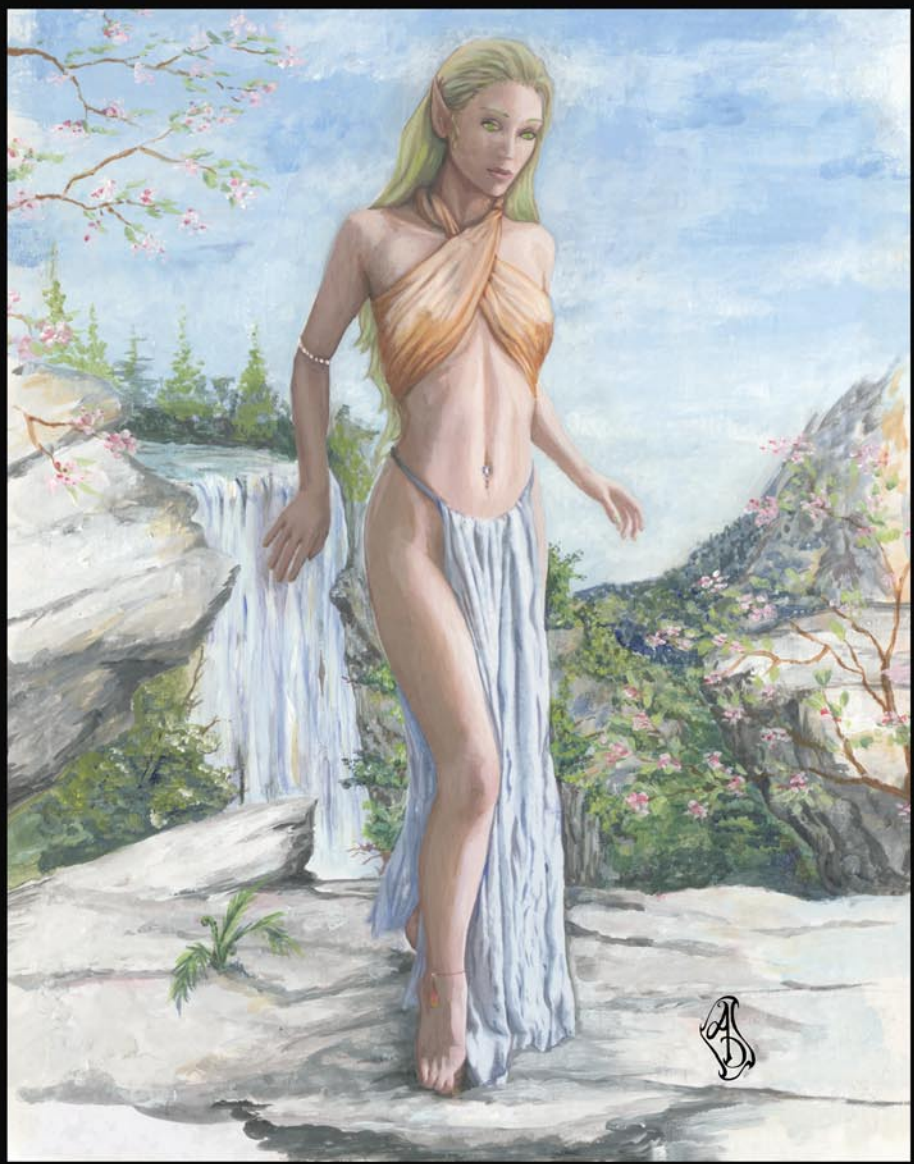


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MIST ELVES



**Matthew Sprange, Paul Cockburn,
Brett Boyd and Alejandro Melchor**

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Matthew Sprange, Paul Cockburn, Brett Boyd and Alejandro Melchor

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INTRODUCTION

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

This supplement for d20 fantasy games adds an entirely new sub-race to campaigns. Mist elves are a rare and enigmatic race with many inherent differences to their more common kin. Games Masters can use the information provided here to introduce their players to an ancient line of elves they have never before encountered. Alternatively, players may use this supplement to create entirely new characters with a different view on the fantasy world which they inhabit – far more exciting than playing ‘yet another elf’!

Great care has been taken to ensure that mist elves may be introduced into any campaign with the minimum of friction and work for the Games Master. Though this race has existed for millennia, no one is quite sure of their origins, nor what their relationship to other elves may be – despite what the mist elves themselves believe. Thus, this race is suited perfectly to being scattered across an entire continent, with few places of power and most members not fully aware of their heritage. You might imagine a single mist elf alone in a city, believing he is a normal elf with perhaps a hint of drow blood that serves to separate himself from his kin. It may be many years before he meets another daoine and discovers just who he is. Alternatively, the Games Master can use the idea of cairns to create a mist elf outpost in some far off land the players have yet to travel to. There are many adventures (not to say rewards) to be had in discovering an entirely new elven race – think of the glories possessed by such a civilisation that has remained separated and apart from the rest of the world for thousands of years. Why, there could be an entire campaign in that!

So, be prepared to take as little or as much as you wish from this supplement. It could be used to shake an entire gaming world to its roots as the elves discover just where their roots lie, or it could simply be used as a one-off by a player looking for a character who is just a little bit different. The choice is yours. . .



MIST ELF CHARACTERISTICS

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

Tales and poetry are the backbone of the mist elves' culture, with legends about heroes and wars taking precedence above all others. They value talent and potential as much as accomplishments, and strive to meet that potential throughout their long lives. The daoine love riddles, believing their own existence to be the greatest riddle of all. This passion for enigmas brings them closer to the dark things of the world, where other elves fear to tread but the daoine step forth undaunted by the warnings, and many have lost their lives and souls in this pursuit. The rest of the mist elves mourn these fallen brethren and thank them for the course they paved that others might learn from their mistakes.

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

Player Character Information

Mist elf characters have the following characteristics:

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

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

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

Alignment: Mist elves enjoy their freedom and chase after their own dreams with abandon, believing in the strength of the individual, much like the chaos the high elves follow. They hold the banner of good in their belief that material and spiritual wealth should be shared with those less fortunate, and that the weak deserve protection by the strong.

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

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

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

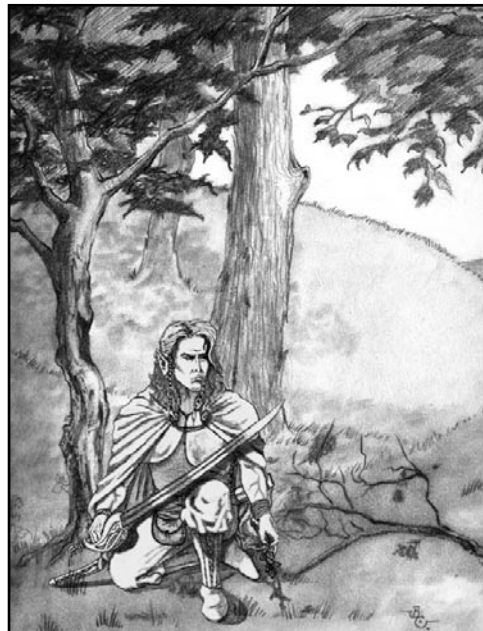
Adventurers: Daoine become adventurers as part of their quest for fulfilment. They join any party that follows their ideals and do their best to become an indispensable part of the group. Mist elves often fall in love with humans during these journeys, and do their best to take them to their cairn to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

Racial Traits

Mist elves have the following traits.

- ❖ +2 racial bonus on Listen, Search and Spot checks. A mist elf is entitled to a Search check if he merely passes within 5 feet of a secret or concealed door.
- ❖ Spell-like Abilities: 1/day-*detect magic*, *read magic*. These abilities are as spells cast by a sorcerer of the mist elf’s character level.
- ❖ Automatic Languages: Common and Elven. Bonus Languages: Draconic, Gnome, Goblin, Orc, Sylvan and Undercommon.
- ❖ Favoured Class: Bard. A multiclass mist elf’s bard class does not count when determining whether he takes an experience point penalty for multiclassing.

- ❖ -2 Strength, +2 Dexterity, -2 Constitution, +2 Wisdom, +2 Charisma. Though physically weak, mist elves are incredibly agile and have a vast amount of experience and teachings upon which to draw.
- ❖ Mist elf base land speed is 30 feet.
- ❖ Mist elves’ protection against magical effects is far more wide-ranging than that of other elves. Mist elves gain Spell Resistance equal to 1 + their character level.
- ❖ Darkvision: Mist elves can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and mist elves can function just fine with no light at all.
- ❖ Weapon Proficiency: Mist elves receive the Martial Weapon Proficiency feats for the longsword, longbow and shortbow (including composite variants). They are as well versed with these weapons as their kin.



Ageing Effects

Adulthood	Middle Age	Old	Venerable	Maximum Age
140 years	230 years	345 years	460 years	+5d% years

Random Height and Weight (male / female)

Sub-race	Base Height	Height Modifier	Base Weight	Weight Modifier
Mist elf	4 ft. 10 in. / 4 ft. 5 in.	+2d8	100 lb. / 95 lb.	x (2d4) lb.



SOCIETY OF THE MIST ELVES

In many ways, mist elves are the most mysterious and misunderstood of the Elven sub-races. This is quite deliberate. While all elves disassociate themselves from other races as much as possible, maintaining only as much contact as necessary, mist elves go out of their way to be enigmatic in every way, so that even where they do come into contact with humans, dwarves and other races, they do so in as oblique and opaque a way as possible. They even stand deliberately aloof from their fellow elves. Much of what is known about the mist elves in wider society is subjective, prone to error and peripheral. Mist elves adore playing games with the minds of others.

At the same time, and in direct contradiction to this distant and aloof image, the mist elves - or daoine as they like to be called - are renowned poets, philosophers and diplomats. It seems as if they deliberately go out of their way to confuse everyone around them of their true nature.

This characterisation is shaped by their self-perception as a race of warrior-poets. Their culture is full of rich oral myths and vivid painted tableaux of wars of conquest, quests and explorations that the rest of the world has never heard of or has long forgotten. A mist elf revels in his lineage and in the deeds of his ancestors. The most proud will tattoo their arms with symbols related to the history of their family or their people. For all their game-playing and deliberate obscurity, they can - quite literally - wear their hearts on their sleeves.

History

One thing about which the daoine are very definite is that they are the original elf race, a claim disputed by grey and wild elves. Two facts support this theory. The archaeological record suggests that many of the proto-elf cultures and societies, those which first left their mark upon the world, show signs of the particular religious and social practices of those now called mist elves. Their tribal halls, the seats of lordship and religion, are central features of most

early elf settlements. However, the more nomadic elf races have always suggested that the absence of features which might show the presence of, say, wood elves merely point to an earlier divergence between those elves who continued to live at one with glade and forest, and those who developed more 'civilised' traits at an early date.

The second 'proof' that the mist elves are the 'original' elves from whom all the other sub-races developed, is that they exhibit many, if not all, of the traits of the other sub-races, including the drow, sky elves and sea elves. Some claim that the mist elves can morph their identities so as to take on the appearance of an elf of any kind. Some even claim that they can pass as human, especially those who have some human blood in their recent ancestry.

It is typical of the mist elves that they themselves accept neither 'fact' as proof. For the mist elves, what matters is that their own oral tradition - one that is millennia old - says they were the first. Corrain, the first hero of elven myth, was a mist elf. What more proof can anyone need?

The Daoine People

One of the many mysteries that surround the daoine is the exact nature of their appearance. Mist elves are among the physically largest of the elves; typically about 5 ft. 6 in. tall and about 115-120 lb. in weight. The females are shorter, but more robust.

Being physically larger has made comparisons with humans inevitable, and there are many stories of elves from other sub-races making what is, to a mist elf, the odious remark that they have human blood in their past. This is made worse by the fact that mist elves have facial features which could easily pass for human, and that their society contains a very high proportion of half-elves (of which more below). The worst possible insult to hurl at a daoine is that they are *'barucht'*, which can mean both non-racial (i.e. non-elf; human) or tainted.

There are clear differences between mist elves and humans that become evident under close examination. Their skin is exceptionally pale, with a hint of honey as opposed to the pink-suffusion of white-skinned humans; also, it does not change colour through exposure to the elements. Almost without exception, their eyes are a brilliant green or blue, and of the typical elven almond shape. There are the usual differences in bone structure, giving the

daoine typically elven hands with long fingers and long limbs. Their blood is darker and thicker than that of men.

Perhaps because of the insults hurled at them, mist elves will go out of their way to identify their sub-race through personal decoration. They practice ritual scarring and tattooing of incredible complexity. Warriors inscribe scar patterns on their arms which are said to relate to their kills in combat; wizards and other magic-users also mark themselves with symbols which speak of their standing in their craft.

Mist elves are extravagant in personal adornment. Men and women favour short tunics in vivid colours - there is a fashion among the young for these to be indecently short. Their warriors wear heavily decorated mail armour, gaudy helms and carry shields emblazoned with fantastic heraldic devices; they also paint their faces before going into combat. No matter what the wealth of the individual, they will attempt to display themselves as being both cultured and rich, with fine jewels and expensive cloth. It has been remarked that a mist elf would starve on the doorstep of a market, unable to part with even his least prized gem in exchange for food.

Daoine live long, even by the standards of elves as a whole. They reach physical maturity sometime after their first century - a time of great celebration, and the date on which the familiar family name is replaced by a personal one. However, it is usually another fifty years before the young daoine is brought fully into their society, leaving the family



home and participating in government, war and exploration. He can then expect to live for up to six more centuries, though most mist elves consider 500 years an ample life.

The typical elven trance-sleep is extremely important to a mist elf. It is a time of reflection, of self-assessment - it is the bard of self, which the mist elves call the soul bard. Each daoine listens to what he hears in his dream-sleep, and seeks to adapt his future actions accordingly, since what the soul bard sees is believed to be the ultimate truth, which will be the legacy left behind when the mortal being passes on. Consequently, there is a great deal of ritual about this time (herbs are burned and soft music played, while the sleeper dresses in the most tactile silks and satins) and a mist elf will go out of his way to make the experience relaxed and rich, comfortable and undisturbed. Even hardened adventurers out in the wildlands will seek to find small ways to enrich the experience, believing that this will make the dreaming better and more enlightening.

Male daoine are expected and indeed encouraged to be sexually licentious from maturity, and it is no disgrace to have fathered offspring before marriage. Young mist elf females are expected to be more discrete, though many will have one child before marriage. A female stays fertile for about two hundred and sixty years, but it is a tragic truth about daoine marriages that few produce more than about five children in all that time, though the female may start as many as twenty pregnancies. Many children die in infancy too. All this makes pure-bred daoine children a rarity, though anecdotal evidence suggests that males and females both have greater success with raising children with non-mist elf partners - though this is never acknowledged by the formal marriage of the parents. It is extremely likely that estimates that the mist elf population is 10% smaller now than two centuries ago are understating the decline of the purebred population.

Personality

Despite being aloof and enigmatic, the caricature of the mist elf as an obsessive loner - which owes much to the attitudes of the grey elves, with whom the mist elves are often confused because of their *gravitas* and nobility - is a long way from the truth. Mist elves are lively, gregarious and witty; it is just that they feel that only others of their kind will appreciate their culture. Mist elves are motivated by challenges.



SOCIETY OF THE MIST ELVES

On reaching maturity, it is normal for a young daoine to seek out some kind of personal quest, be it intellectual or physical, and to devote decades to its completion if that is what it takes. They are determined, tenacious and energetic. They keep going long after others have embraced failure.

On the other hand, there is a curiously fatalistic, almost pessimistic quality to the mist elves. Those same youthful quests are seen as evidence of the frailty of mortal endeavour - a young daoine undertakes this rite of passage expecting to die. In fact, many of the quests seem to be deliberately suicidal, as if a daoine would sooner die gloriously at the age of one-hundred-and-twenty than face the next five or six hundred years.

This fatalism is not something the mist elves express in their oral literature, their history or in any other part of their culture. Their bravado is legendary. When mist elves speak, there is a light in their eyes, passion in their voices. They live life to the full but, when the celebrations for a great victory are over and a glorious quest has been assigned its place in history, a daoine can often become moody and depressed, as if the completed act were something to be mourned, not celebrated.

But, on the whole, they are great company. They love puzzles and games, any pursuit that stretches their wit or their determination. They play practical jokes on themselves and on others; they especially love to prick the pride of pompous grey elves. They adore great food and wine, and create a distilled pear spirit that could stun a dwarf, but which they down in great quantities. They will socialise with almost any race - another fact that surprises all those who believe them to be aloof and superior. Those who have travelled amongst them have said that for all the practical difficulties placed in the way of entering their communities, the mist elves are the most generous of hosts. Word will spread quickly of a visitor who has amazing tales to tell, or who is known to have achieved some great goal. Instead of his name, the visitor will be known as 'You are the one who...'

Mist elves may be secretive as a culture, and hard to track down simply because they are so rare, but as individuals they are friendly, approachable, generous and hospitable. They seem to be able to abide almost any of the sub-races of the elves (though they have the most petty rivalry with the greys), even the drow,

and form close relationships with dwarves, humans, halflings and gnomes.

Language

There is nothing peculiar about the mist elf version of the root elven language. It sounds very similar to the dialects of high elves, and is spoken almost tunefully, with a great deal of emphasis on cadence and resonance. Every mist elf wants to sound like a great bard. They have a strong musical tradition, and weave the most fantastic myths and legends into beautiful ballads. All daoine drama includes music.

Given the strength of their oral tradition, one might expect the written form of the mist elf tongue to be neglected, but this is not so. Writing is a craft to be studied, perfected and enhanced. It should not only be well written in the sense of language, it should be beautifully presented. Many human travellers have remarked that a bill of lading from a daoine sea captain is more elegant than some high works of art in their own lands.

One thing that does make the mist elf language distinctive is its rich and extravagant vocabulary. They borrow from every other elf dialect, also adopting gnomish, human and even orcish words. They play with constructed words, and adore puns and other witticisms. Even a simple bar bill will contain flourishes of language. It is almost as if they cannot limit the ways in which they express themselves, even when the subject matter is the most humble thing of all.

Society

It's hard to speak of the mist elves as a society or a civilisation any more, since their numbers have become remarkably small over the last few centuries. There may be as few as one mist elf for every hundred high elves. This, however, only adds to their remote aura.

Those mist elf cultures, territories and peoples that do exist, therefore, are scattered and remote. It can be said that they form a society within a society, integrated but still separate from other elven lands in which they live. Where their towns do exist, these are sited in remote and inaccessible locations for the most part, shielded and hidden by wards and enchantments. Their most 'public' face, the trading seaports where they live close at hand with the sea elves, are the only exception to this.

Despite their scarcity, mist elves prefer to live in larger settlements than the typical villages of the high elves - this too has led to comparisons being made with city-dwelling humans, and there are tales of individual daoine making their homes in human cities. More typically, a mist elf community will exist as a small town of perhaps a thousand or two thousand souls, which can either be a focal point and cultural centre for a web of small villages of another elf sub-race, or will be on the edge of such a grouping, and largely remote from it. These towns and smaller settlements are called cairns, and each features a small monument which was erected on the day the community was founded.

In such a remote town, or in one of the more accessible cairns dominated politically and culturally by the mist elves, even then there might be only a few hundred actual blood daoine. The rest of the population will be half-elves of all kinds, acting as craftsmen, traders, farmers and the like, and then a leavening of another elven race. The port city of Heljjan is a good example. The most northerly elven port on the seaboard, Heljjan is both part of the neighbouring kingdom of the sea elves, but is also effectively politically independent. About 25% of the population are mist elves, serving more or less exclusively as ships' captains and officers or marines. About 60% are half-elves of varying degree, or are *non-sante*, elves of uncertain blood-lineage. The rest are sea elves, who accept the leadership of the mist elves and crew their sleek warships.

Almost all mist elf communities are ruled by a King or Queen, enthroned by acclamation on the death of the old monarch, usually selected from the wider family grouping of their predecessor, but not necessarily a direct descendent. The new King (about 80% of rulers are male) will be a proven warrior, someone with a line of victories to his credit and the subject of popular songs and dramas among the bards. In fact, most mist elf rulers equate more to the human concept of the *dux* or warlord, rather than as an all-powerful leader of the community as a whole. State government is undertaken with the assistance of a Council, or Triumvirate, based around three powerful and respected individuals - the Master of Lore, usually a high-level bard; a Master of Mysteries, a wizard or sorcerer, and a Master of Faith, a druid or cleric.

It should be noted that no Great or High King of the mist elves is known, although in times of danger a



confederation of the daoine can come together under the leadership of a single King. It is not known how this individual is selected, but it seems likely that some kind of bardic conference would consider the relative merits of the candidates, and then acclaim the most renowned individual.

The exact nature of the roles undertaken by King and Council are uncertain, and may vary. It does seem to be the case that the King is personally responsible for the conduct of war and defence, and undertakes command without reference to the Triumvirate. The Master of Faith is always the most revered cleric or druid in the community, but it remains unclear how the other two members of the Council are chosen.

There is a noble class within daoine society, but it is not directly hereditary, and it is not clear whether once an individual gains 'noble' status that this is for life. Instead, a mist elf achieves a level in society that equates with the perception of his deeds or skills, as related by the bards and storytellers. This grants him a level of respect and a position in society, but otherwise the nobles are indistinguishable from the rest of the society in which they move. No land or territory is equated with rank as in human society - in fact, mist elves have no concept of the ownership





SOCIETY OF THE MIST ELVES

of land, even though they are very conscious of wealth and possessions. It also appears that some government is carried out by a widely franchised democracy, in which all citizens - and this may include non-daoine - partake.

The cairn will be centred on the Meeting Hall, which serves as palace, seat of government and cathedral. Each Hall is elegant, but not dominant, following the contours of the ground and centred amid fragrant gardens. Radiating away from this Hall will be strands of private dwellings - the parallels with the branches of trees are inescapable. Homes are small, but beautifully furnished and decorated.

Daoine live in small, extended families, with homes connected by private walkways to allow families to communicate. Their public structures (other than the Meeting Hall) tend to be built on the fringes of the residential areas, though they prefer to entertain in open spaces beyond the cairn. These are where the bards perform.

Tales and poems are the lasting legacy of the mist elves. Almost all of this is oral, though there are repositories of knowledge and culture in the Meeting Halls of each cairn. Their bards learn from the page, but are expected to pass on their knowledge verbally to public audiences. Various arts are harnessed to this end: storytelling, drama, music, painting and sculpture - the latter created from perishable materials. The essence of their culture is for all to experience the bard's skill, and to reward this richly.

Their legends are all heroic, and the greatest refer to an age of war and conquest which is long past, though events of the last few centuries are celebrated against the context of that greater past. Great bards sing of great warriors and great events; subject and performer are considered indistinguishable. The renowned bardic colleges that the daoine run are likened to finishing schools by bards of other races, though it is suspected that they pass on but a fraction of their legacy.

The mist elves revere great deeds, but they also reward and celebrate talent and potential, nurturing their young. It is a tragedy that there are fewer and fewer young to receive these gifts.

Religion

One area of great contention between the mist elves and other sub-races is the daoine's insistence that on

all matters of theology, they and they alone should be deferred to. They claim an almost personal relationship with the gods. Although there is a shadowy and particular mist elf deity, known as the *Slaigh*, they are actually very eclectic in the deities they acknowledge. A mist elf cleric is not a priest or servant of one deity, but a servant of the community who draws power from many gods, of whom the *Slaigh* is merely the most directly associated with his people.

The daoine version of the archetypal elf creation myths would have it that the gods were still abroad in the world when the mist elves appear, and that therefore every clan, family and individual can trace back a lineage to a daoine who spoke personally with the great deities. They even make the same claim with regard to the gods of other races and cultures. This, of course, causes great offence to other races, but it seems to be a weakness (or vice) of the mist elves that they will not stand back from these assertions, even though they do not form some central doctrinal plank of their own mainstream religious beliefs. Indeed, there is a cult within their society which strays across the dangerous line from saying 'our ancestors walked with gods' to 'our ancestors *were* gods'.

Even the milder version of this belief system angers many other races. A war was fought as recently as a century ago between the dwarves and the wider community of the elves over offence caused by a daoine bard claiming that the dwarves had misinterpreted their own deities' commands, something which only a mist elf could know, of course, because his ancestors had been present when those instructions had been discussed.

The central tenets of the way the mist elves view their gods is that they believe that the deities themselves are removed from the world, a world they created and populated in times past, and that they live in a variety of other planes and dimensions. On departing, they are supposed to have appointed the elves (and, of course, this means the mist elves) as their successors as guardians of the world. This was not a permanent arrangement, but the elves were supposed to be 'in charge' until other races had reached suitable levels of maturity.

Until that time, the elves would have to struggle to maintain order, and so there is as great a militancy in the mist elf doctrine as in any other elven religion.

To aid them, according to their beliefs, the mist elves had been a repository of 'grace', religious power, mystic energy that could be tapped through 'magic'. This was separate from the higher energy that could be requested from the gods themselves, something much harder to attain, and which required highly trained clerics. This neat twist in the usual reconciliation between clerical and non-divine 'magic' was necessary because of the way sorcerers in mist elf society were revered.

Druids and clerics are highly revered by mist elf society as keepers of ancient secrets. On the other hand, and in keeping with the way the rest of their culture exists, what the daoine really venerate are cleric-bards, priests who can enthral and educate and enliven a congregation with tales of the mythical past



through which religious truths are revealed. This matters even more than practical applications of clerical magic, though great skill is applauded in this as in any other area.

In recent centuries, the fatalism in mist elf society has started to express itself in a withdrawal from formal religion. There is a shortage of clerics, especially those of higher levels, as older practitioners die off and the colleges fail to attract recruits. The daoine are more inclined to a personal belief and philosophy which does not require formal intervention. A subdivision of their religion from three centuries ago places a greater emphasis on individual acts, on reincarnation and spirituality.

Mist elves believe they have a soul, a spirit which exists before and after their mortal, corporeal life. They see that spirit as being connected to kindred spirits in other living things, so that each individual has a kindred tree, grass, totem animal, bird, etc. A mist elf sees himself as interconnected with the world through these connections.

Alignment

Despite the hierarchical nature of the society and their sense of community, mist elves are almost exclusively Chaotic, being that in all things they act to enhance themselves as individuals. A mist elf must have the free will and determination to carve out his place in the world; in a sense, they are quite Lawful about their pursuit of this rule (this is one of the many aspects of their religion and philosophy which almost defies understanding by other races). This Chaotic behaviour is never destructive or wild, however, and most mist elves are Chaotic Good. Generous, warm, amusing and brave, mist elves find evil almost inexplicable. Why would anyone want to have the bards sing such dark songs about them?

Philosophy

Separate to their religious beliefs, mist elves also have a reverence for natural and metaphysical philosophy. In fact, most of their great kings, military leaders, heroes and bards have had a philosophical aspect to their character, and the sayings of great people are held as universal truths, with as much gravity and power as the commandments of the gods.

There is an intrinsic fatalism and sadness in daoine philosophy, a tragedy which relates to their physical position in the world. The decline of mist elf numbers, which has not yet quite led to a diminishing of their place in the world (or the elven parts of it, in any case), has led to a gradual loss of self-confidence. To put it simply, the mist elves see their days as numbered. Mist elves adore to be reminded of their glorious past, of the great days celebrated in their myths and legends. Recent additions to the canon of their tales, however, have had a darker side - the (daoine) hero always dies.

The mist elves have started to anticipate a time when, as was implicit in their religious belief in themselves as god-chosen custodians of the world, the time of the elves would come to an end. They feel that time is coming soon.



Driven by this sense of a coming end, mist elves are at once prone to melancholy and lethargy, scarcely able to stir from their cups, and then driven by incredibly energy, by a need to achieve all that can be done, before it is too late. As individuals and as a culture, they are determined to leave a legacy. Since their own bards would likely perish in whatever final disaster swept them away, the daoine have taken to performing their last great deeds in the company, and for the benefit, of other elven sub-races, and even other races, principally that of humanity. It is the considered opinion of most mist elf philosophers that it will be humanity which takes over as the principle race of the world, once the inevitable decline of the elves is complete.

Is this a bad thing? To the minds of most mist elves, not entirely. Naturally, they believe the world will be a poorer place when it is dominated by what is a largely barbaric race. But, at the same time, there are natural cycles and life spans for races as there are for individuals, and the time has come for the mist elves to die.

Combat

Mist elves are, as we have seen, most easily caricatured as a race of warrior-poets. They are vainglorious, showy and arrogant. They cannot just do something, they have to be seen to do it, and - preferably - there should be a high-ranking bard on hand to record the deed. Of course, since almost every mist elf fancies himself something of a bard, this is rarely a problem.

Combat is one of the ways a mist elf expresses this sense of self-worth. Generally, elves have evolved two classic forms of combat. Wood elves, high elves and the dark drow are exponents of guerrilla warfare, of the surprise ambush and hit and run tactics. The greys prefer the high drama of the battlefield, where their magnificent armoured cavalry can win the day by tactics of shock and awe.

Mist elves are exponents of a third way, the way of the champion. Generally speaking, they feel there is no glory to be had in an ambush - and since the enemy might never know who defeated them, there is no legacy to be led by such a form of warfare. On the battlefield, only the commanders can be granted the laurels of victory, and there is too much randomness and chaos for the individual to make his mark.

Daoine prefer individual combat. More than that, they adore the structure of the challenge or duel, where everyone witnessing the fight knows the names of the participants, understands whatever rules exist and can remember every detail of the fight. There should be a challenge, a calling-out, the fight itself and then a celebration, in which the fight is replayed in song and tale, and the facts agreed on, so that there is no divergence as the story spreads. The greater the opponent, the greater the fame, and so a mist elf with an eye to his future legacy will seek out the most powerful enemy.

Daoine fighting styles are elegant, but essentially simple. They fight with the bow, or with sword and shield. They have some enigmatic and mystical forms of unarmed combat, but these are scarcely understood by other elves, let alone the wider world. The goal is to make the combat appear as difficult as possible, often by fighting in some kind of hostile environment, such as on an ice-covered lake, or high on the parapet of a castle wall. It is a common daoine challenge, for example, to allow the opponent to choose the weapons, while they choose the ground. Witness the legend of the Challenges of Arran. In one story, Arran challenged the commander of an orc warband to fight him, with the orc offered the choice of weapons. The orc chose to fight with axes; Arran then decided they would fight in the Forest of Brughen, the orcs' own homeland. He then disappeared into the darkness and killed the orc captain by felling a tree which crushed him. The bards love the irony of the orc being killed by the weapon he chose, on the ground he was born on. That is a good legacy.

A mist elf will fight a challenge dressed in his most splendid and potent armour, and would expect his opponent to do likewise. The only unguarded parts of the body are the arms, which are left bare so as to show off the tattoos and scarring, and the face, so that warpaint can be shown off and the opponent looked directly in the eye.

The important part of this individual combat style is to defeat the enemy in a clear and unambiguous way. A mist elf will fight defensively, cautiously, passing up openings and opportunities, looking for that one perfect chance, when a single blow can end the fight at one stroke, in the full view of all witnesses. Or, alternatively, he will look to humiliate his opponent by striking over and over, wounding the enemy a dozen times, effectively saying that it was no one

lucky blow that won the day, but that the daoine was able to strike at will.

In other words, combat styles are dictated by the desired outcome, the story that will be told of the day. A mist elf most reveres being able to predict the way the fight will end, usually in some suitably enigmatic way (Arran told the orc he would be killed by an axe blow that would not even break his skin), and prizes any trophy he can take away from the fight afterwards. The preference here is for something showy or gaudy, something that can be worn or carried, or which can be used as decoration for the daoine's home.

Warfare

Although they do not see warfare as the way for a mist elf to achieve glory *per se*, the daoine see violence as both a necessary function of the existence of different people, and as a backdrop against which great deeds can be done and a legacy forged. War is never the story, always the theme.

As has been outlined above, on a personal level a mist elf will seek to reduce conflict to a challenge between individuals. Disputes should be resolved by champions. However, some wars really do involve every individual in a community, and at that point each individual daoine has a stake in the outcome and must be prepared to put his life at risk.

The King is expected to lead the army personally. It is a matter of some dishonour to his people if he is unable to do so, or if strategic or operational necessity requires the army be divided so that a lesser commander is placed in control of some part of it. This is also partially true if, for whatever reason, the mist elf King is not the senior commander of a mixed army, although most elves recognise this and allow the mist elves to operate independently - even if this is largely for show. Increasingly, this has become the norm. Very few mist elf communities are powerful enough to look to their own defence and strategic alliances have been forged with their elf neighbours, with human nations and other allies.

Mist elves are only really comfortable in formations of heavy cavalry, galloping forward under gaudy pennants and banners, their armour polished and draped with silk tabards, swords extended. Those mist elves who cannot afford the extravagant equipment of these formations look to join elite units of heavy archers, dressed in mail, helm and bearing

a gigantic longbow and shield. These units actively seek out a position on the battlefield where they can put themselves in front of the enemy, inviting their missile fire or charge, all the while unleashing their own deadly barrage of arrows fired in drilled volleys.

This form of high-risk warfare becomes as close to individual challenge and combat as is possible. The unit replaces the individual as the beneficiary of legacy. The component parts of the regiment or army are considered indivisible; all fight together, and each shares in the glory or failure. A mist elf who has served with a regiment that has achieved some particular fame or distinction will, at some stage, become confident enough of his place in the cadre to adopt its emblems and insignia, adding to the markings on his body. This becomes mandatory when some new glory is added to their history, and the proud daoine can point to his membership in that elite and his part in its continuing and unfolding glory.

Magic

Mist elves have an ambivalent attitude to both clerical and arcane forms of magic. On the one hand, magic is 'cheating'; it brings about an outcome through an outside agency, and so thereby diminishes that outcome. On the other hand, magic is an art, a craft to be perfected and displayed just like any other, if it enhances the legacy of the caster.

In practice, what this tends to mean is that mist elves will press hard to reach the limits of their abilities in magic, in whatever field they choose to do so. They specialise in the most extreme way, recognising quality as being so much more important than quantity. When they use magic, they do so to the maximum of their ability, and purely - not to enhance some other ability. No mist elf would use *magic missiles* to weaken an opponent he intended to meet in armed combat - it would be demeaning. But if there was some way to destroy the opponent through extravagant magic, that would be more than suitable - especially if this is the outcome the daoine predicted in advance.

What this means in practice is that once a mist elf can perform a particular magic routinely, or perhaps - more accurately - once a superior piece of magical skill is acquired, he disdains to use it. This can be infuriating to others, who watch a mist elf cleric extravagantly heal a wounded comrade with



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a powerful healing spell, when a simple *cure light wounds* would have sufficed. As in many things, they are careless of resources, and expend magical power rashly.

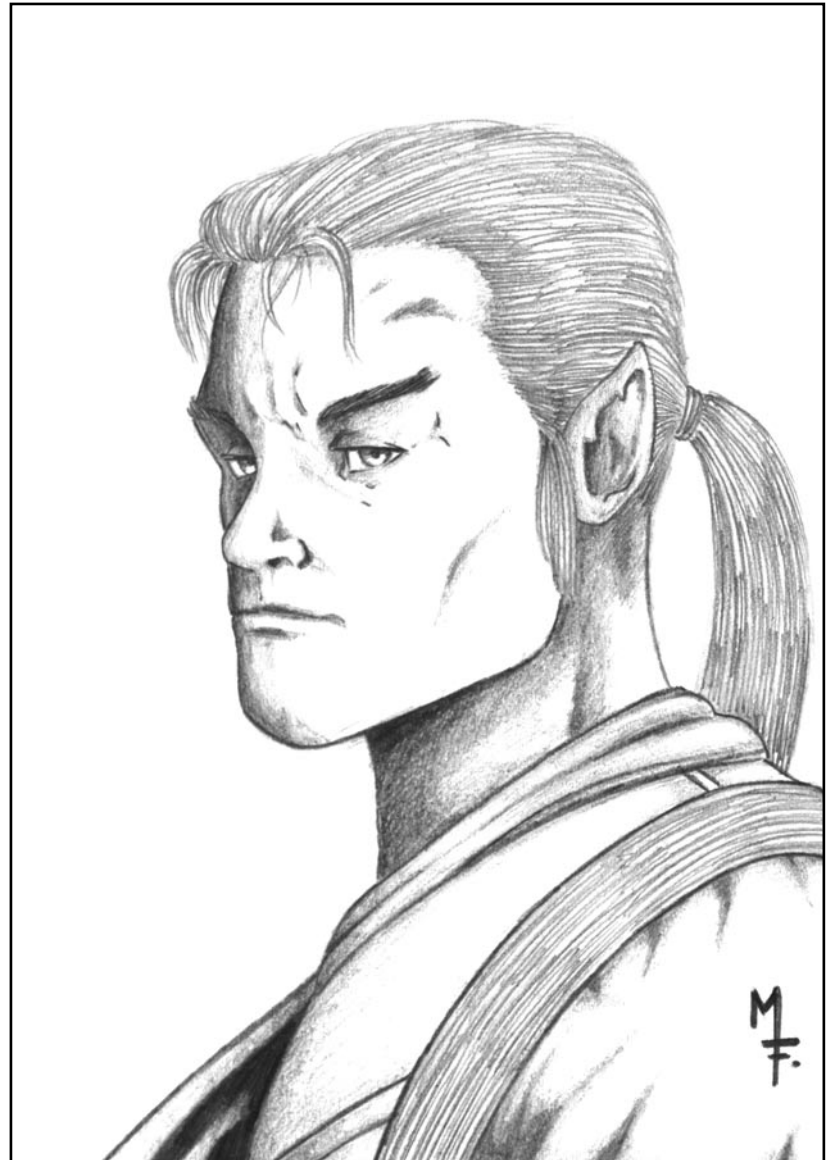
They treasure magical items, but only where their gaining contributes to the individual elf's legacy. In the Legend of Porras, he refuses to take up a powerful shield he finds at a forest shrine, since he has done nothing to 'earn it', and continues to bear the shield he won in combat, and which is etched with runes that tell of his deeds. When his enemy takes up the shield, rendering himself virtually impervious to Porras' blows, then it becomes the most desirable of objects, and every mark Porras leaves on the shield with his sword edge becomes a testament to his skill. Porras kills his enemy, mortally wounded in doing so, but the point of the story is that his lover has him brought home on the shield he had now deservedly won.

Adventuring

Most mist elves, male and female alike, will undertake a decade or two of what humans like to refer to as 'adventuring' on reaching maturity. This rite of passage sees them journey to the furthest corners of the world in search of the greatest challenges. They co-operate well with others, and their loyalty and skill makes them valued companions. They forge bonds in these years that are often lifelong, and will bring non-pure offspring into the world, and form close, though informal attachments.

The point, of course, is to make a start on the gathering of a personal legend. Mist elves are high-risk companions, who always seek out the greatest challenges, the greatest dangers. But when

the moment comes, and someone in the group has to step forward, it will be the mist elf who steps up, shouldering the responsibility, and asking only one thing in return: 'Tell everyone how I died.'



CRAFTSMANSHIP

The craftsmanship of the mist elves is little more than myth or legend in most lands. For those lucky few with contacts among this race, the graceful form the mist elves give everything they craft is beyond compare. They are known for combining beauty and effectiveness, dispelling any comment about frivolity.

All mist elf characters at first level or those visiting their cairn may freely choose the equipment listed in this chapter, as it is part of their birthright. Characters of other races and those mist elves adventuring far from home may also chance upon such items, at the Games Master's discretion, though possibly at exorbitant prices for them.

Cowl of Starlight

A cowl of starlight is a series of spindle-shaped jewels held in place by permanent spells of mist elven sorcery, each gem granted a twinkling inner fire and set in motion whenever worn by someone of elven blood. These headdresses are not magical aside from their construction, though they can be enchanted to duplicate the effects of up to four ioun stones. These enchantments must be handled individually, but the creation cost of each is reduced by 25% due to the magic inherent in each crystal. A cowl of starlight is a precious gift, enchanted or not, and usually given between lovers and family members in honour of greatly significant events.

Cowl of Starlight: 2,000 gp, 2 lb.

Elven Flask

By surrounding glassblown containers with finely gilded pottery, mist elf craftsmen have crafted flasks

that are not only works of art but can literally triple the length of time that contents stay fresh. Indeed, many other races swear these flasks are magical in nature, such is the difference they make to the storage of liquids such as milk, but they are simply well researched and studied.

Elven Flask: 35 gp, 1 lb.

Halefast Bread

This delicious brown bread has a light, crispy crust. A slice of the bread will keep an adventurer nourished for one day and grants a +1 enhancement



bonus to Fortitude saves for four hours after consumption. The special nourishment and saving throw bonus affects a person only once per



CRAFTSMANSHIP

day—eating two or more slices has no effect and actually makes one feel bloated. A loaf of halefast bread keeps fresh for one month and slices into ten portions. Once stale, its special nourishment fades, and it essentially becomes normal but tasty stale bread. The recipe for making halefast bread is a secret of the elves, but a few enterprising alchemists have gleaned the recipe over the centuries.

Halefast Bread (loaf): 25 gp, ½ lb.

Joyful Horn

Not so much a musical instrument as an item for battlefield and community use, mist elves who grow up in a cairn learn from a very early age that when the joyful horn blows through their home, it is a time for attention and focus. All mist elves within 150 feet of a blown joyful horn gain a +1 morale bonus to attacks and saving throws made against fear effects for the rest of that round and one full round thereafter. This is a mind-affecting ability and can only affect mist elves once each day. After that, the horn is a welcome sound but does not carry the same psychological impact.

Joyful Horn: 200 gp, 8 lb.

Nightshimmer Silk

Black silk woven with a dusting of crystal and touched by mist elven magic, this cloth seems to twinkle along its surface and resembles nothing so much as a woven piece of the night sky. Humanoids clad in nightshimmer silk clothing and not wearing armour gain a +2 circumstance bonus to Hide checks made at night. The Games Master may determine that some situations will negate this bonus, but a skilled wearer can usually maximise this cloth's benefits.

Nightshimmer Silk: 170 gp per bolt (7 yards), 1 lb.

Periapt Jewellery

An elf's love for crystal extends to mist elven jewellery, sometimes leading to rings, earrings and necklaces that hold large gems that, on any other creature, would simply seem gaudy. A piece of periapt jewellery can, by nature of its fey construction, hold an ioun stone in place of its normal crystal. Wearing an ioun stone in a periapt

item occupies the appropriate magic item slot (ring or jewellery) and confers its normal properties without having to let it orbit the wearer's head.

Periapt Jewellery (with a normal crystal instead of an ioun stone): 600 gp, ½ lb.



MAGIC OF THE MIST

Mist Elves share the magical heritage of their cousins – some say they were responsible, thousands of years ago, for actually spawning the wondrous magicks of the old elven empires. It is clear, however, that the mist elves still retain a magical identity of their own, though it has become stained and mutated by the dweomercraft of other elves and other races throughout the centuries. There are many spells and magical items that are the sole province of the mist elves and the casters of other races may quest or bargain long and hard in order to understand their intricacies. They also have their own, very different, deities that grant the wisest among them incredible divine powers.

Mist Elf Domains

Any mist elven character with access to domains as part of their class features may substitute one or more of their existing domains for those below. Alternatively, they may be matched to deities presented in *The Quintessential Elf* but, again, only if the character is a mist elf.

Creation Domain

Deities: Keeper of Time.

Granted Power: You cast conjuration spells at +1 caster level.

- 1 Miniature Portal
- 2 Make Whole
- 3 Create Food and Water
- 4 Minor Creation
- 5 Major Creation
- 6 Heal
- 7 Resurrection
- 8 Clone
- 9 True Resurrection

Fellowship Domain

Deities: Elven Allfather

Granted Power: The cleric can generate a *hope field* as a supernatural ability. This grants all allies within 30 feet a +2 morale bonus to attack, damage, saves

and skill checks. Activating the power is a standard action. The *hope field* is an enchantment effect with a duration of 1 round that is usable twice per day.

- 1 Bless
- 2 Status
- 3 Prayer
- 4 Tongues
- 5 Cure Light Wounds, Mass
- 6 Heroes' Feast
- 7 Magnificent Mansion
- 8 Cure Critical Wounds, Mass
- 9 Heal, Mass

Heritage Domain

Deities: Elven Allfather, Keeper of Time, The Loremaster

Granted Power: You can increase your personal presence when dealing with others as a supernatural ability. You gain a bonus to Charisma equal to your cleric level. Activating the power is a free action, the power lasts one round, and it is usable twice per day.

- 1 Divine Favour
- 2 Enthral
- 3 Speak with Dead
- 4 Divine Power
- 5 Dream
- 6 Legend Lore
- 7 Vision
- 8 Temporal Stasis
- 9 Foresight

Spells

The divine and arcane spellcasters of the mist elves have, by virtue of their long heritage, access to dweomers and incantations that seem alien and strange to those of other races. Though commonplace within the cairns of the daoine, the knowledge of the arcane spells, especially, are highly prized among other spellcasters.

Any mist elf spellcaster may freely select from the spells below, so long as he otherwise qualifies for it (being of the right class and level). The spellcasters of other races may attempt to learn the arcane spells of the mist elves but to do so they must either find a mist elf spellcaster willing to teach them or otherwise find a mist elven spellbook or other body of lore that contains these spells.





Ability Echo

Transmutation

Level: Brd 4, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

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

Effect: Ray

Duration: 1 round

Saving Throw: None

Spell Resistance: Yes

Recently fashioned by daoine battle mages, *ability echo* has already seen heavy use in the field against enemy warriors. The stratagem is that while a stolen ability may not be useable by the caster, at least it will not be used against him. A pale yellow ray springs from your hand and you must make a successful ranged touch attack to hit the target. Success allows you to know instantly what feats the target possesses and then allows you to steal one of them for a full round. The feat can be any non-metamagic one and can be used on your next action even if you do not meet its prerequisites (as long

as the target has them, you can use the borrowed feat). For the duration, the target is considered as not having that feat. If it is a prerequisite to other feats he has, then he cannot access those feats either. Using *ability echo* on beings without feats (animals, beasts, constructs, oozes, plants, and vermin) wastes the spell and its material component.

Material Component: A live leech which disintegrates upon casting.

Distraction

Illusion (Figment) [Mind-Affecting]

Level: Brd 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

Target: One creature

Duration: 1 round/level or until expended

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell is a handy boon in conventional melee combat. Whenever the target would normally provoke an attack of opportunity, distraction creates some kind of auditory or visual figment. The illusion is heard/seen only by the creature making the attack of opportunity. If the attacker succeeds in a Will save then he may attack normally. If the save fails, the attack of opportunity is effectively nullified. The creature protected by distraction is only defended once in this manner during its duration.

Guilt Aura

Abjuration [Mind-Affecting]

Level: Brd 2, Clr 2, Pal 2

Components: V, S, M/DF

Casting Time: 1 standard action

Target: Up to one creature per 2 levels

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell cloaks all recipients in an invisible aura that can affect the emotions of hostile opponents. Any intelligent creature that inflicts damage on a being under the effect of guilt aura must make a Will save or suffer a -4 morale penalty to attack that target again for the spell's duration because of overwhelming guilt over inflicting the initial wound. Success means the attacker is unaffected by the

magical guilt and can act normally. An attacker need only successfully save once against this spell.

Material Component: A leaf from a willow tree.

Miniature Portal

Conjuration (Creation)

Level: Clr 2, Creation 1, Drd 2, Sor/Wiz 1

Components: V, S, M/DF

Casting Time: 1 standard action

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

Effect: See text

Duration: Permanent (see text)

Saving Throw: None

Spell Resistance: No

A spot designated by the caster becomes a tiny gateway which connects that area to another place specified. The destination must be on the same plane as the origin point. The uses of such a diminutive portal are limited. The spell was originally designed and used by elven wizards who would pass messages, spell components, scrolls and other knick-knacks to trusted colleagues in faraway lands. The spell gained a fair bit of prestige when enterprising farmers paid to have water portalled into their fields during a dangerous dry season. Unfortunately, the spell lost that same prestige when an equally enterprising city council used the spell to send human and animal waste into a rival city's public spa.

The opposite side of a *miniature portal* cannot be seen or heard. Only objects may pass through and they do so as freely as if moving through the air. When in use, the *portal's* circumference glows with a faint white light. Should one end become irrevocably stopped up for over one hour, the spell dissipates. Otherwise, the *miniature portal* is permanent although able to be dispelled by the caster if he so wishes.

Material Component: A section of hollow tubing made of wood which is consumed during casting.

Password

Transmutation

Level: Brd 2, Clr 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One object weighing up to 50 lb.

Duration: 1 hour/level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Many elven spellcasters equip their most prized personal item with a *password* before adventuring in an unknown locale. The daoine provided the spell to a visiting bard who swore its secrets would never leave his lips. It is thanks to that bard's low alcohol tolerance, however, that *password* now protects the weapons of many other races.

This spell causes one non-magical, unattended object to become flaccid when grasped unless a predetermined word is spoken. The caster determines this *password* while casting. Not speaking the word aloud when picking up the ensorcelled item renders it as limp as a wet noodle. Releasing the object returns it to its normal firmness.

Sympathetic Bond

Necromancy

Level: Clr 4, Sor/Wiz 4

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: One weapon

Duration: 1 hour/level

Saving Throw: Fort half (see text)

Spell Resistance: Yes (see text)

A single weapon enchanted with this spell has the power to inflict damage on a creature long after it has actually struck it. After having *sympathetic bond* cast on a weapon, the first living creature struck by it (whether it is damaged or not) becomes 'bonded' to it. The bonding portion of the magic does not increase with additional hits and cannot affect more than one creature. Until the end of the duration, any damage inflicted on the weapon is felt by the creature it is bonded to. If cast on a bow, only the first arrow fired from it confers the bonding effect. Damaging the bow then inflicts harm on the creature hit by that arrow.

The amount of damage suffered by the weapon is directly proportional to that inflicted on the bonded creature. Each time the weapon takes damage the creature can make a Fortitude save to only suffer



half of the amount. Only actual damage (i.e. after overcoming the hardness rating) is counted. Destroying the weapon entirely inflicts an additional 2d6 damage to the creature. A creature's spell resistance can only be used against the bonding effect and not against any damage suffered if a bond is established.

Although extremely patient, once battle is joined elves are compelled to get in the last word. The spell is also useful when attempting to locate an injured opponent who has taken refuge within a crowded space for he will likely give himself away when the tracking elf damaged his bonded weapon.

Material Component: A drop of the caster's blood.

Trade Save Bonus

Transmutation

Level: Brd 3, Clr 3, Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Target: Creature touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)



The willing, transmuted creature is able to swap two of his base saving throw bonuses. For example, an 8th-level cleric walking into a trap-filled area casts this spell on himself knowing he will depend more on reflexes than mental vitality. To this end, he uses the spell to swap his base Will save (+6) with his Reflex save (+2) affording a defensive edge in the upcoming situation. If cast on an unwilling target, the caster can choose which of the base saves to swap should a Will save be failed. The creature can ignore the effect if its Will save succeeds.

Transform Ability

Transmutation

Level: Sor/Wiz 6

Components: V, S

Casting Time: 1 standard action

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

Target: One magic weapon

Duration: 1 round/2 levels

Saving Throw: Will negates

Spell Resistance: Yes

A whirlwind of colours leaps from your outstretched palm to engulf one weapon. The chosen weapon must have at least one special ability. Only one special ability can be affected. *Transform ability* grants the caster immediate knowledge of all special abilities possessed by the weapon. The caster must pass a dispel check (1d20 + your caster level, maximum +10) against DC 11 + the special ability's caster level. The spell, if successful, causes the ability to transform into another of equal or lesser power. For example, a 12th-level wizard targets an ally's +1 *flaming longsword* with *transform ability* because he wants to change the *flaming* power to *frost* as their group is under fire giant attack. *Flaming* is caster level 10th so the wizard must roll higher than an 8 on his dispel check (8 + 12 = 20) since the DC for the check is 21 (11 + 10). By succeeding the check, however, the wizard could have transformed the *flaming* into any '+1 bonus' ability.

Mist elves are one of the world's longest-lived races and, because of this, have made more than their share of enemies. No matter where they are, daoine could have attacked by any kind of creature. Adaptability is key to survival and *transform ability* represents this mist elf maxim.

Wall of Daggers

Conjuration (Creation)

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 standard action

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

Effect: Wall whose area is up to 1-ft. square/level

Duration: 1 round/level

Saving Throw: Ref half (see text)

Spell Resistance: No

After casting *wall of daggers*, one chosen dagger rises to the centre of the area that the wall is about to take up. The weapon then replicates itself to fill the spell's area of effect, each dagger hovering equidistantly from the others, so that exactly four daggers are in any single 1-ft. square. The wall is vertical and none of the individual daggers can be moved from their position by another force. The *wall of daggers* provides cover for beings on either side (+4 to AC, +2 to Ref saves). Creatures running into the wall suffer 4d4 damage per caster level. Additional damage may be inflicted depending on the quality of the original dagger, for each dagger in the wall is the exact same type as the one the spell was cast upon. This means the *wall of daggers* could be a wall of masterwork daggers, +1 daggers, or even daggers that have more powerful enchantments.

The wall comes into being facing in any direction the caster wishes, though all daggers must face the same direction (cover bonus is unaffected for different facings). The *wall of daggers* has a special function that allows its component parts to be hurled at an opponent(s). At any point during the spell's duration, the caster can mentally command the daggers to hurl themselves in the direction they are facing. The maximum range is 30 feet and the damage to any creatures in the area is the same as if he had run into the wall (4d4 damage plus possible dagger enhancement bonus). Once the spell duration ends (or the wall is hurled), the original dagger used to create the wall is destroyed, vanishing from existence.

Material Component: A single dagger.

Mist Elf Magic Items

As much as the spells of the mist elves are valued, their magical items, whose secrets of creation are buried deep within the culture of the daoine, can command enormous interest among both sages and adventurers. The magic items listed here may only be created by spellcasters with access to a mist elf cairn or one of their high level spellcasters. This does not, of course, prevent a spellcaster of another race duplicating the effects of a mist elven magical item by other means – however, such items will not be the genuine article. This may not be of much concern to a pragmatic adventurer though any collector or scholar may object if counterfeits are being sold to them. . .

Ancestral Charm

This necklace bears a medallion of fine quality. The disk is cracked, the blemish running from the hole at its centre out to the rim. This crack represents the special wisdom that can be called from the mist elf's ancestors (represented by the hollow centre) to aid



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him. The *charm* grants the wearer a +2 insight bonus to any single die roll and is usable three times per day. The crack glows with a faint golden radiance when the power is used.

Moderate evocation; CL 6th; Craft Wondrous Item, *divine favour*; Price 3,500gp.

Boots, Stone

These slate-grey boots are fashioned with bits of elephant ivory and gems sewn into the exterior. They provide an emergency defence against certain debilitating attacks and conditions. If the wearer drops below 0 hit points, is poisoned, or falls victim to a death attack, the magic of the boots turns him to stone. The death attack is negated automatically (as *death ward*) but the other conditions must be dealt with later. With luck, this measure allows the boot wearer's companions to defeat their foe and prepare the proper treatment for him. The statue state is temporary, the original creator of the boots recognising that not all groups carry *stone to flesh* magic. The duration of the *flesh to stone* effect is one hour, after which the wearer reverts back to the exact state he was in before. The *stone boots* are usable only once before crumbling to dust.

Strong transmutation; CL 13th; Craft Wondrous Item, *contingency*, *death ward*, *flesh to stone*; Price 20,000gp.

Circlet of Courage

This circlet appears to be little more than a headband made of leaves and twigs. When activated, the circlet's magic bestows the effects of a *heroism* spell and a *remove fear* spell for 10 minutes on the wearer up to three times per day.

Moderate enchantment; CL 6th; Craft Wondrous Item, *heroism*, *remove fear*; Price 49,500gp.

Light Mirror

This item comes in two sizes—a hand mirror (6 in. by 4 in.) and a full length mirror (6 ft. by 4 ft.). When the elven word for 'light' is spoken while touching the mirror, radiance equal to *daylight* pours from it. Shutting off the light merely requires touching the mirror again and speaking the elven word for 'darkness'. In addition to shining light, the

mirror also provides the same life-giving power as the sun, allowing plant life to grow under its rays.

Faint evocation; CL 5th; Craft Wondrous item, *daylight*, creator must be a druid; Price 27,010gp (small), 27,120gp (large).

Nemesis Doll

This humanoid-shaped, fragile, wooden figurine measures 6 in. in height. To gain the item's bonuses, the doll must be destroyed. The magic causes the breaker to gain a +4 competence bonus to Bluff, Listen, Sense Motive, Spot and Survival checks as well as a +4 competence bonus on weapon damage rolls against a certain creature type. The designated type must be chosen before the doll is destroyed (see Chapter 3: Classes in *Core Rulebook I* for a complete list of favoured enemies by type). The resulting bonuses last for 24 hours before dissipating.

Moderate enchantment; CL 3rd; Craft Wondrous Item, creator must be at least a 6th-level ranger; Price 16,900gp.



MASTERS OF THE DAOINE

An intrinsic part of the council that advises their King, the Masters of the Daoine are four highly sophisticated members of mist elf society on which all their people rely. From the aggressive defence of the Master of Battle to the decisive spellcasting of the Master of Mysteries, the mist elves have evolved these positions within their culture to be the safeguard of their long heritage.

Master of Battle

For the master of battle, the phrase ‘all work and no play’ is all too appropriate. When he is not honing his skills in every weapon he possesses, the master of battle is teaching swordplay to the cairn’s guards. Every master has a signature weapon he is noted for. These have ranged from the typical longsword to the more exotic dire flail. The master’s primary duty is to guard his cairn-liche (the monarch of any given mist elf community). While this generally means staying inside the cairn, the monarch occasionally must journey to an elven gathering or make a sacred pilgrimage. When outside the cairn, the master of battle hand picks a dozen of his most skilled pupils to accompany the monarch and himself. This leaves the defence of the cairn to the community’s spellcasters.

One does not stumble into this role, however, for dedication to the art of war is something every master of battle is born with. Whether fighting alone, in a small group, or on a vast battlefield, the master is in his element. The mist elf love of battle often endears a cairn’s inhabitants to this master the most. It is true of many daoine communities throughout history that reigning monarchs have held the title of (or trained as) master of battle. Paladins and rangers are suitable for the master of battle but the best candidate is the fighter, for this class’s dedication to combat is not cluttered by divine duties or lone-wolf tendencies.

Non-Player Characters are found in the public area drilling guards in combat tactics or putting on weapon displays to wide-eyed crowds. In the latter case, the master asks individuals from the audience to join him on stage. He uses these persons to demonstrate the need for basic combat instruction.

Using wooden training weapons, the master of battle fights the volunteers one-on-one or even two or three together to show the full capability of someone who has self-defence training.

Hit Die: d10

Requirements:

To qualify to become a master of battle, a character must meet all the following criteria.

Race: Mist elf or half-elf.

Base Attack Bonus: +8 or higher.

Feats: Exotic Weapon Proficiency (any one), Leadership, Weapon Specialisation.

Class Skills

The master of battle’s class skills (and the key ability for each) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Ride (Dex), Swim (Str).

Skill Points at Each Level: 2 + Int modifier

Class Features

All of the following are class features of the master of battle prestige class.

Weapon and Armour Proficiency: The master of battle is proficient with all simple and martial weapons. He is proficient with all types of armour and with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Master of Arms (Ex): The master of battle’s constant training and dedication to the craft of warfare grants him a competence bonus to attack and damage using any weapon he is proficient with. This bonus is +1 at 1st level and improves by +1 at every other level.

Improved Critical (Ex): Focus on a particularly favoured weapon grants the master of battle this feat as listed in *Core Rulebook I*. If the character already possesses this feat for his primary weapon it is applied to another weapon of his choice with which he is proficient.



Bolster Resistance (Su): A master of battle can increase his innate Spell Resistance by one-half (round fractions down) for 1d4 rounds + Cha modifier (if positive). He can use this ability once a day at 3rd level, twice a day at 6th level, and three times a day at 9th level. He can only use this ability when engaged in combat. Half-elves with this prestige class gain SR 5 from this ability.

Battlefield Prowess (Su): After spending one round studying a combat area, the master of battle gains the supernatural ability to direct others more efficiently. The master barks commands to his comrades and all elves within a 30-foot radius gain a +3 morale bonus to attack. The bonus lasts for as long as the master shouts his commands (during which time he can do nothing more than take a 5-foot step). The master of battle can affect a number of elves equal to his class level.



Bonus Feat (Ex): At 5th and 10th level, the master of battle can choose a feat from the list of feats available to fighters. This is in addition to the feats that a character of any class normally gets every three levels. The character must meet any prerequisites for these bonus feats.

Improved Battlefield Prowess (Su): This ability functions exactly like the Battlefield Prowess ability except the area of effect is a 60-foot radius around the master of battle and the morale bonus granted is a +6 to attack.

Master of Faith

The shepherds of the mist elf cairns, the masters of faith lead by example. While most of the daoine secretly see the move from forest to underground as the first step to their race's collective grave, the master of faith sees it in a more positive light. He believes existence within a cairn is analogous to a caterpillar inside a cocoon. Given enough time and nourishment, a butterfly emerges. The master gives himself wholly over to nature, from which all

Master of Battle

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Master of Arms (+1)
2	+2	+3	+0	+0	Improved Critical
3	+3	+3	+1	+1	Bolster resistance (1/day), Master of Arms (+2)
4	+4	+4	+1	+1	Battlefield Prowess
5	+5	+4	+1	+1	Bonus Feat, Master of Arms (+3)
6	+6	+5	+2	+2	Bolster Resistance (2/day)
7	+7	+5	+2	+2	Master of Arms (+4)
8	+8	+6	+2	+2	Improved Battlefield Prowess
9	+9	+6	+3	+3	Bolster resistance (3/day), Master of Arms (+5)
10	+10	+7	+3	+3	Bonus Feat

elvenkind owes its existence. He preaches for an abandonment of personal identity and a union with the divinely-regarded fey. Only by embracing nature can the mist elf ways be saved. Fewer and fewer true-blood daoine are born every year and, without a radical change in their way of thinking, their culture will vanish from living history. The master of faith performs all rituals in public. He is known for his honest, if not discreet, observations on all topics. Clerics are adequate candidates for the master of faith but druids are the most apt to take up this position. This prestige class goes one step further than even the druid mindset. The master does not just want to live in harmony with nature, he wants to become a part of it.

Non-Player Characters are almost always found chatting with someone. Unlike divine priests of old, the master of faith no longer feels that 'the truth' can wait for a select few to trickle through church doors. This impatience is a quality not commonly found in the elven race and is one reason the daoine pity the master. Another reason is the pinnacle of the master of faith's progression. When he arrives at his spiritual destination (at the prestige class' final level), he physically becomes a fey creature. While this lends credibility to his nature-embracing sermons, it also shows the cairn's residents that they have lost a member of their community. By becoming a fey, the master appears misguided in the eyes of his neighbours. On the other hand, the master feels this is one of the only ways for his people's culture to survive.

Hit Die: d8

Requirements:

To qualify to become a master of faith, a character must meet all the following criteria.

Race: Mist elf or half-elf.

Feats: Endurance or Arcane Birth Gift (see *The Quintessential Elf*).

Skills: Knowledge (nature) 10 ranks.

Spellcasting: Ability to cast divine spells of 4th level or higher.

Class Skills

The master of faith's class skills (and the key ability for each) are Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Knowledge (nature) (Int), Knowledge (religion) (Int), Listen (Wis), Spellcraft (Int), Spot (Wis), Survival (Wis), Swim (Str).

Skill Points at Each Level: 2 + Int modifier

Class Features

All of the following are class features of the master of faith prestige class.

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

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

Damage Reduction (Ex): In his quest to become more like the fey the daoine hold as divine messengers, the master of faith gains damage reduction against cold iron weapons. The amount of damage ignored increases at 5th and 10th level. For more information on damage reduction, see Chapter 8: Glossary in *Core Rulebook II*.

Fast Movement (Ex): As the master of faith advances in level, he gains this first of four abilities that allows him to move more quickly through the natural world. The master's land speed is faster by +10 feet. This benefit applies only when he is wearing no armour, light armour, or medium armour and not carrying a heavy load. Apply this bonus before modifying the master of faith's speed because of any load carried or armour worn.

Venom Immunity (Ex): The master of faith gains immunity to all poisons.

Barkskin (Su): Toughening of the skin grants the master of faith a +2 enhancement bonus to his natural armour bonus. This ability functions as the spell *barkskin* except the effect is permanent. The



MASTERS OF THE DAOINE

enhancement bonus increases to +4 at 6th level and finally to +6 at 9th level.

Wings (Ex): At 4th level the master of faith grows a pair of gossamer wings. At first, the character can only glide with these wings, gaining a movement of ‘fly 30 feet (clumsy)’. Gliding does not allow for acceleration or deceleration but does grant the following aerial manoeuvres: turn 45 degrees for 10 feet flown, descend at a 45 degree angle and at up to twice the normal gliding speed. At 8th level, the master’s wings are strong enough to grant a movement speed of ‘fly 45 feet (average)’. For complete flying details, see Chapter 2: Using the Rules in *Core Rulebook II*.

Earth Glide (Su): A master of faith can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. His burrowing leaves behind no tunnel or

hole, nor does it create any ripple or other signs of his presence. A *move earth* spell cast on an area containing a burrowing master flings him back 30 feet, stunning him for 1 round unless he passes a DC 15 Fortitude save. The master of faith does not gain any ability to see while moving through the earth in this way.

Timeless Body (Ex): A master of faith no longer takes ability score penalties for ageing and cannot be magically aged. Any penalties he may have already incurred, however, remain in place. Bonuses still accrue, and the master still dies of old age when his time is up.

Fey: At 10th level, a master of faith becomes a magical creature. He is forevermore treated as a fey rather than as a humanoid (or whatever the master’s creature type was) for the purpose of spells and magical effects.

Master of Faith

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+2	+0	+2	DR 5/cold iron	+1 level of existing
2	+1	+3	+0	+3	Fast Movement, Venom Immunity	+1 level of existing
3	+2	+3	+1	+3	<i>Barkskin</i> +2	+1 level of existing
4	+3	+4	+1	+4	Wings (glide)	+1 level of existing
5	+3	+4	+1	+4	DR 10/cold iron	+1 level of existing
6	+4	+5	+2	+5	<i>Barkskin</i> +4	+1 level of existing
7	+5	+5	+2	+5	Earth Glide	+1 level of existing
8	+6	+6	+2	+6	Timeless Body, Wings (fly)	+1 level of existing
9	+6	+6	+3	+6	<i>Barkskin</i> +6	+1 level of existing
10	+7	+7	+3	+7	DR 15/cold iron, Fey	+1 level of existing

Master of Lore

When a question arises which no one seems capable of answering, all eyes and ears turn to the master of lore for the solution. Born with an innate desire to learn, the master's formative years are spent at the feet of every craftsman and ballad singer in the community. He exposes his mind to every subject from mathematics to metalworking to historical narrative. Using history as a template, the master of lore intuitively sees why individuals choose the paths they do in life and how those paths affect the world around them. He uses the experiences of others to dictate how best to manage his personal affairs. Knowing that X led to a tragic consequence, the master instead chooses not to do X. The greater purpose of the class, however, is to try and decipher which direction is the best for the daoine people as a whole. By studying history in the broadest sense, the master of lore hopes to find the trail for his people that they have obviously gone astray from. Otherwise, the mist elves would not be in the emaciated state they are today (culturally speaking). The history of the daoine is a great jigsaw puzzle whose solution is just a few pieces away. It is finding the right pieces and placing them in the correct spots that the master of lore devotes the bulk of his time to.

Bards make perfect masters of lore because of their habit of picking up odd facts during their travels. Sorcerers and wizards are also viable candidates but the non-arcane knowledge needed to excel in the prestige class hinders their primary spellcasting focus.

Non-Player Characters are always the personal advisors of the cairn-liege. These masters serve the monarch on a case-by-case basis. When problems arise, the master examines them from every angle before pronouncing the best course of action. Occasionally, although quite rarely, a plan put forth by a master of battle during wartime is run past the master of lore by the monarch to check its viability and possible consequences. The master has a way of seeing things that other do not and generally knows what is best for any given situation.

Hit Die: d6

Requirements:

To qualify to become a master of lore, a character must meet all the following criteria.

Race: Mist elf or half-elf.

Feats: Skill Focus (Concentration).

Skills: Knowledge (history) 12 ranks, Knowledge (local) 12 ranks, Knowledge (nobility and royalty) 10 ranks.

Spellcasting: Ability to cast arcane spells of 3rd level or higher.

Class Skills

The master of lore's class skills (and the key ability for each) are Appraise (Int), Balance (Dex), Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Forgery (Int), Gather Information (Cha), Hide (Dex), Knowledge (all, taken individually) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (n/a), Spellcraft (Int), Spot (Wis), Use Rope (Dex).

Skill Points at Each Level: 6 + Int modifier

Class Features

All of the following are class features of the master of lore prestige class.

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

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

Broadening Intellect (Ex): As the master of lore continues to study the daoine past and its place in history, he becomes more knowledgeable in every field of study. When making any Knowledge check, he receives a competence bonus equal to his class



level. If the check exclusively deals with mist elves, this bonus doubles.

Racial Lore (Ex): A master of lore may make a special Racial Lore check with a bonus equal to his level + Int modifier to see whether he knows some relevant information about notable people, legendary items, or noteworthy places. This check is similar to the bardic knowledge ability and stacks with levels of bard if the knowledge sought deals with elven lore. Racial Lore applies to any subspecies of elf but not to knowledge outside of this field.

Guise of the Hero (Ex): While the master of lore is commonly called upon to answer a particular question, he finds himself memorising a great deal more information than is necessary for such a specific task. Taking much of what he reads and examining it in the broad scope of history, the master of lore is able to draw upon the experience of historical figures to aid him in any situation. This extraordinary ability grants the master an insight bonus to any one die roll. This bonus is equal to 4 + Cha modifier and must be declared before the roll

is made. The master of lore is reminded of a similar situation from the past and gains a special edge in knowing how that situation was (or should have been) handled. The master can use this ability once a day at 2nd level and an additional time per day at every other level.

Trapfinding (Ex): The master of lore is not merely a librarian. One of the tenets of the position is that ‘knowledge is best gathered first-hand’. A master of lore can find himself in the field at any time on a quest to validate some new scrap of information another daoine provided. Trapfinding functions exactly like the rogue ability of the same name (see Chapter 3: Classes in *Core Rulebook I*).

Master of Mysteries

When one thinks of high-level arcane spellcasters, one envisions storms of fire, horrific earthquakes and waves of summoned minions. The one similarity here is that these all involve a focused method of destruction. A master of mysteries is no different in his power but is quite different in the manner in which that power is manifested. Elves are indeed

Master of Lore

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+0	+2	+2	Broadening Intellect, Racial Lore	+1 level of existing
2	+1	+0	+3	+3	Guide of the Hero (1/day)	
3	+2	+1	+3	+3	Trapfinding	+1 level of existing
4	+3	+1	+4	+4	Guide of the Hero (2/day)	
5	+3	+1	+4	+4		+1 level of existing
6	+4	+2	+5	+5	Guise of the Hero (3/day)	
7	+5	+2	+5	+5		+1 level of existing
8	+6	+2	+6	+6	Guise of the Hero (4/day)	
9	+6	+3	+6	+6		+1 level of existing
10	+7	+3	+7	+7	Guide of the Hero (5/day)	

as old as they claim and the race has a special connection to the forces that forged the cosmos. Over the millennia since their creation, races like the mist elves have allowed the connection to these forces to diminish. The master of mysteries devotes his resources to re-securing that connection. Through study and perseverance, the elf sees the fragile strands of magic that weave the great tapestry that is the arcane web of sorcery. Conventional magic teaches spellcasters to combine these energies in certain formations to achieve desired ends. The master of mysteries, on the other hand, determines the best way to disperse those energies from such formations. The result of destabilising a woven spell is referred to as 'primal magic'.

It is to no elf's surprise that primal magic bears a resemblance to elven high magic. Created by high and grey elves, high magic remained exclusive to these elven sub-races for many centuries before the secrets of its creation filtered to their cousins. Primal magic was discovered and its mysteries identified before that time when high magic first became known to the daoine. The former is much more suited to the mist elves' attitudes and their arcane masters are quite content practising it. Mist elves are by no means forbidden from practising high magic but most aspire to the *true* high magic of primal magic. There is a prophecy at work which also helps keep daoine masters of mysteries practising primal magic. It has been passed down by the first master of mysteries that in the last years of the Age of Elf, it will be one of his order who helps defeat a great evil threatening all the lands. Sorcerers and wizards are equally suited to be masters of mysteries. The former may be slightly more inclined to this study because of the less structured nature of the topic.

Non-Players Characters are harder to find than any other mist elf master. The dangerous nature of primal magic forces the elf's seclusion. When someone is with him, it is always a pupil or personal servant. This master rarely sees visitors unless they have some knowledge related to his studies. The master does get out into the cairn, occasionally, for a breath of fresh air. He varies his times and locations, however, so that curiosity seekers do not swamp him with absurd requests to see primal magic in action.

Hit Die: d4

Requirements:

To qualify to become a master of mysteries, a character must meet all the following criteria.

Race: Mist elf or half-elf.

Feats: Spell Penetration.

Skills: Knowledge (arcana) 13 ranks, Spellcraft 13 ranks.

Spellcasting: Ability to cast *lightning bolt*.

Class Skills

The master of mysteries' class skills (and the key ability for each) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Hide (Dex), Knowledge (all, taken individually) (Int), Listen (Wis), Sense Motive (Wis), Speak Language (n/a), Spellcraft (Int), Spot (Wis).

Skill Points at Each Level: 2 + Int modifier

Class Features

All of the following are class features of the master of mysteries prestige class.

Weapon and Armour Proficiency: Masters of mysteries are only proficient with the dagger, quarterstaff, and crossbow. They are not proficient with any kind of armour or with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

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

Destabilise Magic (Sp): This spell-like ability operates similarly to *dispel magic*. Besides the default power to dissipate active magical effects, however, the master of mysteries has the option of detonating it. The resulting explosion of primal magic (see below) inflicts damage equal to the caster level of each spell and/or item destabilised. For example, a 3rd-level sorcerer has cast *shield* on himself. A master of mysteries wants to take away this advantage and decides to inflict a bit of damage in the process. Thus, the master uses Destabilise



MASTERS OF THE DAOINE

Magic and succeeds on his *dispel* check. The result not only destroys the *shield* spell but also uses that spell's energies to damage the sorcerer for 3 points. The master does not have to determine whether to detonate the spell or not before using this ability. He can use this ability an additional time per day every three levels.

Primal Magic, Lesser (Sp): Daoine spellcasters see primal magic as the true elven high magic. The ability to draw on raw arcane magic is a powerful one. Starting at 2nd level, the master of mysteries gains knowledge of how to wield this deadly force. He can take a memorised spell and use its energy to produce a damaging effect equal to 1d6 per spell level expended (i.e. casting a *levitate* spell as primal magic has 2d6 damaging potential). Only 1st through 3rd spell levels can be expended in this way. (Zero-level spells are occasionally swapped for primal magic but such spells are only capable of inflicting 1d3 damage and so are seldom used.) The master can deliver the primal magic as a melee touch

attack (a miss means the energy is expended) or as a ray (maximum range of 100 feet; ranged touch attack is required). Using primal magic does provoke an attack of opportunity but is not subject to spell resistance.

Primal Magic, Moderate (Sp): This ability functions like 'Primal Magic, Lesser' but with expanded usability. The master can swap any spell from 1st through 6th level. The delivery methods for primal magic are: a melee touch attack (as above), a ray (max range of 200 feet; ranged touch attack required), or a spread (max range 100 feet; 10-foot radius).

Primal Magic, Greater (Sp): This ability functions like 'Primal Magic, Lesser' but with expanded usability. The master can swap any spell from 1st through 9th level. The delivery methods for primal magic are: a melee touch attack (as above), a ray (max range of 300 feet; ranged touch attack required), a spread (max range 200 feet; 20-foot spread), or a cone-shaped burst (30-foot).

Master of Mysteries

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+0	+0	+2	Destabilise magic (1/day)	+1 level of existing
2	+1	+0	+0	+3	Primal Magic, Lesser	+1 level of existing
3	+1	+1	+1	+3		+1 level of existing
4	+2	+1	+1	+4	Destabilise Magic (2/day)	+1 level of existing
5	+2	+1	+1	+4	Primal Magic, Moderate	+1 level of existing
6	+3	+2	+2	+5		+1 level of existing
7	+3	+2	+2	+5	Destabilise Magic (3/day)	+1 level of existing
8	+4	+2	+2	+6	Primal Magic, Greater	+1 level of existing
9	+4	+3	+3	+6		+1 level of existing
10	+5	+3	+3	+7	Destabilise Magic (4/day)	+1 level of existing

CAIRNS

Forced to retreat from the surface world, the mist elf people now reside just beneath that same surface. Inside great, gently sloping rises lay the cairn-homes of the daoine. Cairns are literally piles of stones that are landmarks to locals. Sometimes indicating a group meeting place, a cairn more often signifies the presence of a tomb. The mist elves quietly built upon this latter use of the cairn as they moved their kind beneath the ground upon which it sat. Rumours that the cairn area is cursed provide a simple first defence against many visitors. A typical mist elf cairn (a term used to designate the entire stronghold) houses around 250 residents. Despite the change in venue, these elven communities maintain the same standard areas which make up all elven strongholds. These areas include a patrol zone, outer perimeter, skirmish zone, inner perimeter, commoner area, public area and prestige area. The noticeable difference in lair composition is the lack of a Heart—the magical centre of the community that powers the lair's magical defences. The daoine lost the ability to fashion the Heart but have kept this inability a secret for some time. There is still an area set aside for the Heart but it is now occupied by emergency supplies of food, water and other necessities. The protective magicks that surround a daoine cairn are maintained by the master of mysteries and other high-level spellcasters.

Patrol Zone

If at all possible, the elves who first settled into the cairns founded them in areas surrounded by either mountains or forests. The patrol zone encompasses these terrains and includes groups of four elven protectors. A standard patrol is led by a high-level ranger and supported by three mid-level fighter/rogues. These elves shadow any visitors at a range of three to five miles from the cairn itself. Patrols are under strict instructions to not let themselves be seen, lest the beings they follow grow suspicious and return to the area to investigate in greater numbers. If intelligent creatures appear to be heading for the cairn itself, one of the patrol dashes to the nearest outpost to warn them.

Outer Perimeter

Now only a mile or two from the cairn, the outer perimeter is where elven groups harass intruders with

ominous noises and ghostly thefts. Outposts within this area are located just beneath the ground, hidden by a trapdoor of earth and wood (or stone depending on the terrain). These large foxholes can hold up to six elves comfortably. When signalled by protectors in the patrol zone, the elven rogues (high-level leader and mid-level apprentices) that man the outpost emerge silently from the hole like ghosts. The handful of souls who have seen this emergence from the ground say that it reinforces the *mist* title.

Skirmish Zone

This area encompasses the hillside itself. When an intruder is clearly not interested in peaceful acquaintance, the squad protecting the inner chamber of the rock pile (see The Test of Wisdom below) fights beside the elemental guardians (see The Test of Strength below). These are joined, if necessary, by the master of battle and a force of up to 15 high-level fighters.

Inner Perimeter

There is a single passage which winds downward 60 feet from the surface cairn chamber. This corridor opens into the commoner area and is not typically staffed until someone enters the skirmish zone. If a battle is in progress outside, this 10-foot-wide passage becomes the outpost of a dozen mid-level fighters, two mid-level clerics, and a mid-level sorcerer. Otherwise, the passage is simply a lengthy welcome mat into the cairn-home proper.

Cairn Protective Enchantments

The first protection an uninvited creature encounters on the hillside is an attempt to misguide him. A *programmed illusion* creates two unicorns on the hill close to the bottom. The pair of magical beasts prance around in a graceful dance. Once the intruder notes the unicorns and begins to move toward them, the pair move slowly away from the hill where the cairn is located. Never too far ahead but not close enough to interact with, the unicorns lead the intruder on a chase for exactly one mile before disappearing around a convenient bend in the landscape. For those individuals that return to the hillside, the illusion manifests as something different to more completely fool the intruder. This illusion activates whenever a being of average intelligence spends more than one round on the hill. It can be



activated earlier if the master of mysteries is alerted by the on-duty patrol.

From this point until reaching the cairn-home, if any *detect magic* spell is used on the hillside, the rock pile, or the guardian creatures, the result is strong conjuration (elementals), strong evocation (the rock pile), or strong illusion (the test of wisdom) all at caster level 20.

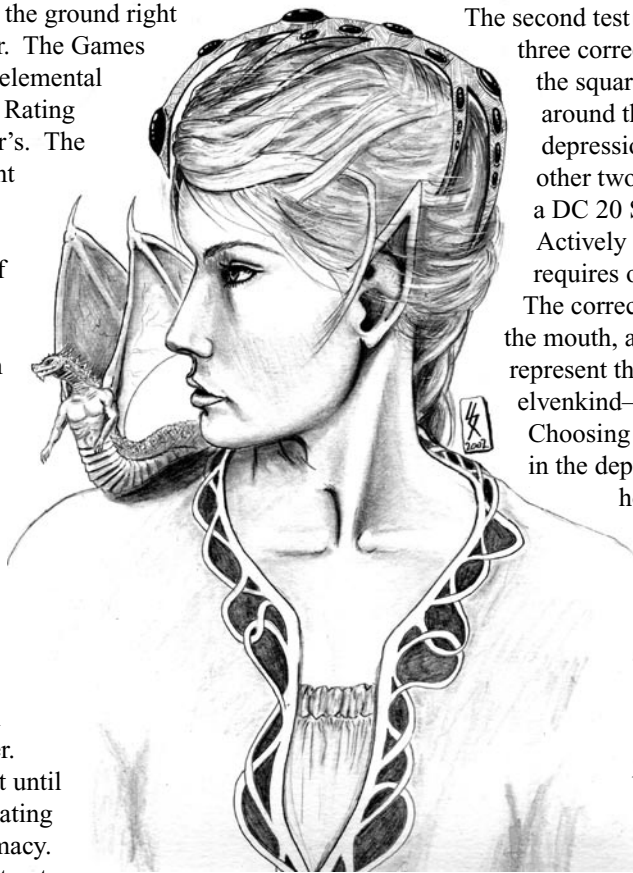
The Test of Strength

Those beings who are wise to the mist elves' deception ignore the illusions and head straight for the pile of stones near the hill's summit. Once they are within 30 feet of the cairn, the first of three tests—the test of strength—activates. What occurs at the start is almost enough to make any rational creature head for some other hills. An earth elemental bursts from the ground right in front of the intruder. The Games Master should use an elemental size whose Challenge Rating is equal to the intruder's. The protective enchantment creates an elemental from size Small to Huge. Any number of the creatures can be summoned to achieve the desired CR. Earth elementals are the standard guardians but the enchantment can detect intruders in the air as well (up to 200 feet above the cairn). In this situation, an appropriate number of air elementals are summoned to deal with the aerial intruder. These elementals fight until defeated, neither retreating nor listening to diplomacy. Should the intruder retreat from the hill, the elemental guardians vanish, the arcane protections having succeeded in their task. Revisiting the hill brings the same consequence. There is no limit to the number of times the elementals can appear in one day.

The Test of Skill

The second test awaits the victors of the elemental encounter and is the test of skill. The misshapen pile of stones that represents a burial location has over a dozen stones with shapes engraved on them. Perfect squares, these 6-inch blocks bear pictographs of items and ideas. Such pictographs include: a pair of boots, a teardrop, an eyeball, a sword, an elven ear, a bow, a pair of lips, an embroidered cloak, a plain ring, a glowing hand, and a leaf. The Games Master is free to include more or alternate pictographs as he wishes as long as the three correct ones are a part of the list (see below). These square stones are haphazardly strewn about the pile, requiring a DC 15 Spot check to notice one of them. If any of the stones are moved beyond the hill or destroyed entirely, they magically return within one hour to their original location.

The second test is overcome only when the three correct pictographs are placed in the square depressions in the earth around the cairn stone pile. Each depression lies equidistant from the other two around the cairn and require a DC 20 Spot check to notice them. Actively looking for the depressions requires only a DC 12 Search check. The correct pictographs are the sword, the mouth, and the glowing hand. These represent the three tenets upheld by all elvenkind—swordplay, song and sorcery. Choosing these stones and placing them in the depressions (there is no proper hole for any pictograph, nor is there a proper sequence) grants access to the cairn's third test inside the rock pile. A grinding noise alerts the stone placer to the section at the cairn's apex which opens inward. However, if even one of the stones is incorrect, a bolt of primal magic (see the Master of Mysteries prestige class) shoots from the rock pile and automatically strikes whoever placed the final pictograph stone, inflicting 1d6 points of damage. Further incorrect pictograph placements increase the damage by one die each time (2d6, 3d6, and so on). The primal magic defence does not activate until all three



pictographs have been laid. All attempts to dispel this protective enchantment fail.

Although less challenging, the Games Master may wish to reduce this second test to a mere skill check. He can have the player make a DC 25 Knowledge check (any elven-related lore) to identify the proper trio of pictographs. The DC decreases by 5 if the character knows he is facing a mist elf riddle. Elf or half-elf players can have the option of making a DC 20 Intelligence check to decipher the proper solution.

The Test of Wisdom

The final test inside the cairn's hollow centre involves a difficult choice. The interior is devoid of objects or lighting until the intruder enters. After a few moments, a dim magical radiance illuminates the inside and shows the creature two scenes. The first is a member of the intruder's species being beaten by a hated enemy of that species (a dwarf being tortured by a giant, for example). The second scene, to the intruder's other side, is his innermost desire. If that desire is money, coins of the highest local value are stacked here. If power, an item appears which would guarantee the achievement of the desired power. The daoine magic digs deep into the intruder's mind and creates the most tantalizing illusion possible. By the time an intruder reaches this third test, a squad of mist elf guardians is just behind the secret door leading from the interior of the surface cairn to the real cairn-home beneath the hill. A squad consists of one high-level sorcerer, a high-level druid, and six mid-level fighters trained by the master of battle himself.

If the intruder does not immediately move to help the dying member of his race, the protective enchantment's defence ensorcells him with a dual effect. The first wipes his memories of the last 24 hours unless he succeeds a DC 30 Will save. The intruder retains skills, languages and class abilities but forgets everything else experienced during this period until he receives a *heal* spell or memory restoration with *limited wish*, *wish*, or *miracle*. This effect is similar to that caused by a pixie's arrow. The second effect *teleports* the intruder 2d6 miles away in a random direction (always considered on target for purposes of rematerialisation).

If, for whatever reason, the intruder is unaffected by the magicks of the defensive enchantment, the daoine squad attacks immediately. The obvious power of

the intruder coupled with the decision not to aid one of his own kind from certain death makes him a being the daoine have no interest in knowing. On the other hand, choosing to aid the tortured being earns the respect and welcome of the mist elves. The illusions dissipate and the guards open the concealed door (DC 20 Search check otherwise) to meet the visitor.

This level of security is not necessary for everyone. When a merchant or other visitor plans on making frequent stops at a cairn, the master of mysteries provides this elf-friend with a special talisman. This necklace bears some kind of nature symbol (varies but commonly a representation of the sun) and allows the wearer to enter the cairn without activating the defensive enchantments. There is little abuse of this item as it is magically attuned to the person to whom it is given. Particularly cunning evildoers once discovered the talisman's function and slew the bearer. His body, along with the necklace, was then carried with the invading force. Fortunately, the invaders were defeated before penetrating too deeply into the cairn-home. Incidents like this one are quite infrequent so the procedure of talisman-giving has remained unchanged.

Cairn Features

All buildings, walls and flooring are composed of the natural stone beneath the surface cairn. Despite the daoine quality of darkvision, the race desires seeing its surroundings as it did while living for ages on the surface. Enchanted mirrors provide the equivalent of daylight (as the spell) to the mist elf cairn. There are two versions: full-length framed and hand-held. Both shed the same intensity of illumination but differing volumes. A *light mirror* is activated by speaking the elven word for light and deactivated by speaking the elven word for darkness. Elven residents who keep plants make sure to leave a lit mirror shining on them while not at home, for not only does the mirror provide light, it magically provides the nourishment plants require to survive.

Commoner Area

This space houses the homes and workshops of the cairn residents. If a mist elf is not a ruling official or one of the four masters (battle, faith, lore, or mysteries) then he can be found here most of the time. Similarly, if an item needs to be built, tailored, cleaned, groomed, transcribed, or fashioned from



material components, it is accomplished in the commoner area. Out of the 250 or so elves that live inside a cairn, roughly 210 reside here (nearly half of these being half-elves).

Roughly circular, the area is approximately 800 feet across and between 40 to 60 feet high. The first thing a visitor invariably notices is that every structure here resembles a giant bowl. The daoine are as appreciative of beauty as any other elven sub-race. When the first mist elves began constructing the cairns, they wanted homes that matched no other. ‘Let the drow have their scraggly stalagmites and the high elves their tree towns,’ the daoine proclaimed. ‘We shall reside in the elegant form that is the bowl.’ There may have been something lost in this translation but the essence is the same—the mist elves wanted unique homes. Visitors stifle their giggling when their daoine guide expounds on the bowl’s easily defensible frame in times of danger as well as the unique symbolism it represents; the mist elves, like nurtured flowers, will strengthen and flourish within the bowl’s protective frame.

The second unusual quality about the area is that none of the bowl-shaped homes have doors. This is true for both the outside and inside of the residences. Mist elves do not mind hearing the laughter, tears, or even lovemaking of their neighbours. Indeed, the elves are all too happy to have neighbours at all, given the race’s dwindling numbers.

Among the most popular purchase for visitors is unique daoine jewellery combining wood shards with tiny gemstones. Gnomes, who make frequent visits to see how the cairn-home is constructed, trade precious metals and gems for jewellery, daoine-made tools and, oddly enough, paint kits. Paint shops not only make paint which daoine warriors wear into battle but assemble carrying kits for sale. These kits provide half-a-dozen colour paints along with animal-hair brushes. Small trades like this one enhance the mist elves’ reputation among those races that trade with them and, by extension, the races those visiting folks come in contact with. Handcrafts like those mentioned above are just a sampling of the wonders fashioned inside the homes. The Games Master is encouraged to develop his own unique trades that aid in developing the mist elf culture even further.

Anatomy of a Bowl

The layout of each structure in the commoner area is the same. The bowls are 50 feet across at the base. From here the outer walls climb 25 feet at an easy angle before becoming vertical for the last 10 feet. The diameter of the top portion is 100 feet and the entire structure is 20 feet tall. Engraved beside the ground entrance are the names of the mist elves that live inside. After a short corridor the entrance opens into a circular chamber measuring 20 feet in diameter and 8 feet in height. Four staircases extend from the chamber to the individual residences on the second floor. A crest or other marker that identifies the family hangs beside the staircase archways. Every cairn has one or two families whose crest is recognized by any elf sub-race. These are the last descendants of the time when the daoine lived and interacted freely on the surface. If any residents have infant children they are often seen, under supervision, playing in this room. The location allows the children to watch and interact with passers-by and is much less dangerous than taking them to the roof.

The second floor is sectioned into four equal parts, each being a family’s or individual’s home. Modest woven carpets protect feet from the harsh stone flooring. Each residence is divided into a rest area where trancing takes place, a food preparation/ dining area and a catch-all space. This last area is usually the largest and is where the resident works his trade. If the elf’s craft requires a good deal of space, then he has access to half of a bowl’s second floor instead of one-quarter. The wall dividing two sections is simply given an archway. Those residents who do practice a craft often sell and trade their wares straight from home. Such residents place one of their crafts next to the staircase in the bowl’s entrance chamber. Interior decorations vary with the individual but are always present. As much as a mist elf takes pride in painting and scarring himself in battle, the same attitude is taken toward his dwelling. Clay statuettes, wall hangings of intricate design, potted ferns with tiny bells dangling from the fronds, bound collections of ancient poems and a display case holding one feather from every local bird of prey are all possible decorations. Incense and wildflowers are popular for providing a pleasant odour to a residence.

Each second-floor room is also equipped with a ladder leading to an unlocked trap door. The roof

of each bowl is considered a communal area for that structure's residents. At least once a week, the elves living inside a particular bowl have a campfire on the roof. Here they share stories about the present and the past. Heroic deeds and the praises of warriors long dead are sung in the custom of their surface-dwelling ancestors. Gardens are also a common roof feature. Carefully harvested seeds give birth to the foodstuffs which feed the cairn-home year-round. During the 'day', full-length *light mirrors* are left illuminating the plants to simulate a surface environment.

Public Area

Constructed with the same dimensions as the commoner area, the public area is much sparser in terms of objects. There are no homes here but there is a great deal of plant life. Everything from climbing ivy to modestly sized trees can be found in the public area to help give a more relaxed 'park' feel. It is a place where the cairn-liege holds court, festivals are run, and fortnightly markets tempt visitors away from their purses. In addition, there are regular times when the masters of battle, faith, lore and mysteries display their craft to visitors. Respectively, these are signified by sparring matches, nature sermons, morality plays and cantrip tutoring. Numerous, active, full-length *light mirrors* are scattered about the area to provide light for the surface visitors that make their way here.

All of these activities and more are staged on mushroom-shaped platforms of varying size (from 20 feet to 200 feet across). Some are only a foot off the ground while others require staircases to reach. Still other events occur on platforms that emerge from the cavern wall dozens of feet above the floor. These platforms resemble shelf fungi and require traversing two staircases. Two particular areas are devoid of staging areas. One is where the market sets up in the centre of the cavern. The other is a teardrop-shaped pool of freshwater conveniently located out of the way within a natural wall niche close to the commoner area.

Water Supply

The daoine locate the closest stream that can support a small but constant drain from its volume. Once discovered, a tiny portal is permanently established near the bottom of the stream. This portal allows water flowing into it to appear inside the teardrop-shaped depression of the public area. This section is simply a pond from which all mist elf residents

can draw water for their own uses. The daoine do not mind walking from the commoner to the public area for water as it simulates their ancestors' way of life on the surface. A second portal allows drainage, should the pond's water level reach a certain height. This excess water is deposited a few yards downstream from the first portal. These magical waterways are maintained by a 'water authority' made up of elves delegated by the community. Such maintenance entails little more than checking the access points every other week or so (barring unforeseen circumstances such as contaminated water or blockage of one point by particularly unfortunate fish or large collections of algae).

Prestige Area

Despite the area's name, this section of the cairn is no more physically impressive than the others. Half the size of the commoner area, the prestige area contains two bowl structures that are twice the size of their commoner counterparts and internally identical. One is home to the four masters who advise the cairn-liege. For safety reasons, the master of mysteries experiments with primal magic only on the roof above his residence. The second is the dwelling place of the liege himself along with six personal servants. The monarch bowl's second floor residences are linked to each other by way of open doorways. This allows the servants to more easily serve their liege. Personal decorations here are as listed for the commoner dwellings but, given the increased interior space, are more profuse and exotic.



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