer than most other races get to live at all. The depth of your training with the weapons of your racial heritage proves it.

Prerequisites: Elf, Weapon Familiarity racial trait.

Benefit: You have taken the Elven Weapon Familiarity trait to an extreme level. You effectively have Weapon Focus with all weapons listed in the trait: longbows (including composite longbows), longswords, rapiers, and shortbows (including composite short bows) and any weapon with the word "elven" in it. This does not stack with Weapon Focus.

EXILE'S PATH (HALF-ELF)

A lifetime spent shunned by others and eschewing your heritage makes you resistant to efforts to pry inside of your mind.

Prerequisites: Half-elf.

Benefit: Once per day, when you fail a Will save against an enchantment spell or effect, you may reroll that saving throw, but must take the reroll result even if it's worse.

EXPERT TRACKER (ELF)

Your keen senses allow you to easily hunt both man and beast.

Prerequisites: Elf, Keen Senses racial ability, Perception 3 ranks.

Benefit: You gain a racial bonus to Survival checks made to track equal to half your level (minimum 1).

EXTRA COMBAT STYLE (COMBAT)

Years of training with myriad weapons allows you the flexibility of additional combat styles.

Prerequisite: Elf, Combat Style ability, Warrior Caste racial trait.

Benefit: You may choose an extra combat style. You still need to meet class based levels to select from the style, for example; you must be at least a 2nd level ranger to choose from the group of combat styles allowed to 2nd level rangers. Upon selecting this feat you gain one of the styles, and may use your normal feats to select from the newly acquired combat style list.

Special: You may select this feat multiple times, to a maximum of once per four points of base attack bonus.

EXTRA COMBAT STYLE (5E)

Your versatility training in combat allows you to gain an additional fighting style.

Prerequisite: Combat Style class feature.

- ❖ You may choose an extra fighting style from your class.

EXTRA SPELLS KNOWN (ELF)

Kin of the Fey, magic is more than second nature; it is in your blood.

Prerequisite: Elf, Spontaneous Spell Casting ability.

Benefit: Your spellcasting modifier also increases your amount of spells known, as well as spells per day.

Normal: Unlike spells per day, the number of spells known is not affected by a caster's ability score; the numbers Spells Known tables are normally fixed.

FAIR FOLK (ELF)

You are graced with the fey beauty that is a hallmark of the ancient elves.

Prerequisites: Elf, Cha 13.

Benefit: You treat your Charisma score as being 4 higher than it actually is for the purposes of Charisma checks and Charisma-based skill checks, as well as for the purposes of determining the effect of spells that specifically compare your Charisma score to the Charisma score of the target (or caster, if you are the target of such a spell). This does not directly affect the spellcasting abilities of classes whose primary spellcasting ability score modifier is Charisma, nor does it

apply to other class features or abilities that depend on Charisma (such as the attack bonus on a paladin's smite evil, or the number of times per day a cleric can channel energy).

FAVORED TERRAIN (ELF)

Your elven heritage has given you a special affinity for the lands of your people.

Prerequisites: Elf or half-elf, Wis 13, Knowledge (geography) 3 ranks.

Benefit: Choose a terrain from the list of the ranger's Favored Terrains. You must have lived within that terrain for at least a decade of your life. You gain the Favored Terrain ability of a ranger for that terrain.

Special: You may choose this feat again to gain additional favored terrains.

FAVORED SNIPING (ELF)

Stealth and surprise have long been tactics used by the elves. You excel at it while hunting your enemies.

Prerequisite: Elf or half-elf, Favored Enemy class feature.

Benefit: You add your favored enemy bonus to your stealth check after sniping when attacking a favored enemy.

FOREST STALKER (ELF)

Learning to hunt and fight among the trees has taught you to maximize the advantages of cover.

Prerequisite: Elf or half-elf, Stealth 5 ranks.

Benefit: When benefiting from cover, you treat it as though it were one class greater. This feat can never be used to grant total cover.

FOREST STALKER (5E)

Learning to hunt and fight among the trees has taught you to maximize the advantages of cover.

Prerequisite: Elf or half-elf, Stealth proficiency.

- ❖ When benefiting from cover, you treat it as though it were one class greater. You also have advantage on all Stealth checks when in forest terrain.



GIFTED MEDIUM (GENERAL)

You may share your gifted sight with others.

Prerequisite: Caster level 1st, Spell Focus (divination), elf.

Benefit: One or more willing creatures (up to your caster level) may join hands with you during the casting of any divination spell. For the duration of the spell, as long as all participants maintain in physical contact, they can see, hear, or otherwise sense exactly what you sense as a result of your divination spell. If any participant breaks physical contact, the spell ends immediately.

GREATER COMBAT PATROL (COMBAT)

Your keen senses allow you to act uncannily swift.

Prerequisite: Elf or half-elf, Keen Senses racial trait, Improved Combat Patrol, base attack bonus +16.

Benefit: You may now set up a Combat Patrol as a move-equivalent action instead of a standard action.

GREATER ELVEN IMMUNITIES (ELF)

Your mind is more resistant to enchantments even than that of other elves.

Prerequisites: Elven immunities racial trait.

Benefit: You are immune to charm effects, and your racial bonus on saving throws made against other enchantment spells and effects increases to +4. Additionally, once per day, when you successfully resist an enchantment spell or effect (whether by being immune to its effects, succeeding on a saving throw, the spell failing to overcome your spell resistance, or so on), as an immediate action, you can redirect the effect back at its originator, who is affected as though he were the effect's target (he is still entitled to any saving throws or other defenses normally allowed by the effect).

GREATER ELVEN RESOLVE (ELF)
Your resolve to live and fight another day is legendary.

Prerequisite: Elf, Elven Resolve.

Benefit: The racial bonus to the two saving throws you chose when you took the Elven Resolve feat increase to +2.

GREATER ELVEN WEAPON FOCUS (COMBAT)

Continued training with the weapons of your Elven heritage, you excel in your prowess when using them.

Prerequisites: Elf, Warrior Caste racial trait, Weapon Familiarity racial trait, Elven Weapon Focus, base attack bonus +12.

Benefit: You effectively have Greater Weapon Focus with all weapons listed in the Weapon Familiarity trait: longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows) and any weapon with the word "elven" in it. This does not stack with Weapon Focus or Greater Weapon Focus.

GUARDIAN OF THE WILD (ELF)
Your mystic connection with the wilderness enhances your ability to react to threats.

Prerequisites: Elf, Attuned to the Wild.

Benefit: When you are in a terrain type you have selected the Attuned to the Wild feat for, you gain a +2 dodge bonus to Armor Class. If you are in an area that qualifies as more than one kind of terrain, these bonuses do not stack; you receive the bonus for only one of the terrain types.

HALF-DROW PARAGON (HALF-ELF)
Your drow blood is particularly strong.

Prerequisites: Drow-blooded and drow magic racial traits, half-elf.

Benefit: You count as a drow for any effects that relate to race. Furthermore, the spell-like abilities granted to you by your drow magic racial trait count as drow spell-like abilities for the purposes of any feat prerequisites.

HARROWING HUSK (SPELL ENHANCEMENT)

When you cast barkskin, it manifests in frightening ways.

Prerequisites: Briarborn, sylfaen or elf, ability to cast *barkskin*.

Benefit: When you cast the *barkskin* spell, the natural armor takes the form of twisted, menacing branches and vines. This effect grants you a competence bonus on your intimidate checks equal to the armor bonus granted by the spell for as long as the spell lasts.

HARROWING HUSK (SE)

When you cast barkskin, it manifests in frightening ways.

Prerequisites: Briarborn, sylfaen or elf, ability to cast *barkskin*.

- ❖ When you cast the *barkskin* spell, the natural armor takes the form of twisted, menacing branches and vines. For the duration of the spell you gain advantage on all Intimidate checks.

HUMAN SPIRIT (HALF-ELF)

Your blood burns with the passion and unyielding quest for self-improvement displayed so prominently by your human relatives.

Prerequisite: Half-elf.

Benefit: You receive 1 bonus skill rank. Whenever you gain another Hit Die, you gain an additional skill rank. You cannot gain more than four skill ranks in this way.

Special: You can only take this feat at 1st level. If you take this feat, you cannot take the Elven Spirit feat.

IMPERIOUS DISMISSAL (ELF)

As an elf, your magic is not only superior to that of your foes, it is also more elegant and refined.

Prerequisite: Fair Folk.

Benefit: Whenever you make a caster level check to overcome spell resistance or dispel or counter a spell, you gain a +1 bonus on the check for every 2 points by which your Charisma score exceeds the Charisma score of the creature whose spell resistance you are attempting to overcome or whose spell you are attempting to dispel or counter (to a maximum bonus of +10). The bonus from the Fair Folk feat applies when determining the difference between your Charisma score and the other creature's. This bonus does not stack with Spell Penetration or Greater Spell Penetration.

IMPROVED COMBAT PATROL (COMBAT)

Your keen senses allow you to act uncannily swift.

Prerequisite: Combat Patrol, base attack bonus +10.

Benefit: You may now set up a Combat Patrol as a standard action instead of a full-round action.

IMPROVED COMBAT PRESCIENCE (COMBAT)

Reading your foes as easily as a scribe discerns script, you determine your opponent's actions and react with deadly consequence.

Prerequisite: Elf or half-elf, Dex 17, Combat Prescience, 5 ranks in Sense Motive, 5 ranks in Perception.

Benefit: As an immediate action you can make a Sense Motive check (adding your Keen Senses racial bonus to the Sense Motive roll) to discern if an opponent is going to move away and/or provoke an attack of opportunity. The DC for this check is equal to the creature's AC. If the creature has the Mobility feat and is moving away, he may add the +4 bonus to AC from this feat to the DC. As part of the same immediate action, if this opponent provokes an attack of opportunity, you may choose to make 2 attacks of opportunity against this one target, although the second attack is made at a -5 penalty. This attack counts against the number of attacks of opportunity you can make in a round based on the combat reflexes

feat.

Normal: You may only make one attack of opportunity per round, and only one per opponent per round.

IMPROVED DEFLECTING SHOT (COMBAT)

You are so skilled at shooting down projectiles that onlookers are awestruck.

Prerequisite: Deflecting Shot, base attack bonus +12.

Benefit: If your deflecting shot is successful, you may use your attack roll as an Intimidate check to demoralize all opponents within 60 feet who can see you.

IMPROVED ELVEN CHARM (ELF)

Your supernatural beauty speaks for itself, inspiring awe and obedience in less comely creatures.

Prerequisite: Elven Charm, character level 11th.

Benefit: The first time each day that any given humanoid creature with a Charisma score at least 8 points lower than yours looks at you from within 60 feet, that creature must succeed on a Will save (DC 10 + 1/2 your Hit Dice + your Charisma modifier) or be affected as though by *charm person*, except that the effect lasts for 24 hours. Creatures that are aware of this ability can avert their gaze to avoid it, in a manner similar to a gaze attack. The bonus to your Charisma score from the Fair Folk feat applies for all aspects of this feat.

INTUITIVE SHOT (COMBAT)

Years of hunting have honed your instincts and made your shots decidedly lethal.

Prerequisite: Elf or half-elf, Wis 13, Elven Point Blank Shot, Precise Shot.

Benefit: As a standard action, you may make an attack with a bow or crossbow and add your Wisdom modifier on the damage roll. You must be within 30 feet (or your Elven Point Blank Shot range) of your target to deal this extra damage. Creatures immune to critical hits and sneak attacks are immune to this extra damage. This does not stack with the Focused Shot feat.

Special: Starting at 2nd level, a ranger with the archery combat style may select Intuitive Shot as a

combat style feat.

INTUITIVE SHOT (5E)

Years of hunting have honed your instincts and made your shots decidedly lethal.

Prerequisites: Elf or half-elf, Wis 13, proficiency with bows or crossbows.

- ❖ Increase your Wisdom score by +1 to a maximum of 20.
- ❖ You treat all cover or concealment as one category lower and may choose to use your Wisdom bonus to attack and damage with ranged weapons instead of Dexterity.

INTUITIVE STRIKE (COMBAT)

You use your connection to the divine to discern your enemies weakness.

Prerequisite: Wisdom 13, ability to cast Druid or Ranger Spells, Sneak Attack ability.

Benefit: You may sacrifice a Druid or Ranger spell in order to gain bonus dice damage during a sneak attack. As a swift action you may sacrifice one of your memorized spells and gain 1d6 damage per level of the spell sacrificed on your next sneak attack.

JINX (ELFLING)

Your Halfling ancestry allows you to jinx foes.

Prerequisites: Elfling, Cha 13.

Benefit: You can jinx enemies like a Halfling. You gain the ability to curse another creature with bad luck at will as a standard action. This curse has a range of 30 feet, and you must be able to see the target and have line of effect to it. The target gets a Will saving throw to resist this jinx (DC = 10 + 1/2 your level + your Charisma modifier). If your target makes this saving throw, it is immune to your jinx ability for 24 hours. A jinxed creature takes a -1 penalty on all saving throws. This jinx lasts for 24 hours or until you attempt to use your jinx again. A jinx is a supernatural ability, is not mind-affecting, does not allow spell resistance, and can affect any kind of creature not immune to luck effects.

JINX (5E)

Your Halfling ancestry allows you to jinx foes.

Prerequisites: Elfling, Cha 13.

- ❖ You can jinx enemies like a Halfling. You gain the ability to curse another creature with bad luck at will as an attack action. This curse has a range of 30 feet, and you must be able to see the target and have line of effect to it. The target gets a Wisdom saving throw to resist this jinx (DC = 8 + proficiency bonus + your Charisma modifier). If your target makes this saving throw, it is immune to your jinx ability for 24 hours. A jinxed creature suffers disadvantage on its next saving throw. This jinx lasts for 24 hours or until you attempt to use your jinx again.

KEEN ACCURACY (COMBAT)

Few live to tell the tale of an elven ambush, as the elves use their keen eyesight to provide punishingly accurate blows with ranged attacks.

Prerequisites: Elf, Wis 13, Weapon Focus (bow), Weapon Focus (ray) or Elven Weapon Focus, base attack bonus +8.

Benefit: As a standard action you may make a single attack and choose to employ one of the following three tactics:

- You gain your Keen Senses racial bonus to Perception checks as a racial bonus to hit with any ranged attack that you also have Weapon Focus or Elven Weapon Focus for.
- You gain your Keen Senses racial bonus to Perception checks as a racial bonus to damage with any ranged attack that you also have weapon focus or Elven Weapon Focus for.
- You gain half your Keen Senses racial bonus to Perception checks to your threat range with any bow that you also have weapon focus or Elven Weapon Focus for. This does stack with the Improved Critical feat or keen weapon ability.

KEEN ACCURACY (5E)

Few live to tell the tale of an elven ambush, as the elves use their keen eyesight to provide punishingly accurate blows with ranged attacks.

Prerequisites: Elf, Wis 13, proficiency with bows or crossbows and proficient with Perception.

- ❖ You gain a +1 to hit and damage with ranged weapons and your ranged weapons critical ranges increases by +1. This ability only works within your weapon's first range increment.

LEAF DANCER (COMBAT)

You move as swift in combat as a dancing leaf.

Prerequisites: Elf race, Dex 15, base attack bonus +8.

Benefit: You can move up to one-half your movement and still use the following special attacks afterwards: Charge, Many Shot, Rapid Shot, Sting of the Wasp, Two-Weapon Fighting, or Wolf's Fangs. Other special attack actions may also be available, but only if they can be performed using your highest attack bonus.

LEAF SINGER (GENERAL)

Your songs recount the ways and mysteries of your people.

Prerequisites: Cha 13, Bardic Performance class feature, elf or half-elf.

Benefit: When you use bardic performance with audible components in a forest, the range or area of your chosen performance is doubled. In addition, the DC for saving throws against your bardic performance is increased by +2 for creatures of the fey type, regardless of where the performance occurs.

LEAF ON THE WIND (ELF)

Your mastery of body allows you to cross difficult terrain without effort.

Prerequisites: Elf, Ki class feature.

Benefit: As long as you have at least 1 point of ki in your pool, you ignore difficult terrain when you move through it. You can also spend 1 ki point as a swift action before moving to move across ropes, branches, or even water or other surfaces that cannot support your weight. You must begin

and end your move on a surface that will support your weight or you will fall. Finally, you can spend 3 ki points as a swift action before moving to move across air in the same way.

LEARNING CURVE (ELF)

Whether the elves have studied the Art longer than most races get to live, or because of the magic inherent in their blood, the elves' understanding of magic is far beyond the comprehension of their other races.

Prerequisites: Spell Penetration and the Elven Magic or Magic in the Blood elven racial trait.

Benefit: Each time you fail a Spell Resistance check against an opponent you gain a +1 competence bonus to your next check against that same target. Each failed check nets a cumulative +1 bonus up to your casting modifier. This bonus remains in effect for the entire encounter.

LETHAL DOUBLE SLICE (COMBAT)

Woe to the fool who thinks you have a weaker arm.

Prerequisites: Dex 15+, Lethal Grace, Two Weapon Fighting.

Benefit: Add your Dexterity bonus to damage rolls made with your off-hand weapon.

Normal: You normally add only half of your Dexterity modifier to damage rolls made with a weapon wielded in your off-hand.

LETHAL GRACE (COMBAT)

Beautiful even in war, and as dangerous as ferocious freezing winds of the tundra, elves have cut their way through history, and every stroke as delicate as those of an artist.

Prerequisites: Dex 15, Weapon Finesse, Elven Weapon Focus.

Benefit: When wielding a weapon with which you have weapon finesse and elven weapon focus, you may add your dexterity modifier instead of your strength modifier to damage. You only add half of your dexterity modifier to your off hand damage.

LIGHT STEP (GENERAL)

You pick your way nimbly through even the most dangerous and uneven terrain.

Prerequisites: Acrobatic Steps, Nimble Moves, elf.

Benefits: You can ignore the effects of difficult terrain in natural environments, as if it were normal terrain.

LIGHTNING SHOT (COMBAT)

Elven bowmen and their legendary speed with the weapon has saved countless lives.

Prerequisites: Elf, Quick Draw and Combat Reflexes.

Benefits: In the surprise round if you are surprised, you may make a single attack with a bow at a – 5 penalty.

MANYSHOT (5E)

You can fire multiple arrows in a single shot.

Prerequisite: Dex 15, Rapid Shot.

- ❖ When you make a ranged attack, you can make another ranged attack against the same target or another target within 10' of that target.

MAGE OF THE WILD (ELF)

Your mystic connection with the wilderness enhances your spellcasting.

Prerequisites: Attuned to the Wild, elf.

Benefit: When you are in a terrain type you have selected the Attuned to the Wild feat for, you gain a +2 bonus on caster level checks, concentration checks, and Knowledge (arcana) and Spellcraft checks. If you are in an area that qualifies as more than one kind of terrain, these bonuses do not stack; you receive the bonus for only one of the terrain types.

MULTITALENTED MASTERY (HALF-ELF)

You are adept at numerous disciplines.

Prerequisites: Character level 5th, half-elf, multi-talented racial trait.

Benefit: All of your classes are considered favored classes. You gain either +1 hit point or +1 skill point whenever you take a level in any class. Apply these bonuses retroactively for all class levels that have not yet gained one of these bonuses.

Normal: Half-elves with the multi-talented racial trait have two favored classes.

NATURAL SWIMMER (ELF)

You are as adept under the waves as any natural sea creature.

Prerequisites: Favored Terrain (aquatic), Swim 6 ranks, elf.

Benefit: You can move at your normal movement rate while swimming.

Normal: You can only move at one-fourth your movement rate as a move action, and one-half your movement rate as a full-round action.

NATURE'S WRATH (GENERAL)

You have long combated the foes of the forest and know how to hurt them.

Prerequisites: Briarborn, sylfaen or elf.

Benefit: You gain a +1 to attack and damage against creatures with the orc or goblinoid type.

NEITHER ELF NOR HUMAN (HALF-ELF)

You have removed yourself from your heritage so thoroughly that even magic does not recognize you.

Prerequisites: Exile's Path, Seen and Unseen, character level 11th, half-elf

Benefit: You are not considered elven or human for the purpose of harmful spells or effects based on your type, like a bane weapon or a ranger's favored enemy class feature.

OF BLADE AND BOW (EQUIPMENT)

The ages spent honing their Elven skills with the blade and bow make the two synonymous in their eyes.

Prerequisites: Elf, Dex 15, Weapon Familiarity racial trait.

Benefit: While using weapons you are proficient with from the Weapon Familiarity racial trait, you may use any of your attack actions between either ranged or melee in the same attack round when making a full attack (including attacks of opportunity). This does not provoke attacks of opportunity.

Special: Starting at 2nd level, a ranger with the archery OR two weapon combat style may select Of Blade and Bow as a combat style feat.

PASS FOR HUMAN (HALF-ELF)

You're easily mistaken for a human rather than a member of your own race.

Prerequisite: Half-elf, half-orc, or halfling (see Special).

Benefit: You receive a +10 bonus on Disguise checks to disguise yourself as a human, and do not receive the penalty for disguising yourself as a member of another race when you do so. In areas largely populated or settled by humans, you can take 10 on your Disguise check, meaning most people tend to assume you are human unless given a reason to think otherwise.

Special: A halfling may take this feat, but must have the Childlike feat as a prerequisite. The benefits of the two feats stack.

PIERCED (ELF)

Your understanding of magic is of a more tribal nature, opening you up to the use of nonstandard magic slots.

Prerequisite: Elf.

Benefit: You can wear magic rings in your head, headband, or eyes magic item slots. You also gain a +2 circumstance bonus on Diplomacy checks when using a ring in this way.

POINT BLANK SHOT (5E)

You are especially accurate when making ranged attacks against close targets.

Prerequisite: Dex 13, Perception proficiency.

- ❖ You gain advantage on any ranged attack made within 30' against targets that do not have cover.
- ❖ Ranged attacks made against adjacent targets have neither advantage nor disadvantage.

PRIMAL HUNTER (ELF)

Your ranger training involved more focus on animals than specific enemies.

Prerequisites: Elf, Handle Animal 1 rank, 1st-level ranger.

Benefit: You gain an animal companion as a ranger of fourth level, but you lose your first favored enemy ability. At fourth level, treat your

Ranger level as effectively +2 levels higher when determining your companion's abilities.

PULSE OF THE WILDS (ELF)

Your understanding and feel for your environment allows you to discern when something is amiss.

Prerequisites: Favored Terrain, Survival 4 ranks, elf.

Benefit: By reading the signs and listening to the voices of the wilds of your favored terrain, you acquire a sixth-sense for danger. The greater the danger, the greater your feeling of dread. When traveling outdoors in the wilderness of your chosen terrain, you receive a bonus to your Perception check equal to the CR of any hostile creature. You receive this bonus when determining initial encounter distance, and anytime the creature is within 30 feet (if it is hiding, invisible, etc.). In a mixed group of hostile creatures, you only receive the bonus against the most dangerous one.

RAPID STRIKE (COMBAT)

Not having the strength to match their blackblood foes blow for blow, the elves rely on their speed and natural grace to make swift work of their enemies, striking their foes twice for every strike they endure.

Prerequisites: Elf, Dex 15, Weapon Finesse.

Benefit: When making a full-attack action with a weapon for which you use Weapon Finesse, you can strike one additional time in the round. All of your attack rolls this round take a -2 penalty when using Rapid Strike.

RUNNING SHOT (COMBAT)

You are capable of firing with unmatched precision, even while running through the woods.

Prerequisites: Elf, Dex 13.

Benefit: You may make a double move and still make a single ranged attack. This feat may be used in conjunction with the Shot on the Run feat. For example: if your speed is 30' (6 squares), you could move 12 squares make a single ranged attack. If using with the Shot on the Run feat you could move 6 squares, make a single ranged attack, and move an additional 6 squares. The distance moved before and after the single attack does not matter as long as the total movement

does not exceed your normal double movement speed.

Special: Starting at 2nd level, a ranger with the archery combat style may select Running Shot as a combat style feat.

SEEN AND UNSEEN (HALF-ELF)

Your anonymity makes you difficult to find through magical or mundane means, and you have learned how to combat both of your progenitor races.

Prerequisites: Exile's Path, character level 5th, half-elf.

Benefit: You gain a +2 bonus on all saving throws against scrying or divination effects. Additionally, you gain a +2 bonus on all Stealth checks, and elves, half-elves, and humans take a -4 penalty on all efforts to track you through the Survival skill.

SHADOW (GENERAL)

You can hide behind larger creatures and blend in with ease.

Prerequisites: Small creature, Dex 13, Stealth 3 ranks.

Benefit: You blend in easily without drawing attention to yourself. You can use Stealth to hide behind creatures at least one size category larger than yourself, without any other source of concealment or cover. As long as you are within 30 feet of a larger creature, they gain a +2 competence bonus on Sleight of Hand checks and Stealth checks.

SHARED INSIGHT (HALF-ELF)

You deftly direct others' attentions where you wish.

Prerequisites: Wis 13, half-elf.

Benefit: As a move action, you can grant all friendly creatures within 30 feet who can see or hear you a +2 bonus on Perception checks for a number of rounds equal to your Wisdom modifier (minimum 1 round).

SHARED MANIPULATION (HALF-ELF)

You can subtly bolster allies' ability to misdirect and infuriate their enemies.

Prerequisites: Cha 13, half-elf.

Benefit: As a move action, you can grant all friendly creatures within 30 feet who can see or hear you a +2 bonus on Bluff or Intimidate checks (choose which skill to affect each time you use this ability) for a number of rounds equal to your Charisma modifier (minimum 1 round).

SNAP SHOT (5E)

With a ranged weapon, you can take advantage of any opening in your opponent's defenses.

Prerequisites: Dex 13.

- ❖ While wielding a ranged weapon you are proficient in, you may attack adjacent foes without suffering disadvantage.
- ❖ You can make ranged attacks as attacks of opportunity and gain +2 damage on all such attacks of opportunity.



SOCIABLE (HALF-ELF)

You have a way of helping others to get along.

Prerequisites: Cha 13, half-elf.

Benefit: As a move action, you grant all friendly creatures within 30 feet who can see or hear you (including yourself) a +2 bonus on Diplomacy checks for a number of rounds equal to your Charisma modifier (minimum 1 round).

SORCEROUS GUILF (ELF)

The seeds of sorcerous greatness are within you, waiting to be cultivated.

Prerequisites: Elf, Cha 13.

Benefit: You know and gain the ability to cast a number of sorcerer cantrips equal to your Charisma bonus. You also gain one 1st-level sorcerer spell slot and can cast but have no 2nd-level sorcerer spell slots, gaining only the bonus spells you would be entitled to based upon your Charisma score for that spell level. You may also cast additional 1st level spells if you have a high enough Charisma attribute. For each spell slot you possess you may know a spell of that level. See the Pathfinder Roleplaying Game Core Rulebook for more information on bonus spells granted by a high ability score.

SPIRIT OF THE WILD (ELF)

Your mystic connection with one type of wilderness has grown even stronger.

Prerequisites: Attuned to the Wild, Guardian of the Wild, elf.

Benefit: When you are in a terrain type you have selected the Attuned to the Wild feat for, you gain a +4 bonus on Perception checks made to act in the surprise round of combat. If you act in the surprise round, you gain Blindsight out to a range of 30 feet during the surprise round. If you are in an area that qualifies as more than one kind of terrain, these bonuses do not stack; you receive the bonus for only one terrain type.

STABBING SHOT (COMBAT)

You can clear the way to continue using your bow.

Prerequisites: Rapid Shot, elf.

Benefit: When adjacent to an opponent and making a full-attack action with a longbow or shortbow (including composite bows), you may

choose to make a melee attack against that opponent with a drawn arrow rather than firing it. If the attack hits—whether or not it does damage—your target is pushed back 5 feet away from you. You can then fire arrows from your bow normally, at the original target, or at another target within range. This melee attack replaces the extra attack from Rapid Shot, and all of your attack rolls for the round (the melee attack and the ranged attacks) take a –2 penalty. If your initial attack leaves you with no enemies threatening you, you can make the subsequent ranged attack or attacks without provoking attacks of opportunity.

STAFF STRIKE (COMBAT)

You stretch the limits of the Arcane Bond with your staff.

Prerequisites: Arcane Bond (Staff), caster level 3rd.

Benefit: The Staff Strike feat enables the use of 3 different attacks. The Caster must choose which form he is using prior to making the attack. Unless otherwise noted the damage taken is of the same type of the spell that was sacrificed.

- **Repulse:** The caster may sacrifice at least a 1st level spell as a swift action while smacking the end of his staff into the ground as a standard action. Doing so causes a Bull Rush against all opponents within 15 feet radius of the caster. For every level of spell above first that is sacrificed, it increases the Bull Rush area by an additional 5 feet. The CMB is equal to the Caster's level plus the spell level sacrificed plus the Caster's spell casting attribute modifier. Those who fail the CMD check are pushed away 5 feet per level of the spell sacrificed. If they fail by 5 or more, they are knocked prone.
- **Spell Strike:** The caster may sacrifice a spell as a swift action and as a standard action may make ranged touch attack against a single target up to 30 feet away. The Caster must be able to see the target. If successfully struck, the target takes 1d6 points of damage per level of the spell sacrificed up to 5d6.
- **Staff Smite:** The caster may sacrifice a spell as a swift action and use his staff to make a touch attack as standard action. This attack

does 2d4 points of damage per level of the spell sacrificed up to 10d4 plus the caster's spell casting attribute modifier. This touch attack does not provoke an attack of opportunity.

STALWART ARCHER (COMBAT)

Onrushing foes and lack of armor does not impede the stoic elven archer, trusting to the ashen yew wood bows for defense.

Prerequisites: Elf, Dex 13, Point Blank Master, Shield Proficiency.

Benefit: You may use your bow as a buckler. You may attack and keep your shield bonus to AC, but you suffer a -1 penalty to attack rolls unless your bow is of masterwork quality or better.

Special: Starting at 6th level, a ranger with the archery combat style may select Stalwart Archer as a combat style feat.

STALWART ARCHER (5E)

Onrushing foes and lack of armor does not impede the stoic elven archer, trusting to the ashen yew wood bows for defense.

Prerequisites: Elf, Dex 13.

- ❖ Increase your Constitution score by +1, to a maximum of 20.
- ❖ Additionally, while wielding a bow, you gain a +1 bonus to AC.

STING OF THE WASP (COMBAT)

You can fight quickly while keeping a hand free to cast spells or perform other tasks.

Prerequisites: Elf, base attack bonus +1, Dex 15.

Benefit: When fighting with a weapon in one hand and nothing in the other, you can make one extra attack as part of a full attack action using your highest attack bonus with that weapon. You take a -4 penalty to all attacks made during that action. Reduce the penalty to -2 if the weapon is a light weapon or part of the elven weapon familiarity racial trait.

SYLVAN STEALTH (ELF)

You can veil yourself in natural environments, allowing you to pass unseen.

Prerequisite: Elf, 5th level.

Benefit: You can cast *invisibility* as a spell-like ability a number of times per day equal to 3 + your Charisma modifier (if you have the Fair Folk feat, the bonus from that feat applies for the purposes of determining your daily uses of this ability). Your caster level for this ability is equal to your Hit Dice. You can only use this ability when you are above ground, in a natural environment (this excludes urban environments, inside man-made structures, and so on). If you enter such an area while under the effects of this ability, the *invisibility* effect ends immediately.

TREE CLIMBER (GENERAL)

Living in the forest and calling the trees home, you have become a natural climber.

Prerequisites: Dex 13, Acrobatics and Climb 5 ranks.

Benefit: You may climb trees at two thirds your base speed.

WARRIOR HUNTER (ELF)

You endeavor to merge the thrill of the hunt and mastery of weapons of war into a sinuous whole.

Prerequisite: Elf, Combat Style ability, Favored Enemy, Weapon training, Armor Training, Warrior Caste racial trait.

Benefit: Your ranger and fighter levels stack for the purpose of determining the extra damage, granted from Weapon Training as well as reduction of armor check penalty and maximum dexterity bonus granted from Armor Training. However, the bonus granted to damage must coincide with the weapon type used in the ranger's combat style, and the armor chosen must not violate the ranger's armor restriction for combat style. For example, a 5th-level fighter/4th-level ranger would deal an extra 2 points of damage (with selected weapon style) and the armor check penalty would be reduced by 2 as well as having the maximum dexterity increased by 2.. Additionally your fighter and ranger levels stack for the purposes of Survival checks made using the ranger's Track ability. Furthermore, your ranger levels count as fighter levels to determine if you qualify for fighter only based feats.

WILL OF THE RESOUNDING WHISPER

You have drank sap from the Arsaë'Laidir and are known to the tree of life.

Prerequisite: Will of the Resounding Whisper Trait, elf, must have drank sap from the Elven Tree of Life (the Arsaë'Laidir.)

Benefit: While you are in the domain of the Arsaë'Laidir, it may choose to notify you of impending danger, if it needs aid, a good camping place, where best to forage or hunt (you may take 10 on a survival check and move at regular speed) by way of its' whispering wind ability (sending a message). You may ask if there are any unnatural creatures or enemies within half of your character level in miles of your location. Furthermore, you may summon aid from the tree of life. If the need is dire, the Arsaë'Laidir may animate plants or summon animals in your area to aid or attack foes for you. Once per day while within the domain of the Arsaë'Laidir, as a standard action you may make a diplomacy check equal to 10 plus the level of the spell you wish the tree of life to cast for you. It may cast any druid or ranger spell it sees fit best to aid you (your suggestion with GM discretion). The DC of any spell cast is equal to 10 plus the level of the spell, plus your wisdom modifier (as if you had cast the spell). Generally this is limited to spells that your character level could cast, but do not let that govern the role playing aspect of the game. See Arsaë'Laidir and the Will of the Resounding Whisper in Elven Flora section.

Special: You may take this feat multiple times. Each time you do, you may summon aid one more time per day, and you may add +1 to the DC of the spells you summon through this feat.

WOLF FANG STYLE (COMBAT STYLE, ELF)

Like the wolves of your homeland, you can bring enemies to the ground with ease.

Prerequisites: Elf, Improved Trip, base attack bonus +4.

Benefit: When you hit a creature with at least two attacks during your turn, you can make a trip attempt against that creature as a free action. This attempt does not draw an attack of opportunity from the target.

REVERIE FEATS

The "reverie" is a meditative state that all true elves have been trained to perform. While within this reverie, the elf sifts through ages of memories in a deeply relaxed state. Sometimes this is how elves speak with and visit ancestors, other times merely reliving pleasant memories. Most elves can spend a short time within the reverie to gain the same amount of rest as other races in an entire evening. It is said that older and more practiced elves can even transcend their physical bodies, wandering the spirit world and even other planes of existence.

Elves worship nature and their ancestors, and part of this reason is because of the Dreaming Realm. It is believed here that the elves first stepped forth and came to the material plane. The elves worship their ancestor's and keep their memories alive, because they believe their spirits exist in the Dreaming, and if one forgets about these ancestors, they fade from existence. Powerful mystics can tap into this realm's strange powers and tap into the powers of their ancestors and more.

CONNECTING TO THE DREAMING REALM

To the elves, the Dreaming and the 'Reverie' are synonymous, but in reality they are very different. The reverie is a meditative dream-state the elves enter to relax and rest. It is during this dream-state that the elves come closest to the fey-touched Dreaming Realm, and some master the ability to enter this plane of dreams, granting them great ability. Some feats require the elves to spiritually contact this Dreaming Realm, and this requires 1 hour of meditation and a successful Wisdom DC 15 check. On a failed check, the elf must meditate again for another hour before attempting another Wisdom check. It is known that the elven masters of reverie often seem to lock themselves away for years at a time with no distractions.

EXITING THE DREAMING REALM

When an elf is deep within reverie, waking up can be much like any other mortal in deep sleep, only

one with psychic consequences. When one's consciousness is on another realm completely, waking prematurely can have traumatic consequences. If the elf's psyche is within the Dreaming Realm, returning their consciousness takes 1d4 minutes. If the elf is forced awake (jostled or suffers any damage), they must make a Will save with a DC equal to 15 plus any damage taken or suffer 1d4 points of Wisdom damage.

WHAT HAPPENS TO YOUR BODY WHILE IN THE DREAMING REALM?

When elves are attuned to the Dreaming Realm they typically only project their psyche into this plane, mentally drifting through its myriad features. However, some few masters of reverie abilities can actually enter the plane, leaving this one behind. Their physical body simply ceases to be, having returned fully to the Dreaming. When they return, their body materializes where they cross over.

HARNESSING THE REVERIE

To make full use of the Reverie and all of its powers, elves make use of the Autohypnosis skill. This allows them to make contact with the deepest reaches of their minds, control their dreams and reach into the Dreaming Realm.

AUTOHYPNOSIS SKILL (WISDOM)

Elf characters use the Autohypnosis skill to meditate and gain mastery over their own minds and the Dreaming Realm. This skill is originally found in Ultimate Psionics, but is reprinted below for convenience.

You have trained your mind to gain mastery over your body and the mind's own deepest capabilities. **Check:** The DC and the effect of a successful check depend on the task you attempt.

Action: Typically none. Making an Autohypnosis check usually doesn't require an action; it is either a free action (when attempted reactively) or part of another action (when attempted actively).

Try Again: Yes, for memorize and willpower uses, though a success doesn't cancel the effects of a previous failure. No for the other uses.

Task	DC
Connect to Dreaming Realm	15
Ignore Caltrop Wounds	18
Memorize	15
Resist Dying	15
Resist Fear	Fear effect DC
Tolerate Poison	Poison's DC
Willpower	20

Connect to Dreaming Realm

An elf may use Autohypnosis to take control of their psychic mind and connect with the Dreaming Realm through their reverie.

Ignore Caltrop Wound

If you are wounded by stepping on a caltrop, your speed is reduced to one-half normal. A successful Autohypnosis check removes this movement penalty. The wound doesn't go away—it is just ignored through self-persuasion.

Memorize

You can attempt to memorize a long string of numbers, a long passage of verse, or some other particularly difficult piece of information (but you can't memorize magical writing or similarly exotic scripts). Each successful check allows you to memorize a single page of text (up to 800 words), numbers, diagrams, or sigils (even if you don't recognize their meaning). If a document is longer than one page, you can make additional checks for each additional page. You always retain this information; however, you can recall it only with another successful Autohypnosis check.

Resist Dying

You can attempt to subconsciously prevent yourself from dying. If you have negative hit points and are losing hit points (at 1 per round, 1 per hour), you can substitute a DC 15 Autohypnosis check for your d% roll to see if you become stable. If the check is successful, you stop losing hit points (you do not gain any hit points, however, as a result of the check). You can substitute this check for the Constitution check in later rounds if you are initially unsuccessful.

Resist Fear

In response to any fear effect, you make a saving throw normally. If you fail the saving throw, you

can make an Autohypnosis check on your next round even while overcome by fear. If your Autohypnosis check meets or beats the DC for the fear effect, you may make an additional Will save with a +4 competence bonus to shrug off the fear. On a failed check, the fear affects you normally, and you gain no further attempts to shrug off that particular fear effect.

Tolerate Poison

You can attempt to resist the effect of any standard poison. Every time you make a saving throw against the poison, you make an Autohypnosis check. If your Autohypnosis check exceeds the DC of the poison, you receive a +4 competence bonus on your saving throw

against the poison. This skill has no effect on the initial saving throw against poison.

Willpower

If reduced to 0 hit points (disabled), you can make an Autohypnosis check. If successful, you can take a standard action while at 0 hit points without taking 1 point of damage (or any other action the DM deems strenuous, including some free actions such as casting a quickened spell). You must make a check for each strenuous action you want to take. A failed Autohypnosis check in this circumstance carries no direct penalty—you can choose not to take the strenuous action and thus avoid the hit point loss. If you do so anyway, you drop to -1 hit points, as normal when disabled.

REVERIE FEATS

Feat	Prerequisites	Benefits
Ancestral Insight	Elf, Wis 13	You borrow the memories of your ancestors to increase your skills.
Compelling Summons	Dreamsend, Cha 17	You can summon other through dreams.
Dreamsend	Improved Reverie, Wis 15	You can send messages through dreams.
Dreamshard	Dreamwalker, Knowledge (planes) 10 ranks	You can cross planes through dreams.
Dreamwalker	Greater Reverie, Dreamshard, Knowledge (planes) 7 ranks	You can travel great distances through dreams.
Greater Reverie	Wis 15, Improved Reverie	You are a master of the Dreaming Realm.
Improved Reverie	Elf, Wis 13, Autohypnosis 1 rank	You are skilled at contacting the Dreaming Realm.
Memories of the Past	Ancestral Insight	You learn extra skills per level.
Shared Reverie	Greater Reverie	You can take others into your reverie.

ANCESTRAL INSIGHT (REVERIE)

You can use the reverie to contact your ancestors and they reveal deep wisdom and knowledge to you.

Prerequisite: Elf, Wis 13.

Benefit: When you connect to the reverie you may attempt to contact to your ancestors, allowing you a +1d6 insight bonus on any single skill check or the ability to cast the *augury* spell as a spell-like ability within the next 24 hours. You may only use either of these abilities a total number of times per day equal to your Wisdom modifier and only after a successful connection to the Dreaming Realm.

COMPPELLING SUMMONS (REVERIE)

Your reverie extends to the minds of others, and you can speak to them.

Prerequisites: Dreamsend, Cha 17.

Benefit: You can use the reverie to dreamsend a summons to another elven or fey creature that you are familiar with. The creature summoned may make a Will save (or Autohypnosis check) with a DC equal to your Autohypnosis check to resist. If they fail, they must make haste to travel and join the summoner at their earliest convenience. The summoned target will not willfully cross harmful terrain and if they must, the effect ends.

Special: This counts as an enchantment effect.

DREAMSEND (REVERIE)

Your reverie extends to the minds of others, and you can speak to them.

Prerequisites: Improved Reverie, Wis 15.

Benefit: After you enter the reverie, you may attempt a DC 15 Autohypnosis skill check. If successful, you may contact another creature similarly to the *message* spell as a spell-like ability, but your message is delivered as though a daydream. If unsuccessful, you may try again after reconnecting to the Dreaming Realm.

Special: If your target is not an elf or fey creature, the DC increases by +2.

DREAMSHARD (REVERIE)

You can enter the Dreaming Realm and cross back into other planes of existence.

Prerequisite: Dreamwalker, Knowledge: (planes) 10 ranks.

Benefit: When you enter the reverie, you may travel into other planes and spheres of existence. You can make a DC 30 Autohypnosis check to manifest your physical form into another plane of existence. Your physical form on the material plane appears to be asleep during the entire time of your travels. Both forms suffer any damage or maladies inflicted upon them.

DREAMWALKER (REVERIE)

You can enter the Dreaming Realm and cross back into the physical plane, traveling great distances.

Prerequisites: Greater Reverie, Dreamshard, Knowledge (planes) 7 ranks.

Benefit: When you enter the reverie, you may transfer into the Dreaming. Distances traveled in the dreaming realm are multiplied by your Autohypnosis skill modifier, allowing you to travel great distances in what is seemingly a blink of an eye. When you exit the Dreaming Realm, you awake from the reverie and your physical body suddenly fades from existence as you re-enter in the prime material world in a new location.

GREATER REVERIE (REVERIE)

Your reverie is deeper and more complex than others of your kind.

Prerequisites: Wis 15, Improved Reverie.

Benefit: When you enter the reverie and attempt to connect to the Dreaming Realm, you gain a +4

competence bonus to the attempt. In addition, you may attempt to connect to the Dreaming Realm after only one minute upon entering reverie.

IMPROVED REVERIE (REVERIE)

You know how to spiritually connect to the Dreaming Realm, and draw power from it.

Prerequisites: Elf, Wis 13, Autohypnosis 1 rank.

Benefit: When you rest for the day using the reverie, make a DC 15 Autohypnosis skill check. If you are successful, you gain a number of temporary hit points equal to your level. These hit points last for up to 24 hours. When you attempt to connect to the Dreaming Realm during reverie you gain a +2 competence bonus to your Autohypnosis check. In addition, when you do so, it only takes 30 minutes per attempt.

MEMORIES OF LIVES PAST (REVERIE)

You are able to draw on memories of ancient ancestors during your reverie and learn from their experiences as though they were your own.

Prerequisites: Ancestral Insight

Benefit: You gain an additional skill point per level, including this one, but not any other retroactive levels.

SHARED REVERIE (REVERIE)

You have mastered the ability to allow others to enter your mind and experiences in the reverie.

Prerequisites: Greater Reverie.

Benefit: You can bring along the psyches of a number of willing allies to your reverie experience equal to one per four levels. The participants must be touching you for the connection to be administered. The elf performing the shared reverie must make an Autohypnosis check with a DC of 20 +1 for each participant he wishes to bring.

Special: If any of the participants are not elves or fey, the DC increases by an additional +1 each.

DREAMING APPRENTICE (5E)

You know how to spiritually connect to the Dreaming Realm, and draw power from it.

Prerequisites: Elf, Wis 13.

- ❖ Increase your Wisdom score by +1, to a maximum of 20.
- ❖ Once per day you can gain proficiency (or expertise if already proficient) with any two skills upon awakening from reverie.
- ❖ You also gain the ability to cast the *sending* spell once per long rest.

DREAMING MASTER (5E)

You have mastered your abilities to connect to the Dreaming Realm and can do things few other elves can with the reverie.

Prerequisites: Elf, Wis 15+, Dreaming Apprentice

- ❖ Increase your Wisdom score by +1, to a maximum of 20.
- ❖ Additionally, you gain the ability to cast *teleport* (self only) or *gate* once per long rest.

DANCE OF SWORDS COMBAT STYLE

The elves have lived for tens of thousands of years, and perfected many crafts. Theirs is a culture that prizes elegance and beauty highly, and it should come as no surprise that they have married combat and art together into one beautiful and deadly martial art.

Onlookers report the combat techniques of the elves to be fluid, economical and graceful. Their fighting style involves precise practiced movements that appear dance-like, but belie their deadly effectiveness. Some elves even go so far as to sing ancient sorrowful songs of loss and regret, channeling their negative emotions into this so-called “dance of death.”

The elf’s dance places him whirling about the battlefield in ways that opponents find unpredictable. Their attackers find their own strength, energy and movements turned against them. The elves are patient, even in war, and while their primary focus of the dance is defense, their infuriating cuts tend to wear down their opponents in humiliating fashion.

Classes: The Dance of Swords Style is not a single technique, rather a pairing of many elven secrets layered upon themselves. As such, many classes find the combat style to great effect. Typically elven fighters and rangers master the Dance of Swords, but its true artisans are those that blend arcane magic and fighting prowess. Fighter/mages, bards and magus classes are capable of the highest mastery of the Dance of Swords and become legends in the tales of their people and their enemies...

DANCE OF SWORDS FEATS

Feat	Prerequisites	Benefits
Confounding Footwork	Dex 15, Sword-Dancer feat, Perform (dance) 5 ranks	Your dance makes you difficult to hit in combat.
Dizzying Dance	Sword-Dancer feat, Perform (dance) 5 ranks	You are almost impossible to target with effects.
Flawless Strike	Perfect Flourish	Your critical hits are perfection, dealing additional damage.
Leaves in the Wind	Confounding Footwork Feat, Dodge	Your dance makes it nearly impossible to affect you with combat maneuvers.
Perfect Flourish	Sword-Dancer feat	Your perfect strikes ring true when confirming critical hits.
Spell-Dancer	Ability to cast arcane spells, Sword-Dancer feat, Int 15	You are trained to fight and cast spells at the same time.
Sword-Dancer	Dex 13, Cha 13, Elf, Perform (dance) 3 ranks, Weapon Finesse feat	You begin to master the Dance of Swords fighting style.
Tempest Dance	Dizzying Dance feat, Perform (dance) 7 ranks	You can take a five-foot step and extra attack.
Thunderous Chorus	Sword-Dancer feat, Perform (oratory) 5 ranks	Your song adds to your combat ability.
Unwitting Coryphée	Leaves in the Wind, Int 13	You use your foe’s brute force against them.

CONFOUNDING FOOTWORK (DANCE OF SWORDS STYLE)

Your swift dance is nearly impossible to predict.

Prerequisites: Dex 15, Sword-Dancer feat, Perform (dance) 5 ranks.

Benefit: When using this style, when an opponent targets you with an attack, you can spend an immediate action to make a Perform (dance) check. You may treat this skill check result as your AC or touch AC against this attack.

Special: You gain a competence bonus to Perform: (dance) checks equal to +1 for each additional Sword-song style feat you possess.

DIZZYING DANCE (DANCE OF SWORDS STYLE)

Your speed and grace make you a difficult target.

Prerequisites: Sword-Dancer feat, Perform (dance) 5 ranks.

Benefit: As an immediate action, you may make a Perform (dance) check. You may treat this skill check result as your effective Reflex save.

Special: You gain a competence bonus to Perform: (dance) checks equal to +1 for each additional Dance of Swords style feat you possess.

FLAWLESS STRIKE (DANCE OF SWORDS STYLE)

Your blades and spells become true extensions of your will.

Prerequisites: Perfect Flourish.

Benefit: When you deal a critical hit, you deal an amount of additional damage equal to half of your Charisma modifier (rounded down). This extra damage is not multiplied on the damage total.

Special: You gain a +1 bonus to the additional damage inflicted with this feat for each additional Dance of Swords feat you possess. This additional damage is not limited by your Charisma modifier.

LEAVES IN THE WIND (DANCE OF SWORDS STYLE)

You bend, twist and move in a way that makes it difficult for opponents to perform combat maneuvers.

Prerequisites: Confounding Footwork Feat, Dodge.

Benefit: You may use your ranks in Perform: (dance) instead of your BAB when calculating your CMD score.

Special: You gain a +1 competence bonus to your CMD for each additional Dance of Swords style feat you possess.

PERFECT FLOURISH (DANCE OF SWORDS STYLE)

Your personal flair and dash also translates to combat.

Prerequisites: Sword-Dancer feat.

Benefit: You may add half of your Charisma modifier (rounded down) as a competence bonus to all critical confirmation checks when using the Dance of Swords fighting style.

Special: You may increase the bonus to critical confirmation checks from this feat by +1 for each additional Dance of Swords style feat you possess. This additional bonus is not limited by your Charisma bonus.

SPELL-DANCER (DANCE OF SWORDS STYLE)

Your meld both your martial prowess and your spellcasting into one deadly form.

Prerequisites: Ability to cast arcane spells, Sword-Dancer feat, Int 15.

Benefit: You are now able to cast spells and wield your weapon at the same time. This functions much like two-weapon fighting, except that your off-hand weapon is a spell rather than a second weapon. To use this ability, you must be performing the Dance of Swords combat style. Then as a full-attack action, you can make all of your normal attacks with your main hand at a -5 penalty, but you may also cast any spell that has a casting time of 1 standard action or less. You are treated as if you effectively possess the Two-Weapon Fighting feat for the purposes of meeting other prerequisites.

Special: You decrease the penalty to attack while use the Spelldancer feat by one for each additional Dance of Swords style feat you possess.

SWORD-DANCER (DANCE OF SWORDS STYLE)

You have begun to master the elven martial art of the Dance of Swords.

Prerequisites: Dex 13, Cha 13, elf, Perform (dance) 3 ranks, Weapon Finesse.

Benefit: The sword-dancer gains several benefits while fighting using this combat style:

- A sword-dancer can add half of his Dexterity bonus (rounded down) on damage rolls made with any light or elven racial melee weapon instead of his Strength bonus. This bonus on damage rolls applies whether the elf is wielding a weapon one-handed or two-handed, though the sword-dancer does not apply 1-1/2 times his Dexterity bonus on damage rolls while fighting two-handed.
- Additionally, when dual wielding using this style, you gain a +1 shield bonus to AC.
- The sword-dancer can also use a Perform: (dance) check in place of an Acrobatics save.

Special: You may increase the bonus to damage from this feat by +1 for each additional Dance of Swords style feat you possess. This additional bonus is not limited by your Dexterity bonus.

TEMPEST DANCE (DANCE OF SWORDS STYLE)

Your dance gains momentum and grants you additional attacks.

Prerequisites: Dizzying Dance feat, Perform (dance) 7 ranks.

Benefit: As a free action, you may take an additional 5' of movement and attack a foe that you threaten. This and any other additional attacks suffer a -5 penalty. You may only attack any given opponent once with your bonus attacks when using Tempest Dance.

Special: You gain an additional 5' of movement and an additional attack while using this feat equal to your number of additional Dance of Swords style feats.

THUNDEROUS CHORUS (DANCE OF SWORDS STYLE)

Your cacophonous song and the ringing of steel lowers your enemies' ability to withstand your blows.

Prerequisites: Sword-Dancer feat, Perform (oratory) 5 ranks.

Benefit: You may add half your Charisma bonus as a competence bonus to attack rolls when using this combat style.

Special: You increase the bonus to attacks by +1 for each additional Dance of Swords style feat you possess. This additional bonus is not limited by your Charisma bonus.

UNWITTING CORYPHÉE (DANCE OF SWORDS STYLE)

You bring your foes into the sword-dance and their movement and power hinders them.

Prerequisites: Leaves in the Wind, Int 13.

Benefit: When an opponent uses power attack against you, they suffer twice the normal penalty to attack.

Special: Enemies threatened by you suffer an additional -1 penalty to all attack rolls for each additional Dance of Swords feat you possess.

ELVEN SWORD-DANCER (5E)

You are a master of the elven martial art of the Dance of Swords.

Prerequisites: Elf, proficiency in Acrobatics and Performance, Dex and Cha 13.

- ❖ You treat all light and elven racial melee weapons as finesse weapons.
- ❖ Once per short rest, you may add your Charisma bonus to damage as a free action.
- ❖ Also, as a reaction, you may choose to make a Perform (Dexterity) check when attacked, using this result as your effective AC.

ELVEN SWORD-SINGER (5E)

Your meld both your martial prowess and your spellcasting into one deadly form.

Prerequisites: Elf, proficiency in Acrobatics and Performance, Dex and Cha 13, ability to cast 1st level arcane spells.

- ❖ You treat all light and elven racial melee weapons as finesse weapons.
- ❖ When casting a spell during a round, you may make a melee attack as a bonus action.
- ❖ You also do not suffer disadvantage when casting spells while threatened.

Elven Traits

RACIAL TRAITS

Ambidextrous (Elf): It was said that ages ago all elves could use either hand to perform any action and the outcome would be the same. However, it has become more of a hereditary characteristic in the last 5 or 6 generations. With this trait you reduce any penalty incurred by using two hands (such as two weapon fighting) by 1. You may also increase your off-hand damage by +1 to a maximum of your full ability score modifier. Furthermore, you can write, paint, draw, catch items, throw weapons, fire a bow or crossbow right or left handed, write, perform on instruments, or make skill checks with either hand at no penalty. You consider either hand your primary hand.

Arcane Dabbler (Elf): Though your magical studies were decades ago, you still remember your favorite little trick. Choose a 0-level arcane spell. You may cast that spell once per day as a spell-like ability. Your caster level is equal to your highest class level in a spellcasting class; if you have no caster level, it functions at CL 1st. The spell-like ability's save DC is Intelligence or Charisma-based (chosen when you select this trait).

Climber (Elf): Some elves are naturally light on their feet, and are exceptional climbers. You gain a +1 trait bonus on Climb checks, and Climb becomes a class skill for you.

Dilettante Artist (Elf): Art for you is a social gateway and you use it to influence and penetrate high society. You gain a +1 trait bonus to one category of Perform checks and a +1 trait bonus to Diplomacy checks. One of these skills (your choice) is always a class skill for you.

Elven Reflexes (Half-Elf): One of your parents was a member of a wild elven tribe, and you've inherited a portion of your elven parent's quick reflexes. You gain a +2 trait bonus on initiative checks.

Elven Serenity (Half-Elf raised by Elves): You embody the peace of the elven way of life, and apply this philosophy in your interactions with others. You gain a +2 trait bonus on Diplomacy and Handle Animal checks to calm other creatures. You need not speak the same language to attempt a Diplomacy check in this manner.

Failed Apprentice (Half-Elf): As a child, your parents sent you to a distant wizard's tower as an apprentice so that you could learn the arcane arts. Unfortunately, you had no arcane talent whatsoever, though you did learn a great deal about the workings of spells and how to resist them. You gain a +1 trait bonus on saves against arcane spells.

Forlorn (Elf): Having lived outside of traditional elf society for much or all of your life, you know the world can be cruel, dangerous, and unforgiving of the weak. You gain a +1 trait bonus on Fortitude saving throws.

Pearl Diver (Half-elf): You are skilled at finding treasures in the warm coastal waters near the desert. You gain a +2 trait bonus on Perception checks while underwater and can hold your breath for a number of rounds equal to three times your Constitution score before you risk drowning.

Seeker (Elf): You have been actively searching for signs of the Brilliance since childhood. Choose a Knowledge skill; you gain a +1 trait bonus on Knowledge checks of that type and on Perception checks.

Trade Talk (Half-elf raised by Humans): You picked up not only the basics of your human parent's profession, but also the lingo typical of the craft. Choose a Craft or Profession skill. You gain a +1 trait bonus on checks with the chosen skill, and a +1 trait bonus on Bluff and Sense Motive checks when dealing with people in the context of that craft or profession.

Tree Song (Elf): You have learned the ancient Tree Song, and may take Tree Song feats. You gain a +2 trait bonus on any attempt to communicate with plant life and fey, as well as a +1 trait bonus on saving throws to resist any mind-affecting ability of plants.

Tree Walker (Elf): Sylvan elves gain a +2 racial bonus on Acrobatics checks made to cross narrow ledges, tree limbs, and on reflex saving throws made to stay on such surfaces. You do not lose your Dexterity bonus to AC when making Climb checks or Acrobatics checks to cross narrow or slippery surfaces. You may maintain a climb and fire your bow without penalty while climbing.

Tropical Botanist (Elf): You are familiar with beneficial and dangerous plants. You gain a +1 trait bonus on Knowledge (nature) checks to locate or identify plants and on saving throws against the extraordinary abilities of plants.

Warrior of Old (Elf): As a child, you put in long hours on combat drills, and though time has made this training a dim memory, you still have a knack for quickly responding to trouble. You gain a +2 trait bonus on initiative checks.

Youthful Mischief (Elf): Though you gave up the life of a padfoot, scout, or minstrel decades before, you still know how to roll with the punches when things turn sour. You gain a +1 trait bonus on Reflex saves.

COMBAT TRAITS

Bane of Darkness: Having fought in many battles against demons and their minions, you have learned the best ways to kill the various creatures under their control. You gain a +2 trait bonus on weapon damage against demons, evil fey, and plants and animals corrupted by evil.

Keen Eyesight: Honing your natural born gift of keen eyesight, you are able to pick targets in melee with relative ease. You reduce the penalty for firing into melee by an amount equal to your Keen Senses racial bonus.

Warrior of Old: As a child, you put in long hours in combat drills, and though time has made this training a dim memory, you still have a knack for

quickly responding to trouble. You gain a +2 trait bonus on Initiative checks.

MAGIC TRAITS

Arcane Warrior: You spent the 100 years of your youth practicing the arcane and did it while wearing armor. You ignore up to 5% of spell failure while wearing any armor.

Astute Adept: You were a star pupil and listened closely to your teachers learning some of the more esoteric intentions behind their lectures. You gain a +1 trait bonus on all Craft, Fly, Linguistics, and Spellcraft checks.

Walking Kindred: You were born near or in a homewood tree and your parents had you drink an elixir of the tree of life's sap as an infant. Because of this, you will forever be known to the *Arsae'Laidir* tree as one of the Walking Kindred and it will know when you are within its domain. You gain a +1 trait bonus to Knowledge Nature, and this becomes a class skill for you. You also gain the +1 trait bonus to Knowledge Local (domain of the *Arsae'Laidir*), Diplomacy checks to summon aid from the *Arsae'Laidir* and Survival, while within the domain of the *Arsae'Laidir*.

REGIONAL TRAITS

Forlorn: Having lived outside of traditional elf society for much or all of your life, you know the world can be cruel, dangerous, and unforgiving of the weak. You gain a +1 trait bonus on Fortitude saving throws.

Gatekeeper: You helped maintain the elf gates and are familiar with the operation of teleportation magic. You gain a +1 trait bonus on Spellcraft checks to identify teleportation magic and a +1 trait bonus to caster level checks when casting teleportation spells. You know the proper commands to operate a particular elf gate (most likely an often used elf gate, but at the GM's discretion it may be a less popular or out-of-the-way elf gate).

Traveler: Widely traveled, you understand the people of this world better than most elves. You gain a +1 trait bonus on Diplomacy and Gather Information checks when interacting with Forlorn elves and non-elf races.

RELIGIOUS TRAITS

Dreaming Pantheist: Strongly influenced by the elves' mysterious other realm, you embrace obscure elven deities that have little influence on this realm. You gain a +1 trait bonus on Knowledge (history) checks to recognize or evaluate art, Knowledge (architecture and engineering) checks, Survival checks to hunt game, Constitution checks to run, and Spellcraft checks involving crystals or gems.

Lapsed Faith: You still remember a few prayers from your past experience serving in a temple. A number of times per day equal to your Wisdom modifier (minimum 1), you may cast *virtue* as a spell-like ability at a caster level of 1. The save DC is Wisdom-based.

Sacred Avenger: You have a special connection between you and your deity that enhances your ability to achieve vengeance. When a creature damages you with a weapon, on your next turn you gain a +1 trait bonus on weapon damage against that creature. If this creature is your sacred nemesis, this bonus increases to +2.

Starchild: The Song of the Spheres sensed your love of travel and promised you would always be able to find your way home. You can automatically determine where true north is. You gain a +4 trait bonus on Survival checks to avoid becoming lost.

Temple Prostitute: You worked in a temple as a sacred prostitute, and you know how to flatter, please, and (most of all) listen. You gain a +1 trait bonus on Gather Information and Sense Motive checks.

Wasp Whisperer: Your association with your church has toughened your flesh against venom and blessed you with the ability to influence wasps and similar insectile vermin. You gain a +1 trait bonus on Fortitude saving throws against poison. You may make Diplomacy checks (or wild empathy checks if you are a druid or ranger) to improve a Hostile or Unfriendly insectile vermin's attitude toward Indifferent.

SOCIAL TRAITS

Experience of the Elder Race: While still considered a child of your race, you have lived longer and accumulated more knowledge than most of the other races will forget. You gain a +1 trait bonus on all Knowledge and Profession skill checks, and can make checks with those skill checks untrained.

Fauna Empathy: You have spent a great deal of time trying to understand beasts both domestic and wild. You gain a +1 trait bonus on Handle Animal and Ride checks. One of these skills (your choice) will always be a class skill for you. This bonus may also be applied to the Druid's and Ranger's Wild Empathy checks.

Self-Reliant: The deep woods, misty moors, and wild glens were your childhood playground, and eventually your proving grounds in your mid youth. You gain a +1 trait bonus on all Heal checks and Survival checks, and one of these skills (your choice) is always a class skill for you.

Elden Class Options

ALCHEMIST ARCHETYPES

Botanist (Alchemist Archetype)

A botanist studies plants, researching plant adaptations and survival techniques. They utilize these studies to develop plant-based combat strategies.

Camouflage (Su): At 2nd level, a botanist discovers how to imbue their mutagens with the characteristics of plants. When brewing the mutagen, the botanist selects plant samples to add to the brew. Upon consumption, the botanist's hair and skin change color and texture to resemble a plant. This change grants a +1 alchemical bonus/level to Stealth checks in any natural environment that contains similar vegetation to the plant samples selected. For example, a mutagen containing tree samples would grant the Stealth bonus in a forest environment, whereas a mutagen containing cactus samples would grant the Stealth bonus in a desert environment.

This ability replaces poison resistance and poison use.

Adaptation (Su): At 6th level, the botanist's mutagens grant plant traits, as defined by the Pathfinder Bestiary. These traits include low-light vision (if the botanist did not already possess it), and immunity to all mind-affecting effects, paralysis, poison, polymorph, sleep effects (if the botanist did not already possess it), and stunning.

This ability replaces swift alchemy and swift poisoning.

Discovery (Su): A botanist may not learn the concussive bomb or force bomb discoveries. Instead, a botanist may select from the following additional discoveries:

Seed Bombs*: The botanist's bomb deals no damage. Instead the bomb creates a 10ft. radius area of dense plant life. The foliage is difficult terrain, 5ft. high, and provides concealment.

Vine bombs*: The botanist's bomb deals no damage. Instead, the target is wrapped in rapidly growing vines and must make a Reflex save (DC 10 + ½ botanist's level + the botanist's Intelligence modifier) or gain the grappled condition. The target is entangled instead, with a successful save. Creatures that utilize wings to fly are unable to do so, and any such airborne target immediately falls. The target may escape the vines with a successful Escape Artist check (DC 10 + ½ botanist's level + the botanist's Intelligence modifier), or by dealing 10 points of slashing damage to the vines. A botanist must be at least 4th level to select this discovery.

Bramble Brewer (Alchemist Archetype; Half-Elf)

The bramble brewer is an archetype of the alchemist class, available to half-elven alchemists.

Some half-elven alchemists merge human curiosity with their elven link to nature. Such alchemists can manipulate the forces of alchemy to create bombs that reshape terrain and defoliate swaths of vegetation or to create mutagens that bestow the resilience of oak or the tenacity of bamboo.

Briar Bombs (Su): At 2nd level, a bramble brewer gains the tanglefoot bomb discovery, but the entanglement's duration persists for a number of rounds equal to the bramble brewer's Intelligence modifier (minimum 1 round). Additionally, when a bramble brewer throws a tanglefoot bomb, it transforms all squares in its splash radius into difficult terrain that persists for as long as the bomb's entangling effect. Although these bombs deal no damage, for every 1d6 points of damage the bramble brewer's regular bombs deal, the briar bomb's splash radius increases by 5 feet.

This ability replaces the alchemist's 2nd-level discovery class feature.

Dendrite Mutagen (Su): At 1st level, a bramble brewer's mutagen still contains transformative power, but grants a treelike sturdiness rather than the feral power of standard mutagens. When imbibed, dendrite mutagen grants a +4 natural

armor bonus, a +2 alchemical bonus to one physical ability score, and a -2 penalty to the corresponding mental ability score (as per the normal mutagen class feature). In addition, the alchemist gains fast healing 1 as long as he is in an area of bright light (such as sunlight or inside the area of a daylight spell).

This ability otherwise works like the standard mutagen class feature and replaces that ability.

A bramble brewer who selects the greater mutagen discovery can create a dendrite mutagen that still grants a +4 natural armor bonus, and also grants a +4 alchemical bonus to one physical ability score and a +2 bonus to a second physical ability score. The bramble brewer takes a -2 penalty to both associated mental ability scores as long as the mutagen persists, but his fast healing increases to 3 as long as he is in an area of bright light.

This ability otherwise works like the greater mutagen discovery and replaces that ability.

A bramble brewer who selects the grand mutagen discovery can brew a dendrite mutagen that now grants a +6 natural armor bonus, a +6 alchemical bonus to one physical ability score, a +4 alchemical bonus to a second physical ability score, and a +2 alchemical bonus to a third physical ability score. The bramble brewer takes a -2 penalty to his Intelligence, Wisdom, and Charisma scores as long as the mutagen persists. The bramble brewer's fast healing increases to 5 as long as he is within an area of bright light.

This ability otherwise works like the grand mutagen discovery and replaces that ability.

Grand Discovery (Su): At 20th level, a bramble brewer who selects the true mutagen grand discovery can create a dendrite mutagen that grants a +8 natural armor bonus and a +6 alchemical bonus to Strength, Dexterity, and Constitution. The bramble brewer takes a -2 penalty to his Intelligence, Wisdom, and Charisma scores as long as the mutagen persists. The bramble brewer's gains fast healing 10, but instead of only gaining fast healing in bright light, this fast healing persists in areas of bright or normal light. A bramble brewer

must possess the grand mutagen discovery before selecting this discovery.

Discoveries

The following discoveries complement the bramble brewer archetype: precise bombs; defoliant bomb; lingering spirit, strafe bomb, sunlight bomb.

ANTIPALADIN ARCHETYPES

Spider Champion (Antipaladin Archetype)

A spider champion pledges their life and soul to the service of a spider deity.

Class Skills: A spider champion gains Climb as a class skill.

Aspect of the Swarm (Su): At 2nd level, a spider champion gains the ability to transform his body into a swarm of spiders for a number of rounds per day equal to $\frac{1}{2}$ his antipaladin level. These rounds need not be consecutive, and objects carried at the time of transformation transform with him. This polymorph effect replaces his abilities and statistics with that of a spider swarm (Bestiary 258), except that he retains his hit points and saving throws.

This ability replaces touch of corruption.

Poison Immunity (Ex): At 3rd level, a spider champion becomes immune to all non-magical poisons.

This ability replaces plague bringer.

Web (Ex): At 3rd level, a spider champion gains the web special attack, as per the universal monster rules. He may make a ranged touch attack up to a maximum of 50 ft., with a 10 ft. range increment. The web has a number of hit points equal to the spider champion's antipaladin levels. Entangled creatures may burst the web with a Strength check (-4 penalty if caught in the web), or escape with a successful Escape Artist check. The DC for either check is $10 + \frac{1}{2}$ his antipaladin level + his Constitution modifier. The spider champion may cast an additional web at 6th level, and every 3 levels thereafter.

This ability replaces cruelty.

Spells: A spider champion adds the following spells to their spell lists. 1) *spider climb*, 2) *vomit swarm*, 3) *giant vermin* (spiders only), 4) *phantasmal web*.

OATH OF THE SPIDER QUEEN (PALADIN ARCHETYPE) 5e

Sometimes called Spider Champions, these paladins pledge their life and soul to the service of a spider deity. They believe in evil and trickery, spinning their own webs of intrigue in her name. A paladin must be evil to become a Spider Champion.

Oath Spells

You gain oath spells at the paladin levels listed.

Paladin Level	Spells
3 rd	<i>spider climb, darkness</i>
5 th	<i>web, armor of agathys</i>
9 th	<i>invisibility, enlarge/reduce</i>
13 th	<i>feign death, vampiric touch</i>
17 th	<i>black tentacles, greater invisibility</i>

Channel Divinity

Aspect of the Swarm: As an action, you gain the ability to use your Channel Divinity ability transform your body into a swarm of spiders. You gain the hit points and all abilities of the swarm. If the swarm form is reduced to zero hit points, you revert back to your normal form, and any hit point damage inflicted beyond 0 hit points is transferred to your hit points.

Web: At 7th level, you can cast *web* once per short rest as an action that does not cost a spell slot.

Summon Spiders: At 15th level, you may summon spiders as per the *conjure animals* spell once per short rest as an action that does not cost a spell slot. You may only summon spiders with this ability.

Spider Form: At 20th level you may transform into a spider, similarly to a druid of equal level. You may use this ability to turn into a spider of up to CR 3, and may perform this ability twice. You regain this ability after a short rest.

CAVALIER ORDERS

Order of the Horn and Order of the Wing

The order of the horn and order of the wing are identical, except as where noted. Each of these cavalier orders enjoy a good natured rivalry with each other, and regularly meet to boast and compare exploits. Membership in the Order of the Horn is limited to good aligned fey and humanoid females. Membership in the Order of the Wing is limited to good aligned fey and humanoid males.

Edicts: The cavalier must pledge to defend the woodlands from danger. They must also speak Sylvan and remain of good alignment.

Challenge: Whenever the cavalier issues a challenge, the cavalier and their mount each receive a +1 morale bonus on their saving throws against spells or abilities originating from the target of their challenge. This bonus increases by +1 for every four levels the cavalier possesses.

Skills: An order of the horn cavalier adds Heal and Knowledge (nature) to her list of class skills. In addition, whenever the cavalier uses Heal to treat another creature, she receives a bonus on the check equal to ½ her cavalier level (minimum +1).

An order of the wing cavalier adds Acrobatics and Knowledge (nature) to his list of class skills. In addition, when using Acrobatics to reduce falling damage, he may reduce the damage taken from a fall by an amount equal to ½ his cavalier level (minimum -1).

Order Abilities: An order of the horn / wing cavalier gains the following abilities as they increases in level.

Muster Stallion / Mare (Sp): At 2nd level, the cavalier's mount class feature takes on a magical nature. Once per day, the cavalier is able to summon their bonded mount as a spell-like ability. The creature remains until dismissed as a standard action back to the location from which they were last summoned.

Noble Steed (Ex): At 8th level, the cavalier's normal mount is replaced with an elite mount. An order of the horn cavalier forms a bond with a unicorn, whereas an order of the wing cavalier bonds with a

pegasus. The cavalier's bond with her original mount is broken, and the new steed has immediate access to the steed advances as normal for a cavalier's mount.

Uncommon Bond (Su): At 15th level, the cavalier's bond with their mount deepens, granting the cavalier and their mount an intuitive knowledge of each other's intentions. When either the cavalier or their mount makes an attack against the same target, they gain an insight bonus equal to the cavalier's Charisma bonus to that attack. This bond also allows them to communicate telepathically while the cavalier is astride their mount.

DRUID ARCHETYPES

Forest Sentinel (Druid Archetype)

The Forest Sentinels are the militant fist of the Elven Druidic Circles. Capable warriors and survivalists, they help secure the borderlands along with their ranger brethren.

Enhanced Spell List: The forest sentinel adds *alter self*, *magic weapon*, *greater magic weapon* and *whispering wind* to her spell list. She gains the magic weapon spells as if they were equivalent to *magic fang* and *greater magic fang* spells.

Natural Empathy (Ex): The elven connection to nature is far more intense than any of the other races. The forest sentinel adds half her class level (minimum 1) to all Knowledge (nature) and Survival checks.

This ability replaces nature sense.

Bow Staff (Su): At 4th level, the forest sentinel can transform any bow she wields into a quarterstaff or vice versa as a swift action. This does not provoke an attack of opportunity. The bow is always a composite bow (longbow or shortbow) with a strength rating equal to the forest sentinel's current Strength score. If the bow is enchanted, the enchantment does not affect the quarterstaff, likewise an enchanted quarterstaff doesn't transfer its enchantment to a transformed bow. However if either weapon was temporarily enchanted by the forest sentinel via the *magic weapon* or *greater magic weapon* spell, the enchantment does transfer from one form to the other.

This ability resist nature's lure.

Hybrid Form (Su): At 8th level, the forest sentinel can expend two of her wild shape abilities and become a hybrid of her natural state and the animal she is wild shaping into. If the animal she is shaping into is Tiny, her hybrid form is Small, Small becomes Medium, Medium remains Medium, Large becomes Medium, and Huge becomes Large. This only functions when wild shaping into animal or plants; it does not function for her elemental wild shaping. Her type remains the same as whatever animal or plant she wild shaped into, and she gain all of the advantages of the animal or plant she would normally gain through wild shaping, but essentially she is in humanoid form. While in the hybrid form, she may speak, cast spells, and use weapons.

This ability replaces a thousand faces.

Nature's Bounty (Su): At 10th level, once per day the forest sentinel may speak to a tree or plant and have it perform one of the tasks listed below. At 14th level, she may do this twice per day, and 3 times per day at 18th level.

- **Cling Foot Moss:** The forest sentinel collects moss and lichen from the surrounding flora and places it upon the soles of her boots/shoes/feet. The moss performs as a *spider climb* spell except that the forest sentinel does not need to use her hands, leaving them free to use or attack as she wishes. The forest sentinel may produce this moss and store it in a sealed container, but it only retains this ability for half as many days as the forest sentinel has class levels. Once exposed and applied, the effect only lasts for 10 minutes per forest sentinel level.
- **Produce Arrows:** The flora produces 20 arrows. These arrows are of masterwork quality and the fletching and arrow heads are made of organic material. The fletchings are "feathered" leaves and the arrow heads are made of amber – though every bit as hard and sharp as steel. At 15th level as a swift action, the forest sentinel may imbue the arrows with potent power of the forest, becoming functioning as a bane weapon enchantment against a creature type of the

forest sentinel's choosing. These will remain enchanted thusly for 24 hours or until used. Once chosen (at the time the arrows are created), the creature type cannot be changed until new arrows are created. This enchantment only works for the forest sentinel.

- *Produce Restorative Ointment:* The flora will exude an ointment that has the same powers and functions as restorative ointment (see page 526 core rules). At 10th level, the forest sentinel can extract enough ointment for 1 application per use of this ability. At 15th level, she may extract enough for up to 2 applications.
- *Succor the Masses:* The flora will produce the necessary ingredients for the forest sentinel to create elven way bread for a number of people equal to her class level. Each wafer will sustain a Medium sized creature for a full day, and grants the following effects; the bread removes the fatigued condition and imbues its imbiber with the effects of the Endurance feat. At 10th level the bread gains the ability of the *lesser restoration* spell. In either situation, the effects are for one day only, and may only be used in this manner once per week per person eating the bread. Creating the bread for the ingredients takes 10 minutes per wafer created.
- *Tremorsense Ointment:* The forest sentinel may concoct a salve that she places over her entire body. She gains the tremorsense ability in a 15 foot radius as long as she is in a natural environment. The effect lasts for a number of hours equal to her Wisdom modifier.
- *Wild Healing:* The forest sentinel may collect ingredients to make a healing unguent. The unguent heals 1d6 + 1 hit point per two forest sentinel levels. She may create enough unguent to affect as many creatures as 1 + her Wisdom modifier. This stacks with any other natural healing that she uses or the recipient may receive. At 15th level, the forest sentinel may produce a drink that has the same effects as the

unguent, and also grants the imbiber fast healing 2 for 8 hours.

This ability replaces venom immunity and timeless body.

Ley Line Channeler (Druid Archetype)

Ley line channelers are a sect of druids who have spent their training divining the sources and powers of the ley lines that crisscross the world and traverse the universe. These are the druids responsible for erecting standing stones, menhirs, and obelisks at ley line crossings or points where the lines are exceptionally strong. Many are adventurers simply looking to have comradery while they search for such places, while others actively seek out adventurous souls to help them defend such areas.

Spell Casting: A ley line channeler draws magic from the ley lines which cross and permeate the world and connect the planes. These spells are drawn from the druid spell list, plus a handful of other spells: At 1st and every odd level after that, the ley line channeler adds one arcane spell to her spell list of the highest level she can cast from the Sorcerer/Wizard spell list. For example, a 1st level ley line channeler could add *mage armor* to her list, and at 3rd level she could add *web*. These spells are considered druid spells and are cast in the same manner. Her alignment may restrict her from casting certain spells opposed to her moral or ethical beliefs; see chaotic, evil, good, and lawful spells. A ley line channeler is a spontaneous caster, but unlike other spontaneous casters, she does not have a list of spells known, instead she may cast any spell from her enhanced druid list. However, a ley line channeler must have a channeling rod, which is detailed below.

To cast a spell, the channeler must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a druid's spell is 10 + the spell level + the channeler's Wisdom modifier.

Like other spellcasters, a ley line channeler can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: Druid. In addition, she receives bonus spells per day if she has a high Wisdom score (see Table: Ability Modifiers and Bonus Spells).

The channeler must spend 1 hour each day in a trance-like meditation on the mysteries of nature to regain her daily allotment of spells. A druid may cast any spell on her druid spell list, provided that she can cast spells of that level, but she must have her channeling rod in order to do so. If a channeler attempts to cast a spell without her bonded object in hand, she must make a concentration check or lose the spell. The DC for this check is equal to 20 + the spell's level.

The channeling rod is not subject to *dispel magic*, as it is a conduit and not the source of magic for the channeler. However, if the rod is enhanced in any way, it is subject to the rules below.

This alters the druid's spellcasting ability.

Channeling Rod: The channeling rod is an item bonded to the channeler and attuned to ley line magic. It is acquired at 1st level, is not made of any special material, and is always of masterwork quality. The object must be held in at least one hand. If a channeler attempts to cast a spell without her bonded object in hand, she must make a concentration check or lose the spell. The DC for this check is equal to 20 + the spell's level.

A bonded object can be used once per day to cast any one spell that the channeler has in her spell list and is capable of casting. This spell is treated like any other spell cast by the channeler, including casting time, duration, and other effects dependent on the channeler's level. This spell cannot be modified by metamagic feats or other abilities.

A channeler can add additional magic abilities to her bonded object as if she has the required item creation feats and if she meets the level prerequisites of the feat. For example, a channeler who wants to enhance her rod or staff as a weapon, must be at least 5th level to add magic abilities to it (see Craft Magic Arms and Armor feat). If the bonded object is a magical staff, it loses its staff abilities when its last charge is consumed, but it is not destroyed and it retains all of its bonded object properties and can be used to craft a new staff. The magic properties of a bonded object, including any magic abilities added to the object, only function for the channeler who owns it. If a bonded object's owner dies, or

the item is replaced, the object reverts to being an ordinary masterwork item of the appropriate type.

If a bonded object is damaged, it is restored to full hit points the next time the channeler goes into her druidic trance-like meditation. If the bonded channeling rod is lost or destroyed, it can be replaced after 1 week in a special ritual that costs 200 gp per channeler level plus the cost of the masterwork item. This ritual takes 8 hours to complete. Items replaced in this way do not possess any of the additional enchantments of the previous bonded item. A channeler can designate an existing magic item as her bonded item. This functions in the same way as replacing a lost or destroyed item except that the new magic item retains its abilities while gaining the benefits and drawbacks of becoming a bonded item.

The channeling rod is a staff or rod that has been attuned to ley line magic. It is the channeler's conduit to her spells as well as other abilities. This rod is attuned to the channeler as well, and shape changes with her. While in wild shape form, the rod is considered to be wielded by the channeler.

The channeler gains a +4 bonus to her CMD on disarm and sunder attempts against her channeling rod.

The ley line channeler's channeling rod serves as an arcane bond for the purposes of feats or other functions.

This replaces the nature bond and nature sense.

Conduit Surge (Su): At 1st level, a ley line channeler is adept at channeling energy from ley lines to enhance her own spells. As a swift action, she can increase her effective caster level for the next spell she casts in that round by 1d4 - 1 levels. After performing a conduit surge, the ley line channeler must succeed at a Fortitude save (DC = 10 + level of spell cast + number of additional caster levels granted) or become staggered for a number of minutes equal to the level of the spell cast. At 8th level, the caster level increase becomes 1d4. She can use this ability a number of times per day equal to 3 + her Wisdom modifier.

This ability replaces wild empathy.

Wild Shape (Su): At 10th, 12th, and 14th levels the ley line channeler may wild shape as if using *form of the dragon I*, II, and III, respectively.

This alters the druid's wild shape ability and replaces timeless body.

Treesinger (Druid Archetype; Elf)

The treesinger is an archetype of the druid class, available to elven druids.

Elves live far longer than other common races, and a single elf may see whole empires rise and fall. Given the impermanence of the cultures around them, it's small wonder that some elves turn to the timeless growth of nature for solace, finding allies among the great trees themselves, and even leading the forest's plants into combat.

Plant Bond (Ex): At 1st level, a treesinger forms a mystic bond with plant life. This bond can take one of two forms.

The first grants the treesinger one of the following domains: Plant; Growth; Jungle, Swamp. When determining the powers and bonus spells granted by this domain, the treesinger's effective cleric level is equal to her druid level. A treesinger who selects this option also receives additional domain spell slots, just like a cleric. She must prepare the spell from her domain in this slot, and this spell cannot be used to cast a spell spontaneously.

The second option is to form a close bond with a plant companion. A treesinger may begin play with any of the plants listed below. This plant is a loyal companion that accompanies the treesinger on her adventures. Except for the companion being a creature of the plant type, drawn from the list below, this ability otherwise works like the standard druid's animal companion ability.

Plant bond replaces the druid's nature bond ability.

Plant Companions: Each plant companion has different starting sizes, speed, attacks, ability scores, and special qualities. All plant attacks are made using the creature's full base attack bonus unless

otherwise noted. Plant attacks add the plant's Strength modifier on the damage roll, unless it has only one attack, in which case it adds 1-1/2 times its Strength modifier. Some plant companions have special abilities, such as scent. Plant companions cannot gain armor or weapon proficiency feats, even as they advance in hit dice, and cannot use manufactured weapons at all unless their description says otherwise.

As you gain levels, your plant companion grows in power as well. It gains the same bonuses that are gained by animal companions, noted on Table: Animal Companion Base Statistics. Each plant companion gains an additional bonus, usually at 4th or 7th level, as listed with each plant choice. Instead of taking the listed benefit at 4th level, you can instead choose to increase the companion's Strength and Constitution by 2.

Carnivorous Flower

Starting Statistics

Size Small; **Speed** 30 ft., climb 10 ft.; **AC** +2 natural armor; **Attack** bite (1d6);

Ability Scores Str 10, Dex 17, Con 15, Int 2, Wis 12, Cha 10;

Special Qualities low-light vision, scent.

4th-Level Advancement

Size Medium; **Attack** bite (2d6);

Ability Scores Str +4, Dex -2, Con +2;

Special Attacks rage (1/day, as the barbarian class feature for 6 rounds).

Crawling Vine

Starting Statistics

Size Medium; **Speed** 20 ft., climb 20 ft.; **AC** +2 natural armor; **Attack** slam (1d4);

Ability Scores Str 13, Dex 17, Con 13, Int 1, Wis 12, Cha 2;

Special Attacks grab; **Special Qualities** low-light vision, scent.

4th-Level Advancement

Size Large; **AC** +1 natural armor; **Attack** slam (1d6);

Ability Scores Str +8, Dex -2, Con +4; **Special Attacks** constrict 1d6.

Puffball (Floating Fungus)

Starting Statistics

Size Small; **Speed** 20 ft., fly 60 ft. (average); **AC** +1 natural armor; **Attack** thorn (1d4 plus poison);

Ability Scores Str 10, Dex 15, Con 12, Int 2, Wis 14, Cha 6;

Special Attacks poison (Frequency 1 round [6],
Effect 1 Con damage, Cure 1 save, Con-based DC);
Special Qualities low-light vision.

4th-Level Advancement

Ability Scores Str +2, Con +2.

Sapling Treant

Starting Statistics

Size Medium; **Speed** 30 ft., climb 30 ft.; **AC** +1 natural armor; **Attack** 2 slams (1d6);

Ability Scores Str 15, Dex 10, Con 12, Int 2, Wis 12, Cha 7;

Special Qualities double damage against objects, low-light vision.

4th-Level Advancement

Size Large; **AC** +2 natural armor; **Attack** 2 slams (1d8);

Ability Scores Str +8, Dex -2, Con +4.

Green Empathy (Ex): At 1st level, a treesinger can improve the attitude of a plant creature. This ability functions just like a Diplomacy check made to improve the attitude of a person. The treesinger rolls 1d20 and adds her druid level and her Charisma modifier to determine the wild empathy check result. The typical wild plant creature has a starting attitude of indifferent.

To use green empathy, the treesinger and the plant creature must be within 30 feet of one another under normal conditions. Generally, influencing a plant creature in this way takes 1 minute but, as with influencing people, it might take more or less time.

A treesinger can also use this ability to influence an animal, but she takes a -4 penalty on the check.

This ability replaces wild empathy.

Wild Shape (Su): At 4th level, a treesinger gains the ability to wild shape. This ability functions at her actual druid level. A treesinger cannot use wild

shape to adopt an animal or elemental form. Instead, when she gains this ability at 4th level, she can assume the form of a Small or Medium plant. This functions as plant shape I, except the treesinger does not yet gain access to the constrict or poison abilities of the plant form assumed.

At 8th level, the treesinger's wild shape gains the full range of abilities available from plant shape I. At 10th level, a treesinger can assume the form of a Large or Tiny plant. Her wild shape ability now functions like plant shape II.

At 12th level, a treesinger can assume the form of a Huge plant. Her wild shape ability now functions like plant shape III.

This ability replaces, and otherwise functions like, the normal druid wild shape ability.

Verdant Lord (Druid Archetype)

Verdant lords are masters of plant life. They adopt floral adaptations, becoming more plant-like as they progress in power.

Nature Bond (Ex): A verdant lord may not take an animal companion, and may only select from the Plant or Weather domains when choosing this class feature.

Photosynthesis (Su): Verdant lords that spend at least 4 hours barefoot, and in direct sunlight, receive enough nourishment and rest to fulfill their food and sleep requirements for the day.

This ability replaces nature sense.

Spontaneous Casting: A verdant lord can channel unexpended spell energy into her nature bond. She can "lose" a prepared spell in order to cast any domain spell of the same level or lower. This ability replaces the ability to spontaneously cast summon nature's ally spells.

Wild Shape (Su): Verdant lords may not select animal or elemental forms (they may still assume plant forms), but gain the additional capability of becoming a cloud of pollen. This use of wild shape functions like the gaseous form spell. Verdant lords of the aquatic subtype may instead select the ability

to wild shape into an algae bloom, but once the choice is made, it cannot be changed. An algae bloom functions like the gaseous form spell, but only works under water, and alters the verdant lord's swim speed and Swim checks instead of her fly speed and Fly checks.

Botanical Evolution (Su): At 5th level, a verdant lord acquires additional plant features beyond photosynthesis. Their skin may look waxy and carry a green (or greener) tint, or it may wrinkle and harden like bark. Their hair may look like vines, flower petals, or leaves that change color with the seasons. In addition, the verdant lord chooses one of the following benefits. The verdant lord may select an additional benefit at 10th, 15th, and 20th levels. Features may be selected more than once.

Aroma: The verdant lord receives a +1 alchemical bonus to all Charisma based skill checks, or increases their existing alchemical bonus by +1.

Bark: The verdant lord receives a +1 natural armor bonus, or increases their existing natural armor bonus by +1.

Hardness: The verdant lord gains damage reduction 1, or increases their existing DR by +1.

Thistles: When the verdant lord grapples an opponent, or an opponent successfully strikes her with an unarmed or natural melee attack, the opponent takes 1d4 + 1 nonlethal piercing damage, and is sickened for 1d4 rounds with an itching rash. A successful DC 15 Fortitude save negates the sickened effect. Selecting this benefit more than once increases the damage and Fort DC each by an additional +1.

Thorns: The verdant lord's fingernails and toenails become sharp thorns. These natural weapons allow the verdant lord to make two claw attacks as a full-attack action, using their full base attack bonus. Each claw deals 1d4 damage (1d3 if small), plus the verdant lord's Strength modifier. Selecting this benefit more than once grants a cumulative +1 magical bonus to the claws.

Toxin: Once per day, the verdant lord may excrete sassone leaf residue from his pores, as an immediate

reaction to being grappled or struck by a natural or unarmed melee attack. This excretion exposes the opponent to a single dose of the poison. Selecting this benefit more than once increases the number of times per day the verdant lord may excrete the toxin from her pores.

This ability replaces wild empathy, trackless step, and a thousand faces.

Plant Form (Ex): At 20th level, the verdant lord's creature type changes to plant. She gains low light-vision, immunity to all mind affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep effects, and stunning.

This ability replaces timeless body.

VERDANT LORD (DRUID ARCHETYPE) 5E

Verdant lords are masters of plant life. They adopt floral adaptations, becoming more plant-like as they progress in power. They are not members of druid circles, preferring solitude and quiet contemplation.

Verdant Stride: At 2nd level, you can walk through normal and magical difficult terrain caused by plants with ease. Any such terrain never hinders your movement or causes damage.

Photosynthesis: At 6th level, you if spend at least 4 hours barefoot and in direct sunlight, you receive enough nourishment and rest to spend a Hit Die and regain hit points as though you had taken a short rest. If you spend 8 hours in this fashion, you gain the benefits of a long rest.

Plant Transformation: At 10th level, if you use Wild Shape to transform into a plant creature, you may transform into such a creature whose CR is up to 1/3rd your druid level. You also gain a natural armor class of 11.

Greater Plant Transformation: At 14th level, you acquire additional plant features beyond photosynthesis. Your skin may look waxy and carry a green (or greener) tint, or it may wrinkle and harden like bark and your hair may look like vines,

flower petals, or leaves that change color with the seasons. Your natural armor class improves to 14.

FIGHTER ARCHETYPES

Elven Archer (Fighter Archetype)

Elven archers train for at least a hundred year with the bow before ever stepping onto a battlefield. They tend to prefer light armors, avoiding the encumbrance that larger armors cause their swift movements.

Skills: The elven archer loses Knowledge (dungeoneering) and (engineering) from his class skill list, instead gaining Perception and Stealth as class skills.

Elven Bowmanship (Ex): At 1st level, the elven archer fires his shots reflexively and instinctually, gaining his Dexterity modifier as damage on all ranged attacks with a bow.

This replaces the elven archer's medium and heavy armor proficiencies and tower shield proficiency.

Archery Combat Style Feat (Ex): At 2nd level, the elven archer gains the archery combat style as a ranger, except that his training in archery and combat is far more extensive than that of a ranger.

The Elven Archer's expertise manifests in the form of bonus feats at the levels a fighter gains his bonus feats. He can choose feats from the archery combat style, even if he does not have the normal prerequisites.

The benefits of the elven archer's style feats apply only when he wears light or no armor. He loses all benefits of his combat style feats when wearing armor heavier than light.

At 2nd level the elven archer may add the following feats to his combat style list.

Combat Reflexes, Deadly Aim, Deadly Focus*, Elven Accuracy, Elven Point Blank Shot*, Elven Weapon Focus*, Far Shot, Focused Shot, Intuitive Shot*, Of Blade and Bow*, Point-Blank Shot, Point Blank Master, Precise Shot, Quick Draw, Rapid Shot, Running Shot*, Two Weapon Fighting and Weapon Finesse.

At 6th level, the elven archer may add the following feats to his combat style list.

Clustered Shots, Deflecting Shot*, Distance Thrower, Elven Snap Shot*, Elven Deflect Arrow*, Elven Manyshot, Improved Precise Shot, Keen Accuracy*, Leaf Dancer*, Lethal Grace*, Lightning Shot*, Manyshot, Opening Volley, Parting Shot, Snap Shot, and Stalwart Archer*.

At 10th level, the elven archer may add the following feats to his combat style list.

Bounding Shot*, Close-Quarters Thrower, Greater Elven Weapon Focus*, Improved Deflecting Shot*, Improved Snap Shot and Pinpoint Targeting.

This alters the bonus feats the fighter gets starting at 2nd level and every other level after that.

*New feats from *Wardens of the Wild*

Precise Targeting (Ex): At 2nd level, the elven archer's shots are so precise he almost never fails critical confirmation checks. He gains a +1 bonus to critical confirmation checks with a bow at 2nd level, and then another +1 at 6th, 10th, 14th and 18th level.

This ability replaces bravery.

Shot on the Run (Ex): At 3rd level, the elven archer gains the Shot on the Run feat as a bonus feat. He does not need to meet the prerequisites for this feat.

This replaces armor training 1 and 2.

Camouflage (Ex): Beginning at 7th level, the elven archer may use the Stealth skill to hide in forest terrain, even if he does not have cover or concealment.

This replaces armor training 3.

Volley (Ex): At 15th level, as a full-round action, an archer can make a single bow attack at his highest base attack bonus against any number of targets in a 10-foot cube, making separate attack and damage rolls for each creature.

This ability replaces armor training 4.

Elf Shot (Ex): At 19th level, the elven archer increases the threat range with any bow he uses by 1. This ability stacks with either a bow with the keen ability on it, or with the Improved Critical feat (for bows).

This ability replaces armor mastery.

ELVEN ARCHER (FIGHTER ARCHETYPE 5e)

Elven archers have trained with the bow for more than a hundred years before most other races ever engage in their first battle. Their aim is true, and they consider archery an art, as much as it is a tool of war.

Elven Archery: At 3rd level, you may spend a bonus action to gain a bonus on one ranged attack roll equal 1/2 your proficiency bonus.

Precise Targeting: At 7th level, your attacks are so precise that all of your ranged attacks score a critical hit on a roll of 19-20.

Volley: At 10th level, you can use his action to make a ranged attack against any number of targets within a 20 foot cube. You make attacks as normal against each target.

Perfect Aim: At 15th level, the elven archer never suffers disadvantage on ranged attack rolls within 30 feet.

Deadly Targeting: At 18th level, the elven archer's ranged attacks score critical hits on 18-20.

Ghost Warrior (Fighter Archetype)

Using stealth and mobility over up front combat, the ghost warrior uses attrition and intimidation to whittle down foes.

See, Not Seen: The ghost warrior gains Perception and Stealth as class skills. You gain the Skill Focus (Stealth) feat.

This replaces the Knowledge (dungeoneering) and Knowledge (engineering) class skills, medium and heavy armor proficiency and tower shield proficiency.

Ghost Tactics (Ex): The ghost warrior strives to strike near lethal fear into his opponents. He may do this in a number of ways. Perhaps he deals massive damage to a foe in a single strike, maybe he kills one enemy within their own encampment while they are sleeping and lets others live, or sneaks in to an enemy camp and steals an important item, or maybe even striking an opponent in the midst of his fellows and remaining unseen. At 3rd level, if the ghost warrior manages any of these tactics (or something similar, at the GM's discretion), he gains a +5 competence bonus on Intimidate checks to demoralize all foes who witness his handiwork. This bonus increases by +5 at 7th level and every 4 levels after (to a maximum of +20 at 15th level). Unlike normal Intimidate checks, the ghost warrior's tactics ensure an effective outcome. Successfully demoralized opponents remain shaken for 24 hours.

This ability replaces armor training 1, 2, 3, and 4.

Sly Training (Ex): At any time the ghost warrior gains a bonus feat, he may instead choose a rogue talent.

True Ghost (Su): At 10th level the ghost warrior may cast *vanish* once per day at a caster level equal to his class level. At 16th level he may cast the spell twice per day.

This replaces the bonus feats he gains at levels 10 and 16.

Scared to Death (Su): At 20th level, the ghost warrior can, as a standard action, make a single attack against an opponent he has successfully used his ghost tactics on, at his full base attack bonus. If the attack hits, the target takes damage normally and must make a Fortitude save or die. The DC of this save is equal to 10 + 1/2 the ghost warrior's level + his Charisma modifier. A ghost warrior can choose instead to deal an amount of nonlethal damage equal to the creature's current hit points. A successful save negates this damage. A ghost warrior can use this ability once per day against each enemy he has successfully used ghost tactics on, but not against the same creature more than once in a 24-hour period.

This ability replaces weapon master.

MAGUS ARCHETYPES

Spell Dancer (Magus Archetype; Elf)

The spell dancer is an archetype of the magus class, available to elven magi.

The strong emphasis on wizards within elven culture influences how even non-wizard elves see themselves. Many elven magi do not consider themselves masters of a blend of martial and magical talents, but rather a sub-category of wizards who study the effect of physical movement and techniques upon spellcasting ability. They believe their ability to cast spells while fighting is an outgrowth of the concept of the “spell dance,” which itself is just another kind of wizardry.

Class Skills: A spell dancer adds Acrobatics and Perform (dance) to his list of class skills and removes Intimidate and Ride from his list of class skills.

Spell Dance (Su): At 1st level, a spell dancer gains the ability to expend 1 point from his arcane pool as a swift action to gain a +10 enhancement bonus to his movement rate and a +2 dodge bonus to Armor Class against attacks of opportunity provoked by moving through threatened spaces for 1 minute. For every four levels beyond 1st, the spell dancer gains another +10 enhancement bonus to movement and +2 to AC against attacks of opportunity provoked from movement. At 5th level, once per spell dance as a swift action, the spell dancer may use one of the following on himself as a swift action: blur, fly, or haste. These abilities last for 1 round. At 9th level, the spell dancer may instead take a swift action to use dimension door as a spell-like ability once during a spell dance. At 13th level, the spell dancer may instead choose to take a swift action to gain freedom of movement for 1d4 rounds.

This ability replaces the magus's ability to expend points from his arcane pool as a swift action to grant any weapon he is holding magic bonuses for 1 minute.

Arcane Movement (Su): At 5th level, whenever a spell dancer casts a magus spell, he gains a competence bonus on Acrobatics, Climb, Escape

Artist, and Stealth checks equal to the spell's level until the beginning of his next turn.

This ability replaces the bonus feat a magus receives at 5th level.

Dance of Avoidance (Su): At 7th level, while wearing light armor or no armor, a spell dancer gains a +2 insight bonus to Armor Class.

This ability replaces the medium armor class feature.

Greater Dance of Avoidance (Su): At 13th level, while wearing light armor or no armor, a spell dancer's insight bonus to Armor Class increases to +4.

This ability replaces the heavy armor class feature.

Magus Arcana: The following magus arcana complement the spell dancer archetype: arcane cloak, prescient defense, close range, concentrate, hasted assault, spell shield.

ORACLE ARCHETYPES

Ancient Lorekeeper (Oracle Archetype; Elf)

The ancient lorekeeper is a repository for all the beliefs and vast knowledge of an elven people. She shows a strong interest in and understanding of histories and creation legends at a young age, and as she matures her calling to serve as the memory of her long-lived people becomes clear to all who know her.

Class Skills: An ancient lorekeeper adds Knowledge (arcane) and Knowledge (local) to her list of class skills. Whenever she makes a Knowledge check of any kind about a question regarding elves (creatures of the elf subtype), the ancient lorekeeper adds half her class level on her check. This replaces the bonus skills the ancient lorekeeper gains from her mystery.

Elven Arcana (Ex): At 2nd level, an ancient lorekeeper's mastery of elven legends and philosophy has allowed her to master one spell used by elven wizards. She selects one spell from the sorcerer/wizard spell list that is at least one level lower than the highest-level oracle spell she can cast. The ancient lorekeeper gains this as a bonus spell known. The spell is treated as one level higher

than its true level for all purposes. The ancient lorekeeper may choose an additional spell at 4th, 6th, 8th, 10th, 12th, 14th, 16th, and 18th levels.

This ability replaces the bonus spells she would normally gain at these levels from her chosen mystery.

Mysteries

The following oracle mysteries complement the ancient lorekeeper archetype: Lore, Nature, Waves, Wind; Ancestor, Time, Wood.

RANGER ARCHETYPES

Forest Sentinel (Ranger Archetype)

Elven forest sentinels are rangers that are dedicated to the protection of the forest homes of the elves. Since they never know which enemy they have to fight, the sentinels have tapped into a deep reservoir of power channeling power from the land into their weapons, giving them the ability to fight any foe that threatens the elfwood and its surrounding borders. Frequently these guardians are sent on missions far and wide giving them a chance to see and understand the outside world. Many of these become adventurers after seeing the world outside their homes.

Stalker (Ex): At 1st level, the forest sentinel gains forest as a favored terrain. While in any of his favored terrains the ranger may stalk his prey for up to 5 rounds, studying them. For each round he stalks his opponents unnoticed, he gains a +1 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against them.

This replaces the favored enemy ability gained at 1st level.

Woodland Stride (Ex): Starting at 4th level, a ranger may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion, however, still affect him.

This replaces the hunter's bond ability.

Bane (Su): At 5th level, a forest sentinel can imbue one of her weapons with the bane weapon special ability as a swift action. She must select one creature type when she uses this ability (and a subtype if the creature type selected is humanoid or outsider). Once selected, the type can be changed as a swift action. This ability only functions while the forest sentinel wields the weapon. If dropped or taken, the weapon resumes granting this ability if it is returned to the forest sentinel before the duration expires. This ability lasts for a number of rounds per day equal to the forest sentinel's level. These rounds do not need to be consecutive.

At 10th level, whenever a forest sentinel uses her bane ability, the amount of bonus damage dealt by the weapon against creatures of the selected type increases to 4d6.

This replaces the favored enemy abilities gained at 5th, 10th, 15th, and 20th levels.

Wild Stride (Ex): At 7th level, a forest sentinel gain the ability to move through natural hazards of her favored terrain (such as bogs, loose sand, snow, ice, rockslides, and so on) at her normal speed without taking damage or suffering any other impairment (in effect, this is the woodland stride ability applied to non-plant environmental hazards). Terrain hazards that have been magically manipulated to impede motion still affect him.

This replaces the woodland stride ability gained at 7th level.

Quarry, Improved Quarry, and Master Hunter (Ex): The ranger's quarry, improved quarry and master hunter's ability work with any target the forest sentinel has chosen for his bane weapon ability.

This alters the quarry, improved quarry and master hunter abilities.

Limb Strider (Ranger Archetype)

A limb strider specializes in arboreal combat, and maximizes the combat advantage of obtaining higher elevation against their enemies.

Athletic Dominance (Ex): A limb strider adds 1/2 his level (minimum 1) to both his Acrobatics and Climb skill checks.

This ability replaces track and wild empathy.

Death From Above (Ex): At 1st level, a limb strider gains a +1 competence bonus on weapon attacks and damage rolls against targets at a lower elevation. At 5th level, and every 5 levels thereafter these bonuses increase by +1.

This ability replaces favored enemy.

Limb Walker (Ex): At 3rd level, a limb strider may move along narrow surfaces as per the ledge walker rogue talent.

This ability replaces endurance.

Climb (Su): At 8th level, a limb strider gains a climb speed equal to 1/2 his base land speed.

This ability replaces swift tracker.

Lone Wolf (Ranger Archetype)

The lone wolf cares little for others and relies on no one but themselves. They focus more on their environment and rely on a chosen weapon.

Lone Wolf: The lone wolf cannot gain an animal companion. Furthermore, he suffers a -4 penalty on all Diplomacy and Handle Animal checks.

Additional Favored Terrain: At 1st level, the lone wolf gains a favored terrain.

This ability replaces wild empathy.

Chosen Weapon: At 4th level, you become so familiar with your chosen weapon that your attacks score critical hits on rolls of 19-20. You must choose a single weapon (not simply weapon type), and if you should ever lose this weapon, you must spend one month training with a new weapon before you gains this ability again. You may never have this ability for more than one single weapon at a time.

This replaces the ranger's hunter's bond.

LONE WOLF (RANGER ARCHETYPE) SE

The lone wolf cares little for others and relies on no one but themselves. They focus more on their environment and rely on a chosen weapon.

Second Wind: At 3rd level, you gain the Second Wind ability, as per the fighter class.

Chosen Weapon: At 7th level, you become so familiar with your chosen weapon that your attacks score critical hits on rolls of 19-20. You must choose a single weapon (not simply weapon type), and if you should ever lose this weapon, you must spend one month training with a new weapon before you gains this ability again. You may never have this ability for more than one single weapon at a time.

Versatility: At 11th level, you choose an additional ranger combat style.

Surprise is my Ally: At 15th level, you gain +2d6 sneak attack, as per the rogue ability.

Master Hunter (Ranger Archetype)

The master hunter considers all creatures her potential prey, and excels in bringing them down quickly and quietly.

Sneak Attack (Ex): At 1st level, a master hunter inflicts +1d6 points of damage against targets within 30 feet that he flanks or that are denied their Dexterity bonus to AC against him. This damage and the range at which the sneak attack can be performed increases by +1d6 and 15 ft. respectively at 5th level and every 5 levels thereafter.

This ability replaces favored enemy.

Light Step (Ex): At 1st level, the master hunter gains the Light Step feat.

This ability replaces wild empathy.

Silent Hunter (Ex): At 4th level, the master hunter gains the Skill Focus (stealth) feat. Furthermore, he may move at full speed using the Stealth skill without penalty.

This ability replaces hunter's bond.

Wilderness Stride (Ex): At 7th level, the master hunter gains the ability to move through any sort of undergrowth or natural hazards (such as bogs, briars, loose sand, natural thorns, overgrown areas, snow, ice, rockslides, and so on) at her normal

speed without taking damage or suffering any other impairment. Terrain hazards that have been magically manipulated to impede motion still affect her.

This ability woodland stride.

Ranged Flanker (Ex): At 11th level, the master hunter gains the Combat Patrol feat, except that he threatens 10' for every 5 points of base attack bonus he has. He does not need to meet the normal prerequisites of this feat.

This ability replaces quarry.

Master Hunter (Ex): A master hunter of 20th level can make lethal flanking strikes, and can pursue his prey at frightening speeds. He can always move at full speed while using Survival to follow tracks without penalty. As a standard action, the master hunter may make a single attack against an enemy he has flanked, is flat footed or otherwise is denied its Dexterity bonus to his AC. If the attack hits, the target suffers damage normally and must make a Fortitude save or die. The DC of this save is equal to 10 + 1/2 the master hunter's level + the master hunter's Wisdom modifier. A ranger can choose instead to deal an amount of nonlethal damage equal to the creature's current hit points. A successful save negates this damage. A ranger can use this ability once per day against a number of opponents equal to 3 plus his wisdom modifier, but not against the same creature more than once in a 24-hour period.

This ability modifies and replaces the standard master hunter ability.

The following feats can be added to the master hunter ranger's combat style feat list, regardless of the style he chooses:

Level 2

- Elven Accuracy
- Weapon Focus

Level 6

- Vital Strike

- Conceal Scent
- Improved Critical

Level 10

- Improved Vital Strike
- Greater Weapon Focus

Level 14

- Greater Vital Strike

Wild Shadow (Ranger; Half-Elf)

The wild shadow is an archetype of the ranger class, available to half-elven rangers.

The isolation that some half-elves feel leads them to live a life of isolation amid the wild places of the world. Such rangers stalk the wild like shadows, creating close bonds with the wild itself instead of seeking the solace and aid of companions. While ill at ease within cities and other urban areas, they are adept at using the terrain to tactical advantage; they dart through brambles and rough terrain with uncommon grace and use the land itself to lock down enemies.

Wild at Heart (Ex): At 1st level, a wild shadow adds only 1/2 his class level when making wild empathy checks while in urban areas, and adds only 1/4 his class level to follow or identify tracks in such areas. In non-urban settings, he is considered two levels higher when determining the bonuses for such checks.

This ability alters the track and wild empathy class features.

Favored Terrain (Ex): At 3rd level, when a wild shadow chooses a favored terrain, he cannot choose urban as the terrain type. Furthermore, at 8th level and every five levels thereafter, when he chooses a new favorite terrain type, he cannot choose the urban terrain type.

This ability alters the favored terrain class feature.

Woodland Stride (Ex): This ability functions as the 7th-level ranger class feature of the same name, but the wild shadow gains it at 4th level instead.

This ability replaces hunter's bond.

Unfettered Step (Ex): At 7th level, a wild shadow's woodland stride class feature functions in any difficult terrain within any of his favored terrains, even in areas that are enchanted or magically manipulated to impede motion.

This ability replaces the ranger's woodland stride class feature gained at 7th level.

Harrying Attack (Ex): At 11th level, a wild shadow can use his knowledge of terrain to make shrewd attacks in combat. Such attacks can make foes fumble or cause them to become entangled within areas of the wild shadow's favored terrain. As a standard action, the wild shadow denotes one target within line of sight and within one of his favored terrains as his harried prey. Once the foe is so designated, every time the wild shadow hits this harried prey with a melee or ranged weapon attack (either manufactured or natural), that creature is entangled for 1 round. A wild shadow can have no more than one harried prey at a time and that creature must correspond to one of his favored enemy types. He can dismiss this effect at any time as a free action, but he cannot select a new harried prey for 24 hours. If the wild shadow sees proof that his harried prey is dead, he can select a new harried prey after waiting 1 hour.

This ability replaces quarry.

Wild Stalker (Ex): At 14th level, a wild shadow learns to better use natural surroundings to obscure his position in combat. Whenever a wild shadow is within one of his favored terrains and a feature of that terrain grants him cover, the bonuses to AC and Reflex saves for that cover improve by 1. Additionally, while he is within one of his favored terrains, if he gains concealment or total concealment, the miss chance of either type of concealment improves by 10%. Furthermore, at 16th level and 19th level, the bonuses granted by cover increase by 1 and the miss chance increases by another 10% (maximum +3 and +30% respectively at 20th level).

This ability replaces camouflage.

Master of Terrain (Ex): At 19th level, a wild shadow can use his harrying attack against creatures other than his favored enemy or he can spend a standard action to designate up to two of his favored enemies as his harried prey instead.

This ability replaces improved quarry.

ROGUE ARCHETYPES

Huntsman (Rogue Archetype)

A huntsman specializes in wilderness tracking and in quick, clean kills, so that their prey does not needlessly suffer.

Killing Shot (Ex): At 2nd level, a huntsman gains the ability to perform a sneak attack at up to their weapon's first range increment.

This ability replaces the rogue's 2nd level talent.

Track (Ex): At 2nd level, a huntsman adds ½ her level to her Survival skill checks made to follow or identify tracks.

This ability replaces evasion.

SUMMONER ARCHETYPES

Wild Caller (Summoner; Half-Elf)

The wild caller is an archetype of the summoner class, available to half-elven summoners.

Often a half-elf's ties to nature and elven heritage are so strong that they can dramatically affect the nature of his summonings. The wild caller calls eidolons that take more natural and savage forms and summons from nature rather than the Great Beyond.

Spells: A wild caller does not have access to summon monster spells. Instead, he swaps out those spells on his spell list with summon nature's ally spells of the same level.

This ability alters the normal spell list of the summoner.

Eidolon: The eidolon of a wild caller tends to take more natural and more savage forms than other summoners' eidolons. A wild caller gains 1/4 his class level as bonus evolution points in his eidolon's

evolution pool, but his eidolon cannot take the following evolutions:

- 1-point evolutions: basic magic, magic attacks, skilled (while the eidolon can select this evolution, it can only do so with the following skills: Acrobatics, Climb, Escape Artist, Fly, Intimidate, Perception, Survival, and Swim), unnatural aura;
- 2-point evolutions: channel resistance, energy attacks, head, immunity, minor magic, undead appearance, weapon training;
- 3-point evolutions: damage reduction, frightful presence, major magic;
- 4-point evolutions: breath weapon, dimension door, incorporeal form, lifesense, no breath, spell resistance.
- This ability alters the normal summoner's eidolon class feature, but is otherwise identical to that class feature.

Summon Nature's Ally I (Sp): Starting at 1st level, a wild caller can cast summon nature's ally a number of times per day equal to 3 + his Charisma modifier.

At 3rd level and every 2 levels thereafter, the power of this ability increases by one spell level, allowing him to summon more powerful creatures (to a maximum of summon nature's ally IX at 17th level). Furthermore, at 19th level, the wild caller cannot use gate as a spell-like ability, but can use either summon elder worm or summon frogemoth instead.

This ability otherwise functions like the standard summoner's summon monster I ability and replaces that ability.

Witch Archetypes

Bonded Witch (Witch; Half-Elf)

The bonded witch is an archetype of the witch class, available to half-elven witches.

While all witches commune with the unknown, the blend of human ingenuity and adept learning mixed with elven blood gives some half-elves a unique conduit to channel the powers of the arcane. Bonded witches forsake familiars as vessels of power in favor of a specific object that grants them

powers above and beyond those of their patron alone, as they tap into the powerful magic of the item itself.

Bonded Item (Sp): At 1st level, a bonded witch gains a bonded item instead of a familiar. This bonded item is similar to a wizard's arcane bond bonded item, and follows all the rules of such an item with the following exceptions.

A bonded witch's bonded item serves as a vessel for her spells and a conduit for communication with her patron. A bonded witch must commune with her bonded item each day to prepare her spells. The bonded item stores all of the spells that the bonded witch knows, and the bonded witch cannot prepare spells that are not stored within it. A bonded witch starts with the same number of spells and gains new spells the same way as a witch, and can even add spells by learning them from scrolls in the same way, but a bonded witch cannot learn spells from another bonded item. Since a bonded witch does not have a spellbook, starting at 2nd level, a bonded witch's bonded item can be used once per day to cast a spell dependent on the type of bonded object chosen by the bonded witch. The spell is treated like any other spell cast by the bonded witch, including its casting time, duration, and other effects dependent of the bonded witch's level. This spell cannot be further modified by metamagic feats or any other ability. As the bonded witch gains levels, the bonded item gains new spells that the bonded witch can cast in this way. She can cast any one of these spells once per day using her bonded object, but gains greater flexibility in what spells she can cast, and gains more powerful spells as she gains new levels.

The bonded item spells associated with each item type are as follows:

Amulet: 2nd—*stone fist*; 4th—*bear's endurance*; 6th—*burst of speed*; 8th—*mnemonic enhancer*; 10th—*stoneskin*; 12th—*monstrous physique IV*; 14th—*firebrand*; 16th—*iron body*; 18th—*overwhelming presence*.

Ring: 2nd—*shield*; 4th—*ablative barrier*; 6th—*protection from energy*; 8th—*nondetection*; 10th—

life bubble; 12th—resinous skin; 14th—antimagic field; 16th—deflection; 18th—spell immunity.

Staff: 2nd—shillelagh; 4th—warp wood; 6th—plant growth; 8th—arboreal hammer; 10th—passwall; 12th—move earth; 14th—changestaff; 16th—control plants; 18th—wooden phalanx.

Wand: 2nd—magic missile; 4th—knock; 6th—fireball; 8th—restoration; 10th—maximized scorching ray; 12th—mass bull's strength; 14th—greater restoration; 16th—empowered and maximized fireball; 18th—empowered and maximized fire shield.

Weapon: 2nd—warding weapon; 4th—versatile weapon; 6th—greater magic weapon; 8th—telekinetic charge; 10th—energy siege shot; 12th—blade barrier; 14th—arcane cannon; 16th—earthquake; 18th—ride the lightning.

This ability replaces the witch's familiar class feature.

WIZARD ARCHETYPES

Spellbinder (Wizard Archetype; Elf)

The spellbinder is an archetype of the wizard class, available to elven wizards.

A spellbinder is an elven wizard who forges an arcane bond between himself and one or more wizard spells. These spells become so well understood by the spellbinder that he can prepare them in spell slots that already have other spells prepared in them.

Spell Bond (Su)

At 1st level, a spellbinder selects any one spell that he knows as a bonded spell. As a full-round action, the spellbinder may replace a spell of the same or higher level as his bonded spell with his bonded spell. For example, a spellbinder who selects magic missile as his bonded spell could spend a full-round action to exchange any 1st-level or higher spell that he has prepared with magic missile. At 3rd level, and every two levels thereafter, a spellbinder may select another spell he knows and add it to his list of bonded spells, to a maximum of nine bonded spells at 17th level.

Upon reaching 4th level, and every two levels thereafter, a spellbinder can choose to select a new spell as a bonded spell in place of one with which he is already bonded. In effect, the spellbinder loses the bond with the old spell (though it is still one of his spells known) in exchange for forging a spell bond with a new spell. The new spell's level must be the same as that of the spell being exchanged. A spellbinder may swap only one spell bond at any given level, and must choose whether or not to swap the spell bond at the same time that he gains two new spells known for the level.

This ability replaces arcane bond.

Discoveries

The following discoveries complement the spellbinder archetype: Fast Study, Split Slot.



New Pathfinder Classes

THE RAMPART

Role: The rampart excels at defending his chosen ground and creating opportunities for his allies. Pits in which to trap troublesome enemies, walls to channel attackers into a killing ground, distractions to cover a withdrawal, these are all the forte of the rampart. Though they lack the evocation ability of the traditional magus, teamwork and smart placement of assets will give the rampart the potential for a much larger impact on the course of a challenging battle.

Note: The rampart is an alternate class for the magus base class.

Table: Rampart

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	0	1st	2nd	3rd	4th	5th	6th
1st	+0	+0	+2	+2	Cantrips, rampart's spell combat	3	1	—	—	—	—	—
2nd	+1	+0	+3	+3	Demesne, demesne pool	4	2	—	—	—	—	—
3rd	+2	+1	+3	+3	Demesne arcana	4	3	—	—	—	—	—
4th	+3	+1	+4	+4	Demesne control (pit)	4	3	1	—	—	—	—
5th	+3	+1	+4	+4	Expanded demesne (15-feet)	4	4	2	—	—	—	—
6th	+4	+2	+5	+5	Demesne arcana	5	4	3	—	—	—	—
7th	+5	+2	+5	+5	Demesne control (trip)	5	4	3	1	—	—	—
8th	+6/+1	+2	+6	+6	Improved rampart's spell combat	5	4	4	2	—	—	—
9th	+6/+1	+3	+6	+6	Demesne arcana, demesne (spell combat)	5	5	4	3	—	—	—
10th	+7/+2	+3	+7	+7	Expanded demesne (20-feet)	5	5	4	3	1	—	—
11th	+8/+3	+3	+7	+7	Demesne control (entomb)	5	5	4	4	2	—	—
12th	+9/+4	+4	+8	+8	Demesne arcana	5	5	5	4	3	—	—
13th	+9/+4	+4	+8	+8	Medium armor	5	5	5	4	3	1	—

Alignment: Any

Hit Die: d8

Starting Wealth: 4d6 × 10 gp (average 140 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The rampart's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (dungeoneering) (Int), Knowledge (engineering) (Int), Knowledge (geography) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Swim (Str), and Use Magic Device (Cha).

Skill Ranks per Level: 2 + Int modifier.

14th	+10/+5	+4	+9	+9	Greater rampart's spell combat	5	5	5	4	4	2	—
15th	+11/+6/+1	+5	+9	+9	Demesne Arcana	5	5	5	5	4	3	—
16th	+12/+7/+2	+5	+10	+10	Unassailable	5	5	5	5	4	3	1
17th	+12/+7/+2	+5	+10	+10	Demesne (swift action)	5	5	5	5	4	4	2
18th	+13/+8/+3	+6	+11	+11	Demesne arcana	5	5	5	5	5	4	3
19th	+14/+9/+4	+6	+11	+11	Greater spell access	5	5	5	5	5	5	4
20th	+15/+10/+5	+6	+12	+12	Master of your demesne	5	5	5	5	5	5	5

Class Features: The following are class features of the rampart.

Weapon and Armor Proficiency: A rampart is proficient with all simple and martial weapons. A rampart is also proficient with light armor. He can cast rampart spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a rampart wearing medium armor, heavy armor, or a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass rampart still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spells: A rampart casts arcane spells drawn from the rampart spell list. Your GM may wish to add additional spells from the Abjuration, Conjunction, Illusion, or Transmutation schools. A rampart must choose and prepare his spells ahead of time.

To learn, prepare, or cast a spell, the rampart must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a rampart's spell is 10 + the spell level + the rampart's Intelligence modifier.

A rampart can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: Rampart. In addition, he receives bonus spells per day if he has a high Intelligence score.

A rampart may know any number of spells. He must choose and prepare his spells ahead of time by getting 8 hours of sleep and spending 1 hour

studying his spellbook. While studying, the rampart decides which spells to prepare.

Cantrips: A rampart can prepare a number of cantrips, or 0-level spells, each day, as noted on Table: Rampart under "Spells per Day." These spells are cast like any other spell, but they are not expended when cast and may be used again.

Spellbooks: A rampart must study his spellbook each day to prepare his spells. He cannot prepare any spell not recorded in his spellbook except for read magic, which all ramparts can prepare from memory. A rampart begins play with a spellbook containing all 0-level rampart spells plus three 1st-level rampart spells of his choice. The rampart also selects a number of additional 1st-level rampart spells equal to his Intelligence modifier to add to his spellbook. At each new rampart level, he gains two new rampart spells of any spell level or levels that he can cast (based on his new rampart level) for his spellbook. At any time, a rampart can also add spells found in other spellbooks to his own.

A rampart can learn spells from a wizard's spellbook, just as a wizard can from a rampart's spellbook. The spells learned must be on the rampart spell list, as normal. An alchemist can learn formulae from a rampart's spellbook, if the spells are also on the alchemist spell list. A rampart cannot learn spells from an alchemist.

Rampart's Spell Combat (Ex): At 1st level, a rampart learns to cast spells and wield his weapons at the same time. As a full-round action, he can make all of his attacks with a single wielded one-handed

melee weapon or any ranged weapon at a -2 penalty and can also cast any spell from the rampart spell list with a casting time of 1 standard action (any attack roll made as part of this spell also takes this penalty). If he casts this spell defensively, he can decide to take an additional penalty on his attack rolls, up to his Intelligence bonus, and add the same amount as a circumstance bonus on his concentration check. If the check fails, the spell is wasted, but the attacks still take the penalty. A rampart can choose to cast the spell first or make the weapon attacks first, but if he has more than one attack, he cannot cast the spell between weapon attacks. A ranged attack and spell, though used as part of one ability, are separate attacks and generate attacks of opportunity separately.

Demesne Pool (Su): At 2nd level, the rampart gains a reservoir of mystical arcane energy that he can draw upon to fuel his powers. This demesne pool has a number of points equal to three plus his Intelligence modifier (minimum 1). The number of points in the demesne pool goes up or down throughout the day, but this number is the maximum amount that the demesne pool may hold. A rampart spends points from the demesne pool to enhance his demesne and other powers and regains points by reducing a creature to 0 or fewer hit points while the rampart is in his demesne in the heat of combat. This regains 1 demesne pool point. Destroying an unattended object, killing an opponent while the rampart is outside the demesne, reducing a helpless or unaware creature to 0 or fewer hit points, or reducing a creature that has fewer Hit Dice than half the rampart's character level to 0 or fewer hit points does not restore any points to the demesne pool. The pool refreshes once per day when the rampart prepares his spells.

Demesne (Su): The rampart is adept at choosing his ground and keeping, but he's not above using his magic to improve a defensive position. Visibly infused with his magic (in a manner chosen by you and approved by your GM), the very ground allies itself with the rampart distracting and impeding his enemies. As a standard action, by spending one point from his demesne pool, the rampart designates his demesne. A demesne is a 10-foot radius spread centered on the rampart's square. The demesne does not move with the rampart. Once

designated, the demesne lasts for one minute per rampart level or until he leaves its boundaries. A given demesne also ends if the rampart creates another demesne. If the demesne ends for any reasons, so do any abilities granted by or penalties imposed by the demesne.

Enemies within the radius of the demesne suffer a -1 penalty to their AC and saves against attacks by or spells cast by the rampart. This penalty increases to -2 at 6th level and every four levels thereafter, to a maximum of -5 at 18th level.

At 9th level, the rampart may designate his demesne in place of casting a spell when using rampart's spell combat. At 17th level, the rampart may designate his demesne as a swift action.

Demesne Arcana (Su): As he gains levels, a rampart learns arcane secrets that improve the defenses of his demesne. Starting at 3rd level, a rampart gains one demesne arcana. He gains an additional demesne arcana for every three levels of rampart attained after 3rd level. Unless specifically noted in a demesne arcana's description, a rampart cannot select a particular demesne arcana more than once. Demesne arcana that affect spells can only be used to modify spells from the rampart spell list unless otherwise noted. The rampart must be within his demesne to use any demesne arcana. Demesne arcana marked with a "*" are selected as a free action when the demesne is established and only one may be chosen per activation.

Concentrate: The rampart can reroll any concentration check he has just made with a +4 bonus. He must use this ability after the roll is made, but before the roll's outcome is determined. The rampart must take the second roll, even if it is worse. The rampart can use this ability a number of times per day equal to his Intelligence bonus.

Demesne Cloak: The rampart can expend 1 point from his demesne pool to gain concealment. This bonus lasts for a number of rounds equal to his Intelligence modifier.

Demesne Redoubt*: When designating an area as his demesne, the rampart may spend 1 additional point from his demesne pool as a free action. If he

does, he gains a +1 dodge bonus to AC at level 1, which improves to +2 at 6th level and every five levels thereafter.

Demesne Redoubt, Greater*: When designating an area as his demesne, the rampart may spend 2 additional points from his demesne pool as a free action. If he does, he gains a +3 dodge bonus to AC and Reflex saves. This bonus increases to +6 at 19th level. The rampart must be at least 12th level and know the demesne redoubt arcana to select this arcana.

Demesne Shield: The rampart can expend a point from his demesne pool as an immediate action to grant himself a shield bonus to AC equal to his Intelligence bonus until the end of his next turn.

Emergency Demesne: Once per day, when the rampart has no points in his demesne pool he can designate a demesne without spending any points from his demesne pool. Unlike other demesne arcana, the rampart does not have to be in a demesne to use this ability.

Enduring Demesne: The rampart's demesne persists for a number of rounds equal to his Intelligence modifier after he leaves it. If he returns to the demesne before it ends, the normal duration of one minute per level begins again, subtracting the number of minutes that were used prior to the rampart leaving the demesne (rounding up to the nearest one minute increment) as per the normal rules for demesne duration.

Infinite Reflections*: When the rampart's demesne is created, 2d4 images of him appear. This functions otherwise as the mirror image spell using his rampart level as the caster level except that the rampart may create one image each round as a swift action even if there are no images left, though the number of images may still not exceed eight in total. This arcana does not stack with the mirrored demesne arcana. The rampart must be at least 15th level and have the mirrored demesne arcana before he may select this arcana.

Know Your Demesne: While in his demesne, the rampart has the uncanny dodge special ability. If he already has the uncanny dodge ability, he gains

improved uncanny dodge while in his demesne. The rampart must be at least 9th level before he may select this arcana.

Maneuver Mastery: The rampart has mastered one combat maneuver. He selects one maneuver when selecting this arcana. Whenever he is attempting the selected maneuver, he uses his rampart level in place of his base attack bonus (in addition to any base attack bonus gained from other classes) to calculate his CMB and adds his Intelligence bonus to the roll. A rampart can select this rampart arcana more than once. Its effects do not stack. Each time he selects this arcana, he selects another combat maneuver.

Mirrored Demesne*: When the rampart's demesne is created, 1d4 images of him appear. This functions otherwise as the mirror image spell using his rampart level as his caster level. The rampart must be at least 6th level before he may select this arcana.

Prescient Defense: The rampart can expend 1 point from his demesne pool as an immediate action after hitting a target with a weapon attack, granting him a premonition of his enemy's intentions. The rampart gains a bonus to his AC and on Reflex saves equal to his Intelligence modifier (minimum 1) against attacks by that opponent for a number of rounds also equal to his Intelligence modifier (minimum 1). The rampart must be at least 9th level to select this arcana.

Quickened Magic: The rampart can cast two spells per day as if they were modified by the Quicken Spell feat. This does not increase the level of the spell. The rampart must be at least 15th level to select this arcana.

Reach Magic: The rampart can cast two spells per day as if they were modified by the Reach Spell feat. This doesn't increase the spell's casting time or level.

Reflection: The rampart can spend 1 or more points from his demesne pool as an immediate action to reflect a spell back at its caster. This functions as spell turning using his rampart level as his caster level, but only if the targeted spell is of a level equal to or lower than the number of points expended. If insufficient points are expended, they instead grant

an insight bonus on any saving throws allowed by the spell, equal to the number of points spent. As part of the immediate action to activate this ability, the rampart may make a Spellcraft check to identify the spell. The rampart must be at least 15th level to select this arcana.

Saving Grace: When the rampart is within his demesne and is targeted by a spell or ability which allows a Reflex save for half damage, he may spend one point from his demesne pool as an immediate action to be treated as though he has the evasion special ability for the purposes of the triggering attack. He must choose to use this ability before rolling the Reflex save.

Scroll Mastery: Whenever the rampart uses a scroll, he may expend 1 point from his demesne pool to allow him to calculate the DC for any spell contained on the scroll using his Intelligence modifier, instead of the minimum modifier needed cast a spell of that level. The rampart must be at least 6th level to select this arcana.

Silent Magic: The rampart can cast two spells per day as if they were modified by the Silent Spell feat. This does not increase the casting time or the level of the spell.

Spell Blending: When a rampart selects this arcana, he must select one spell from the wizard spell list that is of a rampart spell level he can cast. He adds this spell to his spellbook and list of rampart spells known as a rampart spell of its wizard spell level. He can instead select two spells to add in this way, but both must be at least one level lower than the highest-level rampart spell he can cast. The spells chosen must be from the abjuration, conjuration, illusion, or transmutation schools. The rampart may select this arcana more than once.

Spell Trickery: When the rampart successfully performs a dirty trick combat maneuver, he can cast an illusion or conjuration spell he has prepared with a casting time of 1 standard action or less as a swift action. The rampart can use this ability once per day. The rampart must be at least 12th level to select this arcana.

Spiked Ground*: When the rampart designates his demesnes, the ground erupts in caltrop-like spikes, though these spikes retract from the steps of the rampart and his allies.

Still Magic: The rampart can cast one spell per day as if it were modified by the Still Spell feat. This does not increase the casting time or the level of the spell.

Sustained Conjunction: When the rampart casts a spell from the conjuration school with a duration other than instantaneous which targets a creature, object, square, or grid intersection that is within his demesne, it persists longer than normal. The duration is increased by a number of time increments equal to the rampart's Intelligence score. For example, a spell which has a duration measured in rounds per level, increases by a number of rounds equal to the rampart's Intelligence modifier. A spell with a duration measured in hours per level would increase by a similar number of hours, instead. Add this increase after other effects which increase duration, such as the Extend Spell metamagic feat. The rampart must be at least 6th level to select this arcana.

Sustained Illusion: When the rampart casts a spell from the illusion school with a duration other than instantaneous which targets a creature, object, square, or grid intersection that is within his demesne, it persists longer than normal. The duration is increased by a number of time increments equal to the rampart's Intelligence score. For example, a spell which has a duration measured in rounds per level, increases by a number of rounds equal to the rampart's Intelligence modifier. A spell with a duration measured in hours per level would increase by a similar number of hours, instead. Add this increase after other effects which increase duration, such as the Extend Spell metamagic feat. The rampart must be at least 6th level to select this arcana.

Time Warp*: Even time bends to the will of the rampart in his demesne. When the demesne is created, the rampart may spend an additional three points from his demesne pool as a free action. While in the demesne, the rampart is effected as if by *haste*, while all enemies in the demesne are affected by *slow* unless they succeed on a Will save (DC =

10 + 1/2 the rampart's level + his Intelligence modifier). Both effects use the rampart's level as his caster level. A target that saves against the ability cannot be affected again for 24 hours. The rampart must be at least 18th level to select this arcana.

Unsteady Ground*: The ground within the demesne grows spikes and other protrusions that make it difficult for enemies to move, although the path smooths in front of the steps of the rampart. When the demesne is created, the rampart may spend one additional point from his demesne pool as a free action to make the demesne difficult terrain for anyone except the rampart. The rampart must be at least 6th level to select this arcana.

Wand Mastery: Whenever the rampart uses a wand, he calculates the DC for any spell it contains using his Intelligence modifier, instead of the minimum modifier needed to cast a spell of that level.

Wand Wielder: The rampart can activate a wand or staff in place of casting a spell when using rampart's spell combat.

Demesne Control (Sp): Starting at 4th level, the rampart gains additional control over his demesne. He may cast *create pit* as a spell-like ability. At 7th level, he can cast *tremor blast* as a spell-like ability. At 11th level, he may cast *hungry earth* as a spell-like ability.

Using any of these abilities costs one point from the rampart's demesne pool and can be used in place of a spell when using rampart's spell combat. These abilities can only be used while the rampart is within his demesne and the area of effect must be at least partially within the demesne as well. Each of these abilities uses the rampart's level as the caster level.

Expanded Demesne (Su): The rampart infuses more area with his magical control when he claims his demesne. At 5th level, the demesne's radius increases to 15-feet. At 10th level, the demesne's radius expands again to 20-feet.

Improved Rampart's Spell Combat (Ex): At 8th level, the rampart's ability to cast spells and make melee attacks improves. When using the spell

combat ability, the rampart receives a +2 circumstance bonus on concentration checks, in addition to any bonus granted by taking an additional penalty on the attack roll.

Medium Armor (Ex): At 13th level, a rampart gains proficiency with medium armor. A rampart can cast rampart spells while wearing medium armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a rampart wearing heavy armor or using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component.

Greater Rampart's Spell Combat (Ex): At 14th level, the rampart gains the ability to seamlessly cast spells and make melee attacks. Whenever he uses the spell combat ability, his concentration check bonus equals double the amount of the attack penalty taken.

Unassailable (Sp): At 16th level, when the rampart designates his demesne, he may spend two points from his demesne pool to create a *prismatic wall* with a 10-foot radius around himself. The rampart may only use this ability once per day.

Greater Spell Access (Su): At 19th level, the rampart gains access to an expanded spell list. He learns and places 14 spells from the wizard's spell list into his spellbook as rampart spells of their wizard level. None of the selected spells can be from the evocation school. He gains two of each of the following wizard spells not on the rampart spell list: 0-level, 1st-level, 2nd-level, 3rd-level, 4th-level, 5th-level, and 6th-level.

He can ignore the somatic component of these spells, casting them without the normal chance of spell failure.

Master of Your Demesne (Su): The rampart is master of his demesne and his demesne masters the world around him. At 20th level, the rampart's demesne becomes a 10-foot emanation centered on him that moves with him. The demesne persists as long as he is not frightened, panicked, paralyzed, stunned, or unconscious. If the demesne is ended for any of those reasons it may be created again with a

standard action when the rampart is no longer affected by one of those conditions.

He may expand the demesne to a 30-foot emanation by spending a point from his demesne pool as a swift action. The expansion lasts for a number of minutes equal to his rampart level.

Rampart Spell List

0-Level

acid splash, arcane mark, drench, ghost sound, haunted fey aspect, mage hand, message, open/close, prestidigitation, read magic

1st-Level

abundant ammunition, adhesive spittle, alarm, alchemical tinkering, blurred movement, break, burning disarm, expeditious retreat, fabricate bullets, glue seal, grease, infernal healing, illusion of calm, mage armor, obscuring mist, peacebond, reduce person, shield, shock shield, silent image, stumble gap, stunning barrier, vanish, wave shield, windy escape

2nd Level

blur, cloud of seasickness, create pit, escaping ward, euphoric cloud, fog cloud, glitterdust, haunting mists, hypnotic pattern, invisibility, kinetic reverberation, mad hallucination, minor image, mirror image, reloading hands, phantom trap, resist energy, rope trick, shadow anchor, spider climb, stone shield, tactical acumen, tremor blast, twilight haze, twisted space, web

3rd Level

ablative barrier, ablative sphere, armor lock, ash storm, blade snare, blast barrier, blink, cloak of winds, dispel magic, displacement, fearsome duplicate, force anchor, greater magic weapon, greater stunning barrier, ice spears, invisibility sphere, major image, nauseating trail, protection from energy, sleet storm, slow, shifting sand, spiked pit, steal breath, stinking cloud, sundered serpent coil, vision of hell, wall of nausea, web bolt

4th Level

acid pit, black tentacles, communal protection from energy, dimension door, greater infernal healing, hallucinatory terrain, illusory wall, lesser globe of

invulnerability, mass reduce person, obsidian flow, rainbow pattern, secure shelter, shadow step, shadowy haven, shocking image, solid fog, stone shape

5th Level

calm air, cloud kill, damnation stride, fickle winds, geyser, hostile juxtaposition, hungry pit, life bubble, mirage arcana, permanency, persistent image, phantasmal web, seeming, spell absorption, teleport, wall of stone, wreath of blades

6th Level

acid fog, anti-magic field, chains of light, getaway, globe of invulnerability, greater dispel magic, guards and wards, mislead, rampart, repulsion, undeath ward, wall of iron, walk through space

BASTION (ARCHETYPE)

The bastion combines the thundering power of firearms with his defensive magic.

A bastion has the following class features.

Weapon Proficiency: The bastion is proficient with all simple weapons and all firearms.

This ability replaces the rampart's normal weapon proficiencies.

Gunsmith: At 1st level, a bastion gains a blunderbuss, musket, or pistol. His starting weapon is battered, and only he knows how to use it properly. All other creatures treat his gun as if it had the broken condition. If the weapon already has the broken condition, it does not work at all for anyone else trying to use it. This starting weapon can only be sold for scrap (it's worth 4d10 gp when sold). The bastion also gains Gunsmithing as a bonus feat.

Bastion's Spell Combat: At 1st level, a rampart learns to cast spells and wield a firearm at the same time. This functions as the rampart's spell combat ability but can only be used when a firearm is wielded.

This modifies the rampart's spell combat ability.

Deeds: Bastions can also spend their demesne pool points to accomplish deeds, even outside their demesne. Most deeds grant the bastion some momentary bonus or effect, but there are some that provide longer-lasting effects. Some deeds stay in effect as long as the bastion has at least 1 demesne pool point. The following is the list of base bastion deeds. A bastion can only perform deeds of his level or lower. Unless otherwise noted, a deed can be performed multiple successive times, as long as the appropriate amount of demesne pool points is spent to perform the deed.

Quick Clear (Ex): At 1st level, as a standard action, the bastion can remove the broken condition from a single firearm he is currently wielding, as long as that condition was gained by a firearm misfire. The bastion must have at least 1 demesne pool point to perform this deed. Alternatively, if the bastion spends 1 demesne pool point to perform this deed, he can perform quick clear as a move-equivalent action instead of a standard action.

Bastion's Initiative (Ex): At 4th level, as long as the bastion has at least 1 demesne pool point, he gains the following benefits. First, he gains a +2 bonus on initiative checks. Furthermore, if he has the Quick Draw feat, his hands are free and unrestrained, and the firearm is not hidden, he can draw a single firearm as part of the initiative check.

Targeting (Ex): At 8th level, as a full-round action, the bastion can make a single firearm attack and choose part of the body to target. He gains the following effects depending on the part of the body targeted. If a creature does not have one of the listed body locations, that part cannot be targeted. This deed costs 1 demesne pool point to perform no matter which part of the creature he targets. Creatures that are immune to precision damage are immune to these effects.

Arms: On a hit, the target takes no damage from the hit but drops one carried item of the bastion's choice, even if the item is wielded with two hands. Items held in a locked gauntlet are not dropped on a hit.

Head: On a hit, the target is damaged normally, and is also confused for 1 round. This is a mind-affecting effect.

Legs: On a hit, the target is damaged normally and knocked prone. Creatures that have four or more legs or that are immune to trip attacks are immune to this effect.

Torso: Targeting the torso threatens a critical on a 19–20.

Wings: On a hit, the target is damaged normally, and must make a DC 20 Fly check or fall 20 ft.

Lightning Reload (Ex): At 12th level, as long as the bastion has at least 1 demesne pool point, he can reload a single barrel of a one-handed or two-handed firearm as a swift action once per round. If he has the Rapid Reload feat or is using an alchemical cartridge (or both), he can reload a single barrel of the weapon as a free action each round instead. Furthermore, using this deed does not provoke attacks of opportunity.

Menacing Shot (Ex): At 16th level, the bastion can spend 1 demesne pool point, shoot a firearm into the air, and affect all living creatures within a 30-foot-radius burst as if they were subject to the *fear* spell. The DC of this effect is equal to 10 + 1/2 the bastion's level + the bastion's Wisdom modifier.

This ability replaces demesne control, improved rampart's spell combat, medium armor, greater rampart's spell combat, and unassailable.

BULWARK (ARCHETYPE)

The most defensive minded rampart's follow the path of the bulwark, combining spell, sword, and shield in a deadly dance of defense.

A bulwark has the following class features.

Armor Proficiency: A bulwark is also proficient with light and medium armor and with light shields. He can cast rampart spells while wearing light or medium armor and with a light shield without

incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a rampart wearing heavy armor or any shield other than a light shield incurs a chance of arcane spell failure if the spell in question has a somatic component.

Diminished Spellcasting: A bulwark may cast one fewer spell of each level than normal. If this reduces the number to 0, he may cast spells of that level only if his Intelligence allows bonus spells of that level.

Bulwark's Spell Combat (Ex): At 1st level, a bulwark learns to cast spells and wield a light or one-handed weapon and a shield at the same time. This functions as the rampart's spell combat ability but can only be used with a light or one-handed weapon in one hand and a light shield in the other. The bulwark is specially trained to perform somatic components with his shield hand or even the shield itself.

This ability modifies rampart's spell combat.

Demesne Shield (Ex): At 3rd level and while within his demesne, the bulwark's shield bonus, including any enhancement bonus, applies to his touch AC as well as his normal AC.

This ability replaces the demesne arcana gained at 3rd level.

Heavy Armor (Ex): At 13th level, a bulwark gains proficiency with heavy armor. A bulwark can cast rampart spells while wearing heavy armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a rampart using a shield other than a light shield incurs a chance of arcane spell failure if the spell in question has a somatic component.

This ability replaces medium armor.

Shield Turning (Sp): Within his demesne, even the magic of others bends to the bulwark's whim. When targeted by a spell and within the radius of his demesne, once per day as an immediate action the bulwark may reflect a spell cast upon him back at the caster as though under the effect of spell turning.

This ability replaces unassailable.

PARAPET (ARCHETYPE)

Combining the defensive attitude of the rampart with a nearly unparalleled ability to move about the battlefield, the parapet is a daring warrior and invaluable asset in defense.

A parapet has the following class features.

Diminished Spellcasting: A parapet may cast one fewer spell of each level than normal. If this reduces the number to 0, he may cast spells of that level only if his Intelligence allows bonus spells of that level.

Parapet's Spell Combat: At 1st level, a parapet learns to cast spells and wield a light or one-handed slashing or piercing weapon at the same time. This functions as the rampart's spell combat ability but can only be used with a light or one-handed slashing or piercing weapon in one hand and nothing in the other hand.

This modifies the rampart's spell combat ability.

Deeds: Parapets can also spend their demesne pool points to accomplish deeds, even outside their demesne. Most deeds grant the parapet a momentary bonus or effect, but some provide longer-lasting effects. Some deeds remain in effect while the parapet has at least 1 demesne pool point, but do not require expending demesne pool to be maintained. A parapet can only perform deeds of his level or lower. Unless otherwise noted, a deed can be performed multiple successive times, as long as the parapet has or spends the required number of demesne pool points to perform the deed.

Dodging Defense (Ex): At 1st level, when an opponent attempts a melee attack against the parapet, the parapet can as an immediate action spend 1 demesne pool point to move 5 feet; doing so grants the parapet a dodge bonus to AC equal to his Charisma modifier (minimum 0) against the triggering attack. This movement doesn't negate the attack, which is still resolved as if the parapet had not moved from the original square. This movement is not a 5-foot step; it provokes attacks

of opportunity from creatures other than the one who triggered this deed. The parapet can only perform this deed while wearing light or no armor, and while carrying no heavier than a light load.

Menacing Swordplay (Ex): At 4th level, while he has at least 1 demesne pool point, when a parapet hits an opponent with a light or one-handed piercing melee weapon, he can choose to use Intimidate to demoralize that opponent as a swift action instead of a standard action.

Parapet's Grace (Ex): At 8th level, while the parapet has at least 1 demesne pool point, he takes no penalty for moving at full speed when he uses Acrobatics to attempt to move through a threatened area or an enemy's space.

Bleeding Wound (Ex): At 12th level, when the parapet hits a living creature with a light or one-handed piercing melee weapon attack, as a free action he can spend 1 demesne pool point to have that attack deal additional bleed damage. The amount of bleed damage dealt is equal to the parapet's Dexterity modifier (minimum 1). Alternatively, the parapet can spend 2 demesne pool points to deal 1 point of Strength, Dexterity, or Constitution bleed damage instead (parapet's choice). Creatures that are immune to sneak attacks are also immune to these types of bleed damage.

Dizzying Defense (Ex): At 16th level, while wielding a light or one-handed piercing melee weapon in one hand, the parapet can spend 1 demesne pool point to take the fighting defensively action as a swift action instead of a standard action. When fighting defensively in this manner, the dodge bonus to AC gained from that action increases to +4, and the penalty to attack rolls is reduced to -2.

This ability replaces demesne control, medium armor, improved rampart's spell combat, medium armor, greater rampart's spell combat, and unassailable.

Shift (Su): At 1st level, the parapet can teleport to a nearby space as a swift action as if using *dimension door*. This movement does not provoke an attack of opportunity. He must be able to see the space that he is moving into. He cannot take other

creatures with you when you use this ability (except for familiars). He may move 5 feet for every two parapet levels (minimum 5 feet). This ability can be used a number of times per day equal to 3 + his Intelligence modifier.

Dimensional Steps (Sp): At 9th level, the parapet may teleport up to 30 feet per parapet level per day as a standard action. This teleportation must be used in 5-foot increments and such movement does not provoke an attack of opportunity. He can bring other willing creatures with him, but must expend an equal amount of distance for each additional creature brought along.

Shifting Steps (Su): At 15th level, the parapet is able to move about his demesne with deceptive ease. Within the area of his demesne, the rampart may make two 5-foot steps per turn.

This ability replaces the demesne arcana gained at 15th level.



The Thorn Warden Base Class

Whatever experience druids and rangers might feel in the green of the wilds, none touch it as deeply as the thorn warden. The essential life which flows through pristine groves, lush jungles, and the deeply untameable places, flows strongly through a thorn warden. Their spectral vines are a physical metaphor for that essential life, that greenness, and thorn wardens use them without compunction to protect the green.

Role: Thorn wardens are many-talented individuals. They are capable of fighting, using their spectral vines to damage and grapple foes, but they are also highly skilled in many disciplines and their choice of thorn talents give them even more versatility or specialization.

Alignment: Any

Hit Die: d8

Parent Classes: Druid and rogue

Starting Wealth: 3d6 × 10 gp (average 105 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The thorn warden class skills are Acrobatics (Dex), Climb (Str), Escape Artist (Dex), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (nature) (Int), Perception (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), Survival (Wis), and Use Magic Device (Cha).

Skill Ranks per Level: 6 + Int modifier.

Table: Thorn Warden

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spectral Vine Damage	0	1st	2nd	3rd	4th	5th	6th
1st	+0	+0	+2	+2	Nature sense, orisons, spectral vines	1d6	3	1	—	—	—	—	—
2nd	+1	+0	+3	+3	Thorn talent, woodland Stride	1d6	4	2	—	—	—	—	—
3rd	+2	+1	+3	+3	Trackless step	1d6	4	3	—	—	—	—	—
4th	+3	+1	+4	+4	Thorn talent	1d6	4	3	1	—	—	—	—
5th	+3	+1	+4	+4	Evasion	1d6	4	4	2	—	—	—	—
6th	+4	+2	+5	+5	Thorn talent	1d8	5	4	3	—	—	—	—
7th	+5	+2	+5	+5	Grasping vines	1d8	5	4	3	1	—	—	—
8th	+6/+1	+2	+6	+6	Thorn talent	1d8	5	4	4	2	—	—	—
9th	+6/+1	+3	+6	+6	Uncanny dodge, venom immunity	1d8	5	5	4	3	—	—	—
10th	+7/+2	+3	+7	+7	Advanced talent, thorn talent	1d8	5	5	4	3	1	—	—
11th	+8/+3	+3	+7	+7	Thorny wraps	1d10	5	5	4	4	2	—	—

12th	+9/+4	+4	+8	+8	Thorn talent	1d10	5	5	5	4	3	—	—
13th	+9/+4	+4	+8	+8	Crushing Vines	1d10	5	5	5	4	3	1	—
14th	+10/+5	+4	+9	+9	Thorn talent	1d10	5	5	5	4	4	2	—
15th	+11/+6/+1	+5	+9	+9	Photosynthesis	1d10	5	5	5	5	4	3	—
16th	+12/+7/+2	+5	+10	+10	Thorn talent	1d12	5	5	5	5	4	3	1
17th	+12/+7/+2	+5	+10	+10	Improved uncanny dodge	1d12	5	5	5	5	4	4	2
18th	+13/+8/+3	+6	+11	+11	Thorn talent	1d12	5	5	5	5	5	4	3
19th	+14/+9/+4	+6	+11	+11	Reaching vines	1d12	5	5	5	5	5	5	4
20th	+15/+10/+5	+6	+12	+12	Warden of the tangle	1d12	5	5	5	5	5	5	5

Class Features: The following are class features of the thorn warden.

Weapon and Armor Proficiency: Thorn wardens are proficient with the following weapons: club, dagger, dart, quarterstaff, sickle, shortspear, sling, and spear. She is also proficient with her spectral vines.

Thorn wardens are proficient with light armor but are prohibited from wearing metal armor; thus, they may wear only padded, leather, or hide armor. A thorn warden may also wear wooden armor that has been altered by the ironwood spell so that it functions as though it were steel. Thorn wardens are proficient with shields (except tower shields) but must use only wooden ones.

A thorn warden who wears prohibited armor or uses a prohibited shield is unable to cast thorn warden spells or use any of her supernatural or spell-like class abilities while doing so and for 24 hours thereafter.

Spells: A thorn warden casts divine spells, which are drawn from the druid spell list. A thorn warden must choose and prepare her spells in advance.

A thorn warden's highest level of spells is 6th. Druid spells of 7th level and above are not on the thorn warden class spell list, and a thorn warden cannot

use spell completion or spell trigger magic items (without making a successful Use Magic Device check) of druid spells of 7th level or higher.

To prepare or cast a spell, the thorn warden must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a thorn warden's spell is 10 + the spell level + the thorn warden's Wisdom modifier.

Like other spellcasters, a thorn warden can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: Thorn Warden. In addition, she receives bonus spells per day if she has a high Wisdom score (see Table: Ability Modifiers and Bonus Spells).

A thorn warden must spend 1 hour each day in a trance-like meditation on the mysteries of nature to regain her daily allotment of spells. A thorn warden may prepare and cast any spell on the druid spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

Orisons: Thorn wardens can prepare a number of orisons, or 0-level spells, each day, as noted on Table: Thorn Warden under "Spells per Day." These spells are cast like any other spell, but they are not expended when cast and may be used again.

Bonus Languages: A thorn warden's bonus language options include Sylvan, the language of woodland creatures. This choice is in addition to the bonus languages available to the character because of her race.

A thorn warden also knows Druidic, a secret language generally known only to druids, which she learns upon becoming a 1st-level thorn warden. Druidic is a free language for a thorn warden; that is, she knows it in addition to her regular allotment of languages and it doesn't take up a language slot. It is forbidden to teach this language to anyone but druids and thorn wardens.

Druidic has its own alphabet.

Nature Sense (Ex): A thorn warden gains a +2 bonus on Knowledge (nature) and Survival checks.

Spectral Vine (Su): The thorn warden may generate a lightly glowing, translucent vine complete with leaves and thorns from her wrist. This vine twists and writhes and attacks with whip-like speed. The spectral vine deals bludgeoning and piercing damage plus the thorn warden's Strength modifier as normal, threatens a critical hit on a natural 20, and deals double damage on a confirmed critical hit. It is considered a light weapon for the purposes of feats and class abilities.

Spectral vines are treated as neither a manufactured weapon nor a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons. They also cannot be enhanced by way of the Craft Magic Arms and Armor feat, though class features that impart an enhancement bonus to a wielded weapon, such as the magus' arcane pool, work as normal.

Spectral vines deal damage which increases as the thorn warden gains more levels, as shown above on Table: Thorn Warden. The damage values listed on Table: Thorn Warden is for Medium thorn wardens. A Small thorn warden deals less damage than the amount given there with his attacks, while a Large thorn warden deals more damage; see Table: Small or Large thorn Warden Damage.

Table: Small or Large Thorn Warden Damage

Level	Damage (Small thorn warden)	Damage (Large thorn warden)
1st–5th	1d4	1d8
6th–10th	1d6	2d6
11th–15th	1d8	2d8
16th–20th	1d10	3d6

Thorn Talent: As a thorn warden gains experience, she learns a number of talents that aid her and confound her foes. Starting at 2nd level, a thorn warden gains one thorn talent. She gains an additional thorn talent for every 2 levels of thorn warden attained after 2nd level. A thorn warden cannot select an individual talent more than once.

Talents marked with an asterisk add effects to a thorn warden's spectral vine attacks. Only one of these talents can be applied to the attack or attacks made in a round and the decision must be made before the attack roll is made.

Climbing Ivy: The spectral vine withdraws its thorns and sprouts fine, hair-like rootlets which grip onto walls by using a standard action. The thorn warden gains a +2 circumstance bonus on Climb checks. At level 10, the thorn warden gains a climb speed equal to half her normal land speed. She must recreate the spectral vines with a move action to make an attack with the vines in this form, ending the bonus on Climb checks and climb speed.

Camouflage: With one minute of study, the thorn warden may alter her spectral vines so that they match surrounding foliage, extinguishing their ethereal glow. She gains a +4 bonus on Stealth checks while within the terrain that matches the foliage. She must recreate the spectral vines with a move action to make an attack with the vines in this form, ending the bonus on Stealth checks. This ability cannot be used in areas without natural foliage.

Deep Cuts*: The thorns on the spectral vines curve into cruel hooks that leave deep gashes behind. This attack causes the target to take 1 additional point of bleed damage each round for each time the target was hit by and took damage from spectral vines this round (e.g., 2 hits which successfully deal damage equals 2 points of bleed). Bleeding creatures take that amount of damage every round at the start of each of their turns. The bleeding can be stopped by a DC 15 Heal check or the application of any effect that heals hit point damage. Bleeding damage from this ability does not stack with itself. Bleeding damage bypasses any damage reduction the creature might possess.

Dual Spectral Vines: The thorn warden may generate a second spectral vine each time she creates them and can use two-weapon fighting feats with them. Once the thorn warden has the grasping vines ability, she may continue to make attacks with the second vine when one target is grappled but these attacks suffer a -5 penalty. She may not grapple more than one opponent at a time.

Favored Terrain: The thorn warden selects one terrain from the ranger's favored terrain list; she gains this as a favored terrain, as the ranger class feature. If the thorn warden has ranger levels, her effective ranger level is equal to her ranger level + 5 for purposes of improving the bonuses from this favored terrain and gaining new favored terrains. A thorn warden must be at least 5th level to select this talent.

Powerful Vines: The thorn warden adds +2 to her effective thorn warden level for the purpose of determining the damage dealt by her spectral vines and a +2 bonus to grapple checks made with the spectral vines once the thorn warden gains the grasping vines ability. This talent can be selected more than once but not more than one time per four thorn warden levels attained.

Sharp Thorns: The spectral vines gain a +1 enhancement bonus to attack and damage rolls. This enhancement bonus does not allow the vines to bypass forms of damage reduction as enhancement bonuses to weapons do. A thorn warden must be at least 4th level to select this

talent. This talent may be selected multiple times but not more than once per four levels attained.

Springy Foliage: By pushing off with the spectral vines or coiling them beneath her, the thorn warden may make impressive leaps and fall greater distances without injury. She is treated as having a running start when making Acrobatic checks to jump and does so with a +2 circumstance bonus. When she falls she may make a DC 15 Acrobatics check to ignore the first 20 feet fallen.

Thorn Dance: The thorn warden gains Spring Attack as a bonus feat. She does not need to meet the prerequisites for this feat. The thorn warden must be at least 6th level to select this talent.

Vicious Thorns*: The spectral vine now threatens a critical hit on the roll of a 19 or 20. The thorn warden must be at least 8th level to select this talent.

Vine Sap*: Braiding the vine back into itself, the thorn warden forms a club which deals non-lethal bludgeoning damage equal to the normal damage dealt by the spectral vine.

Woodland Stride (Ex): Starting at 2nd level, a thorn warden may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect her.

Trackless Step (Ex): Starting at 3rd level, a thorn warden leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

Evasion (Ex): At 5th level and higher, a thorn warden can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the thorn warden is wearing light armor or no armor. A helpless thorn warden does not gain the benefit of evasion.

Grasping Vines (Su): At 7th level, when the thorn warden hits with a spectral vine attack, she deals normal damage and may initiate a grapple as a swift action without provoking an attack of opportunity. Her CMB for this attempt is equal to her thorn warden level plus her Wisdom modifier. If the thorn warden chooses the damage option as part of maintaining a grapple with the spectral vines, she deals the spectral vine's damage without adding her Strength modifier.

Uncanny Dodge (Ex): Starting at 4th level, a thorn warden can react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dexterity bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A thorn warden with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action (see Combat) against her.

If a thorn warden already has uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead.

Venom Immunity (Ex): At 9th level, a thorn warden gains immunity to all poisons.

Advanced Talent: At 10th level, and every two levels thereafter, a thorn warden can choose one of the following advanced talents in place of a thorn talent.

Blood Ballet: The thorn warden may make one additional attack if her base attack bonus is high enough to grant one when using the Spring Attack feat. The thorn warden must have the thorn dance talent to select this advanced talent.

Brachiation: While using the climbing ivy ability and hanging beneath or within a canopy of trees (or similar structures with many limbs), the thorn warden may, swing from limb to limb with the vines and move at a speed equal to her climb speed. It follows the rules for climbing while moving in this fashion, but the base Climb DC for brachiation is 10. The structures the thorn warden uses for this movement must have numerous limbs that can support her weight. Any tree that she can climb without causing it to bend is suitable for

brachiation. If she brachiates over an enemy, she may drop down upon it and make a single attack as a standard action. She takes any falling damage as normal but adds an extra d4 damage per 10 feet dropped to her attack.

Cruel Thorns*: The spectral vine threatens a critical hit on a 17-20. The thorn warden must have the vicious thorns talent to select this advanced talent.

Entangling Rootlings*: Spectral vine attacks leave behind little rootlings that attach themselves to the target's legs and burrow into the ground. The target cannot take a 5-foot step until the beginning of the thorn warden's next turn unless it passes a DC 15 Strength check as a move action.

Eye of the Storm: As a full-round action, the thorn warden explodes into a swirling storm of slashing vines. The thorn warden may make a single attack at her highest base attack bonus against each foe within 10 feet. The thorn warden may not grapple more than one target struck by this attack.

Hooking Vines: The spectral vines grow hook-shaped thorns ideal for snagging an opponent's weapon. The thorn warden may use her spectral vines to perform a disarm combat maneuver. Her CMB for this maneuver is equal to her thorn warden level plus her Wisdom modifier.

Savage Wounds: The spectral vine deals x3 damage on a confirmed critical hit. The thorn warden must be 16th level and have the cruel thorns advanced talent to select this advanced talent.

Thorn Barrier: Once per day, when she would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow, not a spell or special ability), the thorn warden can throw up a shield of thorny vines. To use this ability, the thorn warden must attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, she takes only half damage from the blow; if it fails, she takes full damage. She must be aware of the attack and able to react to it in order to execute her thorn barrier—if she is denied her Dexterity bonus to AC, she can't use this ability. Since this effect would not normally allow a character to make a Reflex save for half

damage, the evasion ability does not apply to the defensive roll.

Vampiric Vines: The spectral vines feed on the life force of their targets, providing vitality to the thorn warden. Whenever the thorn warden successfully deals damage with her crushing vines class ability to a living creature, she also gains d6 temporary hit points. These hit points stack with themselves. Damaging an object or a creature with the construct or undead type, damaging a helpless or unaware creature, or damaging a creature that has fewer Hit Dice than half the thorn warden’s character level does not provide temporary hit points. The thorn warden must be 16th level to select this advanced talent.

Thorny Wraps (Su): At 11th level, the thorn warden can use a swift action to cause spectral vines to extend back from her hand, wrapping her arms and torso. While thorny wraps is in effect, any foe striking her with an unarmed strike or a melee weapon without reach takes damage equal to the normal damage dealt by the spectral vines, though the thorn warden’s Strength modifier is not added. You can use this ability for a number of rounds per day equal to your thorn warden level. These rounds do not need to be consecutive.

Crushing Vines (Su): At 13th level, whenever the thorn warden successfully maintains a grapple, she deals an amount of bludgeoning damage equal to her spectral vine’s base damage. This is in addition to any other effects caused by a successful check, including additional damage

Photosynthesis (Su): The thorn warden becomes even more one with the forces of nature at level 15. She gains life sustaining nourishment from the sun. She does not need to eat as long as she gets at least four hours of natural sunlight per day.

Improved Uncanny Dodge (Ex): A thorn warden of 17th level or higher can no longer be flanked. This defense denies a rogue or other class that deals precision damage the ability to sneak attack the character by flanking her, unless the attacker has at least four more levels than the target does.

If a character already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum thorn warden level required to flank the character.

Reaching Vines (Su): At 19th level, her strength and skill with her spectral vines nears its peak. The spectral vines now have the reach special weapon feature but are still able to attack adjacent enemies.

Warden of the Tangle (Su): At 20th level, the thorn warden becomes a true spirit of the wild places. Her type counts as both plant and her original type. She gains the following benefits:

- Low-light vision.
- Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Immunity to paralysis, poison, polymorph, sleep effects, and stunning.
- DR10/slashing



Elden Magic

PATHFINDER SPELLS

ALPTRAUM

School illusion (phantasm) [mind-affecting]; **Level** bard 6, mesmerist 6, psychic 7, sorcerer/wizard 7

CASTING

Casting Time 10 minutes

Components V, S, M (a caterpillar cocooned in spider silk)

EFFECT

Range unlimited

Target one humanoid creature

Duration 1 hour/level or until discharged, and 24 hours; see text

Saving Throw Will partial, see text; **Spell**

Resistance yes

DESCRIPTION

You send a manifestation of your will to invade the target's dreams, causing the target to dream about you the next time that they rest, giving you a chance to implant your will into their subconscious. Unlike a *dream* or *nightmare* spell, the target does not need to be asleep at the time the spell is cast. Instead of interfering with the target's dreams directly, you envision what role you want to play in the target's dreams, and the spell takes care of the rest, implementing your desired outcome the next time the target sleeps. If the target does not go to sleep before the spell's duration expires, the spell has no effect.

There are several different effects that you can accomplish by inserting yourself in the target's dreams in this way. The most common effects are outlined below.

Lust: In this version of the spell, you serve as an object of desire, and possibly mystery, and the target finds you constantly on their mind, even once they wake. You can affect the target with a single *suggestion*, as the spell. Additionally, for 24 hours after the target experiences the dream, you gain a

+4 bonus on Diplomacy checks made against the target, and he suffers a –2 penalty on saving throws made to resist spells you cast that belong to the charm subschool. Even if the target succeeds on his Will save, you still gain a +2 bonus on Diplomacy checks made against him, and he suffers a –1 penalty on saving throws against your charm spells, for 24 hours.

Terror: In this version of the spell, you serve as a malevolent and terrifying entity in the target's dream. This functions as the *nightmare* spell. Additionally, for 24 hours after the target experiences the dream, you gain a +4 bonus on Intimidate checks made against the target, and he suffers a –2 penalty on saving throws made to resist spells you cast with the fear descriptor. Even if the target succeeds on his Will save, you still gain a +2 bonus on Intimidate checks made against him, and he suffers a –1 penalty on saving throws against your fear spells, for 24 hours.

Wisdom: In this version of the spell, you serve as a sage figure who dispenses helpful advice. This functions as the *dream* spell. Additionally, you may choose a single Intelligence-, Wisdom-, or Charisma-based skill in which you are trained. The target gains a +4 bonus on that skill for 24 hours after experiencing the dream.

At the GM's discretion, you may be able to accomplish other effects with this spell, provided that they are no more powerful than those outlined above.

ANIMATE VINE

School transmutation; **Level** druid 1, ranger 1

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range medium (100 ft. + 10 ft./level)

Target one vine-like object, length up to 50 ft. + 5 ft./level; see text

Duration 1 round/level

Saving Throw special; **Spell Resistance** no

DESCRIPTION

You can animate a living or nonliving vine. The maximum length assumes a vine with a 1-inch diameter. Reduce the maximum length by 50% for every additional inch of thickness, and increase it by 50% for each reduction of the vine's diameter by half.

The possible commands are "coil" (form a neat, coiled stack), "coil and knot," "loop," "loop and knot," "tie and knot," and the opposites of all of the above ("uncoil," and so forth). You can give one command each round as a move action, as if directing an active spell. Sylvan elves often knot vines on trees to give a bonus to Climb checks; they are then unknotted and directed to coil up in the tree so that pursuers cannot use the vines to chase the elves.

The vine can enwrap only a creature or an object within 1 foot of it - it does not snake outward - so it must be thrown near the intended target. Doing so requires a successful ranged touch attack roll (range increment 10 feet). Spotting a vine affected by this spell requires a DC 20 Perception check.

A typical 1-inch-diameter vine has 4 hit points, AC 10, and requires a DC 25 Strength check to burst it. The vine does not deal damage, but it can be used as a trip line or to cause a single opponent that fails a Reflex saving throw to become entangled. A creature capable of spellcasting that is bound by this spell must make a concentration check with a DC of 15 + the spell's level to cast a spell. An entangled creature can slip free with a DC 20 Escape Artist check.

The vine itself and any knots tied in it are not magical. The spell cannot affect objects carried or worn by a creature.

ANIMATE VINE, GREATER

School transmutation; **Level** druid 3, ranger 3

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range medium (100 ft. + 10 ft./level)
Target up to 3 + Wisdom modifier in vine-like objects, length up to 50 ft. + 5 ft./level; see text
Duration 1 round/level
Saving Throw none; **Spell Resistance** no

DESCRIPTION

As *animate vine* except with the following changes: The vines can be directed to move in a snake like fashion up to 10' per round. Also, the vines can be commanded to wind together and make simple objects like rope bridges and ladders.

Furthermore, the vines can be commanded to constrict an entangled target. Once grappled, each vine inflicts 1d4 points of damage per round.

BLINDING BEAUTY

School illusion (glamer); **Level** bard 6, cleric 6, mesmerist 6, shaman 6, sorcerer/wizard 6, witch 5

CASTING

Casting Time 1 standard action
Components V

EFFECT

Range 30 ft.
Area 30-ft.-radius emanation, centered on you
Duration 1 round/level; see text
Saving Throw Will negates; see text; **Spell Resistance** yes

DESCRIPTION

You makes yourself so radiantly beautiful that any who look upon you are in danger of being blinded by your visage. When you cast this spell, and at the beginning of your turn each round for the spell's duration, each creature within 30 feet of you must succeed on a Will save or be blinded for 10 minutes. If your Charisma score is at least 10 points higher than the Charisma score of an affected creature, that creature is blinded permanently, instead.

Creatures in the area can avert their gaze to avoid the effects of the spell, as though it were a gaze attack. Creatures that remain in the area for multiple rounds must continue to make saving throws each round, but a creature that succeeds on

three consecutive saves to resist the spell's effects becomes immune to this casting of the spell. Any effect that blocks normal vision blocks you from affecting a creature with this spell. Creatures that are naturally sightless are immune to this spell.

CALL PATRON AVATAR

School conjuration (calling); **Level** druid 9, shaman 9, Witch 9

CASTING

Casting Time 1 standard action

Components V, S, M (10,000 gp of incense and an appropriate offering)

EFFECT

Range medium (100 ft. + 10 ft./level)

Effect see text

Duration instantaneous

Saving Throw none; **Spell Resistance** no

DESCRIPTION

You call to a fey patron and are sent an avatar in that patron's stead. Calling the avatar requires special incense and an offering appropriate to the patron called. When it appears, the avatar knows your goals and intentions and may act immediately in that interest if it so chooses. Even though it will do as requested, if such an act is against its nature, the patron may turn on you once the task is complete.

You do not have to be a follower of a patron to call upon its avatar, but learning what to offer the patron in exchange for its aid may prove difficult for non-followers.

Despite their fundamental differences, each patron avatar is a CR 15 Huge fey with 137 hit points, DR 20/epic and cold iron, 30 AC (touch 12, flat-footed 28), +15 to all saves, and +21 attack bonus (2 attacks per round with manufactured weapons). Avatars can cast each spell-like ability granted by the patron 3 times per day at CL 25 and are under the constant effect of their shared aspect. If a patron wields a weapon, the avatar has one of the appropriate size, and all avatars gain 2 slam attacks that each deal 3d8+22 damage.

CHANNEL PATRON

School illusion (glamer); **Level** druid 4, ranger 4

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Duration 1 round/2 levels

Saving Throw Will disbelief (if interacted with); varies; see text; **Spell Resistance** yes; see text

DESCRIPTION

You access the direct powers of your patron for a short time. For the duration, you can cast your patron's spell-like abilities that mimic spells of 3rd-level or lower without expending your spell slots. Spells that deal damage have normal effects unless the affected creature succeeds on a Will save. Each disbelieving creature takes only one-fifth (20%) damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is only 20% likely to occur. Any creature that interacts with the spell can make a Will save to recognize its true nature. Conjunction (healing) spells cast in this way only grant temporary hit points that disappear after 1 hour.

CHANNEL PATRON, GREATER

School illusion (glamer); **Level** druid 7, shaman 7, witch 7

This spell functions like *channel patron* except you can cast up to 6th-level patron spells, which are three-fifths (60%) real. Conjunction (healing) spells cast in this way heal the target for half value. Any remaining healing is granted as temporary hit points that disappear after 1 hour.

CORRUPTION

School abjuration [evil]; **Level** antipaladin 4, cleric/oracle 5, druid 5, inquisitor 5

CASTING

Casting Time 1 hour

Components V, S, M (burning incense, blood spread upon or imbibed by target), F (a set of prayer beads or other prayer device worth at least 500 gp), DF

EFFECT

Range touch

Target living creature confined within a magic circle

Duration instantaneous

Saving Throw Will negates; **Spell Resistance** yes

DESCRIPTION

This spell places the burden of misdeeds from the caster onto the subject, and/or brings to surface misdeeds of the subject. The creature need not be seeking *corruption*, but if he/she/it is, no saving throw is needed, the effect is then automatic as per the temptation version below. If the creature committed evil acts unwittingly or under some form of compulsion, *atonement* may be used to reverse the effects of *corruption*. However, in the case of a creature deliberately performing evil acts he receives a – 2 penalty to his saving throw. *Corruption* may be cast for one of several purposes, depending on the version selected.

Induce Magical Alignment Change: This effect will shift alignment one category on the Good, Neutral and Evil axis. A character with a good alignment who fails a saving throw will become neutral, neutral would become evil. Multiple castings of this spell have cumulative effects.

Remove Class: A paladin, or other class, who fails a saving throw will lose her class features due to violating the alignment restrictions of her class.

Remove Cleric or Druid Spell Powers: A cleric or druid who fails their saving throw may lose their ability to cast spells by having their alignment shift too far away from her deity's alignment or class restrictions. If the transgression (an act against the deity's dogma) was intentional, the subject receives a – 2 penalty to his saving throw.

Temptation: You may cast this spell upon a creature of an opposing alignment in order to compel it to change its alignment to match yours. The prospective subject must be present for the entire casting process. Upon completion of the spell, the subject must make a Will save (DC 10 plus level of spell plus caster's casting modifier) or changes to your alignment. If it makes the saving throw, it

retains its original alignment. This use of the spell does not work on outsiders or any creature incapable of changing its alignment naturally.

Unlike atonement, this spell is intended to shift the subject's alignment towards evil.

Note: Normally, changing alignment is up to the player. This use of *corruption* offers a method for a GM to change a character's alignment drastically, suddenly, and definitively.

CURSE OF OFFENDED SIGHT

School necromancy [curse]; **Level** sorcerer/wizard 3, witch 3

CASTING

Casting Time 1 standard action

Components V, S, M (a shard from a broken mirror)

EFFECT

Range close (25 ft. + 5 ft./2 levels)

Target one creature with a Charisma score lower than your own

Duration 1 day per caster level

Saving Throw Will negates; **Spell Resistance** yes

DESCRIPTION

You punish the target for the crime of being less beautiful than yourself with a curse that exaggerates their ugliness and dulls their personality. The target's Charisma score is reduced by an amount equal to the difference between your Charisma modifier and the target's Charisma modifier (so if you have a Charisma score of 20, and the target has a Charisma score of 10, you would impose a –5 penalty). This cannot reduce the target's Charisma score below 1.

ELF DANCE

School enchantment (compulsion) [mind-affecting]; **Level** bard 6, sorcerer/wizard 8

CASTING

Casting Time 1 minute

Components V, S

EFFECT

Range touch

Area 60-ft.-radius area centered on touched point
Duration 1 day/level (D)
Saving Throw Will negates and Will partial; see text; **Spell Resistance** yes

DESCRIPTION

In order to cast this spell, you must be an elf. You lace the very air in the affected area with enchantment, which compels those who enter the area to dance and revel endlessly with no thought to other matters. A creature that fails its saving throw is compelled to dance, frolic, and otherwise revel within the spell's area. Each day, the creature receives a new saving throw to end the effect. Hostile actions taken against the character do not end the compulsion, but the creature can pause its revelry to defend itself (he cannot leave the spell's area, however).

The spell removes the need for affected creatures to eat, drink, and sleep, and they are at no risk of starvation or dehydration while under the spell's effects, however, they are unable to rest, and so cannot gain any of the benefits of rest (including renewing their spells per day). Once an affected creature leaves the area, if he was reveling for at least 3 days, he immediately becomes exhausted.

If you do not provide the trappings of a party (such as decorations and music, and possibly fine food, fine clothes or costumes, other forms of entertainment, and so on), the spell's saving throw DC is reduced by 4 (if these trappings are added or removed sometime during the spell's duration, the DC is adjusted for all future saving throws). At the GM's discretion, if you provide particularly fine or detailed trappings, the DC may be increased by up to +2.

ELF-LOCKS

School transmutation; **Level** sorcerer/wizard 4, witch 3

CASTING

Casting Time 1 standard action
Components V, S, M (a single strand of the target's hair)

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Target one living creature
Duration 1 round/level and instantaneous; see text
Saving Throw Fortitude negates, Reflex partial; see text; **Spell Resistance** yes

DESCRIPTION

You cause the target's hair to grow at an incredible rate, and further animate it to entangle and bind them. The target's hair grows at a rate of 1 foot per round for the spell's duration. Once their hair reaches a length of at least 4 feet, it becomes long enough to begin ensnaring the target. Each round, at the beginning of the target's turn, the hair makes a combat maneuver check to grapple the target (it is treated as having a base attack bonus equal to your caster level and a Strength score equal to your Charisma score, with no size modifier; its CMD is equal to its CMB + 10). Once it has successfully grappled the target, the hair attempts to pin him, and once it successfully pins him, it attempts to tie him up. If it succeeds in tying the target up, the spell ends immediately.

Once the spell ends (whether because the target was bound, the duration elapsed, it was dispelled, or for any other reason), the hair created by the spell remains in place, and is perfectly mundane in nature. If the target was grappled, the hair falls loosely away, releasing the character. If the target was pinned or tied up, however, the hair remains in place until the target breaks free (the CMD remains the same, a DC 20 Strength check can burst the hair, instead), or it is cut away (hardness 0, hit points equal to 2 per foot of hair + your caster level).

ELEMENTAL WEAPON

School transmutation [acid, cold, electricity, fire];
Level druid 1, ranger 1

CASTING

Casting Time 1 swift action
Components V, M (a bit of the chosen element: earth, water, air, or fire and weapon touched)

EFFECT

Range touch

Target one weapon which you must wield

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

DESCRIPTION

You change the damage type of the weapon you are wielding from bludgeoning, piercing, or slashing to acid, cold, electricity, or fire. The type of damage must be chosen when the spell is cast and cannot be switched during the duration of the spell. Ranged weapons bestow this property to its ammunition.

ELEMENTAL WEAPON, IMPROVED

School transmutation [acid, cold, electricity, fire];

Level druid 2, ranger 2

CASTING

Casting Time 1 swift action

Components V, M (a bit of the chosen element: earth, water, air, or fire and weapon touched)

EFFECT

Range touch

Target one weapon which you must wield

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

DESCRIPTION

As *elemental weapon*, except you may now switch between elements each round as a swift action.

ELEMENTAL WEAPON, GREATER

School transmutation [acid, cold, electricity, fire];

Level druid 3, ranger 3

CASTING

Casting Time 1 swift action

Components V, M (a bit of the chosen element: earth, water, air, or fire and weapon touched)

EFFECT

Range touch

Target one weapon which you must wield

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

DESCRIPTION

As *improved elemental weapon*, except a successful attack now deals an additional 1d6 damage of the chosen energy type.

INFERIORITY OF THE IMPERFECT

School enchantment (compulsion) [emotion, mind-affecting]; **Level** bard 4, sorcerer/wizard 5, witch 4

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 10 min./level

Saving Throw Will negates; see text; **Spell**

Resistance yes

DESCRIPTION

You fill the target's mind with doubt, uncertainty, and shame over their imperfections, filling him with a compulsion to flee and hide his hideousness. The target suffers a penalty on all attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls. This penalty is equal to 1 plus 1 for every 4 points by which your Charisma score exceeds the target's (to a maximum penalty of -5). This penalty is temporarily suppressed for as long as the target is not currently being observed by any creature whose Charisma score is higher than his own.

Elves receive a +4 bonus on their saving throws to resist this spell.

LIGHTNING LASH

School evocation [electricity]; **Level** bloodrager 1, magus 1, sorcerer/wizard

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range 0 ft.

Effect whip of electricity
Duration 1 round/level (D (see text))
Saving Throw none; **Spell Resistance** yes

DESCRIPTION

You summon a lash of lightning in the form of a whip made for a creature of your size. You take no damage from the whip. You can wield this object as if it were an actual whip (which you are proficient with), except you make a melee touch attack with it instead of a regular attack, and it will affect all creatures in a line within reach of the whip. Any creature you strike with the whip takes 1d6 points of electricity damage per caster level (maximum 5d6). When delivering the attack, you gain a +3 bonus on attack rolls if the opponent is wearing metal armor (or is carrying a metal weapon or is made of metal). It cannot be used to make trip attacks, and is subject to a miss chance for concealment and cover.

The whip is immune to all weapon damage, but is affected normally by dispel magic. The whip takes half again as much damage from spells or effects that affect an area, but since it is considered part of your gear, it takes damage only if you fail a saving throw on a 1 or if it is specifically targeted by an opponent.

POISONSKIN

School transmutation; **Level** alchemist 2, druid 3, witch 3

CASTING

Casting Time: 1 standard action
Components: V, S, M (1 dose of poison)

EFFECT

Range personal
Target you
Duration 1 round/level (D)
Saving Throw Will negates (harmless); **Spell Resistance** no

DESCRIPTION

You safely consume a poison of any delivery category, and then excrete the toxin through your pores as a contact poison. For the duration of the spell, any creature that you touch, or that

successfully strikes you with an unarmed or natural attack, must immediately save vs. the poison's effects. The excreted toxin is not of sufficient quantity or stability to be successfully "harvested" for further use as a poison.

QUICKEN DISEASE

School transmutation; **Level** antipaladin 4, cleric 5, druid 5, sorcerer/wizard 6, witch 6

CASTING

Casting Time 1 standard action
Components V, S, M (a foul rag or cloth)

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Target one diseased creature
Duration 1 round/3 levels (D)
Saving Throw Fortitude negates; **Spell Resistance** yes

DESCRIPTION

You magically infuse the disease within the target with vital energy, causing an explosion of toxic virulence within the target's body. The frequency of the disease that the target is currently suffering from is decreased to 1 round. The disease can still be cured through the normal means. If the disease is not cured by the end of the spell's duration, the frequency returns to what it was originally. This spell applies only to the effect the disease has on the target; if the target is able to inflict diseases on others (such as dire rats, which deliver filth fever with their bite), the frequency of diseases they inflict is not altered. If the target is currently suffering from more than one disease, only one disease is affected. If you know what diseases the target is suffering from, you can choose the affected disease; otherwise, the disease should be determined randomly.

RACIAL PARAGON

School transmutation; **Level** cleric 2, witch 2

CASTING

Casting Time 1 standard action
Components V, S, (DF)

EFFECT

Range touch

Target creature touched

Duration 10 min./level

Saving Throw Will negates (harmless); Spell

Resistance yes (harmless)

DESCRIPTION

This spell improves a target's inherent racial bonuses. Up to 3 of the target's skills or ability scores (chosen by the caster) that possess a racial bonus type increase those bonuses by an additional +2. For example, gnome characters might receive a +2 increase to their Constitution and/or Charisma ability scores, as well as a +2 increase to certain skills and/or saving throws via their illusion resistance, keen senses, and obsessive traits. However, they could not gain a +2 bonus to attacks against reptilian and goblin subtypes via the hatred trait, because this bonus type is not a racial bonus.

SERENITY

School enchantment (compulsion) **Level** bard 1, sorcerer/wizard 1, witch 1

CASTING

Casting Time 1 standard action

Components V, S, M (sprig of lavender)

EFFECT

Range close (25 ft. + 5 ft. / 2 levels)

Target one living creature

Duration 10 min./level (D)

Saving Throw Will negates; **Spell Resistance** yes

DESCRIPTION

This spell aids a creature in maintaining a peaceful state of mind. The target gains a +4 resistance bonus against any fear or mind-affecting spells or effects, and grants immunity to morale bonuses, morale penalties, and rage effects.

STINKING SPRAY

School conjuration (creation); **Level** ranger 3

CASTING

Casting Time: 1 standard action

Components: V, S

EFFECT

Range: close (25 ft. + 5 ft. / 2 levels)

Effect: one poison spray

Duration: 1 hour/level

Saving Throw: Fortitude partial, Reflex partial, see text; **Spell Resistance:** no

DESCRIPTION

This spell mimics the defense of a skunk, spraying a target with a foul smelling liquid. You must succeed on a ranged touch attack to hit your target. Any living creature struck by the spray is blinded (or dazzled if they succeed on a Reflex save). In addition, the target and any living creature within 15 ft. of the target are also nauseated (or sickened if they succeed on a Fortitude save). Creatures within 15 ft. of the target may only utilize the scent ability to detect the target.

Creatures immune to poison are unaffected by the spell. Holding one's breath or remaining more than 15 ft. from the target suspends an individual's nauseated or sickened conditions.

SUMMON NATURE'S LIGHT

School conjuration (summoning); **Level** druid 1, ranger 1

CASTING

Components: V, S, DF

Casting Time: 1 standard action

EFFECT

Range: close (25 ft + 5ft./2 levels)

Effect: one swarm of insects

Duration: 10 minutes/level

Saving Throw: none; **Spell Resistance:** no

DESCRIPTION

You summon a swarm of bioluminescent insects that illuminate a 5 ft. radius area with a dim yellow-green light. This light will not function if taken into an area of magical darkness.

The swarm is stationary when summoned, but flies at a speed of 20 ft. per round if directed. You can direct the movement of the swarm as a swift action which does not provoke an attack of opportunity. The swarm may reveal the presence invisible objects

or creatures within its area of effect by the displacement of the insects. However, the creature or object still gains the benefit of concealment. The swarm cannot attack, possesses 10 HP, and can only be damaged by fire or area attacks. The swarm is dispersed by *gust of wind* or a similar effect.

SYLVAN SHIELD

School abjuration [force]; Level magus 2, sorcerer/wizard 2, summoner 2

CASTING

Casting Time 1 standard action
Components V, S, M (a sprig of holly)

EFFECT

Range personal
Target you
Duration 1 min./level (D)

DESCRIPTION

A shimmering field of beautiful silver energy appears in the air in front of you, protecting you from harm. The field grants you a shield bonus equal to your Charisma bonus. This bonus also applies against incorporeal touch attacks, since it is a force effect. This spell does not impose an armor check penalty or arcane spell failure chance.

SYLVAN SICKNESS

School necromancy [disease, evil]; Level antipaladin 4, bloodrager 4, cleric 3, druid 3, sorcerer/wizard 4, witch 4

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Target one living creature
Duration instantaneous
Saving Throw Fortitude negates; Spell Resistance yes

DESCRIPTION

This functions as *contagion*, except as noted here. In addition to the diseases listed in *contagion*, you

can also choose to afflict the target with any of the following diseases: blush of death, elf sight, elven ache, green madness, or sylvan fever. Finally, if you are an elf, you may choose to have the disease use the spell's saving throw DC, instead of its listed DC, for the purposes of additional saving throws made by the target, rather than just for the initial saving throw.

SUMMON PATRON ASPECT

School conjuration (summoning); Level druid 2, ranger 2

DESCRIPTION

This spell functions like and can be cast in the same way as *summon nature's ally I*, except that you and the summoned ally gain the shared aspect of a fey patron chosen at the time of casting for the duration of the spell. If you prepare or spontaneously cast this spell at a higher spell level, it counts as a higher-level version of *summon nature's ally* for each spell level higher at which you prepare or cast it.

THUNDER BOLT

School evocation [sonic, electricity]; Level druid 3, ranger 3

CASTING

Casting Time 1 swift action
Components V, M (a bit of used thunderstone and a small piece of metal)

EFFECT

Range medium (100 ft. + 10 ft./level)
Effect one javelin sized bolt of energy
Duration 1 round/level
Saving Throw none; Spell Resistance no

DESCRIPTION

A javelin sized bolt of electricity seemingly trapped inside an invisible tube springs from your hand and speeds to its target. You must succeed on a ranged touch attack to hit your target. The thunder bolt deals 1d6 points of electrical and 1d6 points of sonic damage. In addition, the victim must make a Fortitude save versus the DC of this spell or suffer the effects of a deafening bang that is treated as a sonic attack. Each creature within a 10-foot-radius

spread must make the Fortitude save or be deafened for 1 hour.

Since you don't need to hit a specific target for the sonic effect, you can simply aim at a particular 5-foot square. Treat the target square as AC 5. If the bolt misses its target, resolve the sonic effects as if the character had thrown a thunderstone. The DC remains that of this spell.

TORTUROUS BEAUTY

School illusion (glamer) [mind-affecting, pain];
Level druid 4, magus 3, oracle 5, sorcerer/wizard 4, witch 4

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range 30 ft.
Area cone-shaped emanation
Duration 1 round/level (D)
Saving Throw Fortitude partial, see text; **Spell Resistance** yes

DESCRIPTION

Your features shift subtly, and you become a more delicate and beautiful version of yourself, transforming until your visage is so sweet that it is physically painful to look upon. When you cast this spell, and at the beginning of your turn on subsequent rounds, each creature in the spell's area must succeed on a Fortitude save or suffer 1d6 points of damage for every 2 points by which your Charisma score exceeds that of the affected creature (to a minimum of 1d6 and a maximum of 10d6). Creatures that suffer at least 10 points of damage in this way are sickened for 1d4 rounds, as well. The spell's area moves with you. Each round, you can adjust which side of your space the spell's area originates from. Creatures in the area can avoid this effect by averting their eyes, in the same way that they could avoid a gaze attack. Once a creature has succeeded on at least 3 Fortitude saves to resist this damage, they become immune to this spell for 24 hours.

TRIP

School conjuration [force]; **Level** bard 2, wizard/sorcerer 2

CASTING

Casting Time 1 swift action
Components V, S, M (a bit of string pulled taut)

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Effect trips one large size or smaller creature
Duration instantaneous
Saving Throw special, see below; **Spell Resistance** yes

DESCRIPTION

The caster designates a target, and a small invisible force appears in front of the victim's foot. If your check defeats his CMD, he is knocked prone. You cannot trip a flying creature. The CMB for this trip attempt is equal to your caster level plus your Intelligence, Wisdom, or Charisma modifier, whichever is highest. This trip does not provoke an attack of opportunity.

TRIP, MASS

School conjuration [force]; **Level** bard 4, wizard/sorcerer 4

CASTING

Casting Time 1 swift action
Components V, S, M (a bit of string pulled taut)

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Targets one creature/level, no two of which can be more than 30 ft. apart, must be large sized or smaller
Duration instantaneous
Saving Throw special, see below; **Spell Resistance** yes

DESCRIPTION

This spell works as *trip*, except it targets numerous creatures.

WALL OF VINES

School conjuration (creation); **Level** druid 3

CASTING

Components V, S, DF

Casting Time 1 standard action

EFFECT

Range close (25 ft + 5ft./2 levels)

Effect wood wall whose area is up to one 5-ft. square/level

Duration: instantaneous

Saving Throw see text; **Spell Resistance** no

DESCRIPTION

You cause a barrier of entwined vines to sprout into existence. The wall may be used to seal off a passage, or paced horizontally to create a bridge or roof. The wall may not be conjured into the same space as an existing creature or object, but it may be grown so that its edges fill the available space, up to the effect's maximum size.

The *wall of vines* is 1 inch thick per four caster levels. You can double the walls area by halving its thickness. *Wall of vines* may be created vertically, horizontally, or any angle in between, however it must be merged and solidly supported when created.

Each 5-foot square of wall may support up to 50 lbs. and has 2 hit points per inch of thickness. The uneven surface is considered difficult terrain, and has a Climb DC of 20. If a section of wall is reduced to 0 hit points or exceeds its support weight, that section of wall is considered breached.

Any creature adjacent to the wall when it is created may make a Reflex save to disrupt the wall as it is being formed.

WHISPERS OF THE WILD

School divination; **Level** druid 6, ranger 4, witch 6, wizard/sorcerer 6

CASTING

Casting Time 1 standard action

Components V

EFFECT

Range personal

Target you

Duration 1 minute/level

DESCRIPTION

You become empathically attuned to nature. You can learn the general size, shape, special properties and condition of any natural terrain (forest, swamp, etc.). You also gain a general feeling from the terrain, and if anything is aggravating the natural spirit (monsters, loggers, etc.), you learn that also.

5TH EDITION SPELLS

ALPTRAUM

7th-level enchantment

[Warlock, Wizard]

Casting Time 10 minutes

Range Special

Components V, S, M (a caterpillar cocooned in spider silk)

Duration 24 hours after target wakes

DESCRIPTION

You may alter the dreams of a creature known to you the next time it sleeps, allowing you to manipulate its subconscious on a very deep level. You cannot control the details of the dream (e.g., the time of day, the location, the color of the sky, etc.), nor can you use to the dream to deliver a specific message to the creature, but you can choose the overall tone of the dream and how you appear within it. The creature can attempt a Wisdom saving throw during the dream in order to mitigate the spell's effects. If this saving throw succeeds, the details of the dream become hazy upon waking, but some of the emotions linger.

Based on how you choose to appear within the dream, you can affect the creature in different ways upon waking:

Infatuation: You dominate the dream as the object of the creature's desire, lust, or intense curiosity. For 24 hours after the creature wakes, it is considered charmed by you, and it has disadvantage on saving throws against any enchantment spells you cast. If the creature succeeds on its saving throw during the dream, it isn't charmed and doesn't take disadvantage on saves, but it remains friendly toward you and you have advantage to Persuasion checks against it.

Terror: In the dream, your image assumes an aspect of unspeakable malevolence and dread. For 24 hours after waking, the creature is overcome with terror at the sight of you. It must make a Wisdom saving throw versus your spell DC or fall unconscious from fright for 1d6 minutes. Even when the creature is conscious, it has the frightened condition in your presence and will attempt to get

as far away from you as it can by any means available. If the creature succeeds on its Wisdom saving throw during the dream, it is not terrified by the sight of you, but it senses something frightening about you that it can't quite place, giving you advantage on Intimidation checks against it.

Inspire/Erode Confidence: In the dream you appear as an idol or authority figure whom the creature deeply respects and seeks the approval of. This version of the spell may have positive or negative effects. If you so choose, you may use the authority figure to boost the creature's confidence, granting it advantage on a skill or ability check of your choice for 24 hours after it wakes. Conversely, you may have the authority figure express deep disappointment and repulsion toward the creature, granting it disadvantage on a check instead. When you use this spell to inspire confidence, the creature need not make a Wisdom saving throw during the dream.

At the GM's discretion, you may be able to accomplish other effects with this spell, provided that they are no more powerful than those outlined above.

ANIMATE VINE

1st-level transmutation

[Druid, Ranger]

Casting Time 1 action

Range 120 feet

Components V, S

Duration Concentration, up to 1 min.

DESCRIPTION

You can animate up a living or nonliving vine up to 60 feet long. The possible commands are "coil" (form a neat, coiled stack), "coil and knot," "loop," "loop and knot," "tie and knot," and the opposites of all of the above ("uncoil," and so forth). You can give one command each round as a bonus action. Sylvan elves often knot vines on trees to give a bonus to climb checks, they are then unknotted and directed to coil up in the tree so that pursuers cannot use the vines to chase the Elves.

The vine does not deal damage, but it can be used to trip or entangle a creature it shares a space with

that fails a Dexterity saving throw against your spell save DC. A typical 1-inch-diameter vine has AC 11, 5 hit points, and requires a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check to break free from. The vine itself and any knots tied in it are not magical. The spell cannot affect objects carried or worn by a creature.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can control an additional 60-foot-long vine per slot level.

BLINDING BEAUTY

6th-level enchantment

[Bard, Sorcerer, Warlock, Wizard]

Casting Time 1 action

Range Self (30-foot radius)

Components V

Duration Concentration, up to 1 min.

DESCRIPTION

In the eyes of nearby enemies, you become of vision of transcendent beauty - like that of an angel, or a god. This beauty is so exquisite that it literally overwhelms the senses of those who gaze upon you. When you cast this spell, and at the beginning of your turn each round for the spell's duration, each creature within 30 feet of you and within your line of sight must succeed on a Charisma saving throw or be blinded for 1d4 rounds. If a creature fails this save by 5 or more, it is stunned for 1 round and blinded for the duration of the spell (it gets to make no further saves).

Creatures in the area can avert their gaze to avoid the effects of the spell. Creatures that remain in the area for multiple rounds must continue to make saving throws each round, but a creature that succeeds on three consecutive saves to resist the spell's effects becomes immune to the spell for 24 hours. A creature must be able to clearly see your face for this spell to affect it. Color is not a necessary component of the spell, and a creature seeing you by means of darkvision is still affected as normal. Creatures that are naturally sightless are immune to this spell.



CALL PATRON AVATAR

9th-level conjuration

[Cleric, Druid, Warlock]

Casting Time 1 minute

Range 100 feet

Components V, S, M (1,000 gp of incense and an appropriate offering)

Duration 1 hour

DESCRIPTION

You call to your patron or deity, and it appears in the form of a powerful avatar. Calling the avatar requires special incense and an offering appropriate to the patron called (the nature of this offering is determined by the GM). The avatar speaks Common and will fulfill your requests to the best of its ability, but it acts entirely of its own free will. As this creature is a physical manifestation of your patron or deity itself, a summoner who does not show the avatar due respect, or who casts this spell without dire need, may be punished severely.

You do not have to be a follower of a patron or deity to call upon its avatar, but appeasing an unknown avatar may prove difficult (or even deadly) for non-followers.

The avatar can take on the form of any creature it desires, though a warlock's patron will generally take the form of a similar creature (fey for the Archfey, demons or devils for the Fiend, and aberrations and monstrosities for the Great Old One). You may suggest a particular form during the casting, but the final decision is made by the DM. But regardless of its form, each patron avatar has the following features:

- CR 15 Huge creature
- 24 in all ability scores
- 150 hit points, 20 AC, and its natural attacks are treated as magical
- Resistance to all damage
- Advantage on all saving throws and may choose to automatically succeed on a failed save (3/day)
- Immune to charmed, poisoned, paralyzed, and petrified conditions
- The avatar retains any additional resistances or immunities from its base creature type

CHANNEL PATRON

2nd-level transmutation

[Cleric, Druid, Warlock]

Casting Time 1 action

Range Self

Components V, S

Duration 1 minute

DESCRIPTION

You access the direct powers of your patron or deity for a short time, which provides you with a random benefit from the following list (roll 1d4 to determine which benefit you receive):

- 1 - You grow long claws, granting you two claw attacks that deal 1d6 slashing damage and are treated as magical weapons for the purpose of overcoming resistances.
- 2 - You gain resistance to one of the following damage types of your choosing (fire, cold, poison, necrotic).
- 3 - You gain resistance to one of the following damage types of your choosing (slashing, piercing, bludgeoning).
- 4 - You gain advantage on saving throws for one ability score of your choosing.

CURSE OF OFFENDED SIGHT

3rd-level necromancy

[Bard, Paladin, Sorcerer, Warlock]

Casting Time 1 action

Range 60 feet

Components V, S, M (a shard from a broken mirror)

Duration Special (see text)

DESCRIPTION

You punish a humanoid creature for the crime of being less (or perhaps more) magnificent than yourself with a curse that exaggerates their ugliness and dulls their personality. The target of this spell must succeed on a Constitution saving throw or have their Charisma score reduced by 3 (to a minimum score of 3) for 24 hours. 24 hours after failing the first saving throw, the creature must succeed on a second Constitution save or the effect becomes permanent and can only be lifted by a *remove curse* spell.

At Higher Levels: When you cast this spell with a spell slot of 4th level or higher, the penalty to the creature's Charisma increases by 1 point per level.

DEATH SEED

6th-level necromancy

[Druid]

Casting Time 1 action

Range 30 feet

Components V, S

Duration 4 rounds

DESCRIPTION

You produce a glossy, black seed from your palm and launch it at a target within 30 feet with a ranged spell attack. On a successful hit, the seed immediately sinks deep into the target's body and begins to feed off of the target's vital energy. The target must make a Constitution saving throw at the beginning of its turn each round for 3 rounds. It takes 4d6 necrotic damage on a failed save, and half that on a successful save. If the target fails 2 or more of these saves, then the plant bursts from its chest on the fourth round, dealing 75 points of necrotic damage (no save).

ELF DANCE

8th-level enchantment

[Bard, Cleric, Druid, Sorcerer]

Casting Time 1 minute

Range 60-foot radius centered on a point within 100 feet

Components V, S

Duration 6 days

DESCRIPTION

In order to cast this spell, you must be an elf. You lace the very air in the affected area with enchantment, which compels those who enter the area to dance and revel endlessly with no thought to other matters. A creature entering the area that fails a Wisdom saving throw is compelled to dance, frolic, and otherwise revel within the spell's area. Each day, the creature receives a new saving throw to end the effect.

Creatures require no food, drink, or sleep while under the spell's effects, nor do they gain any of the benefits of rest (such as regaining lost hit points or spell slots). They will defend themselves if attacked, but they can take no actions except to continue the dance, and they will not willfully leave the spell's area for any reason. If a creature is forcefully removed from the spell's area the effect immediately ends, but the creature receives one level of exhaustion for each day it spent in the dance. A creature that spends a full six days under the spell's effects drops dead when the spell ends.

ELF LOCKS

4th-level transmutation

[Druid, Sorcerer, Warlock, Wizard]

Casting Time 1 action

Range 30 feet

Components V, S, M (a strand of hair from a horse's tail)

Duration Concentration, up to 1 min.

DESCRIPTION

You cause a humanoid creature's hair to grow at an incredible rate, and animate it to bind them. The target must succeed on a Constitution saving throw or its hair instantly grows to 10 feet and attempts to ensnare it. A target that fails its Constitution saving throw must make a Dexterity saving throw versus your spell save DC at the beginning of each of its

turns for the spell's duration or be restrained by the hair. Once restrained, the target may break free of the hair with a successful Strength (Athletics) or Dexterity (Acrobatics) check against the hair's Strength (Athletics) check (treat the hair as having a Strength score equal to your primary spellcasting ability score). Once the spell ends, the hair created by the spell remains in place, though it is perfectly mundane in nature.

ELEMENTAL WEAPON

1st-level transmutation

[Cleric, Druid, Ranger]

Casting Time 1 bonus action

Range Touch

Components V

Duration 1 round

DESCRIPTION

A weapon you are currently holding transforms into a lethal embodiment of elemental power. Change the damage type of the weapon you are wielding from bludgeoning, piercing or slashing to acid, cold, lightning, or fire. The weapon deals its normal damage plus an additional 1d10 damage, and all of its damage is of the chosen type until the start of your next turn. Ranged weapons bestow this property to their ammunition.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you deal an additional 1d10 damage of the chosen type per slot level.

INFERIORITY OF THE IMPERFECT

4th-level enchantment

[Bard, Sorcerer, Warlock, Wizard]

Casting Time 1 action

Range 30 feet

Components V, S

Duration Concentration, up to 10 min.

DESCRIPTION

The target of this spell must succeed on a Wisdom saving throw or be overcome with a deep sense of inferiority and doubt. On a failed saving throw, the target must make a Charisma saving throw versus

your spell save DC at the beginning of its turn each round. If it fails this Charisma saving throw it loses its action that round.

LIGHTNING LASH

1st-level evocation

[Sorcerer, Wizard]

Casting Time 1 action

Range Self

Components V, S

Duration 1 minute

DESCRIPTION

You summon a lash of lightning, which behaves as a whip that deals 1d6 lightning damage. You are considered proficient with the lash, and it will affect all creatures in a line within the whip's 10-foot reach. The lash is insubstantial and cannot be used to trip opponents or wrap around objects. The lash is immune to all weapon damage, but is affected normally by dispel magic.

POISONSKIN

2nd-level transmutation

[Druid]

Casting Time 1 action

Range Self

Components V, S, M (1 dose of poison)

Duration Up to 1 hour (see text)

DESCRIPTION

You safely consume a dose of poison of any delivery category, and then excrete the toxin through your pores as a contact poison. Any creature that you touch, or that successfully strikes you with an unarmed or natural attack, must immediately save versus the poison's effects. The poison dissipates after 1 hour or 3 contacts with another creature, whichever comes first. The excreted toxin is not of sufficient quantity or stability to be successfully harvested for further use as a poison.

QUICKEN DISEASE

4th-level abjuration

[Cleric, Druid]

Casting Time 1 action

Range Touch

Components V, S, M (a soiled rag)

Duration Instantaneous

DESCRIPTION

You magically infuse a creature's body with vital energy, causing all diseases afflicting it to immediately run their course. The target is immediately cured of all diseases, though the shock of this healing method causes the target to accumulate one level of exhaustion for each disease cured. An unwilling target of this spell may make a Constitution saving throw to resist its effects.

RACIAL PARAGON

2nd-level transmutation

[Cleric, Paladin]

Casting Time 1 action

Range Touch

Components V, S

Duration 1 minute

DESCRIPTION

This spell improves a target's inherent racial abilities. Choose one ability score to which the target receives a bonus due to its race (Dexterity for a halfling, for instance, or Intelligence for a high elf). That ability score becomes 18 for the duration of the spell. If the target already has an 18 or higher in the chosen ability score this spell has no effect.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the chosen ability score increases by 1 additional point per level, to a maximum score of 24 using an 8th level spell slot.

SERENITY

1st-level enchantment

[Bard, Paladin, Sorcerer, Wizard]

Casting Time 1 action

Range 30 feet

Components V, S, M (a sprig of lavender)

Duration 10 minutes

DESCRIPTION

This spell aids a creature in maintaining a peaceful state of mind. The target has a +2 bonus to all

Wisdom saves and Persuasion checks for the spell's duration.

STINKING SPRAY

3rd-level conjuration

[Ranger]

Casting Time 1 action

Range 15-foot cone

Components S

Duration Instantaneous

DESCRIPTION

This spell mimics the defense of a skunk. A 15-foot cone of foul smelling mist sprays from your outstretched hand, and any creature caught within the cone must make a Constitution saving throw against poison or be incapacitated for 1d3 rounds as it chokes and retches. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.

SUMMON NATURE'S LIGHT

1st-level conjuration

[Druid, Ranger]

Casting Time 1 action

Range 30 feet

Components V, S

Duration 1 hour

DESCRIPTION

You summon a swarm of bioluminescent insects that illuminate a 5-foot radius area with a dim yellow-green light. This light will not function if taken into an area of magical darkness.

The swarm is stationary when summoned, but you can command it to fly up to 20 feet per round in a direction of your choosing as a bonus action. The swarm may reveal the presence invisible objects or creatures within its area of effect by the displacement of the insects. However, attacks against the creature or object still have disadvantage. The swarm cannot attack, possesses 10 HP, and can only be damaged by fire or area attacks. The swarm is dispersed by a strong gust of wind or similar effect.

SYLVAN SHIELD

2nd-level abjuration

[Bard, Paladin, Sorcerer, Warlock]

Casting Time 1 bonus action

Range Self

Components V, S, M (a sprig of holly)

Duration 1 minute

DESCRIPTION

A shimmering field of translucent silver energy appears in the air in front of you, granting you a +2 bonus to AC. In addition, your beauty is supernaturally enhanced when viewed through the shield. Any creature that attacks you while this spell is active must succeed on a Charisma saving throw versus your spell save DC or take disadvantage on its attack roll. Creatures that are immune to charms automatically succeed on this saves, but you still retain the +2 AC bonus against them.

SYLVAN SICKNESS

5th-level necromancy

[Cleric, Druid, Wizard]

Casting Time 1 action

Range Touch

Components V, S

Duration 7 days

DESCRIPTION

This spell functions as a *contagion* spell, except that it afflicts the target with one of the following diseases:

Blush of Death - The target's skin becomes bright red, and it becomes delusionally infatuated with the forest and its creatures. Unless physically restrained, the target will flee from the presence of humans and seek the nearest woodland area to wander and frolic.

Elf's Sight - The target is blinded and its eyes burn with searing pain if exposed to any light brighter than moonlight. If exposed to direct sunlight, the target takes 1d6 nonlethal damage each round, and after every hour of such exposure it must make an additional Constitution saving throw or become permanently blinded.

Elven Ache - The target's bones feel as though they're trying to twist themselves in knots under the skin. It has disadvantage on all attack rolls, and its weapon damage and speed are halved.

Green Madness - The target is overcome by the delusion that the forest is a terrifying malevolent entity which seeks to imprison and devour all life, and will attempt to flee from any woodland area or creatures by any means available. It will take no actions when inside a woodland area or when faced with a woodland creature except to get as far away as possible as quickly as possible.

Sylvan Fever - The target burns with a high fever and the skin of its hands and feet flakes and hardens like tree bark. It has disadvantage on Dexterity and Strength checks, and it accumulates one level of exhaustion for every 10 minutes of walking or for every minute of strenuous activity.

THUNDER BOLT

3rd-level evocation

[Druid, Paladin, Ranger]

Casting Time 1 action

Range 60 feet

Components V, S

Duration Instantaneous

DESCRIPTION

A javelin sized bolt of electricity seemingly trapped inside an invisible tube springs from your hand and speeds to its target. Make a ranged spell attack against a target. The thunder bolt deals 3d8 points of lightning damage. In addition, the target and every other creature in a 10-foot radius from the target must succeed on a Constitution saving throw versus your spell save DC or be deafened by the thunderous roar for 1d4 rounds. You may also throw the javelin into an empty space within the spell's range to create the deafening effect without damaging a specific target.

TORTUROUS BEAUTY

4th-level illusion

[Bard, Warlock, Wizard]

Casting Time 1 action

Range 30-foot cone

Components V, S

Duration 1 minute

DESCRIPTION

Your features shift subtly, and you become a more delicate and beautiful version of yourself, transforming until your visage is so sweet that it is physically painful to look upon. When you cast this spell, and at the beginning of your turn on subsequent rounds, each creature in the spell's area must succeed on a Charisma saving throw or suffer 4d6 psychic damage. Creatures that fail this saving throw by 5 or more are also stunned for 1d3 rounds. The spell's area moves with you, emanating in a cone from your eyes, and you may determine the direction the cone points at the end of your turn. Creatures in the area can avoid this effect by averting their eyes, in the same way that they could avoid a gaze attack. Once a creature succeeds on 3 saves, they become immune to this spell for 24 hours.

TRIP

2nd-level conjuration

[Bard, Sorcerer, Warlock, Wizard]

Casting Time 1 reaction

Range 60 feet

Components V, S, M (a bit of string pulled taut)

Duration Instantaneous

DESCRIPTION

The caster designates a target just as it begins to move on its turn, and a small invisible force wraps up the target's legs, threatening to throw it off balance. The target must succeed on a Dexterity saving throw or fall prone. After falling prone, the target may then continue its move as normal (though it must pay the standard movement penalty to stand up).

WALL OF VINES

3rd-level conjuration

[Druid]

Casting Time 1 action

Range 120 feet

Components V, S, M (a tendril of ivy)

Duration Concentration, up to 10 min.

DESCRIPTION

You create a wall of vines on a solid surface within range. You can make the wall up to 60 feet long, 20 feet high, and 1 foot thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall is opaque and lasts for the duration.

Each 5-foot square of wall may support up to 50 pounds and has 2 hit points per inch of thickness. The uneven surface is considered difficult terrain, and climbing it requires succeeding at a Strength (Athletics) check. If a section of wall is reduced to 0 hit points, or exceeds its support weight, that section of wall is considered breached.

The vines also attempt to entangle nearby foes. Any enemies who come in contact with the wall must make a Dexterity saving throw versus your spell save DC or be entangled. They may make a new Dexterity or Strength saving throw to end the entanglement at the end of their turn each round.

WHISPERS OF THE WILD

4th-level divination

[Druid, Ranger]

Casting Time 1 action

Range Self

Components V

Duration Concentration, up to 1 hour

DESCRIPTION

You become empathically attuned to nature. You can learn the general size, shape, special properties and condition of any natural terrain (forest, swamp, etc.) within 10 miles, and you automatically succeed on any Wisdom (Survival) checks to find your way through the terrain or to learn the direction (but not the exact location) of any creature you are tracking. You also gain a general feeling from the terrain, and if anything is aggravating the natural spirit (monsters, loggers, etc.).

Pächfinder Elden Magic Items

ELVEN LEAF TOKENS

Type Wondrous Item; **Aura** strong conjuration; **CL** 12th

Slot --; **Price** see individual tokens; **Weight** -- lb.

Construction Requirements Craft Wondrous Item, *Major Creation*

Description

These small elf-made tokens are shaped like tree leaves, seeds, and cones. Each one produces a different single-use effect.

Oak Leaf Shield (150 gp) - The oak leaf shield token may be used as an immediate action to provide a +4 shield bonus to the owner for 1 minute.

Maple Leaf Trap (300 gp) - This leaf token may be placed on the ground anywhere, but typically in a wooded area. Once set anyone but the owner stepping within 5 feet of the token will trigger a trap, forcing all within a 10-foot radius area to make a DC 14 Reflex save or suffer effects identical to those of a tanglefoot bag.

Pine Needle Burst (75 gp) - This pine cone and associated pine needles are thrown towards opponents, bursting into a 15-foot cone of razor sharp needles. Every target inside the cone is struck by a number of needles equal to 1d20 + the attacker's BAB and Dexterity bonus (if any). If the number of needles exceeds the target's CMD, they are affected by a random effect from the dirty trick combat maneuver. Roll 1d6 to determine the effect: 1 - blinded, 2 - dazzled, 3 - deafened, 4 - entangled, 5 - shaken, or 6 - sickened).

Sycamore Achenes (75 gp) - These are small, furry seeds produced by the sycamore tree. When achenes leaf tokens are thrown at an opponent, they enlarge to the size of a fist, striking the target for 1d6 blunt damage and exploding in a 5-foot cloud of small, fibrous seedlings. This cloud lasts for 1 round, but stays with the target, should they move. During that time, the target is blinded for 1 round should they fail a DC 14 Fortitude save. If they succeed at the saving throw, opponents are instead granted concealment for 1 round.

Willow Leaf Cutter (300 gp) - Throwing this long, sickle-shaped leaf up to 20 feet causes it becomes an enchanted scythe-like blade that spins

along the ground, mowing down vegetation. The blade clears one 5-foot square of plant overgrowth per round, eliminating any difficult terrain associated with the space. Due to the blade's magic, it cuts down even magical overgrowth, such as from an *entangle* spell. You may direct it to move 5 feet in any direction as a swift action on your turn. A creature who shares the same space as the blade must make a DC 12 Reflex save or take 1d6 slashing damage. The blade disappears after 5 rounds.

FIDCHELL (HERMIT'S TOWER)

Type Minor Artifact; **Aura** strong divination; **CL** 15th

Slot --; **Price** --; **Weight** 1 lb.

Destruction Can be burned by magical flame.

Mage's disjunction will convert the artifact into a mundane board game.

Description

As a mundane item, Fidchell is a common elven board game, similar to chess, and the board and pieces can be purchased for 5 gp. It is a two-player game played on a 7x7 square grid. The object is to take control of the center square, called the Tower. One player is the Defender, and begins with control of the Tower. The other is the attacker, who begins with more pieces and must take the Tower from the defender to win. The game generally takes around an hour to play, though particularly skilled players could extend this to several hours.

However, there is also a magical version of Fidchell, commonly known as Hermit's Tower or Gambler's Tower. This is a single player game played against the board itself, which moves its pieces on its own. The board has a Knowledge (arcana) skill equal to the player. Approximately 1% of all Fidchell boards can be used to play Hermit's Tower (a DC 16 Spellcraft check will tell a mundane version from the magical one). But Hermit's Tower is no mere curio meant to decorate a wizard's study - with a well-

played game, one can harness the very power of Fortune itself.

When a wizard decides to play a game, they choose which level of spell they would like to invest into the game for that day. Once the spell has been invested in the game, the wizard may not use that spell slot to memorize a spell. As an immediate action, the wizard may recall a vision from the game and grant the bonus, based upon the outcome of the game, to any target within 30 feet. The level of the spell determines the number of times throughout the day the wizard may benefit from these powers (1st level spell allows for 1 use for the day, a 4th level spell allows for 4 uses during the day, etc.).

The side the wizard played (defender or attacker) as well as whether or not the wizard wins or loses

the game determines the magical effects produced. Fidchell is a game of skill and forethought. In order to determine who wins, the players roll an opposed Knowledge (arcana) check three times. The best two rolls wins the game. Neither opponent may voluntarily lose the game. If either player were to intentionally lose the game, the magic does not function and the spell slot is wasted. The chart below shows the bonuses or penalties the wizard receives when playing attackers or defenders, as well as winning or losing the game.

The bonuses available to the spellcaster are of the same type for the whole day, depending upon whether or not the spellcaster won or lost the game.

WINS PLAYING ATTACKER	LOSES PLAYING ATTACKER
+1d6 to any offensive combat roll	-1d6 to any opponent's attack roll
WINS PLAYING DEFENDER	LOSES PLAYING DEFENDER
+1d6 to Armor Class	-1d6 to any saving throw

AUGUST LAURELS

Type Wondrous Item; **Aura** faint enchantment; **CL** 3rd

Slot Head; **Price** 5,000 gp; **Weight** -- lb.

Construction Requirements Craft Wondrous Item, *command*, *eagle's splendor*

Description

This laurel wreath is imbued with the magic of the Dreaming Realm. While wearing it you gain a +2 enhancement bonus to Charisma and you may speak the command word to cast the *command* spell once per day.

AZURE WYRMBOW

Type Unique Weapon (longbow); **Aura** strong evocation; **CL** 12th

Slot --; **Price** 40,000 gp; **Weight** 3 lb.

Construction Requirements Craft Magic Arms and Armor, *call lightning*, *sheet lightning*, *resist energy*

Description

This blue-lacquered +3 longbow is carved in the shape of twin dragons whose open jaws meet at its center. While holding it, you have electricity resistance 10. In addition, arrows fired from the bow are shrouded in crackling arcs of blue lightning that seek out nearby foes. On a successful hit you deal an extra 1d8 electricity damage to the target and 1d8 electricity damage to all other enemies within 5 feet of the target.

BINDER AMULET

Type Wondrous Item; **Aura** strong conjuration; **CL** 15th

Slot Neck; **Price** see table below; **Weight** -- lb.

Construction Requirements Craft Wondrous Item, *planar binding*

Description

A binder amulet consists of a small glass egg on a silver chain with a gemstone embedded within it. Once per day, the holder of a binder amulet can speak the amulet's command word with a standard action and summon a fey creature for up to 1 hour. This fey will obey your commands as long as they are in accordance with its nature and alignment. If

you force it to perform an action that it considers suicidal or otherwise against its nature, it can attempt a DC 15 Will save to break free of the enchantment. If it succeeds on this save, it is free to attack you or to try to escape, though it will still return to its home plane after 1 hour. If the summoned fey breaks the enchantment in this way, the amulet is destroyed. Each binder amulet allows you to summon one type of fey creature. The type of fey is determined by the gemstone the amulet contains, as listed on the following table:

Gemstone	Type of Fey	Price
Spinel	Gremlin, Hobkins	4,000 gp
Amber	Faun	8,000 gp
Emerald	Fey Giant Toad	8,000 gp
Black Sapphire	Grimstalker	12,000 gp
Ruby	Pixie	12,000 gp

BOOTS OF THE MOONHART

Type Wondrous Item; **Aura** moderate transmutation; **CL** 8th

Slot feet; **Price** 5,000 gp; **Weight** -- lb.

Construction Requirements Craft Wondrous Item, *longstrider*, *whispering lore*, skin of a doe killed by a silver arrow during a full moon

Description

It is said these boots are crafted through an ancient elven rite, using the skin of a doe killed by a silver arrow under the light of a full moon. The wearer gains all the benefits of the ranger's *woodland stride* ability. In addition, the wearer can use a swift action to speak the boots' command word and gain the effects of a *longstrider* spell for up to 1 hour per day. This hour can be used all at once or split into 10 minute intervals, as the wearer wishes.

BRIARBORN CLOAK

Type Wondrous Item; **Aura** moderate transmutation; **CL** 11th

Slot shoulders; **Price** 8,000 gp; **Weight** -- lb.

Construction Requirements Craft Wondrous Item, *thorn body*, *vine strike*

Description

This cloak appears to be made of tightly entwined tendrils of living ivy. You have +2 circumstance bonus on Stealth checks to hide within forest terrain while wearing it. In addition, when an opponent attempts to grapple you, a multitude of needle-like thorns extends from the ivy, dealing 1d6 damage

to the grappler and granting you a +4 circumstance bonus to your CMD to avoid the grapple and your CMB or Escape Artist checks to escape a grapple.

This ability does not function against Huge or larger opponents, or against opponents wearing heavy armor.

CLUSTERSHOT ARROW

Type Weapon (ammunition); **Aura** faint transmutation; **CL** 5th

Slot --; **Price** +1 Bonus; **Weight** -- lb.

Construction Requirements Craft Magic Arms and Armor, *arcane mark*, *unerring weapon*

Description

These arrows are inscribed with a spiral groove down the length of the shaft and an eye-glyph on the head. When a clustershot arrow finds its mark, it becomes a temporary magical beacon. After making a successful attack with a clustershot arrow, all other arrows you fire at the same target that round will steer their paths toward its point of impact, granting you a +2 bonus to your attack rolls and negating any benefits the target has due to concealment or cover (except total cover). This effect only functions only for the archer that fires the clustershot arrow, and lasts until the start of their next turn.

DEW DROP NECKLACE

Type Wondrous item **Aura** moderate conjuration; **CL** 9th

Slot neck; **Price** 10,000; **Weight** -- lb.

Construction Requirements Craft Wondrous Item, *aqueous orb*, *control water*, *cure light wounds*, *cure moderate wounds*, *purify food and drink*, *sleet storm*, *summon nature's ally V*, *wave shield*

Description

This silver necklace has 10 dewdrop beads strung from it. You can remove a dewdrop and activate its magic as a standard action, after which it is destroyed. The wearer of the necklace intuitively knows each dewdrop's effect and how to activate it. After all the dewdrops have been used, the necklace loses its magic and becomes an ordinary piece of jewelry.

Dewdrop Effect	Activation Method
<i>Cure Light Wounds (x2)</i>	Swallowed
<i>Cure Moderate Wounds (x2)</i>	Swallowed
<i>Aqueous Orb</i>	Thrown up to 20'
<i>Purify Food & Drink</i>	Dropped into drink/Crumbled on food
<i>Control Water</i>	Dropped or thrown up to 20' into body of water
<i>Sleet Storm</i>	Tossed into the air
<i>Wave Shield</i>	Crushed in the hand*
<i>Summon Water Elemental**</i>	Thrown up to 20' into an empty space

*If removed beforehand and held during battle, it can be used as an immediate action as per the *wave shield* spell. If unused, it can be reattached to the necklace.

**Summons one water elemental which may be Small, Medium, or Large (user's choice). Otherwise, Functions as *summon nature's ally*.

FIGURINE OF WONDROUS POWER:

IRONWOOD TREANT

Type Wondrous Item; **Aura** strong conjuration; **CL** 15th

Slot --; **Price** 21,000 gp; **Weight** 1 lb.

Construction Requirements Craft Wondrous Item, *animate objects*, *summon monster VI*

Description

This small, ironwood figurine is in the shape of a treant about the size of a human hand. Upon command, the small figurine grows and transforms into a full-sized treant. The treant is fully under the control of the owner of the figurine and will serve in any capacity a normal treant could. The treant understands and speaks Common.

If the figurine is broken or destroyed in its statuette form, it is forever ruined. All magic is lost, its power departed. If slain in animal form, the figurine simply reverts to a statuette that can be used again at a later time.

The figurine may be used up to 24 hours per month. These hours do not need to be consecutive, but are used in 1-hour increments.

GLOAMING WEAPON

Type Weapon Property (melee); **Aura** faint illusion; **CL** 3rd

Slot --; **Price** +1 bonus; **Weight** -- lb.

Construction Requirements Craft Magic Arms and Armor, *mirror image*

Description

Weapons with the gloaming property possess cloudy, translucent blades. They are often granted to warriors of the Unseelie Court and are a frequent sight within the fey wilds and the Dreaming Realm. Once per day, you may refract your form after taking damage from an attack, creating three illusory duplicates which behave as a *mirror image* spell.

GLOVES OF THE MAGISTER

Type Wondrous Item; **Aura** strong (no school); **CL** 12th

Slot --; **Price** 12,000 gp; **Weight** -- lb.

Construction Requirements Craft Wondrous Item, ability to cast 4th level spells

Description

These gold-embroidered black leather gloves have 3 charges per day. When you cast a spell you may

spend one or more charges to increase the spell's effective level as though using the Heighten Spell metamagic feat. The spell's level increases by the number of charges you apply. You cannot use the gloves to increase a spell's effect level beyond the highest level of spell you can currently cast.

GRAVEROT ARROW

Type Weapon Property (arrow); **Aura** moderate necromancy; **CL** 9th

Slot --; **Price** +2 bonus; **Weight** -- lb.

Construction Requirements Craft Magic Arms and Armor, *symbol of pain*

Description

The sickly gray wood of this arrow seems quite fragile and delicate. Created from pale necromantic bone or casket wood, this arrow cracks apart when it impacts, embedding splinters in the target and creating a black, festering wound. On top of the arrow's normal damage, the splinters inflict an extra 1d8 negative energy damage which is subtracted directly from the target's maximum hit points (ignoring any temporary hit points the target may possess). In addition, as long as the splinters remain, the target gains only half as many hit points as usual from healing spells. Removing the splinters requires 10 minutes (plus 5 minutes per each additional graverot arrow hit) and a DC 18 Heal check. A successful check returns the target to its normal hit point maximum and removes the healing magic resistance.

HORNS OF THE BUCK

Type Wondrous Item; **Aura** moderate transmutation; **CL** 6th

Slot head; **Price** 5,000 gp; **Weight** -- lb.

Construction Requirements Craft Wondrous Item, *magic fang*, *speak with animals*

Description

When a buck in the forest blesses an elven craftsman with its horns, the result is the Horns of the Buck. The horns fuse to the wearer's head, granting them a headbutt attack which deals 1d6 damage (plus the wearer's Strength modifier). The Horns are considered the wearer's primary natural weapon (or secondary if the wearer already possesses natural weapons). Also, the wearer gains the ability to cast *speak with animals* once per long rest.

Curse

A pureblood elf can don and remove the Horns of the Buck freely without any negative effects. However, any non-elf or half-elf who attunes with the horns can only remove them with a *remove curse* spell. In addition, this use of the horns draws the ire of the Buck Lord, a powerful fey who guards the spirits of woodland creatures. Within 1 week of donning the horns, he will appear before the wearer in the guise of a great stag with a long beard entwined with leaves and twigs and an enormous rack of glowing golden horns. He will telepathically send the wearer an ultimatum: "*Prove you are worthy of my brethren's horns by facing me in single combat - or yield and accept my judgement.*" If the wearer defeats him in a one-on-one duel, the Buck Lord will vanish and lift the curse, allowing the horns to be freely removed and to retain all their magical properties. If the wearer yields or is defeated, or if someone else interferes in the duel, the Buck Lord will strip the horns of their magic, in which case they become blunt and overgrown with velvet, removing their headbutt attack, and they lose their *speak with animals* ability. They also become permanently affixed to the skull as an enduring reminder of the wearer's transgression against the forest though can be removed through the successful use of a *remove curse* spell.

The Buck Lord CR 5

XP 1,600

CG Large fey

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +15

Defense

AC 20, touch 13, flat-footed 16 (+3 Dex, +1 dodge, +7 natural, -1 size)

hp 58 (9d6+27)

Fort +6, **Ref** +9, **Will** +13

DR 10/magic; **Immune** charm, compulsion, poison

Offense

Speed 50 ft.

Melee head butt +8 (1d10+4), hooves +5 (1d8+2)

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

Spells Known (CL 9th; concentration +11)

At will: *detect magic*

3/day each: *entangle*, *faerie fire* (DC 18), *goodberry*

1/day each: *barkskin*, *featherstep*, *pass without trace*

Statistics

Str 18, **Dex** 16, **Con** 16, **Int** 10, **Wis** 24, **Cha** 15

Base Atk +4; **CMB** +9; **CMD** 23

Feats Dodge, Multiattack, Power Attack, Weapon Focus (head butt)

Skills Acrobatics +10 (+18 to jump), Bluff +11, Climb +8, Diplomacy +10, Escape Artist +7, Handle Animal +6, Intimidate +10, Knowledge (nature) +8, Perception +15, Sense Motive +15, Stealth +11, Swim +8

Special Abilities

Materialize/Dematerialize: The Buck Lord is a physical manifestation of the magic of the Horns of the Buck, and he can appear instantly in any location where they reside. He does not die when reduced to 0 HP, his form simply vanishes and he cannot manifest himself within the Material Plane again for 1 week. His link with the Horns and his power over them cannot be broken or diminished.

Powerful Charge: The Buck Lord's horn attack does double damage (2d8+10) during a charge attack.

Speak with Beasts and Plants: The Buck Lord can communicate with beasts and plants as if they shared a language.

LEYSTONE

Type Artifact; **Aura** strong to overwhelming conjuration; **CL** 18th-22nd

Slot --; **Price** --; **Weight** varies

Destruction A leystone can only be destroyed within the Dreaming, though the manner of destruction depends on the specific Leystone's properties and power.

Description

"Leystone" is the general term for an item that allows one to enter the Dreaming. But befitting the chaotic nature of the Dreaming, leystones possess no consistent shape, size, or even method of operation. One leystone may take the shape of a jeweled comb which transports one to the Dreaming as long as it is left in the hair; another may appear as a mirror or painting which can be stepped through like a door; another the exit of a garden maze, or a stairway that appears after circling a certain tree three times. The one common feature they all seem to share is the mystery

surrounding their origins. Each leystone was either passed down from ancient times or discovered in a forgotten ruin or in the wild, and no one knows who initially created them. Some say they are the invention of the Dreaming itself, reaching out into the Material Plane.

MINDCLOUD DAGGER

Type Weapon (dagger); **Aura** faint enchantment; **CL** 4th

Slot --; **Price** 3,000 gp; **Weight** 1 lb.

Construction Requirements Craft Magic Arms and Armor, *touch of idiocy*

Description

This ebony-hafted +1 dagger temporarily addles the senses of its foes, rendering them vulnerable to mental attacks. The dagger has 2 charges per day. When you land a successful hit with the dagger, you may spend 1 charge to impart a -2 penalty on the target's next Will save. This effect dissipates after 1 minute.

PLATE OF SWIFT PASSAGE

Type Armor (full plate); **Aura** strong conjuration; **CL** 19th

Slot --; **Price** 85,000 gp; **Weight** 40 lb.

Construction Requirements Craft Magic Arms and Armor, *dimension door*, *expeditious retreat*, *plane shift*, *teleport*

Description

Designed by elven master craftsmen seeking to improve the speed and mobility of heavy armor without sacrificing defensive capability, this suit of +2 mithral full plate has a max Dex bonus of +2, an armor check penalty of -4, and is imbued with transportation magic. The armor has 4 charges per day. As a standard action, the wearer may spend 1 or more charges to cast the following spells:

expeditious retreat – 1 charge

dimension door – 2 charges

teleport – 3 charges

plane shift – 4 charges

RING OF THE FEY-BOUND

Type Wondrous Item; **Aura** moderate transmutation; **CL** 6th

Slot finger; **Price** 8,000 gp; **Weight** -- lb.

Construction Requirements Craft Wondrous Item, a drop of fey blood

Description

Often awarded by Seelie court to outsiders who have proven trustworthy allies, this ring grants the wearer +4 on saving throws against charms and compulsions and immunity to magical sleep.

TWILIGHT ARMOR

Type Armor Property; **Aura** faint illusion; **CL** 5th

Slot --; **Price** +1 bonus; **Weight** -- lb.

Construction Requirements Craft Magic Arms and Armor, *fog cloud*

Description

When you don a set of twilight armor, your features become blurry and difficult to discern, giving you concealment in areas of dim light. It also allows you to cast *fog cloud* centered on yourself once per day.

UMBRAL WEAPON

Type Weapon property (melee); **Aura** moderate illusion; **CL** 6th

Slot --; **Price** +1 bonus; **Weight** -- lb.

Construction Requirements Craft Magic Arms and Armor, *umbral weapon*

Description

An eerie shadowy trail follows an umbral weapon as it moves. It has 3 charges that renew each day at dawn. Once per round when you attack with the weapon, you may spend 1 charge to convert the shadow trail into a ghostly doppelganger which attacks alongside you. You roll two attack rolls and choose the higher roll for your attack. In addition, if both these attack rolls would be successful hits, the doppelganger erupts in a pillar of eldritch energy, dealing an extra 1d8+3 cold damage to the target.

WINDRUNNER BRACERS

Type Wondrous Item; **Aura** faint transmutation; **CL** 4th

Slot arms; **Price** 2,500 gp; **Weight** -- lb.

Construction Requirements Craft Wondrous Item, *expeditious retreat*, *haste*

Description

Wearing these electrum bracers grants you supernatural speed. You gain +2 to initiative rolls, your movement speed increases by 5 feet, and once per day you may activate the bracers as a swift action to gain the effects of a *haste* spell for one round.

ELVEN ALCHEMICAL ITEMS

The elves are known for their preternatural aptitude with plants and animals of the forest. elven alchemists have developed many useful items by combining their knowledge of nature with their innate magic abilities.

Feysight Ointment (175 gp) - Extracted from a type of algae that flourishes in stagnant cave pools, feysight ointment is often used by elves and given as gifts to their trusted human allies. When smeared around the eyes, it grants darkvision out to 60 feet for 3 hours. A typical cannister holds 3 doses of the ointment.

Sparkfly Crystal (50 gp) - This rough-hewn crystal contains a swarm of sparkflies, a type of beetle similar to fireflies but native to the Feywild. The sparkflies are held in stasis within the crystal, as their delicate bodies cannot survive the air of the material plane. As a standard action, you can throw the crystal up to 20 feet as a ranged attack roll against a target. On a hit, the crystal shatters, releasing the sparkflies, which swarm about the target and explode in a splash of glowing, corrosive bodily fluids. The fluids burn the eyes and blur the vision, causing the target to take a -2 penalty on attack rolls and ability checks for 1d3 rounds.

A sparkfly crystal can also be attached to an arrow shaft and fired from a bow. Such an arrow deals no damage on a hit, but the crystal shatters as normal. Sparkfly crystals have no effect on Huge and larger creatures.

Tangleroot Dust (150 gp) - When a small pouch of this rust-colored powder is spread across the roots of trees, a bed of shrubs, or the like, it rapidly accelerates the growth of the plants. Within 10 minutes a 20-foot radius will become difficult terrain, and after 1 hour the overgrowth in the immediate vicinity will become so dense as to be impassable without cutting one's way through.

5th Edition Elven Magic Items

ELVEN LEAF TOKENS

Wondrous item, rare

These small elf-made tokens are shaped like tree leaves, seeds, and cones. Each one produces a different single-use effect.

Oak Leaf Shield - The oak leaf shield leaf token may be activated with your reaction, giving you a +4 bonus to AC until the start of your next turn.

Maple Leaf Trap - This leaf token may be placed on the ground anywhere, but enemies have disadvantage on their Wisdom (Perception) checks to spot it in a wooded area. Once set, anyone but the owner stepping within 5 feet of the token will trigger the trap, forcing all creatures in a 10 foot radius to succeed on a DC 14 Dexterity saving throw or be bound up by spindly branches. Creatures that fail their saving throw have the restrained condition until they use an action to make a successful DC 10 Strength check to free themselves.

Pine Needle Burst - This pine cone can be thrown up to 20 feet towards opponents, bursting into a 15 foot cone of razor sharp needles. All creatures within in the cone take 4d4 + 4 piercing damage. A successful Dexterity save (DC equals 8 + your proficiency bonus + your Dexterity bonus) halves this damage.

Sycamore Achenes - These are small, furry seeds produced by the sycamore tree. When an achenes leaf token is thrown at an opponent within 20 feet, they enlarge to the size of a fist, striking the target for 1d6 + your Strength bonus bludgeoning damage and exploding in a 5 foot cloud of small, fibrous seedlings. The target must succeed on a DC 12 Constitution saving throw or be blinded for 1 round.

Willow Leaf Cutter - Throw this long, sickle-shaped leaf up to 20 feet and it becomes an enchanted scythe-like blade that spins along the ground, mowing down vegetation. The blade clears one 5-foot square of plant overgrowth per round, eliminating any difficult terrain associated with the space. Due to the blade's magic, it cuts down even magical overgrowth, such as from an *entangle* spell. You may direct it to move 5 feet in any direction on your turn. A creature who shares

the same space as the blade must make a DC 12 Dexterity save or take 1d6 slashing damage. The blade disappears after 5 rounds.

FIDCHELL (HERMIT'S TOWER)

Wondrous item, rare

As a mundane item, Fidchell is a common elven board game, similar to chess. It may be selected as a tool proficiency like any other gaming set, and the board and pieces can be purchased for 1 gp. It is a two-player game played on a 7x7 square grid. The object is to take control of the center square, called the Tower. One player is the Defender, and begins with control of the Tower. The other is the attacker, who begins with more pieces and must take the Tower from the defender to win. The game generally takes around an hour to play, though particularly skilled players could extend this to several hours.

However, there is also a magical version of Fidchell, commonly known as Hermit's Tower or Gambler's Tower. This is a single player game played against the board itself, which moves its pieces on its own. But Hermit's Tower is no mere curio meant to decorate a wizard's study - with a well-played game, one can harness the very power of Fortune itself.

You may play only a single game per day at dawn, and you cannot be under the effect of any spells while playing the game. If you win, Fortune will grant you a blessing; lose, and you will receive a penance. Each blessing and penance lasts until dawn of the following day. You may choose to be the attacker or the defender - this does not change the outcome.

Begin the game by sacrificing a spell slot of third level or lower to imbue the board with your magical power. The board adjusts its difficulty according to your Intelligence and the level of this slot. To play, make an opposed Intelligence check against the board (you may add your proficiency bonus to this check if you are proficient with the Fidchell gaming set). The board's bonus to this check is equal to the level of the spell slot you sacrificed + your Intelligence bonus (to a minimum of +2).

The blessings and penances for each level spell slot are listed below. No spell or ability can counteract

the effects of a blessing or penance once it is activated.

Hermit's Tower Results

1st Level Spell Slot.

Blessing: Cause an opponent to have disadvantage on their save against one spell you cast today.

Penance: The next natural 20 you roll today becomes an automatic failure instead.

2nd Level Spell Slot.

Blessing: One time today, when an opponent successfully saves against one of your spells, you may turn their roll into a failure instead.

Penance: Enemies cannot have disadvantage on attack rolls against you or on saves against your spells. If an enemy rolls a natural 1 to attack you, it becomes an automatic hit instead.

3rd Level Spell Slot.

Blessing: For 1 minute today your spell save DC increases by 2, and all opponents have disadvantage on their saves against your spells.

Penance: Enemies have advantage on all attack rolls made against you, and any natural 1s rolled to attack you are treated as natural 20s instead.

AUGUST LAURELS

Wondrous item, rare

This laurel wreath is imbued with the magic of the Fey Realms. While wearing it, your Charisma score is 19, and you may cast *command* once per long rest.

AZURE WYRMBOW

Weapon (longbow), very rare

This blue-lacquered +2 longbow is carved in the shape of twin dragons whose open jaws meet at its center. While holding it, you have resistance to lightning and thunder damage. Arrows fired from the bow are shrouded in crackling arcs of blue lightning that seek out nearby foes. On a successful hit you deal an extra 2d8 lightning damage to the

target and 1d8 lightning damage to all enemies within 5 feet of the target.

BINDER AMULET

Wondrous item, rarity varies (see text)

A binder amulet consists of a small glass egg on a silver chain with a gemstone embedded within it. Once per long rest, the holder of a binder amulet can use an action to speak the amulet's command word and summon a fey creature as if casting the *conjure fey* spell. However, if the user loses concentration during the spell and frees the fey, the amulet shatters and its magic is permanently lost. Each binder amulet allows you to summon one type of fey creature. The type of fey is determined by the gemstone the amulet contains.

Gemstone	Type of Fey	Rarity
Spinel	Blink Dog	Uncommon
Red Onyx	Satyr	Uncommon
Amber	Dryad	Rare
Emerald	Sprite	Rare
Ruby	Pixie	Rare
Black Sapphire	Night Hag	Very Rare

BOOTS OF THE MOONHART

Wondrous item, Rare (Requires Attunement)

It is said these boots are crafted through an ancient elven rite, using the skin of a doe killed by a silver arrow under the light of a full moon. The wearer gains all the benefits of the ranger's *land's stride* class

feature. In addition, once per long rest, the wearer can use an action to speak the boots' command word and gain the effects of a *longstrider* spell for 1 minute.

BRIARBORN CLOAK

Wondrous item, rare

This cloak appears to be made of tightly entwined tendrils of living ivy. You have +4 on Dexterity (Stealth) checks to hide within forest terrain while wearing it. In addition, when an opponent attempts to grapple you, a multitude of needle-like thorns extends from the ivy, dealing 1d6 damage to the grappler and giving you advantage on all checks to avoid or escape the grapple. This ability does not function against Huge or larger opponents or opponents in heavy armor.

CLUSTERSHOT ARROW

Weapon (arrow), uncommon

These arrows are inscribed with a spiral groove down the length of the shaft and an eye-glyph on the head. When a clustershot arrow finds its mark, it becomes a temporary magical beacon. After a successful hit with a clustershot arrow, all other arrows fired at the same target that round have advantage on their attack rolls. This effect functions only for the archer that fired the clustershot arrow, and lasts until the start of your next turn.

DEWDROP NECKLACE

Wondrous item, rare (requires attunement)

This silver necklace has 10 dewdrop beads strung from it. You can use an action to remove a dewdrop and activate its magic, after which it is destroyed. The wearer of the necklace intuitively knows each dewdrop's effect and how to activate it. Where applicable, spell effects produced by a dewdrop have a save DC of 15. After all the dewdrops have been used, the necklace loses its magic and becomes an ordinary piece of jewelry.

Dewdrop Effect	Activation method.
Cure Wounds, Level 1 (x2)	Swallowed
Cure Wounds, Level 2 (x2)	Swallowed
Cure Wounds, Level 3 (x2)	Swallowed
Purify Food & Drink	Dropped into drink/Crumbled on food
Sleet Storm	Tossed into the air
Control Water	thrown up to 20' into a body of water
Conjure Elemental (Water only)	thrown up to 20' into an empty space

FIGURINE OF WONDROUS POWER: IRONWOOD TREANT

Wondrous Item, Very Rare

Upon command, this small ironwood carving of a treant grows and transforms into a full-sized treant. The treant is fully under the control of the figurine's owner and will serve in any capacity a normal treant could. The treant understands and speaks Common. The figurine remains in its treant form for up to 7 hours. Once it has been used (or if it is slain while in treant form) it can't be used again until 1 week has passed. If the figurine itself is broken or destroyed, all its magic is permanently lost.

GLOAMBLADE

Weapon (scimitar), uncommon

These scimitars with cloudy, translucent blades are granted to warriors of the Unseelie Court and are a

frequent sight within the Fey Realms and the Dreaming. A gloamblade scores a critical hit on a roll of 19 or 20 (this effect is not cumulative with other abilities that increase critical hit range). In addition, when a gloamblade scores a critical hit, the wielder's form is refracted, creating three illusory duplicates which behave as a *mirror image* spell.

GLOVES OF THE MAGISTER

Wondrous item, rare (requires attunement by a wizard)

These gold-embroidered black leather gloves have a maximum of 3 charges and renew 1d3 charges each day at dawn. When you cast a spell you may spend one or more of the gloves' charges to increase the spell's level without using a higher level spell slot. The spell's level increases by the number of charges you apply. You cannot use the gloves to

increase a spell's level beyond the highest level of spell you can currently cast.

GRAVEROT ARROW

Weapon (arrow), rare

The sickly gray wood of this +1 arrow seems quite fragile and delicate. Created from pale necromantic bone or casket wood, this arrow cracks apart when it impacts, embedding splinters in the target and creating a black, festering wound. On top of the arrow's normal damage, the splinters inflict an extra 1d8 necrotic damage which is subtracted directly from the target's maximum hit points (ignoring any temporary hit points the target may possess). In addition, as long as the splinters remain, the target is considered resistant to healing magic, and gains only half as many hit points as usual from healing spells. Removing the splinters requires 10 minutes (plus 5 minutes per each additional graverot arrow hit) and a DC 15 Wisdom (Medicine) check. A successful check returns the target to its normal hit point maximum and removes the healing magic resistance.

HORNS OF THE BUCK

Wondrous item, rare (requires attunement)

When a buck in the forest blesses an elven craftsman with its horns, the result is the Horns of the Buck. The horns fuse to the wearer's head, granting them a headbutt attack which deals 1d6 damage (plus the wearer's Strength modifier). The wearer is proficient with this attack, and the horns are considered a light melee weapon. Also, the wearer gains the ability to cast *speak with animals* once per long rest.

Curse

A pureblood elf can don and remove the Horns of the Buck freely without any negative effects. However, any non-elf or half-elf who attunes with the horns can only remove them with a remove curse spell. In addition, this use of the horns draws the ire of the Buck Lord, a powerful fey who guards the spirits of woodland creatures. Within 1 week of donning the horns, he will appear before the wearer in the guise of a great stag with a long beard entwined with leaves and twigs and an enormous rack of glowing golden horns. He will telepathically send the wearer an ultimatum: "Prove you are

worthy of my brethren's horns by facing me in single combat - or yield and accept my judgement." If the wearer defeats him in a one-on-one duel, the Buck Lord will vanish and lift the curse, allowing the horns to be freely removed and to retain all their magical properties. If the wearer yields or is defeated, or if someone else interferes in the duel, the Buck Lord will strip the horns of their magic, in which case they become blunt and overgrown with velvet, removing their headbutt attack, and they lose their *speak with animals* ability. They also become permanently affixed to the skull as an enduring reminder of the wearer's transgression against the forest.

THE BUCK LORD

Large Fey, Chaotic Good

AC: 14 (16 with *barkskin*)

HP: 76 (9D10+27)

Speed: 50'

STR 18 **DEX** 14 **CON** 16 **INT** 9 **WIS** 14 **CHA** 16
(+4) (+2) (+3) (-1) (+2) (+3)

Damage Resistances poison, necrotic
Condition Immunities charmed, frightened, paralyzed, petrified, poisoned
Senses passive Perception 15
Languages Common, Fey
Challenge 6 (2,300 XP)

ACTIONS

SPELLCASTING

The Buck Lord's innate spellcasting ability is Charisma (spell save DC 15). The Buck Lord can innately cast the following spells, requiring no material components:

At will: *druidcraft*

3/day each: *entangle, goodberry, misty step*

1/day each: *barkskin, moonbeam, pass without trace*

Magic Resistance: The Buck Lord has advantage on saving throws against spells and other magical effects.

Speak with Beasts and Plants: The Buck Lord can communicate with beasts and plants as if they shared a language.

Materialize/Dematerialize: The Buck Lord is a physical manifestation of the magic of the Horns of the Buck, and he can appear instantly in any location where they reside. He does not die when reduced to 0 HP, his form simply vanishes and he cannot manifest himself within the material plane again for 1 week. His link with the Horns and his power over them cannot be broken or diminished.

ATTACKS

Multiattack: The Buck Lord makes two attacks, once with his hooves and once with his horns.

Hooves – Melee Attack: +8 to hit, 5' reach, 11 (2d6 + 4) bludgeoning

Horns (+1 Magic) – Melee Attack: +9 to hit, 5' reach, 12 (2d6 + 5) piercing

Charge: If the Buck Lord moves at least 20 feet straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

LEYSTONE

Wondrous item, very rare

"Leystone" is the general term for an item that allows one to enter the Dreaming. But befitting the chaotic nature of the Dreaming, leystones possess no consistent shape, size, or even method of operation. One leystone may take the shape of a jeweled comb which transports one to the Dreaming as long as it is left in the hair; another may appear as a mirror or painting which can be stepped through like a door; another the exit of a garden maze, or a stairway that appears after circling a certain tree three times. The one common feature they all seem to share is the mystery surrounding their origins. Each leystone was either passed down from ancient times or discovered in a forgotten ruin or in the wild, and no one knows who initially created them. Some say they are the invention of the Dreaming itself, reaching out into the Material Plane.

MINDCLOUD DAGGER

Weapon (dagger), uncommon

A favorite of arcane tricksters, this ebony-hafted +1 dagger temporarily clouds the minds of its foes, rendering them vulnerable to mental attacks. When

you land a successful hit with a mindcloud dagger, you may activate it to force the target to have disadvantage on the next Wisdom saving throw or Intelligence check it makes within the next minute. This ability functions once per short rest.

PLATE OF SWIFT PASSAGE

Armor (plate), legendary (requires attunement)

Designed by elven master craftsmen seeking to improve the speed and mobility of heavy armor without sacrificing defensive capability, this suit of silver +2 plate armor has a Strength requirement of 13, weighs 40 lbs., and is imbued with transportation magic. The armor has a maximum of 4 charges and renews 1d3+1 charges each day at dawn. The wearer may activate the armor to cast the following spells:

misty step – 1 charge

dimension door – 2 charges

teleport – 3 charges

plane shift – 4 charges

RING OF THE FEY-BOUND

Wondrous item, rare (requires attunement)

Often awarded by Seelie Court to outsiders who have proven trustworthy allies, this ring grants the wearer advantage on saving throws against being charmed and immunity to magical sleep.

TWILIGHT ARMOR

Armor (breastplate), rare

When you don this dull gray +1 breastplate, your features become blurry and difficult to discern, giving you advantage on Dexterity (Stealth) checks in areas of dim light. It also allows you to cast *Fog Cloud* centered on yourself once per long rest.

UMBRAL BLADE

Weapon (any sword), rare (requires attunement)

An eerie shadowy trail follows this +1 sword as it moves. It has 3 charges that renew each day at dawn. Once per round when you attack with the sword, you may spend 1 charge to convert your shadow into a ghostly doppelganger which attacks alongside you, granting you advantage on your attack roll. In addition, if both of your rolls on this advantage attack resolve to successful hits, the doppelganger erupts in a pillar of eldritch energy,

dealing an extra 4d6 cold damage and stunning the target until the start of your next turn.

WINDRUNNER BRACERS

Wondrous item, uncommon

Wearing these electrum bracers grants you supernatural speed. You gain +2 to initiative rolls, your movement speed increases by 5 feet, and once per long rest you may activate the bracers as a bonus action to gain the effects of a *haste* spell for one round.

ELVEN ALCHEMICAL ITEMS

The elves are known for their preternatural aptitude with plants and animals of the forest. Elven alchemists have developed many useful items by combining their knowledge of nature with their innate magic abilities.

Feysight Ointment (70 gp) - Extracted from a type of algae that flourishes in stagnant cave pools, feysight ointment is often given as a gift to the elves' trusted human allies. When smeared around the eyes, it grants darkvision out to 60 feet for 3 hours. A typical cannister holds 3 doses of the ointment.

Sparkfly Crystal (25 gp) - This rough-hewn crystal contains a swarm of sparkflies, a type of beetle

similar to fireflies but native to the Fey Realms. The sparkflies are held in stasis within the crystal, as their delicate bodies cannot survive the air of the material plane. As an action, you can throw the crystal up to 20 feet as a ranged attack roll against a target. On a hit, the crystal shatters, releasing the sparkflies, which swarm about the target and explode in a splash of glowing, corrosive bodily fluids. The fluids burn the eyes and blur the vision, causing the target to have disadvantage on attack rolls and ability checks for 1d3 rounds.

A sparkfly crystal can also be attached to an arrow shaft and fired from a bow. Such an arrow deals no damage on a hit, but the crystal shatters as normal. Sparkfly crystals have no effect on Huge and larger creatures.

Tangleroot Dust (50 gp) - When a small pouch of this rust-colored powder is spread across the roots of trees, a bed of shrubs, or the like, it rapidly accelerates the growth of the plants. Within 10 minutes a 20-foot radius will become difficult terrain, and after 1 hour the overgrowth in the immediate vicinity will become so dense as to be impassable without cutting one's way through.



Flora and Fauna of the Elden Woods

THE ARSAE'LAIDIR

The Arsaе'Laidir (pronounced arshay la ideer; translation; Ancient Might) or HomeTree is home to several hundred elves, most notably the queen, the druid hierarchy, the Coven of the Communion, and other members of the court. The tree's exterior appears as multiple colossal cypress – sequoia hybrids grown together, but it is in-fact one unique individual tree. The winding internal trunk provides a natural walkway on its hollow interior, providing hundreds of individual living spaces. All living spaces inside are either *wood-shaped* by the elves, or by the tree itself. The tree's diameter is roughly 1,000 feet, with a circumference of about 3200 feet, and it is easily twice this tall. Sprawling limbs up to 100 feet thick provides a canopy that roughly spreads over 45,000 square feet. Though the tree is essentially hollow, rain does not fall freely through the tree, but is instead channeled by a natural duct work of leaves and filtering moss channels. A truly distinctive looking tree, the trunk appears coniferous, but the leaves are deciduous, the vaguely maple shaped leaves are as wide as two hands – palm open. The wood of the tree is exceptionally tough and fibrous, allowing it to withstand the fiercest storms as well as tornados and hurricane force winds. The Arsaе'Laidir is a sentient being that lives for tens of thousands of years, and only gets stronger with age.

The tree matures at a fantastic rate, gaining 30' of height in its first year of growth, reaching its full diameter in just over 100 years. Sentient from birth, it communes with all flora surrounding it either empathically or directly using terran plant languages, though it does this telepathically. The Arsaе'Laidir may learn the language of any natural plant or animal within its province. This province is a sphere that grows by 1 mile for every year the tree is alive up to 1000 miles. Within this province the Home Tree is the uncontested master of all aspects of nature, able to affect weather, compel animals to do its bidding, and even direct worms to irrigate sections of the forest. The being gains a level of



druidic spell casting every year of its life, repeating levels again and again until it can cast any druid spell at any time, multiple times per day. It also gains any cleric or sorcerer spells that allow for communication, creating phantasms or illusions including such spells as *clairvoyance*, *clairaudience*, *dancing lights*, *detect evil*, *ghost sound*, *hallucinatory terrain*, *maze*, *whispering wind* as well as making such spells permanent with *permanency*. The tree is deific, though it does not demand worship. Instead it commands respect by how well it treats the inhabitants and terrain within its sphere.

The elves revere the Arsa'e'Laidir as a direct conduit of Danu and listen to its wisdom. While the elven court holds council in the tree's loftier heights, one seat is for the queen alone, the Bole Throne, which is deep in the base of the tree, and there the Arsa'e'Laidir and the Queen become one. Here the queen becomes suffused with the strength of the trees' roots and mighty limbs, imparted with wisdom garnered from thousands of years of existence, and suffused with the raw elemental power and impartial serenity and savagery of nature. This joining is called Kaelravin.

The tree may grow up to 60 acorns a year that function as the *feather token* minor wondrous item, either bird or tree. A squirrel may be substituted for the bird. These also are gifts given in times of need. In addition to this, the tree has two other amazing qualities, found in its sap (sulach) and its wood (aemoivh).

Sulac/Sap: The Sap of the Arsa'e'Laidir acts as a potion of cure moderate wounds (2d8+10) and lesser restoration combined. This sap is collected as it weeps out of the tree, producing about 2 such potions per day. These are precious treasures indeed, and most are stored for times of great need. Occasionally they will be given as gifts to those travelling great distances in service to the Nation. The tree is never tapped for this reason, if the elves have need beyond their stores (times of war, etc.), the Home Tree seems to know this and will increase productivity if possible. Elves have 3 rituals concerning the Sap of the Arsa'e'Laidir. Each of these rituals transfers some of the Home Tree's sentience to its imbiber.

The first ritual, called the *Will of the Resounding Whisper*, is performed during a sylvan elven child's infancy. It is thus called, because the Elven infant has no choice in the manner, and it is a custom all sylvan elves who were born *in* the Home Tree perform. This is a normal ritual performed by elven parents, much the same as humans perform baptism on their children. It is the one rare instance that the elves do not insist on individuality over conformity. Its benefits are instrumental in the security of the Elf Wood, and to the Sylvan Elf Nation. Once this is done, the Sylvan Elf will be considered one of the Home Tree's "walking kindred". The Arsa'e'Laidir can sense any walking kindred within its sphere. This sense is not omniscient, the Home Tree merely knows the presence and location of one of its walking kindred, and through its other communications with the plants in the forest can send aid or animate plants in the area to help the individual. This is how the elves navigate through the Arsa'e'Laidir's myriad hallucinatory terrain and maze spells. A plant may bend a leaf here or a branch may seem to point in a certain direction there. It usually takes the elves' keen senses to notice these seemingly invisible "trail markers". Additionally, the elf gains an innate sense of the Elf Wood granting her a bonus on knowledge nature and knowledge local checks (see Will of the Resounding Whisper racial trait). Furthermore, since the Arsa'e'Laidir can instantly speak with any plant within its forest, it can communicate events across the forest instantaneously. It may convey this information to one of the walking kindred through its whispering wind ability, spoken in a language only one of the walking kindred can understand – in fact it appears as the walking kindred is merely listening to the wind in the trees.

The second ritual, called *Communion*, is usually reserved for high ranking clerics, druids and rangers. The ritual used to transform the sap used for Communion is a secret known only to the Queen and the Coven of the Communion. Once a member of the Communion, you will forever be a member, though you may travel far and wide. Members of the Communion receive three gifts:

- *Understanding*: the Coven member gains the Druidic language and the ability to speak with plants and animals at will.

Essentially they become proficient with the every language animals and plants know. This is not an ability that can be dispelled.

- *Commune*; all members of the coven can use the *whispering wind* spell at will, while within the Arsa'e'Laidir's sphere.
- *Ward*; the most revered of the gifts, a member of the coven receives the abilities of the Community Domain with the Home subdomain. These abilities function as if the Coven member were a cleric equal to her character level.

Community Domain (with Home Subdomain)

Granted Powers: Your touch can heal wounds, and your presence instills unity and strengthens emotional bonds.

Calming Touch (Sp): You can touch a creature as a standard action to heal it of 1d6 points of nonlethal damage + 1 point per cleric level. This touch also removes the fatigued, shaken, and sickened conditions (but has no effect on more severe conditions). You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Guarded Hearth (Su): At 8th level, you can create a ward that protects a specified area. Creating this ward takes 10 minutes of uninterrupted work. This ward has a maximum radius of 5 feet per 2 cleric levels you possess. When the ward is completed, you designate any number of creatures inside its area. Should any other creature enter the warded area, all of the selected creatures are immediately alerted (and awoken if they were asleep). The designated creatures also receive a sacred bonus equal to your Wisdom modifier on all saving throws and attack rolls while inside the warded area. This ward immediately ends if you leave the area. The ward lasts for 1 hour per cleric level. You can use this ability once per day.

Domain Spells: 1st—alarm, 2nd—shield other, 3rd—glyph of warding, 4th—imbue

with spell ability, 5th—telepathic bond, 6th—heroes' feast, 7th—guards and wards, 8th—cure critical wounds (mass), 9th—miracle.

The third ritual is reserved for the Queen alone, it is called *Kaelravin* or *Synthesis*. Whenever the Queen sits in the Bole Throne at the heart of the Arsa'e'Laidir, she becomes a part of the Home Tree herself. When sitting in the throne, the tree infuses her with vines and the tree's sap and her blood become one. She becomes aware of the entire forest as the Arsa'e'Laidir is, and can communicate telepathically to the Home Tree, and to any plant within the forest. She may use the whispering wind ability of the Home Tree to send messages anywhere in the forest, and may use the Ward ability as well as any version of the summon nature's ally spell as if she were present at any place within the Arsa'e'Laidir's sphere. She may use each of these abilities at will, up to as many times per day as her Wisdom Score. Due to the mingling of the Home Trees' sap and her blood, the Queen gains other advantages. Her lifespan is extended by a multiple equal to her Wisdom Modifier, she ceases to show age (as per the timeless body ability of the druids), gains DR10/-, SR 20 plus her caster level, and a +5 natural armor bonus. The queen also has these continuous enhancements and spell like abilities:

- Effective Druid Level +6
- +2 divine bonus to spell DCs
- *Aspect of the Falcon*
- *Entangle*
- *Aspect of the Bear*
- *Barkskin*
- *Bear's Endurance*
- *Bull's Stength*
- *Cat's Grace*
- *Owl's Wisdom*
- *Summon Swarm* (at will)
- *Call Lightning Storm* (at will)

Aemoivh/Wood: the wood of the Arsa'e'Laidir is amazingly resilient. Druids may *tree-sing* items from the Homewood tree, and these items have the following qualities: they have +2 hardness and +10 hit points greater than normal wood, they gain a +4 saving throw bonus to resist being shaped by a

warp wood or wood shape spell, the items are naturally buoyant, and may be bent much farther than normal while still maintaining vitality. This quality is especially present in the Elvencraft Laidir bows (see arms and equipment). Wood from the Arsa'e'Laidir only retains this quality when tree-sung. Wood is never cut from a Homewood Tree.

TREES AND PLANTS OF THE ELVEN FOREST

Aerog Ruta Tree

The Aerog Ruta (translation Aerial Root) cover miles of forest in a circle around the homewood tree. The huge trees sprout up and then their dense branches grow roots down onto and into the earth creating twisting and winding passage ways and even complete rooms. These passage ways can wind upwards like towers and some are like caverns, extending deep into the earth, sometimes

up to 3 and 4 miles. Most passage ways have sufficient air, as the elves wood shape air funnels into and out of the trees. As the root canopy grows thicker and the light dimmer, *ichra*, or glowing moss, grows on the roots and provides the keen sighted elves with plenty of light. Whole communities are housed within these trees, as well as fortresses. It is common for extravagant villas to be housed in Aerog Rutas, with furniture grown and shaped right up out of the roots. In some of the more remote areas, there are whole ecosystems inside Aerog Ruta forests. The Aerog Ruta is highly resistant to Fire and Cold (resistance 10 fire and cold) and renegeates at an astounding rate, up to 10 hit points per 10 cubic feet per day. Its bark and sap is used for potions and oils of healing, regeneration and fire and cold resistance.

Saighead Ruta (translation Arrow Root) is a bamboo like plant that the elves cultivate to use as arrow shafts. Many versions of the plant exist including one that is used to make the Hollow Shaft



arrows. The plant grows exceedingly quick gaining its full height and diameter in a single year (about 6 feet tall and 3/8 inch wide). The long thin reed is extremely resilient and is continuously harvestable. Once a chute is chopped off, the base plant will grow another, harvesting does not kill it. The chutes may be boiled and eaten as bamboo chutes are, and the elves grow crops for both food and ammunition.

Darachroi (translation; Oak Heart) The Oak Heart Tree is a large tree, almost rivaling the Sequoias in the deeper vales of Elven Forests. The tree's sap is used to make oils/potions of natural armor, bears endurance and elixirs of endurance (the feat). The wood is extremely hard having the qualities of the Iron Wood spell. The wood takes 3 times as long as normal oak to work, which is why the elves usually use spells or tree song to shape the wood. Wood may be used from this tree to make blades as sharp as steel, and the lethal bloodshot arrows.

Ichra (translation glow moss) is a phos-fluorescent naturally occurring moss that grows inside the open spaces of the Aerog Ruta trees. A 12" square section gives off the same light as a torch in a green iridescence. This can be removed from the tree and used as a light source, but loses its radiance after 1d3 hours. The elves have been known to grow the moss inside devices like lanterns.

Maith Caor (translation good berry) or **Tinn Duille** (translation sick leaf) The name used to describe this plant is based on what part of the plant is being culled at the time. The Maith Caor is a naturally occurring Good Berry plant, where the berries function exactly as the spell. Contrary to the health benefits of the fruit it bears, the leaves (tinn duille) are mildly poisonous and are harvested for making Poison Leaf Arrows. The elves seem to be immune to this sickening quality and are often found eating the whole plant as a salad. For reasons unknown even to the elves, this plant refuses to grow anywhere but in the wild. It will not grow in a pot, and planting it in a garden is only successful if the garden is deep in the wild.

Rasur Finiuin (translation; Razor Vine) This densely growing bush is so named for its stiff leaves which have a tendency to slice exposed flesh and clothing alike. Anyone without the woodland, wilderness, or wild stride ability (or similar spells placed upon them) suffer 1 point of slashing damage per 5' while moving through its brambles. Razor Vines are often grown within Aerog Ruta tree passages and then *plant growthed* to hinder anyone following the elves. Razor Vine brambles are considered difficult terrain. Leaves are culled from Razor Vines to make Razor Leaf arrows.

Elden EÄUNÄ

The Cruathaur

This humanoid squats clutching his spear, his position is ready to spring in numerous directions. His bulging muscles contorted in unthinkable ways, fingers ending in horrific talons. His face is twisted in a permanent mask of rage, heavy browed and sharpened teeth, his breath fetid. He could almost pass for human except for the slight points of his ears. He is Cruathaur, so named by the elves, the "misbegotten".

Adult Cruathaur (Ritualized) CR 3

XP 800 each
 Ravenous primitive half-elf barbarian (unchained)
 1
 CE Medium humanoid (elf, human)
Init +2; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +12

DEFENSE

AC 17, touch 12, flat-footed 15 (+3 armor, +2 Dex, +2 natural)
hp 14 each (1d12+8); cannibalistic healing 1
Fort +8, **Ref** +2, **Will** +2; +2 vs. enchantments
DR 5/—; **Immune** sleep
Weaknesses ravenous body

OFFENSE

Speed 40 ft.
Melee greatclub +6 (1d10+7) or spear +6 (1d8+7/×3) or unarmed strike +6 (1d3+5)
Ranged composite longbow +3 (1d8/×3)

Special Attacks rage (8 rounds/day), favored prey (+2 vs. humanoids, +4 vs. Elves or Humans), hungry frenzy, hungry special attacks

TACTICS

Before Combat Cruathaur always track groups moving through their territory for at least half a day trying to gauge the groups strength. An initial attack to test strength is only warranted if the group appears to be very powerful, otherwise stealth and ambush are the preferred methods.

During Combat Ranged attacks are common by the cruathaur, but only as a first strike to weaken opponents, then they prefer to rush in and let their powerful strength and surprise overwhelm enemies, disengaging only if the adversary proves too strong.

Morale The Cruathaur are ferocious and will try to intimidate anyone or group they think could be more powerful than they. If an ambush fails to net them food or prisoners, they will try to demoralize their opponents and attack. If the resistance is still too strong they resort to two things before giving up; If the cruathaur have many members, they will simply return with a greater force and attempt to win through number superiority. If the cruathaur's numbers are few, they will try to wear their opponent down by attrition with tactical strikes and withdrawals usually against a single individual until that person is eliminated. The cruathaur are not usually patient, but may take a week to terrorize a group as long as their number loss is not too large.

STATISTICS

Str 21, Dex 15, Con 19, Int 8, Wis 10, Cha 8

Base Atk +1; CMB +6 (+8 grapple); CMD 18 (20 vs. grapple)

Feats Alertness, Blind-fight, Great Fortitude, Improved Grapple, Improved Unarmed Strike, Iron Will, Skill Focus (Survival), Toughness

Skills Acrobatics +5 (+9 to jump), Bluff -1 (+1 vs. humanoids, +3 vs. Elves or Humans), Climb +12, Escape Artist +5, Handle Animal +3, Intimidate +7, Knowledge (geography) +0, Knowledge (nature) +3, Perception +12 (+14 vs. humanoids, +16 vs. Elves or Humans), Sense Motive +2 (+4 vs. humanoids, +6 vs. Elves or Humans), Stealth +13, Survival +15 (+17 vs. humanoids, +19 vs. Elves or

Humans); **Racial Modifiers** +2 Bluff vs. humanoids, +4 Bluff vs. Elves or Humans, +2 Perception, +2 Perception vs. humanoids, +4 Perception vs. Elves or Humans, +2 Sense Motive vs. humanoids, +4 Sense Motive vs. Elves or Humans, +4 Stealth, +4 Survival, +2 Survival vs. humanoids, +4 Survival vs. Elves or Humans

Languages Common, Elven

SQ ageless, elf blood, fast movement, sprint

Other Gear hide shirt, composite longbow, greatclub, spear

ECOLOGY

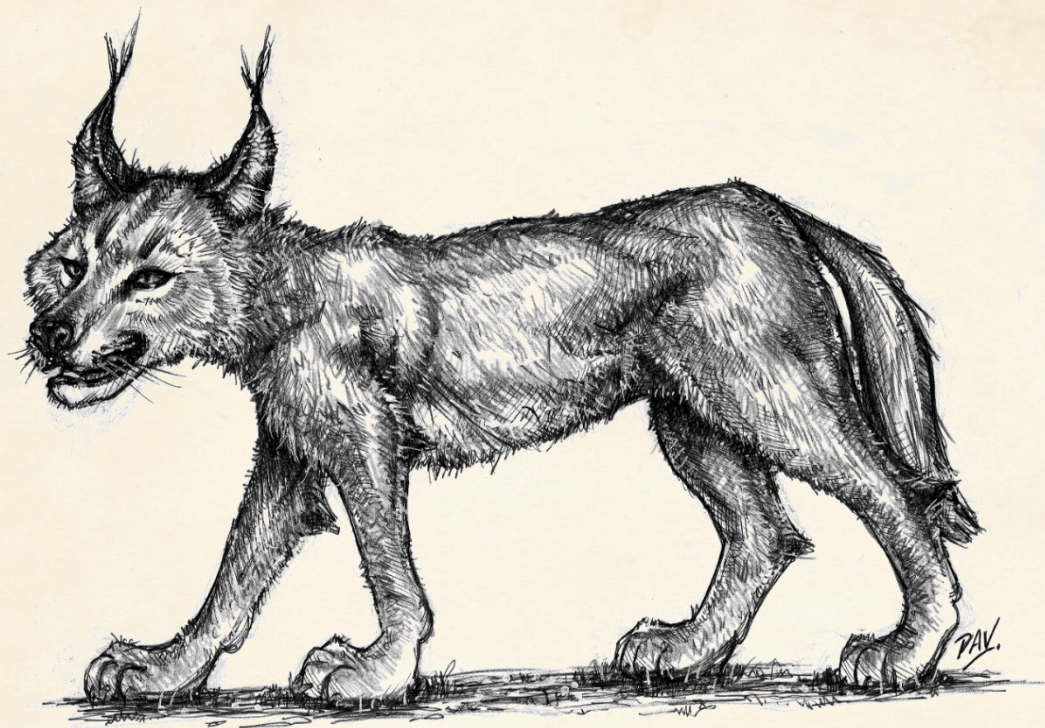
Environment The cruathaur can be found anywhere in a wilderness area (that is large enough to not be explored) that borders both a human and elven nation, or any place where both races are prevalent and therefore a presence of a large amount of half-elves.

Organization The cruathaur are organized as a primitive barbarian tribe in which case the strong rule the weak. The ritual of cannibalism is held only for those that have proven themselves to be fearless warriors and laid many enemies low or captured many for the slave / breeding pits. Those cruathaur "Ritualized" (those who have committed cannibalism and received the dark gifts) are the leaders and are usually barbarian rangers, though some shamans exist here as well. Second in line of command are magic users of which are usually sorcerers, witches, shamans and druids. Most of these magic users are not ritualized, but are given first rites to the breeding pits. Lastly are all the others who are merely primitive, but desire to "ascend" to a ritualized status. It should be noted that even those npc's in the village without class levels should have both the primitive and the barbaric creature templates. The barbaric template is discarded once an individual becomes a warrior (a level in the barbarian and/or ranger class).

Treasure The cruathaur have no need for coin, but will melt precious metals down to make jewelry or to decorate totems and weapons. Even degenerates such as these recognize the superiority of magic, and keep whatever items they find on their victims.

SPECIAL ABILITIES

Ageless (Ex) A ravenous creature does not age as long as it is not starving.



Blind-Fight Re-roll misses because of concealment, other benefits.

Cannibalistic Healing (Ex) Gain fast healing 1 for one hour after feeding on the flesh of elves or humans.

Damage Reduction (5/-) You have Damage Reduction against all attacks.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Elf Blood Half-elves count as both elves and humans for any effect related to race.

Elven Immunities - Sleep You are immune to magic sleep effects.

Fast Movement +10 (Ex) +10 feet to speed, unless heavily loaded.

Favored Prey (+2 vs. humanoids, +4 vs. Elves or Humans) (Ex) +2 to damage, Bluff, Perception, Sense Motive, and Survival vs. same type. Same kind increases bonus to +4.

Hungry Frenzy (Ex) +4 Str, +4 Con, +2 to Will saves, -2 to AC vs. own kind. Doubles when starving.

Hungry Special Attacks (Ex) Creatures of same kins take -2 on saves vs. spells and special attacks.

Improved Grapple You don't provoke attacks of opportunity when grappling a foe.

Improved Unarmed Strike Unarmed strikes don't cause attacks of opportunity, and can be lethal.
Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

Cu Sidhe

The elf summons his beast to his side, its shoulders higher than his hips. Grey and brown fur with subtle black stripes cover the creature that lopes like a wolf, and stalks like a great cat. Long tapering ears track sounds around it, and the creature stares at you with split pupil eyes at once fierce and predatory. What is truly frightening however, is the unmistakable presence of intelligence in the stare...

Cu Sidhe CR 5

XP 1,600

CG Medium magical beast

Init +3; **Senses** darkvision 60 ft., low-light vision, mistsight, scent; **Perception** +9

DEFENSE

AC 19, touch 15, flat-footed 14 (+3 Dex, +2 dodge, +4 natural)

hp 42 (5d10+15)

Fort +7, **Ref** +7, **Will** +5

Defensive Abilities forest-born; DR 5/cold iron; Immune charm

OFFENSE

Speed 40 ft., climb 20 ft., feather step
Melee unarmed strike +8 (1d3+3 nonlethal) or bite +9 (1d8+3 plus trip), claw +8 (1d6+3)
Special Attacks pounce, rend (2 claws, 1d8+4)

STATISTICS

Str 17, **Dex** 17, **Con** 16, **Int** 10, **Wis** 14, **Cha** 12
Base Atk +5; **CMB** +8; **CMD** 23 (27 vs. trip)
Feats Ability Focus (generic ability), Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (bite)
Skills Acrobatics +7 (+11 to jump), Climb +11, Intimidate +5, Perception +9, Sense Motive +4, Stealth +10, Survival +5, Swim +7, Use Magic Device +2
Languages empathy (100', half-elves)
SQ howling mist, telepathic communication

ECOLOGY

Environment any elven or fey forest
Organization solitary or pair and sometimes in packs of 6-10.
Treasure Cu sidhe like small magical items, though unable to use them unless they are resized or are remade to fit them.

SPECIAL ABILITIES

Climbing (20 feet) You have a Climb speed.
Damage Reduction (5/cold iron) You have Damage Reduction against all except Cold Iron attacks.
Darkvision (60 feet) You can see in the dark (black and white vision only).
Empathy (100', half-elves) (Su) Empathy communication with elves, fey, half-elves and sylfaen.
Feather Step (Su) Difficult terrain in forests does not slow this creature.
Forest-born (Ex) +2 dodge bonus to AC when in forest terrain.
Howling Mist (3/day, DC 17) (Sp) . Three times per day, the Cu Sidhe may cause an eerie mist to form that appears to have many eyes within it and unnatural howling. The split pupil eyes glow with

an iridescent gleam, and the howling sounds like laughter, though it sounds like torture
Immunity to Charm You are immune to charm effects.

Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

Mistsight (Su) See through fog, mist and murky water without penalty

Pounce (Ex) You can make a full attack as part of a charge.

Scent (Ex) Detect opponents within 15+ feet by sense of smell.

Telepathic Communication (Su) Empathy (100', fey, elves, half-elves and sylfaen) (Su) The Cu Sidhe can communicate telepathically with any humanoid with the elf subtype and creatures of the fey type at will within 100 ft. Full-blooded elves as well as fey creatures, can understand

Trip (Bite, Bite) (Ex) You can make a trip attempt on a successful attack.

Known to most travelers as “Elf Hounds”, the Cu Sidhe (coo shee) have both a feline and canine presence. They often seem selfish and nonchalant like an ordinary house cat, but then seemingly on a whim they turn at the presence of their masters (if they have one) and become as giddy and obedient as the most well trained hound.

At least 40 inches at the shoulder, most Cu Sidhe are about 5-6 feet long, and powerfully built. They have the long tapering eyes and ears like that of the caracal great cat, and the snout and tail of a wolf. Long wolf like legs give them their speed, but they end in great tiger like paws that they use to devastating effect.

Cu Sidhe enjoy a number of benefits due to their fey ancestry: They are naturally immune to charm effects, and are at home in forests. Benefits while in forested and natural areas include a bonus to AC and immunity to difficult terrain.

Cu Sidhe see through fog and mist (including those they create) and may track using Scent. They are known to trip opponents they are chasing, often with another of the pack waiting to pounce on the downed creature, sometimes waiting in ambush amongst trees they have climbed.

Cunning and vigilant, the cu sidhe are excellent companions and many are a staple in elven villages. They also make for dangerous predators, and their chaotic nature sometimes means that they will hunt sentient beings for sustenance as well as sport.

Cu Sidhe were once minor fey that invoked the wrath of an Eldar Fae that cursed them into the existence of a large, but loyal bestial hunter. This capricious Fae decided a hybrid of wolf and great cat would be the home of the Cu Sidhe (spirit hound). It retains only a modicum of its former fey power and intelligence. The creature is able to create a Howling Mist which it often uses to confuse and frighten prey. Able to telepathically communicate with each other, and also with fey and elven masters, they make formidable hunters, using tactics not known to other natural animals. The Eldar Fae curse that created them included a form of geas that made the creature loyal to servants of the forest (elves, half elves and Sylfaen) and to fey/Fae. Proclivity to Seelie or Unseelie Courts seems to have bred itself into color variations, with lighter fur for the former and darker for the latter. The creatures have now bred for centuries and though still intelligent, most have long forgotten their origins and are simply content to be what they are.

There is a rumor that an evil breed exists, called the Cu Sith, often these creatures are even more intelligent and are capable of casting a small amount of spells.

THE GREAT STAG

A massive white tail deer, 6 feet tall at the shoulder, the beast carries a large intimidating rack, bristling with many sharp points.

Great Stag **CR 2**
XP 600
N Large animal
Init +2; Senses low-light vision; Perception +8

DEFENSE

AC 14, touch 12, flat-footed 11 (+3 Dex, +2 natural, -1 size)
hp 25 (3d8+12)
Fort +7, Ref +7, Will +3

OFFENSE

Speed 50 ft., swim 30 ft.
Melee gore +4 (1d8+3) or 2 hooves -1 (1d6+1)
Space 10 ft.; Reach 5 ft.

STATISTICS

Str 15, Dex 17, Con 18, Int 2, Wis 15, Cha 6
Base Atk +2; CMB +6; CMD 18 (22 vs. trip)
Feats Endurance, Lightning Reflexes, Run
Skills Perception +8, Swim +11, Acrobatics (jump) +11

ECOLOGY

Environment cold or temperate forests
Organization solitary, pair, or herd (3-50)
Treasure none

Powerful and swift land mammals, the great stags range through the plains, hills, and forests of many wildernesses, the protectors of great herds. Great Stags are guardians of deer herds and are often befriended by elves and serve as mounts for them. Their size, strength, and antlers—reaching up to 8 feet wide on some males—allow them to contend with most of their environment's dangers, though herds generally favor flight to combat.

Great Stag grow to approximately 9 feet tall and weigh between 800 and 1200 pounds.

Great Stag Companions

Starting Statistics: Size Medium; Speed 50 ft; AC +1 natural armor; Attack gore (1d6); Ability Scores Str 14, Dex 17, Con 14, Int 2, Wis 15, Cha 5; Special Qualities low-light vision.

7th-Level Advancement: Size Large; AC +2 natural armor; Attack gore (1d8) or 2 hooves (1d6); Ability Scores Str +6, Con +4; Special Qualities powerful charge.

We hope you enjoyed this title. It was many years in the making. We couldn't have done it without the aid of friends and fans, the support of kickstarter and the exceptional talents of the many contributors of this project. Thank you!

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