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# THE QUINTESSENTIAL ELF II

Advanced Tactics

Book Five

**v3.5 Compatible**



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## THE QUINTESSENTIAL ELF II Advanced Tactics

Elves delight the readers of fantasy books and gamers alike. Ephemeral beings of light and spirit, they dance just on the edge of our awareness. They can be angels and demons, the personification of otherworldly magic or nature spirits depending on who does the telling. They may be warriors, wizards, singers, poets, dreamers... or nothing at all, just figments of movement at the corner of our eyes. *The Quintessential Elf II: Advanced Tactics* focuses on trying to help the reader get the most out of what he already knows about elves. It starts off with basic rules for tailoring elves to fit specific roles in a campaign or world. We then move on to discuss building truly epic elves using multiple classes and legendary career paths that lead to the ultimate reaches of combined martial might and elven magic.

Then there is the technology and knowledge of the elves. Rather than presenting a single possibility, this book describes the magical and mysterious elven culture, their ways and means of item creation and their fey tricks. How do elves that are effectively angels differ from those who represent the spirits of nature? What tricks does a wild spirit elf use that a near divine immortal does not? Elfin crafts, grown crystals, living magic, woven light, charm feats... all are presented in a discrete, mechanically clear manner, keeping to the theme of elves as essential spirits. Elves express something fundamental, something primal about their world. This purity gives them strength even as it blinds him to the concerns of lesser mortals.

### Inside You Will Find:

- |                            |                                 |
|----------------------------|---------------------------------|
| Career Paths               | Elfin Crafts and Grown Crystals |
| Multiclassing Variants     | Fey Tricks                      |
| Legendary Prestige Classes | Living Magic and Woven Light    |
| Elven Ways and Means       | Elven Charms                    |

Requires the use of the *Dungeons & Dragons®*  
Player's Handbook, published by Wizards  
of the Coast, Inc.®  
This product utilizes updated material  
from the v.3.5 revision

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# THE QUINTESSENTIAL Elf II: ADVANCED TACTICS

Shannon Kalvar

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# INTRODUCTION

What do we say about elves? What can we say that has not already been said? Elves delight the readers of fantasy books and gamers alike. Ephemeral beings of light and spirit, they dance just on the edge of our awareness. They can be angels and demons, the personification of otherworldly magic or nature spirits depending on who does the telling. They may be warriors, wizards, singers, poets, dreamers... or nothing at all, just glimpses of movement at the corner of our eyes.

It is this seemingly infinite well of possibilities that causes us to come back to elves again, and again, and yet again. Elves can embody the best of us, our purest qualities unsullied by the decay of time or the grime of compromise. Unlike the more pragmatic humans they act on the epic scale, directly choosing good and evil without flinching.

## THE ADVANCED TACTICS SERIES

The Advanced Tactics series takes an advanced look at the whole range of class and racial sourcebooks from Mongoose Publishing, all designed to greatly widen a Player's options for his character within the d20 games. More than simple continuations, the second series of Quintessential books slot seamlessly into any fantasy-based campaign, giving advanced alternatives for characters of one class or race within the game, allowing both Players and Games Masters the chance to give mid- and high-level characters new options without overpowering or unbalancing the game as a whole. The Advanced Tactics series will not necessarily allow Players to make their characters even better, but they will be able to do a lot more than they ever thought possible before.

## THE QUINTESSENTIAL ELF II: WAYS OF THE SPRITS

*Quintessential Elf II* does not aim to revolutionise the portrayal of elves that already exists in the literature of fantasy gaming. Elves are the single most commonly written about race; trying to change the accumulated perceptions created by such a mass would take a work of rare genius.

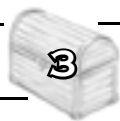
Rather, *Quintessential Elf II* focuses on trying to help the reader get the most out of what he already knows about elves. It starts off with basic rules for tailoring elves to fit specific roles in a campaign or world. We then move on to discuss building truly epic elves using multiple classes and legendary career paths that lead to the ultimate reaches of combined martial might and elven magic.

We then turn our attention to the technology and knowledge of the elves. Rather than presenting a single possibility, the three chapters (Elven Ways and Means, The Magical Elf and Fey Tricks) cover a wide variety of elven types. How do elves that are effectively angels differ from those who represent the spirits of nature? What tricks does a wild spirit elf bring to the table that a near divine immortal does not? By mixing and matching elements from these chapters Games Masters and Players will be able to portray elven cultures without falling back on simple stereotypes.

Elven Ways and Means bears the heaviest burden of the three knowledge chapters. It lays out four potential 'elven technologies', each with unique flavour and use. Elfin crafts allow the elves to imbue relatively crude items with beauty and magical power. Grown crystals give the elves access to an infinitely deep well of physical material to work with, so that they can avoid grubbing for metal. Living magic twists the standard d20 rules for wondrous items so that elves can create trees with sap of steel and a thousand fruits. Woven light allows elves to reach out and forge a blade of moonlight, or weave a cloak of starlight. Taking these as bases for elven society allows both the Players and Games Masters to create elves who truly live in a very different way to their mortal kin.

The other two chapters, The Magical Elf and Fey Tricks, try to give Players practical uses for the ethereal concepts discussed in the rest of the book. Saying that the elves embody spirits of light does not necessarily give the Player a host of new options for customising his character's presence in the game world. The Magical Elf solves this problem by providing Charm feats that represent the character's powers in a discrete, mechanically clear way. Fey Tricks continues the trend by outlining various feats related to the character's innate connection to the world of essential forces.

Through it all we will keep to the theme of elves as essential spirits. Each elf expresses something fundamental, something primal about his world. This purity gives him strength even as it blinds him to the concerns of lesser mortals.



Holly smoothed back the wild tangle of her black hair with a golden comb. The wide teeth caught in a bit of mud, worrying at it just wound it deeper into the mass. She gritted her teeth as she applied more pressure. Sharp pain flashed though her scalp as something came free at the roots.

‘Tsk, Miss.’ A soft hand gripped her wrist. ‘So hard, and no mirror. You’ll ruin your hair if you do this.’ The hand shifted up hers, taking the comb. ‘Let me do it. Miss has been out too long.’ She heard the familiar sound of bare feet treading across the carpet of her room. ‘Miss just made it back in time. Mum was not sure she would make it. No she wasn’t.’

‘I am back, aren’t I?’ Holly folded her hands in her lap. Bits of moss from her boots stained the carpet at her feet. ‘She told me to be here and I am. What more does she want?’ She felt the gentle pull of the comb running through her hair.

After the first hundred strokes the maid shifted from the comb to a fine brush. Quiet descended on the room as shadows gathered in the corners. The next hundred came and went without event.

As the third hundred started, Holly found her voice again. ‘Maggie?’

‘Yes, Miss?’

‘What should I wear tonight?’

‘Well, Miss. Your mother had the green dress, the one with the cloth of gold and those pretty sunstones from last winter, aired out for you. They match the sunlight’s kiss in your hair.’

‘Isn’t there something,’ she kicked her boots away from the chair, ‘a little less, well, much? I mean, that one feels like a shroud...’

The long strokes of the brush paused for a moment. ‘Well. Miss might like the blue instead? The velvet and diamonds?’

‘Still too much.’ Holly picked at the base of her thumbnail. ‘How about the red and white?’

‘Stop that Miss. The red and white?’ The strokes slowed. ‘The one Miss’s Mum had made for the opening of last year’s Season?’

‘That’s the one.’

‘It might be not right for tonight. Tonight is for meeting and greeting, not coming out.’

Holly closed her eyes. ‘Maggie?’ she whispered.

‘Yes Miss?’

‘How do they sing so beautifully?’

The brush stopped. Holly felt the comforting weight of it pull away from her hair. ‘Ah. You saw the fair folk on their way in? The fair folk with their graceful ladies,’ the soft padding feet headed towards the closet, ‘and their pretty lads.’ Fabric rustled as Maggie began to lay something out on the great bed.

‘Do you know them Maggie? Do you know about them?’

‘Oh yes, Miss. I know about them.’ Maggie’s voice grew fainter as she retreated into the bathing chamber. ‘I know their tricks and their ways. I know what secrets they want to keep. Maggie’s been everywhere, she has.’ The sound of rushing water drowned out her words for a moment. Holly kept her head down, her hair hiding her face.

‘Would Miss like to know what Maggie knows?’ She felt strong, soft hands loosening the ties of her leather jacket.

‘Yes Maggie. Tell me everything.’



# RACIAL PATHS

Elves are creatures of essential power. Their very presence in an area causes it to come alive with magic. Theoretically, the more an elf evolves, the more this aspect of his nature expresses itself. He should glow with inner power, causing lesser beings to tremble in his aura. Unfortunately the standard d20 class progression does not include abilities that simulate this effect.

For *Quintessential Elf II* we have adapted the concept of Career Paths to meet this need. The core concept of Career Paths allows a character to construct a group of skills and feats that, if he holds to them, give him an advantage and disadvantage appropriate to the choices. This creates a systemic benefit and penalty for particular skill and feat paths, not unlike the concept of martial arts mastery presented in other books.

The concept of a Racial Path for the elf is represented by their differing spirits – this grows directly out of the concept of elves as beings only partially belonging to physical reality. If the elf strongly aligns with a specific primal force, that alignment should have some direct impact on his character. Once he makes this choice he must take steps to maintain it or it falls into decay.

## FOLLOWING A ELF'S RACIAL PATH

When an elf (or half-elf) character gains any character level he may choose a Racial Path that he qualifies for. The character *must* be an elf or half-elf to follow an elven Racial Path. In each path's description, the advancement options section describes a number of skills, feats or other choices that serve both as a route map and a list of prerequisites for that path. The character must possess the following requirements:

- ✦ One skill at the requisite rank from that path's advancement options.
- ✦ One feat from that path's advancement options.
- ✦ The minimum ability requirement (if any) for that path.

There may also be additional restrictions for those attempting to follow a particular Racial Path; these will be detailed in the Restrictions section for each path. Each Racial Path also requires a specific ritual action on the character's part; he must perform this action each

time he gains a level, or else fall from the path. Again, these ritual actions will be specified in the Restrictions section.

A character may only follow *one* path (Racial or Career) at any time. In addition, the Racial Path he has chosen must be maintained. Every time the character advances a character level, he must do at least one of the following:

- ✦ Select a new feat from the career path's advancement options (only available if his level advancement grants a feat).
- ✦ Increase the ability listed as the minimum ability for that path (only available if his level advancement grants an ability increase and if the path has a minimum ability score requirement).
- ✦ Increase a skill from that path's advancement options. The character need only spend 1 skill point in this fashion.

When a character selects a path he gains one benefit and one disadvantage from the accompanying list. He is free to choose which advantage and disadvantage he prefers. Each of these advantages and disadvantages persists as long as the character qualifies for the path. If he ever falls from the path, he loses both aspects of the path.

Characters can abandon or lose a Racial Path by either failing to meet requirements or by breaking one of the restrictions listed on the path. In either case the character immediately loses both the benefits and the disadvantages associated with his path. Once he lapses, the elf may restart the path the next time he gains a character level.

Unlike many Career Paths, a character becomes more and more powerful as he advances on his Racial Path. For every five character levels that the character maintains his path without failing, he gains one additional advantage and disadvantage from the proposed list. However, if he ever falls from his path, he must start over again at the beginning. A character may *never* select a new Racial Path if he has already abandoned another, though they are still eligible for a Career Path (though whilst following a Career Path, the character will not be able to restart his old Racial Path).

Note that skills and feats do not change their status regarding the character. Cross-class skills do not become



class skills and he must still meet the prerequisites of a feat in the advancement options list before being able to gain it. The Racial Path is more like a route map that restricts the character's freedom of choice in exchange for a benefit and a clearer sense of purpose.

For example, an elven sorcerer with Charisma 17, Concentration 5 ranks and the Augmented Summoning feat, has reached 5<sup>th</sup> level and decides he wants to follow the spirit of magic Racial Path. As he meets all of that path's requirements, he may start following the path. He immediately gains one advantage and one disadvantage from it. When he reaches 6<sup>th</sup> character level he must either spend one skill point on Concentration, Knowledge (arcana), Knowledge (the planes) or Spellcraft or select his new feat from the spirit of magic's options (meeting all the normal prerequisites for that feat). If he can hold to the path for five full character levels, he gains a second advantage and disadvantage at 10<sup>th</sup> level. However, he falls from the path by failing to consume or burn the 11 spell levels worth of scrolls and potions at 11<sup>th</sup> level. He automatically loses both the advantages and disadvantages he gained from the path. If he takes up the path again at 12<sup>th</sup> level (choosing the Extend Spell feat to meet the requirements) he gains one advantage and disadvantage of his choice.

## Spirit of Chaos

The world is change. Nothing lasts forever. Mountains rise and fall. Seas grow, only to shrink down to small lakes. Forests bloom, grow green and then fall into slumber as winter comes.

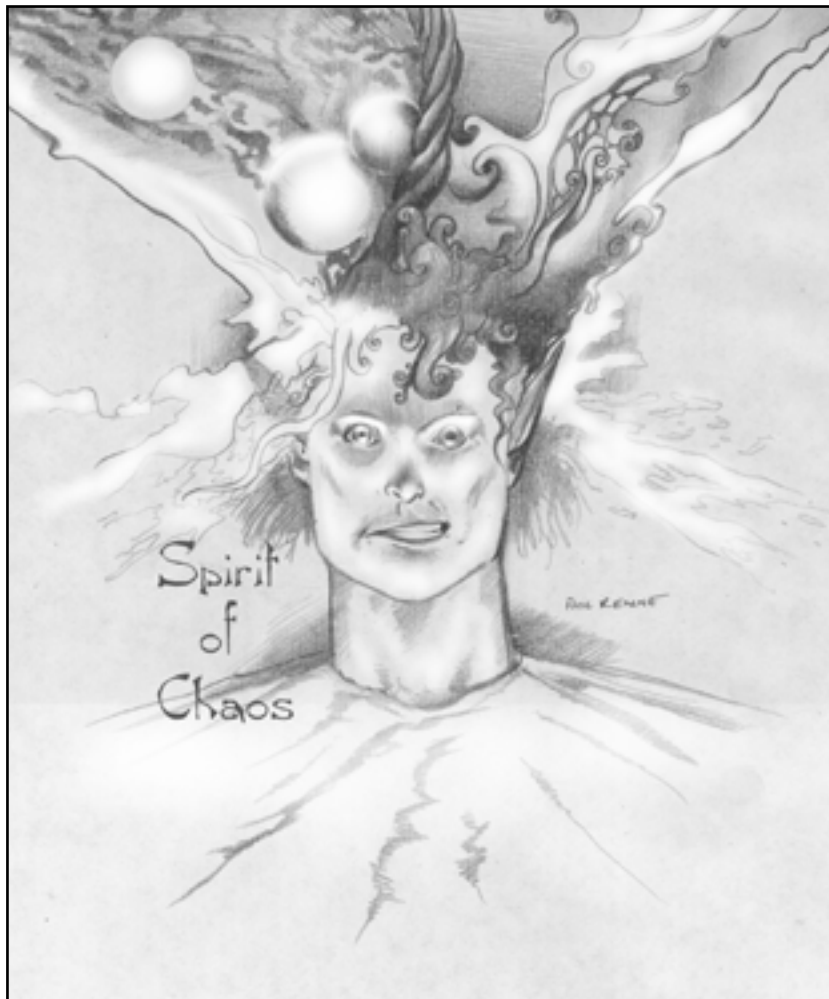
As the world changes, so too do the elves that choose to embody the spirit of chaos. Rather than trying to hold on to impermanent things they take delight from their growth and eventual fall. They see the joy in impermanence and the wonder to be found in not taking things so seriously.

**Adventuring:** An elven spirit of chaos walks the world looking for new and interesting things. He takes up whatever cause seems handy, from helping a young child in distress to leading a kingdom at war. Wherever he walks, disorder and frivolity are sure to follow, making him an uncomfortable travelling companion. At the same

time his innate mastery of the art of change makes him invaluable in many circumstances.

**Roleplaying:** The spirit of chaos embodies change, not insanity. His life among mortals demonstrates to him, time and time again, that nothing lasts forever. Therefore he enjoys the moment, the flashes of joy and brilliance that make up mortal life. He does not cling to convention or the past, for such things are truly just weights upon his soul. What has past is past, and clinging to it will only bring great sorrow. For the same reasons he does not waste time planning for the future. What will happen cannot be controlled, so why spend time worrying about it?

**Advancement Options:** A character follows the spirit of magic Racial Path by choosing the following advancement options: Concentration 5 ranks, Knowledge (arcana) 5 ranks, Knowledge (the planes) 5 ranks, Spellcraft 5 ranks; Augmented Summoning, Empower Spell, Enlarge Spell, Eschew Materials, Extend Spell, Heighten Spell, Improved Counterspell, Magical Aptitude, Maximise Spell, Quicken Spell, Silent Spell, Spell Mastery, Still Spell, Widen Spell.



**Restrictions:** The spirit of chaos must be of chaotic alignment. He must also be free of any personal or political alliance that would force him to accept responsibility for others (with the exception of being a member of an adventuring party – they normally end up taking responsibility for the elf, rather than the opposite). When the elf gains a character level, he must destroy an item or concept that has become in any way important to him – this may be a hoarded magical item, a budding friendship or a religious icon. The Games Master has the final say as to which item or concept may be sacrificed. The character may delay this destruction but if he gains another character level before destroying a personal item or concept, he loses this path and may *never* regain it (this is an exception to the normal rules).

**Benefits:** The spirit of chaos must select one of the following benefits when he starts on this path. For every five character levels that he maintains the path, he gains an additional benefit.

- ✦ *Aura of Chaos (Su):* The elf becomes infused with the power of chaos. He radiates chaos as an outsider when analysed with a *detect chaos* spell. He also gains a +2 bonus to one type of saving throw; roll 1d6 – on 1-2 Fortitude saves are increased, on 3-4 Reflex saves are increased and on 5-6 Will saves are increased. The elf also gains a +2 deflection bonus to his Armour Class when targeted by a lawful opponent.
  - ✦ *Changing Touch (Su):* The elf can concentrate a portion of essential chaos within a Medium or smaller inanimate object. He may do this as a standard action a number of times per day equal to his Charisma bonus (or once, whichever is higher). The object immediately transforms into a random animal or plant, which is not under the control of the character and will react in a normal fashion for one of its kind. Objects held by a character may resist with a Will save (DC 10 + half the spirit of chaos' character level + his Charisma modifier).
  - ✦ *Eye for Change (Sp):* The elf gains the innate ability to sense change as it occurs. He can *detect chaos* or *detect law* at will, as a standard action that does not provoke an attack of opportunity and at a caster level equal to the elf's character level.
- ✦ *Creature of Chaos (Su):* The elf's alignment with the forces of chaos cause him to be more vulnerable to law-aligned attacks and spells. All law-aligned effects deal one extra point of damage per damage die. *Cure* spells cast by lawful characters act as *inflict* spells of the same level when cast on the elf.
  - ✦ *Chaotic Changes (Su):* Whenever the elf uses or is the target of a spell from the illusion or transmutation schools, the Games Master may select another spell from the corresponding school and level at random. This spell automatically targets the character (who may make a saving throw as normal, the DC determined as if the character had cast the spell).
  - ✦ *Uncontrolled Glamour (Su):* No one who looks at the spirit of chaos sees the same thing twice. The elf gains +2 racial bonus to Disguise skill checks, but cannot have the Leadership feat. If he is gone from someone's presence (other than close friends or party members) for more than a few hours, the other person must make a Sense Motive skill check (DC 10 + the elf's character level) to recognise the elf.

## Spirit of Crystal

The spirit of crystal walks a path less travelled in elven development. He looks up into the night sky and sees the infinite order inherit in the stars. He takes the pulse of the mountain and feels the steady order of its heart. He hears the structure of music, tastes the balanced mix of flavours in pure streams. All of these things lead him to a very unusual conclusion; that the world is ordered like a crystal, perfect symmetry broken only occasionally by flaws in the lattice. He becomes one with this order, a living expression of its infinite perfection.

**Adventuring:** A spirit of crystal travels the world in search of ultimate perfection. His belief in the innate order of things makes him an excellent follower or leader, although most of the time he prefers to lead. A group lead by a spirit of crystal will quickly find itself bound about by rules and regulations that make travelling tedious but safe. They will also find that the spirit's methodical nature allows him to uncover opportunities more flighty leaders would set aside.

**Roleplaying:** A spirit of crystal does not set aside the joy of the elven people when he takes up his rigid path. His love of order is just that. He does not take up order as a heavy burden, like a dwarf or a man. Instead the spirit finds infinite joy in the perfect symmetry of motion that makes up the universe. It delights him, makes him laugh and gives him hope that the world will one day achieve a state of beauty unknown to all but immortal eyes.

**Disadvantages:** The spirit of chaos must select one of the following disadvantages when he starts on this path. For every five character levels that he maintains the path, he gains an additional disadvantage.



**Advancement Options:** A character follows the spirit of crystal Racial Path by choosing the following advancement options: Concentration 5 ranks, Craft (any) 5 ranks, Knowledge (nobility and royalty) 5 ranks, Search 5 ranks; Alertness, Diligent, Endurance, Investigator, Leadership, Negotiator, Self-Sufficient, Toughness, Weapon Focus, any Item Creation feat.

**Restrictions:** The spirit of crystal must be of lawful alignment. When he gains a character level, the spirit of crystal must create an item of masterwork quality, symbolising the construction of form and order. The character may delay this creation process, but if he gains another character level before succeeding in creating a masterwork item, he loses this path and may *never* regain it (this is an exception to the normal rules).

**Benefits:** The spirit of crystal must select one of the following benefits when he starts on this path. For every five character levels that he maintains the path, he gains an additional benefit.

- ✦ *Aura of Crystal (Su):* The elf radiates an aura of calm purpose. This aura strengthens the elf's lawful allies. All friendly lawful creatures within a 30 foot radius of the elf gain a +1 morale bonus to all saving throws so long as the elf remains above 0 hit points. This effect lasts as long as the target remains within the aura and for 1d4 rounds after leaving it.
- ✦ *Crystal's Vision (Su):* The elf's eyes become clear crystals that give off a faint golden light. He can *detect chaos* or *detect law* at will, as a standard action that does not provoke an attack of opportunity and at a caster level equal to the elf's character level.
- ✦ *Crystal's Kin (Su):* The elf absorbs the structure of the universe into his spiritual make up. He gains a bonus equal to his Charisma modifier to any saving throw to resist the effects of a transmutation spell. If he is affected by a transmutation spell, he may make a saving throw every round to throw off the effect.

**Disadvantages:** The spirit of crystal must select one of the following disadvantages when he starts on this path. For every five character levels that he maintains the path, he gains an additional disadvantage.

- ✦ *Creature of Crystal (Su):* The elf's alignment with the forces of law cause him to be more vulnerable to chaos-aligned attacks and spells. All chaos-aligned effects deal one extra point of damage per damage die. *Cure* spells cast by chaotic characters act as *inflict* spells of the same level when cast on the elf.



- ✦ *Crystal Soul (Su):* The elf's spirit is infused with the power of order. He cannot voluntarily be affected by any transformation effect, including class features such as wild shape and *polymorph* spells – if forced upon him, the character will always resist the transformation.
- ✦ *Enemy of Change (Su):* Chaotic creatures recognise the spirit of crystal as their natural enemy. The elf gains a –2 penalty to Diplomacy, Disguise and Sense Motive skill checks targeting chaotic creatures. A chaotic creature that attacks the elf gains a +1 insight bonus to attack and damage rolls.



## Spirit of Darkness

Not all elves dance in the light. There are dark places in the world, pits where the light of sun, moon, or stars never reached. In these places dwell an ancient darkness so thick that it chokes the souls of lesser mortals. The spirit of darkness takes on aspects of this ancient power, for good and for ill.

**Adventuring:** A spirit of darkness journeys to places far away from the light of day. He will often take companions with him, as the dark places are not always safe even for his kind. These places often lie deep underground; but the ancient forests of the world and the far deserts also contain places of primal shadow. Adventuring parties that accept a spirit of darkness among them must deal with his foibles, but gain a valuable scout and ally.

**Roleplaying:** Spirits of darkness do not necessarily have to be depraved forces of evil, although many become that way over time. They start out by being

fascinated by the things that happen where no one can see; by the creatures that develop away from any hope. Over time this leads them to darker and darker places where forgotten evils lurk. As they sink deeper into the shadow most eventually turn to true evil as a way to discover more fully the wonders they seek. Over time the elf's skin gains a dark tone; once he gains all three benefits from the path it becomes jet black.

**Advancement Options:** A character follows the spirit of darkness Racial Path by choosing the following advancement options: Hide 5 ranks, Listen 5 ranks, Knowledge (dungeoneering) 5 ranks, Spellcraft 5 ranks; Blind Fighting, Combat Reflexes, Eschew Materials, Investigator, Iron Will, Point Blank Shot, Silent Spell, Stealthy, Still Spell.

**Restrictions:** The spirit of darkness may not be of good alignment. When he gains a character level, the spirit of darkness must retire to a place of utter darkness for three continuous days and nights, to meditate and fast.

The elf may delay this period of meditation, but if he gains another character level before being able to do so, he loses this path and may *never* regain it (this is an exception to the normal rules).

**Benefits:** The spirit of darkness must select one of the following benefits when he starts on this path. For every five character levels that he maintains the path, he gains an additional benefit.

✦ *Aura of Darkness (Su):* The elf radiates an aura of spiritual darkness. All creatures without the Blind Fight feat, blindsight, blindsense or darkvision within 30 feet of the elf must make a Will save (DC 10 + half the elf's character level + his Charisma modifier). Those that fail suffer a -1 circumstance penalty to all checks and rolls that rely on vision (including attack and damage rolls). This effect lasts as long as the target remains within the aura and for 1d4 rounds after leaving it. Once a creature succeeds on this saving throw he becomes immune to the elf's aura for 24 hours.

✦ *Eyes of Darkness (Su):* The elf gains darkvision (120 feet). His eyes become jet-black orbs, without iris, pupils or white. This transformation also gives him a +2 racial bonus to his Intimidate skill checks.





Holly stared up at the lazy weaves of steam. 'Are these spirits of darkness evil?'

She felt more hot water come in over the side of the tub. 'No, Miss. Not evil exactly. They see beauty in the darkness. Beauty the likes of which folks like us cannot understand. Some think they be evil, but that's another sort.'

Warmth stole into the cold knots around her spine. 'There are more?'

'Yes, Miss. More than there are stars in the sky.'

- ✦ *Shadow's Kin (Su)*: The elf becomes kin to the creatures that dwell in dark places. He gains wild empathy, equivalent to the druid ability, targeting vermin and animals that live their entire lives underground only. The elf uses his character level to determine his facility with this power.

**Disadvantages:** The spirit of darkness must select one of the following disadvantages when he starts on this path. For every five character levels that he maintains the path, he gains an additional disadvantage.

- ✦ *Creature of Darkness (Su)*: The elf feels ill at ease in brightly lit situations. Any lighting condition brighter than shadowy illumination causes him to suffer a -2 penalty to all saving throws and skill checks.
- ✦ *Light Blindness (Su)*: The elf's eyes can no longer see normally under bright lighting conditions. The elf can only see in black and white when in brightly lit areas and takes a -2 penalty on all Spot checks in such conditions.
- ✦ *Light's Enemy (Su)*: The spirit carries with him the scent of dark places and foul things. Any creature of the animal type that lives on the surface of the world (except those that breed in the darkest forests and polar regions) will attack the elf if he comes within 10 feet of them.

## Spirit of Light

Many stories speak of the radiant aura of the elves. These stories record the presence of the spirits of light, elves who love the light so much that over time they become light itself. They walk like gods among mortals. None can stand to look upon their splendour, for none are pure enough of heart to bear looking upon such infinite grace.



**Adventuring:** Spirits of light move though the mortal world like the gods they will eventually become. Where there is darkness they will oppose it, where there is evil they will vanquish it. Some see them as meddlesome interlopers who have no regard for politics. The common folk adore them though, seeing them as saviours. Adventuring parties with a spirit of light among them will always find something to do. That something might involve facing impossible odds with nothing more than good intentions but such is the burden a spirit of light must bear.



**Roleplaying:** The spirit of light embraces the philosophy of good, although not necessarily the dictates of law. He uses his powers to help and protect, to heal and to nurture. The spirit does not turn away from any evil, great or small. He also tries his best to help those in need of his aid, whether by becoming a living banner of the light or by holding their hand while they make a fateful decision.

**Advancement Options:** A character follows the spirit of darkness Racial Path by choosing the following advancement options: Decipher Script 5 ranks, Knowledge (arcana) 5 ranks, Sense Motive 5 ranks, Spot 5 ranks; Animal Affinity, Combat Reflexes, Empower Spell, Extra Turning, Greater Spell Penetration, Heighten Spell, Improved Initiative, Improved Turning, Leadership, Lightning Reflexes, Magical Aptitude, Maximise Spell, Persuasive, Spell Penetration, Weapon Finesse.

**Restrictions:** The spirit of light must be of good alignment. When he gains a character level, the spirit of light must retire to a place of beatific natural light (often a mountain top, but sometimes a blazing desert area) for three continuous days and nights, to meditate and fast. The elf may delay this period of meditation, but if he gains another character level before being able to do so, he loses this path and may *never* regain it (this is an exception to the normal rules).

**Benefits:** The spirit of light must select one of the following benefits when he starts on this path. For every five character levels that he maintains the path, he gains an additional benefit.

- ✦ *Aura of Light (Su):* The spirit of light radiates an intense aura of spiritual light. All good creatures within a 30 foot radius receive a +1 morale bonus to their saving throws. The elf counts as a good outsider when analysed with a *detect good* spell.
- ✦ *Reflected Truths (Su):* The elf's eyes reflect the soul of anyone who looks into them. Once per round as a standard action, the elf may gaze into the eyes of a neutral or evil creature and show them the truth. That target must make a Will save (DC 10 + half the elf's character level + the elf's Charisma modifier). Failure causes the creature to become shaken (-2 penalty on attack rolls, saving throws, skill checks and ability checks) for one round.
- ✦ *Touch of the Sun (Su):* The elf's touch carries with it the warmth of the sun. He gains a +4 bonus to saves to resist ability damage and energy drain. Once per day, he can give one other person a +2 bonus to saves

to resist energy draining effects as a standard action. This bonus lasts for the elf's Charisma modifier in hours and requires the elf to touch his target.

**Disadvantages:** The spirit of light must select one of the following disadvantages when he starts on this path. For every five character levels that he maintains the path, he gains an additional disadvantage.

- ✦ *Blind to the Darkness (Su):* The elf depends upon and loves the light, but this can be detrimental for him. The character may never use darkvision, blindsight or any other ability that allows him to visualise in darkness, no matter how it is used. Low-light vision works normally. The elf suffers a -2 penalty to Spot and Search checks when in shadowy illumination or worse.
- ✦ *Creature of Light (Su):* The elf is so much a creature of light that his physical body depends on its presence. He does not heal naturally in darkness or when underground. In these conditions, *cure* spells cast upon the elf always heal two fewer points of damage.
- ✦ *Sun's Fire (Su):* The elf's blood burns with the light of the sun. The elf takes double damage from cold and shadow damage attacks. On the other hand, the elf may now never be dazzled, as he is simply too used to the light.

## Spirit of Magic

Men stand in awe of the arcane accomplishments of the elves. Their voices tremble with wonder when they speak of the great works elves create, or the deeds they are rumoured to have done. It is said that even the elves themselves do not know all that they can accomplish by harnessing the powers of magic.

The elves that embody the spirit of magic give rise to these tales. They devote their lives to becoming one with the ordered powers that nourish the heart of the universe. This devotion gives them powers far beyond what mortals could dream of. It also makes them vulnerable to dangers that less sensitive spirits would never encounter.

**Adventuring:** A spirit of magic wanders from place of power to place of power. He may stay at each place for a season or a decade, researching what it is and why it works the way it does. Once he understands the power present he moves on to the next place. So long as he increases his connection to the fundamental forces of the universe he remains happy. An adventuring party with a spirit of magic among them gains an ally with immense

magical power who may be occasionally distracted from the immediate goal by an interesting opportunity for discovery.

**Roleplaying:** An elven spirit of magic embodies the fundamental power that created the universe as well as the disciplined mind needed to harness that power for civilised use. He treats magic with a casual attitude unthinkable for a mortal magician. He does not use magic; he is magic incarnate. The spirit of magic always considers the magical solution to a problem first. Many carry this to the point of discarding solutions that do not involve some form of arcane dealing. They are addicted to magic, just as others become addicted to drugs or other simple solutions.

**Advancement Options:** A character follows the spirit of magic Racial Path by choosing the following advancement options: Minimum Charisma 13; Concentration 5 ranks, Knowledge (arcana) 5 ranks, Knowledge (the planes) 5 ranks, Spellcraft 5 ranks; Augmented Summoning, Empower Spell, Enlarge Spell, Eschew Materials, Extend Spell, Heighten Spell, Improved Counterspell, Magical Aptitude, Maximise Spell, Quicken Spell, Silent Spell, Spell Mastery, Still Spell, Widen Spell.

**Restrictions:** The spirit of magic must have the ability to cast a number of arcane spells per day whose total levels equal or exceed his character level – hence a fighter 5/wizard 1 with Intelligence 14 could not take this path, as he would only be able to cast 2 levels of arcane spells per day. When he gains a character level, the spirit of magic must sacrifice a number of magical scrolls or potions containing spells of a level equal to or greater than his new character level; these items are burnt or consumed by the elf with no other effect.

**Benefits:** The spirit of magic must select one of the following benefits when he starts on this path. For every five character levels that he maintains the path, he gains an additional benefit.

- ✦ *Aura of Magic (Su):* The elf radiates a powerful aura of magical energy. Choose a number of arcane spells equal to the character's total arcane caster level (usually bard + sorcerer + wizard levels) – when casting these spells, the elf's caster level is equal to his character level. The elf registers as an outsider for purposes of analysis by a *detect magic* spell.



- ✦ *Embodied Magic (Su):* The elf embodies the powers of magic. One attack per round (melee or ranged) he makes is considered magical for the purpose of penetrating Damage Reduction. When attacking incorporeal creatures, he has a 20% chance to miss rather than 50%.
- ✦ *Empowered Magic (Su):* The elf can tap into the primal forces of the universe to fuel his spells. When he casts an arcane spell, he may choose to take a number of points of nonlethal damage equal to the spell's level (which may not be offset or reduced in any way). If he does so, he may make a Will save (DC 15 + the level of the spell). Should he succeed on the Will save, he casts the spell but does not expend it (or in the case of spontaneous casting, does not use the spell slot).

**Disadvantages:** The spirit of magic must select one of the following disadvantages when he starts on this path. For every five character levels that he maintains the path, he gains an additional disadvantage.

- ✦ *Creature of Magic (Su):* The elf becomes a creature of pure magic. His body consumes magic the same way that others consume food. He must absorb



one level of spell energy per point of his major spellcasting ability score modifier per day, or suffer from the effects of hunger. This energy can come from harmless spells cast on him or from his own spells per day.

- ✦ *Magic's Bane (Su)*: The elf cannot sustain himself in a non-magical area. If he enters an area where magic does not function, he suffers 1d6 hit points of damage per round that cannot be reduced by any means. This damage cannot be healed until he leaves the area. If targeted by a *dispel magic* spell (or similar effect), he must make a Will save with a DC equal to the caster's dispel check (or 15 if there is no caster). Failure means the elf takes 1d4 damage for every caster level the elf possesses (maximum 15d4).
- ✦ *Magic's Curse (Su)*: The elf exists only as an expression of the fundamental magic of the universe. He is treated as a native outsider for the purposes of abjuration spells and effects. He may still be controlled by spells that affect humanoids or magical humanoids, but is additionally vulnerable to spells that dominate or control outsiders. He may not be banished back to his 'home' plane, however, unless he is currently not on the Material Plane.

## Spirit of Shadow

Many mortals find it confusing that the spirits of darkness do not embody evil. This comes from the mortal conception of good and evil being directly embodied in darkness and light. Elves know differently; they know that evil comes from a conscious turning away from good, from the things that cause the world to grow. Darkness is just part of the world, albeit a part easily manipulated by the forces that call themselves evil. Elves who turn to evil walk in the shadows, not the darkness, haunting the edges of the world so that they may find opportunities to do harm.

**Adventuring:** At first a spirit of shadow seems like a valuable ally. He will do anything; say anything to accomplish the group's goals. Over time his innate selfishness and depravity become more and more of a burden. He may go along with the party for decades, always plotting his inevitable victory though the slow poison of time. These plots give even the most hardened mortal an uneasy feeling; as if an immortal used him as a pawn in a complicated game he cannot understand. That feeling would be correct.

**Roleplaying:** Unlike spirits of darkness, spirits of shadow are depraved forces of evil. They consciously turn their backs on the world of light made by the elves. They drink deep of selfishness, horror and pain. Although they may be redeemable most would never admit to it. However they share in the immortal patience of the elves. A mortal may think of a spirit of shadow as a kind, gentle creature that always offers him whatever help he needs. After all, the elf has centuries in which to enact his plans. A kindness now may blossom into depravity a hundred years hence.

**Advancement Options:** A character follows the spirit of shadow Racial Path by choosing the following advancement options: Minimum Wisdom 13; Bluff 5 ranks, Knowledge (the planes) 5 ranks, Move Silently 5 ranks, Spellcraft 5 ranks; Augment Summoning, Blind-Fight, Deceitful, Deft Hands, Dodge, Enlarge Spell, Iron Will, Leadership, Negotiator, Quicken Spell, Skill Focus (Bluff, Hide or Move Silently), Stealthy, Silent Spell, Still Spell, Widen Spell.

**Restrictions:** The spirit of shadow must be of evil alignment. When he gains a character level, he must sacrifice a living, sentient creature with fewer Hit Dice than himself, to honour the deep darkness of the soul. This sacrifice must be done within 24 hours of gaining the level, or the elf falls from the path.



Water slipped over the side of the great copper tub, driven out by Holly's shivering.

'Why do they hate so much? How could someone that beautiful, with that much grace, become so small?'

'Miss, them that start the highest have the furthest to fall.'

'Could they be saved, do you think?'

'Anything that dies can come back to grace. But think you. Why would they? They already saw the great light. And they walked away.'

**Benefits:** The spirit of shadow must select one of the following benefits when he starts on this path. For every five character levels that he maintains the path, he gains an additional benefit.

- ✦ *Aura of Evil (Su):* The elf radiates an aura of depraved evil. Any good creature that enters a 30 foot radius of the character must make a Will save (DC 10 + half the elf's character level + the elf's Charisma modifier). If the target fails, it suffers a -2 penalty to saving throws until he escapes the area of effect. If he succeeds he is immune to the elf's aura for 24 hours. The elf registers as an outsider for purposes of analysis by a *detect evil* spell.
- ✦ *Evil's Seduction (Su):* The elf gains a +2 racial bonus to Bluff, Diplomacy and Sense Motive skill checks targeting creatures of good alignment. He knows the words they need to hear and the things they need to do to unleash the desires in their hearts.
- ✦ *Touch of Hatred (Su):* The elf can seed his evil into other creatures with a touch. If he touches a non-evil creature (as a standard action), that character may make a Will save (DC 10 + half the elf's character level + the elf's Wisdom modifier). If the target fails, it will follow whatever order the elf gives during the following round, as if affected by a *suggestion* spell cast at the elf's character level. The spirit of shadow may use this ability once per day.

**Disadvantages:** The spirit of shadow must select one of the following disadvantages when he starts on this path. For every five character levels that he maintains the path, he gains an additional disadvantage.

- ✦ *Creature of Evil (Su):* The elf's alignment with fundamental evil strips him of the vestiges of his mortality. He can be turned or rebuked as an undead, but does not gain any of the advantages of that creature type.
- ✦ *Hope's Enemy (Su):* The elf is healed by *inflict* spells and harmed by *cure* spells. He can also be damaged

by the lay on hands class feature. The character is a susceptible creature of despair now and may not gain morale bonuses of any kind (but morale-based penalties incurred by the elf are halved).

- ✦ *Unseen Good (Su):* The elf's eyes can no longer see the good things of the world clearly. He suffers a -1 penalty to attack rolls against good creatures and a -1 penalty to Spot checks when trying to discern a hidden good creature. He must also roll twice for checking against concealment when attacking creatures of good alignment; if either of the two rolls indicate a miss, the character misses his target.

## Spirit of the Stars

For the ageless elves a decade passes in the blink of an eye. Mortals crumble into dust before they truly become interesting, forests wither and even rivers change their paths. Only the stars remain the same. As ageless as the elves themselves, the tapestry of the night sky forms a constant beacon for them in an ever-changing world.

Elves that become a spirit of the stars embody this truth. They turn their eyes to the heavens, there learning things unknown to other mortals. As the world crumbles into dust around them, these elves remain calm, communing with the only things that will outlast them.

**Adventuring:** A spirit of the stars makes an unlikely adventurer. He deliberately fills his vision with things beyond the understanding of other mortals. He also spends decades staring into the night sky. However, should he see a glimpse of what is to come in the heavens the spirit begins to move with remarkable speed. Sometimes he tries to prevent what he sees; more often the elf attempts to make sure that destiny proceeds on its appointed course with a minimum of interruptions. Adventuring parties that accept a spirit of the stars among them gain an uneasy but useful ally. His knowledge of the present and the future makes him an invaluable source of information. The spirit's unfortunate tendency to spend every possible moment studying the stars makes him an exasperating





companion. His dedication to the future, good or ill, means that he may turn away from his dearest friends without a moment's hesitation.

**Roleplaying:** A spirit of the stars embodies the timeless qualities of the heavens. He never rushes, never hurries and never feels the pressure of time. He knows the shape of things to come although not the details. Events rarely surprise him, though the actions of an individual can certainly seem out of place.

**Advancement Options:** A character follows the spirit of stars Racial Path by choosing the following advancement options: Minimum Constitution 13; Concentration 5 ranks, Knowledge (arcana) 5 ranks, Knowledge (the planes) 5 ranks, Spellcraft 5 ranks; Agile, Craft Wondrous Item, Deft Hands, Diligent, Endurance, Eschew Materials, Heighten Spell, Improved Counterspell, Improved Precise Shot, Magical Aptitude, Point Blank Shot, Precise Shot, Silent Spell, Spell Mastery, Still Spell.

**Restrictions:** When the spirit of stars gains a character level, he must create a starlight beacon and place it in a

place of darkness. This beacon is only partly corporeal and glows faintly as if lit with a hint of starshine. It is formed of the elf's own love for the stars and requires no Craft checks or materials to create. It does take 24 hours for the elf to create, during which the elf may do nothing else. The process also drains the elf of four points of Strength (which can be recovered through normal rest only, as temporary ability damage). This must be done as soon as the elf gains a level; if it is not completed within 48 hours, the spirit of stars falls from the path.

**Benefits:** The spirit of the stars must select one of the following benefits when he starts on this path. For every five character levels that he maintains the path, he gains an additional benefit.

✦ *Aura of Stars (Su):* The ageless grace of the stars settles onto the elf and all of those around him. He becomes immune to *haste* and *slow* spells. The elf may also take 10 on Dexterity based skill checks in half of the required time.

✦ *Heart of Time (Su):* The elf's knowledge of the stars gives him some insight into the future. While preparing his spells for the day he may make a Wisdom check (usually DC 15, though the Games Master may modify this). If he succeeds, he gains information

equal to that available from the *divination* spell with regards to his prospective activities for the day.

✦ *Silent Soul (Su):* The silence of the stars grips the elf's soul. Any effect that would disturb that silence must overcome their power as well as the elf's will. He gains a +4 racial bonus to any saving throw to resist a compulsion or phantasm effect. The elf also gains a +2 racial bonus to Move Silently skill checks.

**Disadvantages:** The spirit of the stars must select one of the following disadvantages when he starts on this path. For every five character levels that he maintains the path, he gains an additional disadvantage.

✦ *Bound to Fate (Su):* Knowing the future carries a heavy price. An elf suffering from this disadvantage understands the futility of trying to change the future. Any time he uses a divination ability or spell to discover what may happen, he gains a -2 penalty to any skill check, attack roll or saving throw that might alter the perceived future.



- ✦ *Creature of the Night (Su)*: The elf's vision has become adapted to the darkness, although not nearly so much as that of a spirit of darkness. He is dazzled in normal sunlight.
- ✦ *Name of the Star (Su)*: The elf's nature changes so that he becomes a native outsider. He can be called up using a *planar ally* spell and suffers the effects of abjurations that affect outsiders. He may not be banished back to his 'home' plane, however, unless he is currently not on the Material Plane.

## Spirit of Wild Magic

The magic of the world does not always run along structured paths. Raw power bubbles up through the fabric of civilisation, serving as a reminder that the power of creation still permeates the world. Mortal druids dwell close to this power. Sometimes they can harness it for their own uses.

A spirit of wild magic does not dwell near the power or harness it. He becomes it, body and soul. Creation wells up in him and he within it. In taking on this power the elf becomes a fundamental force of the universe, discarding his personal identity for a greater destiny.

**Adventuring:** A spirit of wild magic wanders the world looking for places where the façade of ordinary reality fades. He looks for mysterious happenings, odd events and untouched places where creation still occurs. As such the spirit may be found anywhere, at any time. Adventuring parties that accept the spirit gain access to his powers although they must often bend to his odd requests.

**Roleplaying:** Spirits of wild magic take on many of the primal aspects of creation. When they cry it seems as if all the sorrow in the world runs through them. When they rage their wrath can shake the heavens. Whatever they do they do without reservation, restriction or restraint. He also does not plan overly much; he is too busy moving from passion to passion.

**Advancement Options:** A character follows the spirit of wild magic Racial Path by choosing the following advancement options: Minimum Dexterity 13; Knowledge (religion) 5 ranks, Listen 5 ranks, Spellcraft 5 ranks, Tumble 5 ranks; Animal Affinity, Empower Spell, Eschew Materials, Improved Initiative, Improved Turning, Maximise Spell, Natural

Spell, Magical Aptitude, Persuasive, Quick Draw, Quicken Spell, Spell Focus.

**Restrictions:** The spirit of wild magic must be neutral good, neutral or neutral evil. The spirit of wild magic must have the ability to cast a number of divine spells per day whose total levels equal or exceed his character level – hence a fighter 5/druid 1 with Wisdom 14 could not take this path, as he would only be able to cast 2 levels of divine spells per day. When the spirit of wild magic gains a character level, he must (upon having rested and regained all his spells) expend all of those spells in a wild blaze of glory, immediately upon waking up. This may take several minutes, but will exhaust the character of spells for that one day following his level advancement.

**Benefits:** The spirit of wild magic must select one of the following benefits when he starts on this path. For every five character levels that he maintains the path, he gains an additional benefit.

- ✦ *Aura of Wild Magic (Su)*: The elf radiates an aura of primal power. All elementals, magical beasts



and summoned creatures within a 30 foot radius gain a +2 bonus to their Strength, Constitution and Dexterity scores. This effect lasts as long as the creature stays within the area of effect.

- ✦ *Wild Surge (Sp)*: Once per day, the elf can channel raw power into his body and spirit. Invoking this ability requires a standard action that does not provoke an attack of opportunity and expends a divine spell. The spirit gains an enhancement bonus to his Strength, Constitution or Wisdom score (determine randomly each time) equal to the level of the divine spell expended,
- ✦ *Voice of Power (Su)*: The elf gains the ability to command outsiders of the same alignment; he may do this a number of times per day equal to his 3 + his Charisma modifier. This ability works as an evil cleric's ability to rebuke undead. Invoking the ability requires a standard action that does not provoke an attack of opportunity. The elf can only command outsiders that match his alignment precisely. This ability is language-dependent; the elf and the target must be able to understand one another for it to function.

**Disadvantages:** The spirit of wild magic must select one of the following disadvantages when he starts on this path. For every five character levels that he maintains the path, he gains an additional disadvantage.

- ✦ *Blood of the Source (Su)*: Primal power rages through the elf's veins. This can be extremely intimidating to others sensitive to him; hostile animals, beasts, elementals and other outsiders will attack the character in preference to all others. Note that this does not mean that all such creatures automatically attack the character – they must be hostile towards him or his party first.
- ✦ *Creature of Wild Magic (Su)*: The elf has difficulty maintaining his physical presence without the aid of direct infusions of wild power. He must absorb at least two turning or wild shape attempts per day, either from utilising his own abilities or by others targeting him with turn undead attempts (these will have no other effect on the spirit of wild magic other than to 'feed' him). Every day that he fails to meet this requirement is effectively a day of starvation for him.
- ✦ *Spirit Tethers (Su)*: The elf develops an attachment to a particular place where creation still flows freely. For every 100 miles that he travels away from this spot, he suffers a -1 penalty to skill checks and saving throws.

## Spirit of the Wilderness

Elves roam the wild lands far from the constraints of man. There they drink in the beauty of nature. They feast on the bounty it provides and come in time to embody its virtues. This reality of their lives leads men to think of them as being akin to the fey folk.

This thought is not far wrong where it concerns the doings of an elf that walks the path of the spirit of wild places. Elves on this path take on the aspects of wild beasts and great trees. They can walk unseen through trackless forests or scream out the names of eagles and expect an answer. Such wisdom comes with a heavy price; for all of their connection to the world these spirits lose touch with the elements that separate them from beasts.

**Adventuring:** The spirits of the wilderness often find themselves drawn into a wide variety of difficult situations. They may become involved with adventures that involve protecting the wilderness, whether these are in dungeons or above ground. They also quickly get embroiled in affairs dealing with the fey folk. An adventuring party who accepts a spirit of the wilderness into its midst's gains a staunch ally in any fight involving defending the wilderness. Unfortunately, that same ally will turn on them in an instant if they threaten the wild places.

**Roleplaying:** The spirit of the wilderness adopts many of the personality traits one would usually associate with the fey. He rarely speaks. He moves suddenly, like a darting animal. When he stands still, he does not move a single muscle. When moving he barely seems to breathe. His speech slows down, as if he had trouble remembering the languages of men and elves.

**Advancement Options:** A character follows the spirit of the wilderness Racial Path by choosing the following advancement options: Knowledge (dungeoneering) 5 ranks, Knowledge (nature) 5 ranks, Listen 5 ranks, Survival 5 ranks; Agile, Animal Affinity, Alert, Deft Hands, Endurance, Die Hard, Improved Grapple, Improved Unarmed Strike, Lightning Reflexes, Natural Spell, Run, Self-Sufficient, Skill Focus (Survival or Knowledge (nature)), Stealthy, Toughness, Track.

**Restrictions:** The spirit of the wilderness may not be of good alignment. The spirit of the wilderness may never sleep below a crafted roof, although he may sleep in natural overhangs and caves. He may never harm an animal or fey that does not attack him first. When the spirit of the wilderness gains a character level, he must retreat into the wilderness (any area that is not rural, urban, suburban or civilised) for at least 24 hours to re-

establish his bond with the wild. If he cannot complete this retreat within 72 hours, the elf falls from the path.

**Benefits:** The spirit of the wilderness must select one of the following benefits when he starts on this path. For every five character levels that he maintains the path, he gains an additional benefit.

- ✦ *Aura of the Wild (Su):* The elf radiates the quiet calm of the deepest wilderness. Animals and plants within a 30 foot radius receive a +1 enhancement bonus to their Armour Class and a +1 bonus to all saving throws so long as they remain within the area of effect.
- ✦ *Call of the Wild (Sp):* The elf may call for assistance a number of times per day equal to his Wisdom bonus. This takes a full minute of concentration. Once completed, the ability functions as a *summon nature's ally* spell with a caster level equal to half the elf's character level. The type of *summon nature's ally* spell is equal to the elf's Charisma modifier (hence a spirit of the wilderness with Charisma 14 would cast *summon nature's ally II*).
- ✦ *Deep Roots (Su):* The elf draws his strength from the bones of the world. Whenever he stands relatively still (not taking any move actions or even a five foot step) he gains a +4 enhancement bonus to Strength. The elf is not considered immobile, paralysed or helpless – he can move within his space (casting spells or fighting, for instance), but the bonus terminates if he moves or is moved by five feet or more.

**Disadvantages:** The spirit of the wilderness must select one of the following disadvantages when he starts on this path. For every five character levels that he maintains the path, he gains an additional disadvantage.

- ✦ *Creature of the Wild (Su):* The elf becomes a true creature of the wild. He develops feral behaviours and becomes almost incapable of mortal speech. The things he thinks about simply have nothing to do with the world of metal and wheels. The elf suffers a –2 penalty to Diplomacy, Disguise, Gather Information and Sense Motive skill checks. On the other hand, he gains a +4 competence bonus to all Intimidate checks. These bonuses and penalties are only applicable to when the elf is interacting with civilised, non-primitive cultures – druids and rangers will not be particularly bothered by the character either.
- ✦ *Trapped Spirit (Su):* The elf does not deal well with being trapped in civilisation. When enclosed in a

worked building (house, castle, mined dungeon) he must make a Will save (DC 15, rising by +1 for every continuous four hour period the character stays inside) every four hours. If he fails the Will save he becomes panicked for one hour and will seek to escape the area by any means possible.

- ✦ *Wild Heart (Su):* The elf becomes one with the silent wilderness. Druids and rangers may target him with their wild empathy ability. Furthermore, iron and steel weapons gain a +1 bonus to damage rolls when they strike him.

## Spirit of Wisdom

Not all of the tales of elves tell of their incredible magical power, or their fearsome otherness. A few speak of their compassion for the plight of mortals. In these tales elves have far more knowledge about the mortal condition than the seeker. That wisdom might not be useful to those who seek it out; hearing the truth and using it are two very different things.

An elf choosing to embody the quality of wisdom becomes more attuned to the flow of mortal events. He recognises the shifting patterns of history and can easily sort through the petty problems plaguing everyday life. Unfortunately this knowledge does not always bring peace. Others will only rarely listen to the truth. Even fewer mortals do anything to change their lives even if they know that their path will lead to their ultimate destruction.

**Adventuring:** The spirit of wisdom adventures not for knowledge or glory, but for the opportunity to help others. Wherever the elf walks he looks into the hearts of mortals to see if he can assist them. Most of the time he simply passes by. Interfering would create nothing but heartache. Occasionally though he finds someone ready for his help, someone who can reach beyond their current understanding to something greater. An adventuring party with a spirit of wisdom among them will often find that they have ready-made adventures waiting for them around every corner. In return for putting up with such a busybody the party gains a wise counsellor and an able figurehead.

**Roleplaying:** Elves who embody wisdom speak only after careful thought. They say only what they think others can understand; this sometimes leads others to think of them as manipulative. Although they profess compassion they also walk past people who seem to others to be in dire need. This causes mortals to call them hypocrites. In truth though the spirit of wisdom recognises the difference between those who cannot be helped, those who refuse to help themselves and those



who feel true need. The latter he will never turn away from. The former two have a far harder path to walk.

**Advancement Options:** A character follows the spirit of the wilderness Racial Path by choosing the following advancement options: Minimum Wisdom 13; Diplomacy 5 ranks, Knowledge (history) 5 ranks, Knowledge (nobility and royalty) 5 ranks, Sense Motive 5 ranks; Brew Potion, Craft Wondrous Item, Diligent, Extend Spell, Great Fortitude, Investigator, Leadership, Negotiator, Persuasive, Scribe Scroll, Spell Mastery, any feat with a Wisdom prerequisite.

**Restrictions:** The spirit of wisdom may never falsely answer a question posed to him, although his answer may be even more confusing than the problem presented. When the spirit of wisdom gains a character level, he must spend a number of hours equal to his new character level in meditation – the character must complete this meditation within 48 hours or fall from the path.

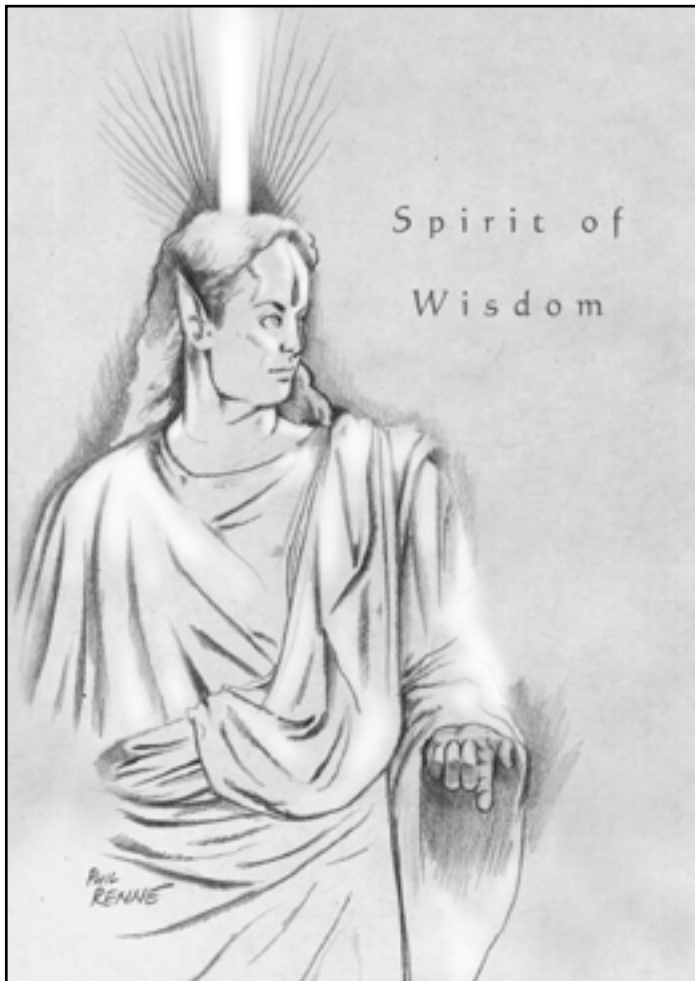
**Benefits:** The spirit of wisdom must select one of the following benefits when he starts on this path. For every

five character levels that he maintains the path, he gains an additional benefit.

- ✦ *Aura of Wisdom (Sp):* The elf develops an aura of deep wisdom that holds attackers at bay. Once per day, the character may cast a special version of *sanctuary* on himself. The caster level is equal to his character level, but the ward will not be as effective against chaotic evil creatures or those with an Intelligence of 2 or lower – these creatures gain a +4 bonus to their Will saves.
- ✦ *Compassionate Heart (Su):* The elf can see into the hearts of men, elves and others with exceptional skill. When the elf succeeds at an opposed Sense Motive or Diplomacy check against a target, the elf gains a +2 competence bonus to all further Sense Motive or Diplomacy checks against that target. If the target ever manages to succeed at an opposed Bluff or Diplomacy check against the character, this bonus is removed.
- ✦ *Hope Unending (Su):* The elf's boundless hope prevents him from feeling the effects of fear. He becomes immune to fear. All allies within 30 feet also gain a +1 morale bonus to saves against fear.

**Disadvantages:** The spirit of wisdom must select one of the following disadvantages when he starts on this path. For every five character levels that he maintains the path, he gains an additional disadvantage.

- ✦ *Creature of the Mind (Su):* The elf lives a life of the mind and spirit. As such, his connection to his physical body wanes. He suffers a –1 penalty on all Strength based skills.
- ✦ *Foresight (Su):* The elf's great wisdom tells him what will most likely happen; this foresight weighs him down. He no longer sees a way into a future filled with joy. He gains a +1 racial bonus to Spot and Sense Motive skill checks, but suffers a –2 penalty to Will saves.
- ✦ *Speak in Riddles (Su):* Although he does not mean to, the elf's words always come out twisted in the form of riddles. Whilst these can normally be understood (unless the elf is being deliberately obtuse), it can be incredibly aggravating. The character suffers a –2 penalty to all Diplomacy, Sense Motive and Non-Player Character reaction checks with those with the rage class feature or ability, those with a particular dislike of elves, the illiterate or those with an Intelligence score lower than 10.





# Multiclassed Elves

Elves embody so many mythic archetypes that they almost seem forced to multiclass. We can easily conjure up images of elven fighter's slinging spells on the battleground, or of nearly divine spellcasters weaving magic into the fabric of the woods. Archers, swordsmen, singers, dancers; every elf seems able to embody so many different abilities that it becomes impossible to fit them into any single class.

Wizard (being elves' favoured class) seems like the most obvious option when an elf starts to look around for additional abilities. However other, equally viable, options do exist. Unlike humans though, an elf must be very careful in how he approaches multiclassing. If

he is not careful he can quickly end up far behind his fellow adventurers, struggling to make up experience lost to imbalanced levels.

From barbaric archers to mysterious seers, and on to foppish nobles with nothing better to do with their time, the multiclass options listed below provide us with a brief look into possible elven character builds. These examples should serve as a springboard for further development.

## Prestige Classes

One of the advantages of multiclassing is that the character may meet the prerequisites of the more

### Base Bonus Progression

Multiclassing can get tricky after a few levels because the class tables indicate a total bonus for each level, listing the accumulated total. To mix and match this chapter's advancement tables use the information below, listing by what amount the base bonus progresses at any given level, depending on class.

Level	Base Attack Bonus			Base Save Bonus	
	Good (Bbn, Ftr, Pal, Rgr)	Average (Brd, Clr, Drd, Mnk, Rog)	Bad (Sor, Wiz)	Good	Bad
1 <sup>st</sup>	+1	+0	+0	+2	+0
2 <sup>nd</sup>	+1	+1	+1	+1	+0
3 <sup>rd</sup>	+1	+1	+0	+0	+1
4 <sup>th</sup>	+1	+1	+1	+1	+0
5 <sup>th</sup>	+1	+0	+0	+0	+0
6 <sup>th</sup>	+1	+1	+1	+1	+1
7 <sup>th</sup>	+1	+1	+0	+0	+0
8 <sup>th</sup>	+1	+1	+1	+1	+0
9 <sup>th</sup>	+1	+0	+0	+0	+1
10 <sup>th</sup>	+1	+1	+1	+1	+0
11 <sup>th</sup>	+1	+1	+0	+0	+0
12 <sup>th</sup>	+1	+1	+1	+1	+1
13 <sup>th</sup>	+1	+0	+0	+0	+0
14 <sup>th</sup>	+1	+1	+1	+1	+0
15 <sup>th</sup>	+1	+1	+0	+0	+1
16 <sup>th</sup>	+1	+1	+1	+1	+0
17 <sup>th</sup>	+1	+0	+0	+0	+0
18 <sup>th</sup>	+1	+1	+1	+1	+1
19 <sup>th</sup>	+1	+1	+0	+0	+0
20 <sup>th</sup>	+1	+1	+1	+1	+0



exotic prestige classes. A character can break off the suggested progression or take a slightly different one in order to meet the requirements for a prestige class and then continue with his career along those lines. Many of these classes give far greater advantages than simple multiclassing as they combine different abilities into a single class level so the Games Master has the final word about what prestige classes exist in his campaign.

## Epic Advancement

Note that the tables presented in this chapter are not for a complete character class, but a combination of two. A character can reach epic levels once he gains his 21<sup>st</sup> level from either class and is subject to the usual rules for epic characters, although they continue gaining the abilities in their appropriate class table until they reach 20<sup>th</sup> level in either class. Spellcasting elves continue to gain spells per day and spells known accordingly and may not purchase epic feats that demand that he be able to cast spells from the spellcasting class' maximum level because he has not reached the spellcasting class' maximum.

## Variant Rules

Each of the multiclass descriptions given below have a section marked as *variant rules*. This deals with optional, specialised rules that represent how a character following multiple paths can develop abilities pertinent to both, but that are not normally represented. Some of these variant rules are simply a crossing of class skills, enabling the elf to choose from a wider range of skills. Others grant entirely new abilities that develop as the two classes combine. However, there are a number of limitations that must be obeyed:

- ✦ All are subject to the Games Master's approval before being chosen.
- ✦ Each variant rule starts with the line 'Upon gaining X level'. These variant abilities take the place of character class abilities that the character would otherwise gain at the specified class level. The ability description lists the appropriate substitution. An elf may take this variant after the given level, but only if he is still able to sacrifice the necessary ability, power or skills required to gain the variant rule.
- ✦ The character must be an elf. Those possessing elven blood may also select these variants, but only if they were raised at least partially in an elven environment and still regularly associate with elven ways of life, as these abilities are due to upbringing, training and racial talent. At the Games Master's discretion, non-

elven races may choose these variants but *only* if they have been raised exclusively in a elven environment and continue to associate with elven ways of life.

- ✦ In addition, the character must have at least one level in each class. Occasionally more levels are needed in both classes; this will be specified in the text.

Once a variant rule has been taken, it cannot be reversed later on. The ability, power or skills sacrificed to gain the variant rule is lost forever.

## BRIGHT BLADE (ENCHANTER/FIGHTER)

Legends tell of elven knights who lift blades against the primeval darkness. People speak of them as if they were a separate kind of being, creatures far removed from the standard elven model. These elves are fierce in war, unafraid of standing toe-to-toe with the mightiest of enemies. They fight with grace, skill and spell against foes whose very gaze would freeze the blood of a mortal man.

The elven knights of legend do indeed walk the fields we know. They wield bright blades against dark things. They lift up their voices to the heavens and cry out defiance against the night. But they are not something alien to the elven people. In truth, they come from among those elves that refuse to leave mortals to their fate. They take up arms where other elves refuse to, believing that only by standing together can the world's races finally know true peace.

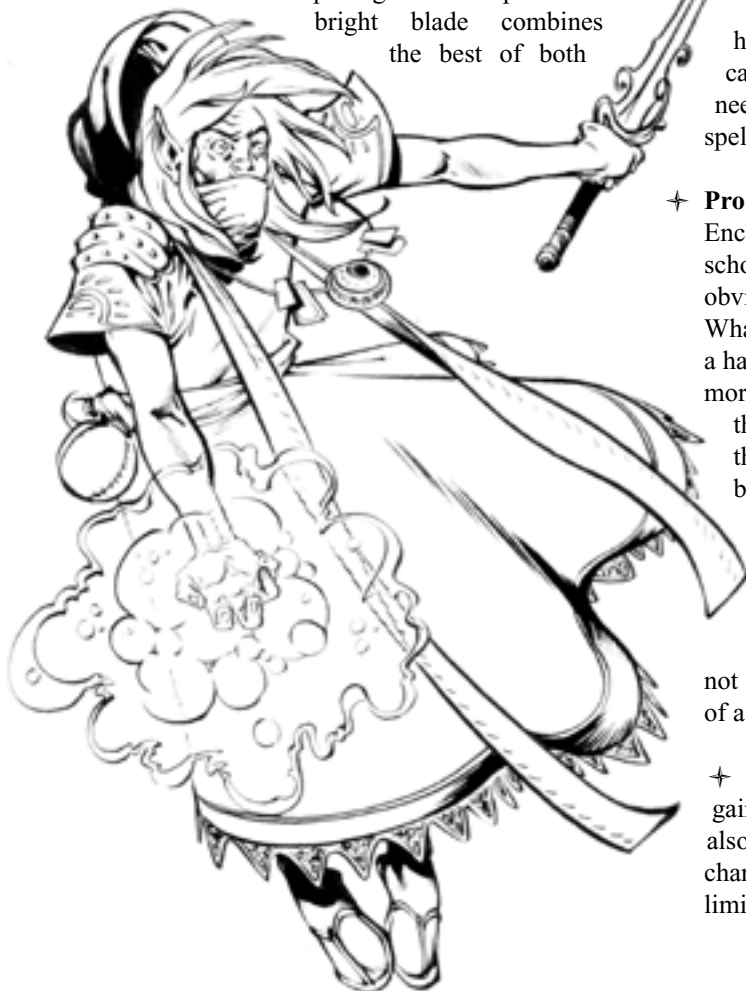
A bright blade studies equal parts magical and martial arts, always seeking to refine his knowledge of both. Although not as adept at either as a specialist, he makes up for his lack of focus with amazing flexibility and the will to endure.

## Strengths

A bright blade gains a number of benefits from combining his wizard and fighter training. These include:

- ✦ **Base Attack Bonus:** Although not as strong as a pure fighter, a bright blade is still an able combatant with both blade and bow.
- ✦ **Bonus Feats:** Both the fighter and the wizard class gain a number of bonus feats as the character progresses. These bonus feats can greatly enhance the character's magical and martial arts.

- ✦ **Enchantment Specialist:** The bright blade gains bonus spells per day thanks to his specialisation in the Enchantment school. While this is offset by his prohibited schools, his concentration on Enchantment should serve him in good stead within his role.
- ✦ **Familiar:** The character gains access to a familiar early on. Without any additional help the familiar gives the character a steadfast ally and assistant. With some of the additions available (both in general d20 literature and this book) it can become a mount, a friend or even an equal.
- ✦ **Saving Throws:** Fighters have a favourable progression in Fortitude saving throws. Wizards have a favourable progression in Will saving throws. This gives the character strong resistance to anything that would alter his path, or cause him to fall ill.
- ✦ **Varied Abilities:** When a wizard runs out of spells there is very little he can do. When no enemies present themselves, fighters usually spend their time sharpening their weapons. A bright blade combines the best of both



worlds; he can fight when foes offer themselves to his blade and use the arts of magic to provide utility in other situations.

## Weaknesses

Bright blades suffer from a number of weaknesses. These do not cripple the character but he should be aware of them before he starts out. They include:

- ✦ **Abilities:** As a fighter/wizard the character has four key abilities; Strength, Dexterity, Constitution and Intelligence. In any allocated ability score creation system the Player will have to make a series of hard choices about how to build his character. In order to achieve the highest levels of versatility the character will need an Intelligence of at least 15, with a higher score yielding more utility over time.
- ✦ **Arcane Spellcasting:** Unlike many of the options listed here, a bright blade relies solely on arcane power to weave magic. This limits the kind of armour he can wear, or forces him to invest in expensive mithril items. In either case the character will have to carefully weigh his need for physical protection against his need to cast spells.
- ✦ **Prohibited Schools:** As a specialist in the school of Enchantment the bright blade must select two other schools of magic to ignore. Necromancy presents an obvious first choice but the second poses a problem. Whatever choice he makes the elf will have to give up a handful of useful spells. If the character goes with more conventional combat tactics he might consider the Conjuration school. However, if he takes up the art of mounted combat he would probably be best off letting go of Abjuration instead
- ✦ **Hit Dice:** Wizards roll a d4 for hit points every level rather than the far more robust fighter d10. Combine this with an elf's naturally low Constitution and the character may not have enough hit points to perform the functions of a front line fighter.
- ✦ **Limited Skills:** Both fighters and wizards gain two skill points per level and their skill lists also represent two radically divergent paths. The character's high Intelligence will help to offset this limitation.



**The Bright Blade (Enchanter/Fighter)**

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 <sup>st</sup>	Ftr 1	+1	+2	+0	+0	Bonus feat (fighter), (character feat)
2 <sup>nd</sup>	Ftr 2	+2	+3	+0	+0	Bonus feat (fighter)
3 <sup>rd</sup>	Wiz 1	+2	+3	+0	+2	Scribe Scroll, summon familiar, (character feat)
4 <sup>th</sup>	Ftr 3	+3	+3	+1	+3	(ability increase)
5 <sup>th</sup>	Wiz 2	+4	+3	+1	+4	
6 <sup>th</sup>	Ftr 4	+5	+4	+1	+4	Bonus feat (fighter), (character feat)
7 <sup>th</sup>	Wiz 3	+5	+5	+2	+4	
8 <sup>th</sup>	Wiz 4	+6	+5	+2	+5	(ability increase)
9 <sup>th</sup>	Wiz 5	+6	+5	+2	+5	Bonus feat (wizard), (character feat)
10 <sup>th</sup>	Ftr 5	+7	+5	+2	+5	
11 <sup>th</sup>	Wiz 6	+8	+6	+3	+6	
12 <sup>th</sup>	Ftr 6	+9	+7	+4	+7	Bonus feat (fighter), (character feat), (ability increase)
13 <sup>th</sup>	Wiz 7	+9	+7	+4	+7	
14 <sup>th</sup>	Ftr 7	+10	+7	+4	+7	
15 <sup>th</sup>	Ftr 8	+11	+8	+4	+7	Bonus feat (fighter), (character feat)
16 <sup>th</sup>	Wiz 8	+12	+8	+4	+8	(ability increase)
17 <sup>th</sup>	Wiz 9	+12	+9	+5	+8	
18 <sup>th</sup>	Wiz 10	+13	+9	+5	+9	Bonus feat (wizard), (character feat)
19 <sup>th</sup>	Ftr 9	+14	+9	+6	+10	
20 <sup>th</sup>	Ftr 10	+15	+10	+6	+10	Bonus feat (fighter), (ability increase)

**Recommended Options**

As the character combines fighter and wizard levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ✦ Although we associate elves most often with skirmishing tactics, bright blades would be well advised to consider the virtues of mounted combat. The feats are readily available, provide the character with a high level of mobility and help to compensate for his lack of hit points. By 2<sup>nd</sup> level a bright blade could have either Mounted Combat, Mounted Archery and Ride by Attack or Mounted Combat, Ride by Attack and Spirited Charge.
- ✦ The character should make it a priority to acquire mithril or otherwise 'spell friendly' armour as early as possible. Although an expensive investment, the protection and additional Dexterity bonus possible through such equipment will more than pay off in the long run.

- ✦ Potions and wondrous items should form the backbone of the character's arsenal. As a spellcaster and fighter the bright blade needs ready access to augmentation magic just to keep up with the more specialised folk. Single use magical 'tokens' and potions both help to fulfil this need without a large investment of XP.
- ✦ Combat Casting and Concentration ranks are a must, as the bright blade will most definitely be in the midst of battle when he needs to cast a spell. Still Spell is just as useful to keep wielding weapons and shields while casting spells with somatic components. The Extend Spell feat is also useful for increasing the time that enhancement spells will last.
- ✦ Recommended prepared spells (for a 10<sup>th</sup> level wizard): 0 level – *acid splash*, *daze*, *detect magic*, *message*; 1<sup>st</sup> level – *charm person*, *comprehend languages*, *mage armour*, *magic missile* (x2),



## Bright Blade Spells

Level	Caster Level	Spells per Day					
		0	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>
1 <sup>st</sup>	—	—	—	—	—	—	—
2 <sup>nd</sup>	—	—	—	—	—	—	—
3 <sup>rd</sup>	1 <sup>st</sup>	3+1	1+1	—	—	—	—
4 <sup>th</sup>	1 <sup>st</sup>	3+1	1+1	—	—	—	—
5 <sup>th</sup>	2 <sup>nd</sup>	4+1	2+1	—	—	—	—
6 <sup>th</sup>	2 <sup>nd</sup>	4+1	2+1	—	—	—	—
7 <sup>th</sup>	3 <sup>rd</sup>	4+1	2+1	1+1	—	—	—
8 <sup>th</sup>	4 <sup>th</sup>	4+1	3+1	2+1	—	—	—
9 <sup>th</sup>	5 <sup>th</sup>	4+1	3+1	2+1	1+1	—	—
10 <sup>th</sup>	5 <sup>th</sup>	4+1	3+1	2+1	1+1	—	—
11 <sup>th</sup>	6 <sup>th</sup>	4+1	3+1	3+1	2+1	—	—
12 <sup>th</sup>	6 <sup>th</sup>	4+1	3+1	3+1	2+1	—	—
13 <sup>th</sup>	7 <sup>th</sup>	4+1	4+1	3+1	2+1	1+1	—
14 <sup>th</sup>	7 <sup>th</sup>	4+1	4+1	3+1	2+1	1+1	—
15 <sup>th</sup>	7 <sup>th</sup>	4+1	4+1	3+1	2+1	1+1	—
16 <sup>th</sup>	8 <sup>th</sup>	4+1	4+1	3+1	3+1	2+1	—
17 <sup>th</sup>	9 <sup>th</sup>	4+1	4+1	4+1	3+1	2+1	1+1
18 <sup>th</sup>	10 <sup>th</sup>	4+1	4+1	4+1	3+1	3+1	2+1
19 <sup>th</sup>	10 <sup>th</sup>	4+1	4+1	4+1	3+1	3+1	2+1
20 <sup>th</sup>	10 <sup>th</sup>	4+1	4+1	4+1	3+1	3+1	2+1

*shocking grasp*; 2<sup>nd</sup> level – *bear's endurance (x2)*, *mirror image*, *see invisibility*, *hideous laughter*; 3<sup>rd</sup> level – *arcane sight*, *hold person*, *suggestion*, *greater magic weapon*; 4<sup>th</sup> level – *crushing despair*, *lesser geas*, *shout*, *wall of fire*; 5<sup>th</sup> level – *dominate person*, *hold monster*, *mind fog*.

## Variant Rules

In order to represent his special training the bright blade may choose the following options rather than the normal abilities available to a fighter or wizard.

✦ **Spirit Steed (Su):** Upon gaining 3<sup>rd</sup> wizard level, the bright blade can elect to take Spirit Steed. This effectively sacrifices the wizard's summon familiar class feature, which will cause him to lose any familiar he currently has. Spirit Steed allows the character to call a mount equal to that created by a *mount* spell cast by a wizard with a caster level equal to the bright blade's character level. At 8<sup>th</sup> wizard level this ability improves, calling a mount equivalent to that summoned by the *phantom steed* spell instead. This mount appears as a white horse with a golden mane and emerald or sapphire eyes. Summoning the mount is always a free action, but it can only be summoned for a total number of hours per day equal to the elf's wizard level. If the bright blade has the Mounted Combat feat, the spirit steed is a light warhorse instead of a light horse and will fight if the elf so commands. While summoned, the mount gains all the special abilities of a familiar (though the wizard is treated as two levels lower when determining its abilities).

✦ **Compelling Gaze (Sp):** Upon gaining 4<sup>th</sup> fighter level, the bright blade can elect to take Compelling Gaze instead of the bonus feat normally gained at this level. He may channel stored spell energy to cast the following spells spontaneously; 1<sup>st</sup> level – *charm person*, 2<sup>nd</sup> level – *eagle's splendour*, 3<sup>rd</sup> level – *hold person*. When he channels the spell energy, he may sacrifice any prepared spell of equal or greater level in order to cast the spontaneous spell instead. The character must have the spell in his spellbook in order to spontaneously cast it.

✦ **Blade Of Light (Su):** Upon gaining 5<sup>th</sup> wizard level, the bright blade can elect to take Blade Of Light instead of the bonus feat normally gained at this level. Blade of Light allows the character to channel stored spell energy into his weapon as a free action, sacrificing the spell but gaining a powerful enchantment in return. For a number of rounds equal to the level of the spell channelled, the weapon gains an enhancement bonus equal to the elf's Intelligence modifier. 0 level spells may not be channelled in this manner. Ranged weapons enhanced in this manner bestow the enchantment upon their ammunition.

‘Miss, stop squirming.’

Holly held herself still. ‘Do you think I might meet one of those, bright blades? Such uncommon valour.’

Maggie's small hands worked away at the sodden mass of hair. ‘Maybe, Miss. But not in these parts. Bright blades are made for war. They go where the darkness gathers... not to courts. If you see one around here, likelihood is trouble slinks not far behind. Uncanny that way, they be.’



## FOREST SHADOW (BARBARIAN/RANGER)

Moving through the forests, immortal and wise, the elves learn more of war than men could guess. They know the bitter taste of blood. They see the violence wrought on their world by mortals who will not live to see the consequences. In time this learning builds white-hot rage within them. Many a mortal rocks back in shock when he realises that the normally calm elves can feel such violent passion.

The forest shadow lives with this rage every day. He starts out life as a ranger, protecting the ancient lands from the growing darkness. As he gains experience the rage grows until it one day comes out in a massive, cataclysmic burst. Ever after he struggles with the anger in his heart while continuing to study the ways of nature.

Even in a rage the forest shadow fights like an elf, not a man. He has the cool confidence of thousands of years of martial tradition to support him. A forest shadow fights using speed, manoeuvrability and rapidly changing tactics rather than just wading into the middle of a fight.

### Strengths

A forest shadow gains several benefits from combining both the barbarian and the ranger classes. This unlikely combination actually works quite well together, giving a wide range of skills while bolstering the ranger's otherwise weak hit points.

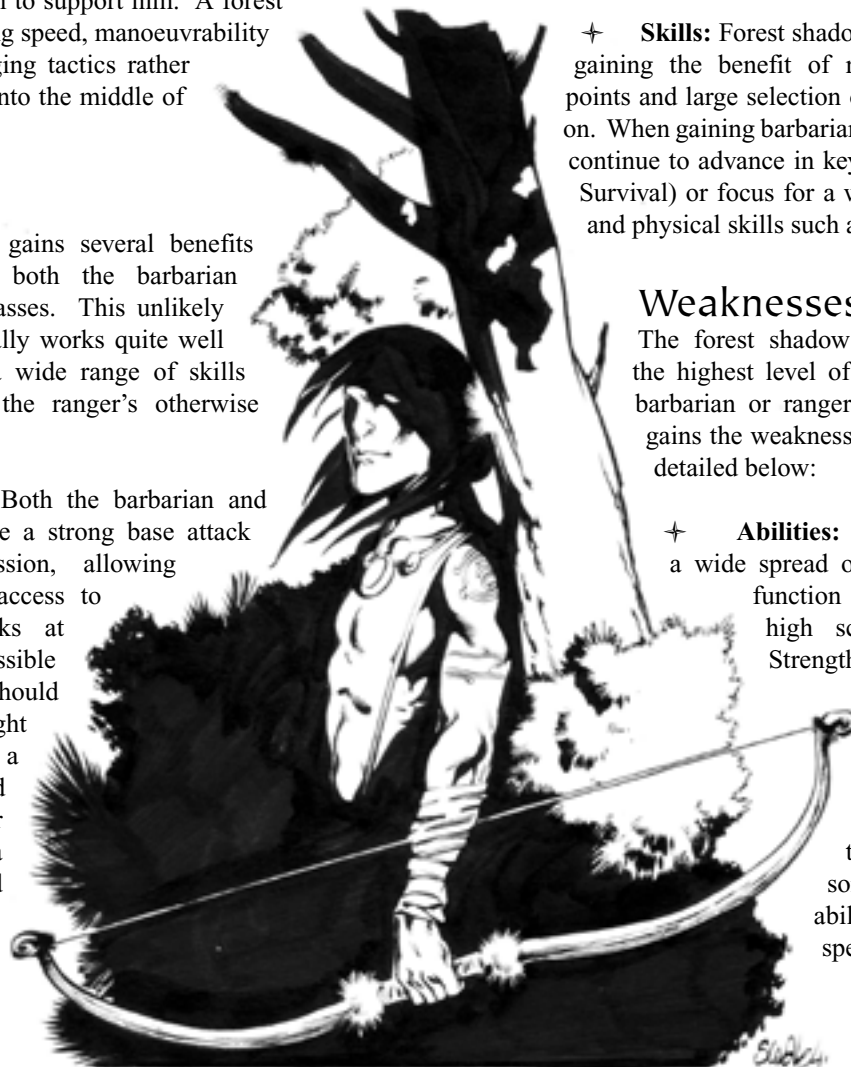
- ✦ **Base Attack:** Both the barbarian and the ranger have a strong base attack bonus progression, allowing the character access to multiple attacks at the earliest possible time. He should be able to fight as well as a pure classed barbarian or ranger, with a greater spread of abilities and out of combat utility.

- ✦ **Hit Die:** By combining the d8 of the ranger with the d12 of the barbarian the forest shadow develops enough hit points to absorb considerable damage. Although not as tough as a pure barbarian he still has sufficient staying power for most conflicts.
- ✦ **Rage:** An elf's natural dexterity helps to offset the Armour Class penalty associated with raging, and completely offsets the fatigue penalty to Dexterity incurred after raging. The Strength and Constitution bonuses from rage help to offset elf's natural frailty.
- ✦ **Rapid Movement:** By combining a barbarian's knack for rapid movement with a handful of feats, the ranger quickly becomes a very powerful skirmisher.
- ✦ **Saving Throws:** Rangers have a favourable progression in both Fortitude and Reflexes. When combined with the barbarian's favourable Fortitude progression this makes for a remarkably tough character who still has some weakness against events requiring Will saves.
- ✦ **Skills:** Forest shadows start as rangers, gaining the benefit of ranger's high skill points and large selection of class skills early on. When gaining barbarian levels, the elf may continue to advance in key skills (Listen and Survival) or focus for a while on Intimidate and physical skills such as Jump and Climb.

### Weaknesses

The forest shadow does not achieve the highest level of skill in either the barbarian or ranger classes. He also gains the weakness of both classes, as detailed below:

- ✦ **Abilities:** Rangers require a wide spread of ability scores to function well. They need high scores in at least Strength, Constitution and Dexterity. Their Wisdom and Intelligence also need to be fairly high to take advantage of some of their special abilities (including spellcasting).



- ✦ **Armour Restrictions:** Barbarians can wear up to medium armour without losing any of their abilities but rangers lose their combat style ability when they wear anything heavier than light armour. Thus the forest shadow will typically wear nothing heavier than studded leather armour. This reduces his protection during fights but does free up encumbrance for more useful kit.
- ✦ **Limited Damage Resistance:** One of the barbarian's key abilities, damage reduction, does not achieve respectable levels until extremely high levels.
- ✦ **Off Balance Progression into Epics:** In order to get Greater Rage at 20<sup>th</sup> level the forest shadow comes 'off balance' in his progression. This will limit his advancement into epic levels, although he can easily fix the problem at 21<sup>st</sup> level.
- ✦ **Weak Companion:** The dual classed nature of the forest shadow means that his animal companion will always be weaker than if had concentrated on his development as a ranger.

## Recommended Options

As the character combines barbarian and ranger levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ✦ This character really has two choices; develop into a whirling dervish of death using a combination of rage and the Two-Weapon Fighting combat style, or use these combat style feats to give himself a wider range of abilities, combining solid melee feats with Rapid Shot, Manyshot and Improved Precise Shot.
- ✦ A character with a wide array of combat skills should take Quick Draw as his first or second feat. This will help him to switch quickly from ranged to armed combat and back again as the situation changes.
- ✦ After picking up a level of barbarian the character should get a mighty composite bow built with a damage bonus at least +2 higher than he can normally use. This allows him to get the full benefit out of his rage-inspired archery.

### The Forest Shadow (Barbarian/Ranger)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 <sup>st</sup>	Rgr 1	+1	+2	+2	+0	1 <sup>st</sup> favoured enemy, Track, wild empathy, (character feat)
2 <sup>nd</sup>	Rgr 2	+2	+3	+3	+0	Combat style
3 <sup>rd</sup>	Bbn 1	+3	+5	+3	+0	Fast movement, rage 1/day, (character feat)
4 <sup>th</sup>	Bbn 2	+4	+6	+3	+0	Uncanny dodge, (ability increase)
5 <sup>th</sup>	Rgr 3	+5	+6	+3	+1	Endurance
6 <sup>th</sup>	Bbn 3	+6/+1	+6	+4	+2	Trap sense +1, (character feat)
7 <sup>th</sup>	Bbn 4	+7/+2	+7	+4	+2	Rage 2/day
8 <sup>th</sup>	Rgr 4	+8/+3	+8	+5	+2	Spells, animal companion, (ability increase)
9 <sup>th</sup>	Bbn 5	+9/+4	+8	+5	+2	Improved uncanny dodge, (character feat)
10 <sup>th</sup>	Rgr 5	+10/+5	+8	+5	+2	2 <sup>nd</sup> favoured enemy
11 <sup>th</sup>	Rgr 6	+11/+6/+1	+9	+6	+3	Improved combat style
12 <sup>th</sup>	Bbn 6	+12/+7/+2	+10	+7	+4	Trap sense +2, (character feat), (ability increase)
13 <sup>th</sup>	Bbn 7	+13/+8/+3	+10	+7	+4	Damage reduction 1/-
14 <sup>th</sup>	Rgr 7	+14/+9/+4	+10	+7	+4	Woodland stride
15 <sup>th</sup>	Bbn 8	+15/+10/+5	+11	+7	+4	Rage 3/day, (character feat)
16 <sup>th</sup>	Rgr 8	+16/+11/+6/+1	+12	+8	+4	Swift tracker, (ability increase)
17 <sup>th</sup>	Rgr 9	+17/+12/+7/+2	+12	+8	+5	Evasion
18 <sup>th</sup>	Bbn 9	+18/+13/+8/+3	+12	+9	+6	Trap sense +3, (character feat)
19 <sup>th</sup>	Bbn 10	+19/+14/+9/+4	+13	+9	+6	Damage reduction 2/-
20 <sup>th</sup>	Bbn 11	+20/+15/+10/+5	+13	+9	+6	Greater rage, (ability increase)



✦ With the proper skills, a forest shadow serves the role of both a front line fighter and a scout. When advancing as a ranger he should focus on skills like Hide, Move Silently, Listen and Survival. As a barbarian he should focus on Intimidate, Climb and Listen. Over time, this progression gives him remarkable hearing while also maintaining a handful of useful skills.

### Variant Rules

In order to represent his special training the forest shadow may choose the following options rather than the normal abilities available to a barbarian/ranger.

- ✦ **Eagle Eyes (Ex):** Upon gaining 3<sup>rd</sup> barbarian level, the forest shadow can elect to take Eagle Eyes instead of the trap sense class feature normally gained at this level. Eagle Eyes grants the forest shadow a +1 competence bonus to all attack rolls with ranged weapons. This bonus increases by +1 for every barbarian level that the elf takes which grants an increase to the trap sense class feature.
- ✦ **Heart Of Nature (Ex):** Upon gaining 4<sup>th</sup> ranger level, the forest shadow can elect to take Heart Of Nature instead of the ability to cast a limited number of divine spells, as well as gaining an animal companion. However, the elf's split focus means that he will never be able to cast many spells and his companion will always be extremely weak. By selecting Heart of Nature the forest shadow permanently gives up his ranger-derived spellcasting abilities to strengthen his companion. When determining his animal companion's abilities, the forest shadow uses his full ranger level rather than one half of his ranger level.
- ✦ **Nimble Rage (Ex):** Upon gaining 5<sup>th</sup> ranger level, the forest shadow can elect to take Nimble Rage instead of the second favoured enemy normally gained at this level. Nimble Rage grants the character a bonus (equal to half the increase granted to Strength and Constitution) to his Reflex saves when he rages. The character may elect to take this variant a second time (at 10<sup>th</sup> ranger level for instance) and in this case the bonus to Reflex saves increases to become equal to the Strength and Constitution bonuses. Nimble Rage may not be taken a third time.
- ✦ **Shadow Stalking (Ex):** Upon gaining 2<sup>nd</sup> barbarian level, the forest shadow can elect to take Shadow Stalking instead of the uncanny dodge class feature normally gained at this level. Although quite useful,

some forest shadows forgo quick reactions in favour of honing their hunting techniques. This ability gives the character a +2 racial bonus to Hide and Move Silently skill checks made in shadowy conditions. Should the character later gain improved uncanny dodge from the barbarian class, he will instead increase the bonuses to +4.

- ✦ **Shadow Style (Ex):** Upon gaining 6<sup>th</sup> ranger level, the forest shadow can elect to take Shadow Style instead of the improved combat style class feature. This represents his intense training in the ways of elven combat. A character that selects this style and previously selected the two-weapon style gains the Spring Attack feat. If the character instead selected the archery style he gains the Shot on the Run feat. These are gained even if the elf does not meet the normal prerequisites for these feats, but may not be used when the character is wearing medium or heavier armour. The character will advance normally in his originally chosen combat style once he reaches 11<sup>th</sup> ranger level.

### Forest Shadow Spells

Level	Caster Level	Spells per Day	
		1 <sup>st</sup>	2 <sup>nd</sup>
1 <sup>st</sup>	—	—	—
2 <sup>nd</sup>	—	—	—
3 <sup>rd</sup>	—	—	—
4 <sup>th</sup>	—	—	—
5 <sup>th</sup>	—	—	—
6 <sup>th</sup>	—	—	—
7 <sup>th</sup>	—	—	—
8 <sup>th</sup>	2 <sup>nd</sup>	0	—
9 <sup>th</sup>	2 <sup>nd</sup>	0	—
10 <sup>th</sup>	2 <sup>nd</sup>	1	—
11 <sup>th</sup>	3 <sup>rd</sup>	1	—
12 <sup>th</sup>	3 <sup>rd</sup>	1	—
13 <sup>th</sup>	3 <sup>rd</sup>	1	—
14 <sup>th</sup>	3 <sup>rd</sup>	1	—
15 <sup>th</sup>	3 <sup>rd</sup>	1	—
16 <sup>th</sup>	4 <sup>th</sup>	1	0
17 <sup>th</sup>	4 <sup>th</sup>	1	0
18 <sup>th</sup>	4 <sup>th</sup>	1	0
19 <sup>th</sup>	4 <sup>th</sup>	1	0
20 <sup>th</sup>	4 <sup>th</sup>	1	0

## GUARDIAN (PALADIN/ ABJURER)

The elves' twilight world is not protected by strength of magic alone. Brave hearts are needed as well, elves who will sacrifice everything for the common good. They must be bold, blessed by the gods themselves and willing to lay down their lives for their fellows. Such elves become guardians, mastering the arts of war and magic in the defence of their homelands.

Guardians start off life as paladins, blessed by the elven gods in the pursuit of their duties. They may not serve the elven temples but all live within the confines of an elven community. There they practice their arts, leading the people in times of war and practising in times of plentiful peace. Despite this intense training they recognise that no matter how swift the sword there will come a time when mortal weapons are of no more use. They therefore eventually turn away from martial training for the most esoteric practices of elven magic.

### Strengths

A guardian gains a wide array of benefits from combining the arts of both paladins and abjurers. The following list describes some of these advantages:

- ✦ **Abjuration Specialist:** The guardian gains bonus spells per day thanks to his specialisation in the Abjuration school. This school of magic is the cornerstone of the guardian's effectiveness as a defender.
- ✦ **Base Attack Bonus:** The character's first six levels spent as a paladin give him good combat skills to start off with. Although his bonuses will not keep up with those of more focussed fighters in later levels, he remains a formidable combatant up to 13<sup>th</sup> or 14<sup>th</sup> level, at which time his magic becomes more effective.
- ✦ **Mount:** Even a low level paladin's mount is a considerable asset. If the character takes feats like Mounted Combat and Spirited Charge he may apply considerable leverage to this asset through many levels of advancement.
- ✦ **Paladin Abilities:** By 6<sup>th</sup> level the character has acquired the majority of his paladin abilities. Divine health and aura of courage both provide him with important resistances while divine grace bolsters his otherwise unimpressive saving throws.

### Weaknesses

A guardian's split training as both warriors and wizards forces them to make several compromises that others of their kind do not have to make. These compromises include:

- ✦ **Abilities:** As a paladin/wizard the character relies on all six abilities for his various class functions: In any allocated ability score creation system the Player will have to make a series of hard choices about how to build his character. In order to achieve the highest levels of versatility the character will need an Intelligence of at least 17, with a higher score yielding more utility over time. The character should focus on Charisma, Dexterity and Intelligence in that order, leaving Wisdom for last. Loss of paladin spells will not greatly weaken the character. Also consider that while the character will be hampered by not having Intelligence 17 to begin with, he will have received four ability score advancements by the time he reaches 20<sup>th</sup> level. This gives him the opportunity to start with as low as Intelligence 13 if he so chooses.



- ✦ **Arcane Spellcasting:** Unlike many of the options listed here, a guardian relies solely on arcane magic to weave his spells, apart from a scant few 1<sup>st</sup> level paladin spells. This limits the kind of armour he can wear, or forces him to invest in expensive mithril items. In either case the character will have to carefully weigh his need for physical protection against his need to cast spells.
- ✦ **Forbidden Schools:** As a specialist in the school of Abjuration the guardian must select two other schools of magic to ignore. Necromancy presents an obvious first choice but the second poses a problem. Whatever choice he makes the elf will have to give up a handful of useful spells. When selecting forbidden schools the guardian can safely choose Necromancy. However, his second choice presents a more difficult challenge. At later levels he will need both Evocation and Transmutation to battle his foes.

Conjuration gives him a wide variety of useful spells. Illusion and Enchantment both provide him with the fewest number of spells useful against the foes he will most commonly pit himself against. Either of these schools represent ‘safe’ choices, although the character will undoubtedly rue not having access to them more than once in his career.

- ✦ **Hit Dice:** Wizards roll a d4 for hit points every level rather than the far more robust paladin d10. Combine this with an elf’s naturally low Constitution and the character may not have enough hit points to perform the functions of a front line fighter.
- ✦ **Limited Skills:** Both paladins and wizards gain 2 skill points per level. Their skill lists also represent two radically diverged paths. The character’s high Intelligence will help to offset this limitation.

**The Guardian (Paladin/Abjurer)**

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Paladin Spells per Day	
							Caster Level	1 <sup>st</sup> level
1 <sup>st</sup>	Pal 1	+1	+2	+0	+0	Aura of good, detect evil, smite evil 1/day, (character feat)	—	—
2 <sup>nd</sup>	Pal 2	+2	+3	+0	+0	Divine grace, lay on hands	—	—
3 <sup>rd</sup>	Pal 3	+3	+3	+1	+1	Aura of courage, divine health, (character feat)	—	—
4 <sup>th</sup>	Pal 4	+4	+4	+1	+1	Turn undead, (ability increase)	2 <sup>nd</sup>	0
5 <sup>th</sup>	Pal 5	+5	+4	+1	+1	Smite evil 2/day, special mount	2 <sup>nd</sup>	0
6 <sup>th</sup>	Pal 6	+6/+1	+5	+2	+2	Remove disease 1/week, (character feat)	3 <sup>rd</sup>	1
7 <sup>th</sup>	Wiz 1	+6/+1	+5	+2	+4	Scribe Scroll, summon familiar	3 <sup>rd</sup>	1
8 <sup>th</sup>	Wiz 2	+7/+2	+5	+2	+5	(ability increase)	3 <sup>rd</sup>	1
9 <sup>th</sup>	Wiz 3	+7/+2	+6	+3	+5	(character feat)	3 <sup>rd</sup>	1
10 <sup>th</sup>	Wiz 4	+8/+3	+6	+3	+6		3 <sup>rd</sup>	1
11 <sup>th</sup>	Wiz 5	+8/+3	+6	+3	+6	Bonus feat	3 <sup>rd</sup>	1
12 <sup>th</sup>	Wiz 6	+9/+4	+7	+4	+7	(character feat), (ability increase)	3 <sup>rd</sup>	1
13 <sup>th</sup>	Wiz 7	+9/+4	+7	+4	+7		3 <sup>rd</sup>	1
14 <sup>th</sup>	Wiz 8	+10/+5	+7	+4	+8		3 <sup>rd</sup>	1
15 <sup>th</sup>	Wiz 9	+10/+5	+8	+5	+8	(character feat)	3 <sup>rd</sup>	1
16 <sup>th</sup>	Wiz 10	+11/+6/+1	+8	+5	+9	Bonus feat, (ability increase)	3 <sup>rd</sup>	1
17 <sup>th</sup>	Wiz 11	+11/+6/+1	+8	+5	+9		3 <sup>rd</sup>	1
18 <sup>th</sup>	Wiz 12	+12/+7/+2	+9	+6	+10	(character feat)	3 <sup>rd</sup>	1
19 <sup>th</sup>	Wiz 13	+12/+7/+2	+9	+6	+10		3 <sup>rd</sup>	1
20 <sup>th</sup>	Wiz 14	+13/+8/+3	+9	+6	+11	(ability increase)	3 <sup>rd</sup>	1

### Recommended Options

As the character combines wizard and paladin levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ✦ The Player should choose at 1<sup>st</sup> level whether the paladin will be a melee warrior, a ranged combatant or cavalry fighter. He should then focus his feats on one of these three archetypes, following the Combat Expertise, Point Blank Shot or Mounted Combat feat progressions respectively. This will allow the character to continue to develop combat options while focussing on his magical abilities.
- ✦ The guardian needs to purchase physical and social skills (Diplomacy, Ride and Sense Motive in particular) early in his career. He may safely ignore both Concentration and Knowledge until he begins to progress in wizard levels.
- ✦ Combat Casting is a highly useful feat as a 6<sup>th</sup> or 9<sup>th</sup> level selection if the guardian intends to cast in battle rather than casting and then shifting into a close combat role.

### Guardian Spells (Wizard)

Level	Caster Level	Spells per Day								
		0	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>	7 <sup>th</sup>	
1 <sup>st</sup>	—	—	—	—	—	—	—	—	—	
2 <sup>nd</sup>	—	—	—	—	—	—	—	—	—	
3 <sup>rd</sup>	—	—	—	—	—	—	—	—	—	
4 <sup>th</sup>	—	—	—	—	—	—	—	—	—	
5 <sup>th</sup>	—	—	—	—	—	—	—	—	—	
6 <sup>th</sup>	—	—	—	—	—	—	—	—	—	
7 <sup>th</sup>	1 <sup>st</sup>	3+1	1+1	—	—	—	—	—	—	
8 <sup>th</sup>	2 <sup>nd</sup>	4+1	2+1	—	—	—	—	—	—	
9 <sup>th</sup>	3 <sup>rd</sup>	4+1	2+1	1+1	—	—	—	—	—	
10 <sup>th</sup>	4 <sup>th</sup>	4+1	3+1	2+1	—	—	—	—	—	
11 <sup>th</sup>	5 <sup>th</sup>	4+1	3+1	2+1	1+1	—	—	—	—	
12 <sup>th</sup>	6 <sup>th</sup>	4+1	3+1	3+1	2+1	—	—	—	—	
13 <sup>th</sup>	7 <sup>th</sup>	4+1	4+1	3+1	2+1	1+1	—	—	—	
14 <sup>th</sup>	8 <sup>th</sup>	4+1	4+1	3+1	3+1	2+1	—	—	—	
15 <sup>th</sup>	9 <sup>th</sup>	4+1	4+1	4+1	3+1	2+1	1+1	—	—	
16 <sup>th</sup>	10 <sup>th</sup>	4+1	4+1	4+1	3+1	3+1	2+1	—	—	
17 <sup>th</sup>	11 <sup>th</sup>	4+1	4+1	4+1	4+1	3+1	2+1	1+1	—	
18 <sup>th</sup>	12 <sup>th</sup>	4+1	4+1	4+1	4+1	3+1	3+1	2+1	—	
19 <sup>th</sup>	13 <sup>th</sup>	4+1	4+1	4+1	4+1	4+1	3+1	2+1	1+1	
20 <sup>th</sup>	14 <sup>th</sup>	4+1	4+1	4+1	4+1	4+1	3+1	3+1	2+1	

- ✦ Recommended prepared spells (for a 13<sup>th</sup> level wizard): 0 level – *acid splash, detect magic, prestidigitation, read magic, resistance*; 1<sup>st</sup> level – *protection from evil (x2), magic missile (x2), magic weapon*; 2<sup>nd</sup> level – *acid arrow, dark vision, glitterdust, resist energy, scorching ray*; 3<sup>rd</sup> level – *dispel magic, lightning bolt (x2), haste, magic circle against evil*; 4<sup>th</sup> level – *dimensional anchor, resilient sphere (x2), shout, stone skin*; 5<sup>th</sup> level – *cloudkill, cone of cold (x2), dismissal*; 6<sup>th</sup> level – *disintegrate, greater dispel magic (x2), true seeing*; 7<sup>th</sup> level – *banishment, spell turning, summon monster VII*.

### Variant Rules

In order to represent his special training the guardian may choose the following options rather than the normal abilities available to a paladin or sorcerer.

- ✦ **Charm Of Protection (Sp):** Upon gaining 5<sup>th</sup> wizard level, the guardian can elect to take Charm Of Protection instead of the bonus feat normally gained at this level. Charm of protection allows the character to combine his divine grace and aura of courage.

This ward protects another creature – the guardian need only touch them and spend a move action transferring his grace to the target. The ward provides a sacred bonus to all saving throws equal to the guardian's Charisma modifier, plus an additional +4 bonus to the target's saves against fear effects. For as long as the target is protected in such a manner, the paladin does not benefit from divine grace or generate an aura of courage. The paladin may concentrate as a full-round action to cease the effect (regaining his usual abilities), no matter how far away the target is. Should the guardian die, the abilities conferred to the target also expire.

**Special:** The character must be at least a 3<sup>rd</sup> level paladin before selecting this variant.

- ✦ **Prayers Of Elven Magic (Su):** Upon gaining 10<sup>th</sup> wizard level, the guardian can elect to take Prayers Of Elven Magic instead of the bonus feat normally gained at this level) the guardian may sacrifice his wizard bonus feat for this ability. Prayers Of Elven Magic allows the character to add his Wisdom bonus to his Intelligence bonus when



Holly flinched as the sound of her room door swinging shut snapped through her body. ‘What?’

‘Miss looked a bit dazed there.’ Maggie’s footsteps shifted around behind Holly’s chair.

‘I was just thinking. Those elves, we do not see much of them. Are they so rare?’

‘Well, yes and no. Yes and no. Elves keep their secrets, when and as they can. A guardian might call himself a fighter, or a sun heart a wanderer. Who could know any better? Only another elf. And that one would keep the secret just as well.’

‘Why? Don’t they like us?’

‘It’s not a matter of like Miss. They like us just fine. But we live too short for them. By the time they get to know us, we go on. That’s a hard thing for anyone.’

determining the number of bonus spells per day the character receives.

**Special:** The character must be at least a 3<sup>rd</sup> level paladin before selecting this variant.

## MOON SINGER (BARD/ DRUID)

Stories speak of elven music so beautiful it can draw the moon down to dance. Mortals speak of how in tune elves are with nature, with the ebb and flow of the world. A few even whisper about the dangers of being ‘ensnared’ by elven charms, lost in a glamour almost as real as the true world.

Although all elves carry something of these mysteries, the moon singer dedicates his life to mastering them. He combines bardic and druidic training to master the primal arts of illusion. The songs he sings and the spells he weaves draw on the fundamental acts of primal creation rather than the chained magic created by mortal will. Bypassing even the gods, a moon singer speaks directly to the world in its own language. The world responds in kind, giving the elf what he most needs, even if it is not what he wants.

Moon singers combine bard saving throws and skills with the wide variety of magical talents possessed by druids. They have very strong saving throws for a spellcaster, coupled with solid combat skills. The druidic side of their training provides them with a selection of spells that strongly augment their more subtle bardic training. The character generally trades off advancing in the bard and druid classes, alternating between them to maximise both available spell levels and abilities.

## Strengths

A moon singer gains a number of advantages from mixing the bard and druid classes, including:

- ✦ **Animal Allies:** With both the animal companion feature and the ability to cast *summon nature’s ally* spells spontaneously, the moon singer never lacks for an ally to flank his enemies, whittle down a target’s hit points or simply provide him with aid another bonuses.
- ✦ **Divine Spellcasting:** Divine magic suffers no penalties from armour so at least part of the character’s spell selection can be cast in medium or heavy armour. These spells include several useful enhancement spells that were previously on the bard spell list.
- ✦ **Hit Die:** The druid’s d8 Hit Die is higher than the bard’s base d6. This gives the character slightly more durability than the average bard.
- ✦ **Saving Throws:** Bards have favourable progression in both Reflex and Will saves. Druids have favourable progression in Fortitude and Will. This gives the character a significant advantage by allowing him to have strong saves in all three categories.
- ✦ **Skills:** The bard gains a wide range of skills and 6 skill points per level. He can also use the bardic knowledge ability to simulate Knowledge (local), Knowledge (history) and Knowledge (nobility and royalty). As a druid he gets access to a related skill list that has several useful skills not present on the bard list (i.e. Heal, Spot and Survival).
- ✦ **Wild Shape:** The ability to transform into animals is as useful as the character wants to make it; mostly used to scout or track down a target, some forms may be useful in certain combat conditions.





## Weaknesses

The moon singer dilutes his spellcasting and magic abilities severely by mixing levels, adding the following weaknesses:

- ✦ **Base Attack Bonus:** The combination of two similar, staggered progressions makes for some long ‘down time’ in terms of gaining combat ability. Although the character ends up being just slightly weaker than a standard bard or druid, he suffers long periods of having relatively a low base attack bonus throughout his career.

## The Moon Singer (Bard/Druid)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 <sup>st</sup>	Brd 1	+0	+0	+2	+2	Bardic knowledge, bardic music, countersong, inspire courage +1, (character feat)
2 <sup>nd</sup>	Drd 1	+0	+2	+2	+4	Animal companion, nature sense, wild empathy
3 <sup>rd</sup>	Brd 2	+1	+2	+3	+5	(character feat)
4 <sup>th</sup>	Drd 2	+2	+3	+3	+6	Woodland stride, (ability increase)
5 <sup>th</sup>	Drd 3	+3	+3	+4	+6	Trackless step
6 <sup>th</sup>	Brd 3	+4	+4	+4	+6	Inspire confidence, (character feat)
7 <sup>th</sup>	Brd 4	+5	+4	+5	+7	
8 <sup>th</sup>	Drd 4	+6/+1	+5	+5	+8	Resist nature’s lure, (ability increase)
9 <sup>th</sup>	Drd 5	+6/+1	+5	+5	+8	Wild shape (1/day), (character feat)
10 <sup>th</sup>	Brd 5	+6/+1	+5	+5	+8	
11 <sup>th</sup>	Brd 6	+7/+2	+6	+6	+9	Suggestion
12 <sup>th</sup>	Drd 6	+8/+3	+7	+7	+10	Wild shape (2/day), (character feat), (ability increase)
13 <sup>th</sup>	Drd 7	+9/+4	+7	+7	+10	Wild shape (3/day)
14 <sup>th</sup>	Brd 7	+10/+5	+7	+7	+10	
15 <sup>th</sup>	Drd 8	+11/+6/+1	+8	+7	+11	Wild shape (Large), (character feat)
16 <sup>th</sup>	Brd 8	+12/+7/+2	+8	+8	+12	Inspire courage +2, (ability increase)
17 <sup>th</sup>	Drd 9	+12/+7/+2	+8	+9	+12	Venom immunity
18 <sup>th</sup>	Brd 9	+12/+7/+2	+9	+9	+12	Inspire greatness, (character feat)
19 <sup>th</sup>	Drd 10	+13/+8/+3	+10	+9	+13	Wild shape (4/day)
20 <sup>th</sup>	Brd 10	+14/+9/+4	+10	+10	+14	(ability increase)



‘Was that what I heard? A moon singer?’

‘Miss! They are not ‘whats’, but hims and hers and the like.’

An errant draft cooled the water on Holly’s skin. ‘Was it?’

‘Could have been, Miss. Some say moon singers walk all the forests of the world. Some say they look for the First Tree. Some say they walk before those of noble blood, when the mood takes them.’

Holly twisted around in her seat, her water-heavy hair throwing droplets in every direction. ‘What do you say Maggie?’

‘I say it isn’t wise to say you know too much about what your elder’s think. And they’re certainly our elders, Miss’



- ✦ **Abilities:** Bards and druids use different base ability scores for spell casting. In order to take full advantage of the spells available the character must have at least Charisma 14 and Wisdom 15 by 20<sup>th</sup> level.
- ✦ **Armour Restrictions:** The druid class prevents the character from wearing any sort of metal armour, which limits his options severely, although any wooden armour treated with *ironwood* magic will do just fine.

### Recommended Options

As the character combines bard and druid levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ✦ The moon singer soon qualifies for the mystic theurge prestige class (see *Core Rulebook II*). If the Player wishes to pursue mastery of both the bard and druid spell lists he may wish to ask his Games Master if the class is available in his world.

- ✦ The moon singer has access to all the 2<sup>nd</sup> level physical enhancement spells (*bear's endurance*, *bull's strength* and *cat's grace*), so he can support his otherwise substandard melee abilities.
- ✦ Silent Spell will help the moon singer to cast divine spells while maintaining bardic music abilities. The Extend Spell feat is also useful for increasing the time that enhancement spells will last.
- ✦ The moon singer should decide early on whether he wishes to primarily play a supporting role or take on the role of a powerful offensive force. The bardic side of the character's training emphasises a support roll, with spells that allow the character to take control of a social or interpersonal situation. The druidic side of the character's training is more flexible due to the open nature of the druid's spell lists.
- ✦ The Player could ask the Games Master for permission to acquire monster feats that would affect his animal forms' performance, such as Fly-By Attack for winged animals or Multiattack for creatures with

### Moon Singer Spells (Bard)

Level	Caster Level	Spells per Day					Spells Known				
		0	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	0	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>
1 <sup>st</sup>	1 <sup>st</sup>	2	—	—	—	—	4	—	—	—	—
2 <sup>nd</sup>	1 <sup>st</sup>	2	—	—	—	—	4	—	—	—	—
3 <sup>rd</sup>	2 <sup>nd</sup>	3	0	—	—	—	5	2	—	—	—
4 <sup>th</sup>	2 <sup>nd</sup>	3	0	—	—	—	5	2	—	—	—
5 <sup>th</sup>	2 <sup>nd</sup>	3	0	—	—	—	5	2	—	—	—
6 <sup>th</sup>	3 <sup>rd</sup>	3	1	—	—	—	6	3	—	—	—
7 <sup>th</sup>	4 <sup>th</sup>	3	2	0	—	—	6	3	2	—	—
8 <sup>th</sup>	4 <sup>th</sup>	3	2	0	—	—	6	3	2	—	—
9 <sup>th</sup>	4 <sup>th</sup>	3	2	0	—	—	6	3	2	—	—
10 <sup>th</sup>	5 <sup>th</sup>	3	3	1	—	—	6	4	3	—	—
11 <sup>th</sup>	6 <sup>th</sup>	3	3	2	—	—	6	4	3	—	—
12 <sup>th</sup>	6 <sup>th</sup>	3	3	2	—	—	6	4	3	—	—
13 <sup>th</sup>	6 <sup>th</sup>	3	3	2	—	—	6	4	3	—	—
14 <sup>th</sup>	7 <sup>th</sup>	3	3	2	0	—	6	4	4	2	—
15 <sup>th</sup>	7 <sup>th</sup>	3	3	2	0	—	6	4	4	2	—
16 <sup>th</sup>	8 <sup>th</sup>	3	3	3	1	—	6	4	4	3	—
17 <sup>th</sup>	8 <sup>th</sup>	3	3	3	1	—	6	4	4	3	—
18 <sup>th</sup>	9 <sup>th</sup>	3	3	3	2	—	6	4	4	3	—
19 <sup>th</sup>	9 <sup>th</sup>	3	3	3	2	—	6	4	4	3	—
20 <sup>th</sup>	10 <sup>th</sup>	3	3	3	2	0	6	4	4	4	2

The bard spell column lists spells known/per day.

three or more natural attacks. Such feats would only be in effect when the character is in a *wild shape*.

- ✦ The *magic fang* spell affects the character's own natural attacks while in *wild shape*; combined with feats such as Power Attack, they can be made even stronger.

- ✦ If the character expects to do a lot of combat in a *wild shape* he should devote a few feats towards enhancing his natural weapon attacks.

- ✦ With an above-average Wisdom score, the moon singer should invest in Sense Motive, Spot, Listen or Survival, in order to milk the most out of his natural advantages.

- ✦ Recommended prepared spells (for a 10<sup>th</sup> level druid): 0 level – *cure minor wounds*, *guidance*, *know direction*, *light*, *read magic*, *resistance*, *virtue*; 1<sup>st</sup>

**Moon Singer Spells (Druid)**

Level	Caster Level	Spells per Day					
		0	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>
1 <sup>st</sup>	—	—	—	—	—	—	—
2 <sup>nd</sup>	1 <sup>st</sup>	3	1	—	—	—	—
3 <sup>rd</sup>	1 <sup>st</sup>	3	1	—	—	—	—
4 <sup>th</sup>	2 <sup>nd</sup>	4	2	—	—	—	—
5 <sup>th</sup>	3 <sup>rd</sup>	4	2	1	—	—	—
6 <sup>th</sup>	3 <sup>rd</sup>	4	2	1	—	—	—
7 <sup>th</sup>	3 <sup>rd</sup>	4	2	1	—	—	—
8 <sup>th</sup>	4 <sup>th</sup>	5	3	2	—	—	—
9 <sup>th</sup>	5 <sup>th</sup>	5	3	2	1	—	—
10 <sup>th</sup>	5 <sup>th</sup>	5	3	2	1	—	—
11 <sup>th</sup>	5 <sup>th</sup>	5	3	2	1	—	—
12 <sup>th</sup>	6 <sup>th</sup>	5	3	3	2	—	—
13 <sup>th</sup>	7 <sup>th</sup>	6	4	3	2	1	—
14 <sup>th</sup>	7 <sup>th</sup>	6	4	3	2	1	—
15 <sup>th</sup>	8 <sup>th</sup>	6	4	3	3	2	—
16 <sup>th</sup>	8 <sup>th</sup>	6	4	3	3	2	—
17 <sup>th</sup>	9 <sup>th</sup>	6	4	4	3	2	1
18 <sup>th</sup>	9 <sup>th</sup>	6	4	4	3	2	1
19 <sup>th</sup>	10 <sup>th</sup>	6	4	4	3	3	2
20 <sup>th</sup>	10 <sup>th</sup>	6	4	4	3	3	2

level – *cure light wounds, endure elements, magic fang, produce flame, shillelagh*; 2<sup>nd</sup> level – *barkskin, bear's endurance, bull's strength, cat's grace, flame blade, resist energy*; 3<sup>rd</sup> level – *call lightning, cure moderate wounds, greater magic fang, poison, protection from energy, wind wall*; 4<sup>th</sup> level – *cure serious wounds, flame strike, freedom of movement, ice storm*; 5<sup>th</sup> level – *baleful polymorph, call lightning storm, cure critical wounds, stonewall*.

✦ Recommended known spells (for a 10<sup>th</sup> level bard): 0 level – *daze, detect magic, flare, lullaby, mage hand, read magic*; 1<sup>st</sup> level – *cure light wounds, identify, lesser confusion, silent image*; 2<sup>nd</sup> level – *cure moderate wounds, mirror image, rage, silence*; 3<sup>rd</sup> level – *confusion, good hope, lesser geas, see invisibility*; 4<sup>th</sup> level – *break enchantment, cure critical wounds, shadow conjuration*.

**Variant Rules**

In order to represent his special training the moon singer may choose the following options rather than the normal abilities available to a bard or druid.

✦ **Glamour Casting (Sp):** Upon gaining 3<sup>rd</sup> bard level, the moon singer can elect to take Glamour Casting instead of the inspire confidence class feature. The moon singer has chosen to learn how to sing the songs of glamour rather than inspirational tunes. This gives him the ability to spontaneously apply any Metamagic feat he knows to a spell he knows or has prepared. The moon singer expends a daily use of his bardic music ability when casting a spell he wishes to enhance. Metamagic feats applied using the glamour casting ability do not increase the casting level of the spell – instead, they add a number of rounds to the casting time equal to the number of spell levels usually required to gain the metamagic effect. Glamour Casting cannot be used to apply the Silent Spell feat. This ability takes the place of the inspire confidence bard class ability.

✦ **Ancient Lore (Ex):** Upon gaining 4<sup>th</sup> druid level, the moon singer can elect to take Ancient Lore instead of the resist nature's lure class feature. Rather than solely studying the ways of nature he continues his training in the history and legends of men. He may add his druid level as well as his bard level to bardic knowledge checks.

✦ **Trumpet's Call (Ex):** Upon gaining 9<sup>th</sup> druid level, the moon singer can elect to take Trumpet's Call instead of the venom immunity



class feature. The moon singer may choose to use his knowledge of nature to augment his summoning rather than develop immunities to natural poisons. He may spontaneously cast *summon nature's ally* using bard spells rather than druid spells if he wishes to do so.

## SENTINEL (RANGER/ DIVINER)

In the dark places where mortals fear to tread elves take up bow and blade to defend the land. Although they fight with all of the grace and cunning they possess, the simple skills of mastering mundane weapons often do not give them enough power to hold back the night. So many elves turn to the lore of their people, to magic, for protection and salvation.

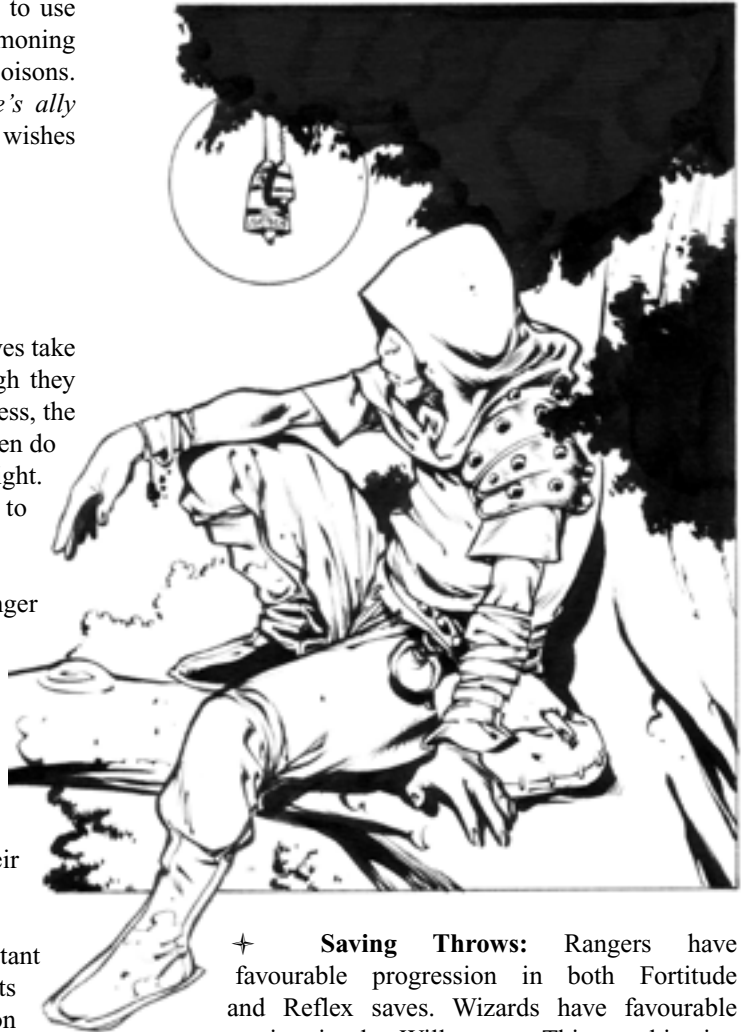
One example of this trend is the sentinel, a ranger who studies the arts of divination so that he can better hunt down his foes. His spells ferret out enemies who would go otherwise undetected. Many also develop remarkable abilities almost akin to those possessed by nature spirits, seeming to bond with the land under their protection. Others range far beyond the elven forests, drawn out by secrets revealed through their art.

Sentinels are rangers first and diviners a distant second. They train fairly heavily in combat arts rather than trying to balance the progression between their wizard and ranger paths. A skilled sentinel uses his spells sparingly but will probably have a number of minor magical items on hand at any given moment.

### Strengths

A sentinel gains respectable combat abilities and decent spell casting talents throughout his career. This gives him the following strengths:

- ✦ **Familiar and Companion:** The sentinel gains both an animal companion and a standard wizard familiar. Both of these creatures can help the character by scouting for him or by assisting him during a fight.
- ✦ **Divination Specialist:** The sentinel gains bonus spells per day thanks to his specialisation in the Divination school. Even the prohibitions incurred by his specialisation are minimised, as he need only select a single prohibited school.



✦ **Saving Throws:** Rangers have favourable progression in both Fortitude and Reflex saves. Wizards have favourable progression in the Will save. This combination gives the character solid saving throws in all three categories.

- ✦ **Skills:** Rangers gain six skill points per level rather than the wizard's measly two. The two have radically different skill lists as well, allowing the character to possess a wide array of talents. A sentinel will also have a high Intelligence, insuring that he gets bonus skill points every level – this is a particularly valuable asset as elves will not benefit from the bonus skill points that humans enjoy.

### Weaknesses

The sentinel dilutes his combat ability by taking up wizard levels, adding the following weaknesses:

- ✦ **Abilities:** A ranger/wizard needs high scores in every ability score. He needs Strength, Dexterity and Constitution for combat prowess, Intelligence and Wisdom for skills and spells and Charisma for his wild empathy class ability. The Player will have

to carefully allocate his character's ability scores to create a decent balance, but one or more areas will have to suffer.

to fight toe-to-toe with some of the more powerful creatures in the world.

- ✦ **Arcane Spellcasting:** Unlike many of the options listed here, a sentinel relies solely on arcane magic. This means that he should avoid armour unless absolutely forced into it. However, this fits roughly within the limitations placed on the ranger's combat style class feature.
- ✦ **Base Attack Bonus:** The character's base attack bonus will be lower than that of a non-multiclassed ranger. Wizards are not well known for their swordsmanship.
- ✦ **Hit Dice:** Rangers are already fragile for frontline fighters, relying on a d8 to generate their hit points. Adding wizard levels pushes them down into the rogue hit point range, making it difficult for them

## Recommended Options

As the character combines ranger and wizard levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ✦ The sentinel is a wizard specialising in the Divination school. This means that he must select one school of magic from which he will never be able to cast spells. The least useful school to sentinels is Necromancy, although Conjunction is another occasionally viable choice.
- ✦ The sentinel can qualify for the arcane archer prestige class from 7<sup>th</sup> level (or 8<sup>th</sup> level if using the route mapped out in the tables given). The Player should ask if the Games Master wishes to include this prestige class from *Core Rulebook II* in his game world.

## The Sentinel (Ranger/Diviner)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 <sup>st</sup>	Rgr 1	+1	+2	+2	+0	1 <sup>st</sup> favoured enemy, Track, wild empathy, (character feat)
2 <sup>nd</sup>	Rgr 2	+2	+3	+3	+0	Combat style
3 <sup>rd</sup>	Rgr 3	+3	+3	+3	+1	Endurance, (character feat)
4 <sup>th</sup>	Wiz 1	+3	+3	+3	+3	Scribe Scroll, summon familiar, (ability increase)
5 <sup>th</sup>	Wiz 2	+4	+3	+3	+4	
6 <sup>th</sup>	Wiz 3	+4	+4	+4	+4	(character feat)
7 <sup>th</sup>	Rgr 4	+5	+5	+5	+4	Animal companion, ranger spells
8 <sup>th</sup>	Rgr 5	+6/+1	+5	+5	+4	2 <sup>nd</sup> favoured enemy, (ability increase)
9 <sup>th</sup>	Rgr 6	+7/+2	+6	+6	+5	Improved combat style, (character feat)
10 <sup>th</sup>	Wiz 4	+8/+3	+6	+6	+6	
11 <sup>th</sup>	Wiz 5	+8/+3	+6	+6	+6	Bonus Feat
12 <sup>th</sup>	Rgr 7	+9/+4	+6	+6	+6	Woodland stride, (character feat), (ability increase)
13 <sup>th</sup>	Rgr 8	+10/+5	+7	+7	+6	Swift tracker
14 <sup>th</sup>	Rgr 9	+11/+6/+1	+7	+7	+7	Evasion
15 <sup>th</sup>	Rgr 10	+12/+7/+2	+8	+8	+7	3 <sup>rd</sup> favoured enemy, (character feat)
16 <sup>th</sup>	Rgr 11	+13/+8/+3	+8	+8	+7	Combat style mastery, (ability increase)
17 <sup>th</sup>	Wiz 6	+14/+9/+4	+9	+9	+8	
18 <sup>th</sup>	Wiz 7	+14/+9/+4	+9	+9	+8	(character feat)
19 <sup>th</sup>	Rgr 12	+15/+10/+5	+10	+10	+9	
20 <sup>th</sup>	Rgr 13	+16/+11/+6/+1	+10	+10	+9	Camouflage, (ability increase)





**Sentinel Spells (Ranger)**

Level	Caster Level	Spells per Day		
		1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>
1 <sup>st</sup>	—	—	—	—
2 <sup>nd</sup>	—	—	—	—
3 <sup>rd</sup>	—	—	—	—
4 <sup>th</sup>	—	—	—	—
5 <sup>th</sup>	—	—	—	—
6 <sup>th</sup>	—	—	—	—
7 <sup>th</sup>	2 <sup>nd</sup>	0	—	—
8 <sup>th</sup>	2 <sup>nd</sup>	0	—	—
9 <sup>th</sup>	3 <sup>rd</sup>	1	—	—
10 <sup>th</sup>	3 <sup>rd</sup>	1	—	—
11 <sup>th</sup>	3 <sup>rd</sup>	1	—	—
12 <sup>th</sup>	3 <sup>rd</sup>	1	—	—
13 <sup>th</sup>	4 <sup>th</sup>	1	0	—
14 <sup>th</sup>	4 <sup>th</sup>	1	0	—
15 <sup>th</sup>	5 <sup>th</sup>	1	1	—
16 <sup>th</sup>	5 <sup>th</sup>	1	1	0
17 <sup>th</sup>	5 <sup>th</sup>	1	1	0
18 <sup>th</sup>	5 <sup>th</sup>	1	1	0
19 <sup>th</sup>	6 <sup>th</sup>	1	1	1
20 <sup>th</sup>	6 <sup>th</sup>	1	1	1

**Sentinel Spells (Diviner)**

Level	Caster Level	Spells per Day				
		0	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>
1 <sup>st</sup>	—	—	—	—	—	—
2 <sup>nd</sup>	—	—	—	—	—	—
3 <sup>rd</sup>	—	—	—	—	—	—
4 <sup>th</sup>	1 <sup>st</sup>	3+1	1+1	—	—	—
5 <sup>th</sup>	2 <sup>nd</sup>	4+1	2+1	—	—	—
6 <sup>th</sup>	3 <sup>rd</sup>	4+1	2+1	1+1	—	—
7 <sup>th</sup>	3 <sup>rd</sup>	4+1	2+1	1+1	—	—
8 <sup>th</sup>	3 <sup>rd</sup>	4+1	2+1	1+1	—	—
9 <sup>th</sup>	3 <sup>rd</sup>	4+1	2+1	1+1	—	—
10 <sup>th</sup>	4 <sup>th</sup>	4+1	3+1	2+1	—	—
11 <sup>th</sup>	5 <sup>th</sup>	4+1	3+1	2+1	1+1	—
12 <sup>th</sup>	5 <sup>th</sup>	4+1	3+1	2+1	1+1	—
13 <sup>th</sup>	5 <sup>th</sup>	4+1	3+1	2+1	1+1	—
14 <sup>th</sup>	5 <sup>th</sup>	4+1	3+1	2+1	1+1	—
15 <sup>th</sup>	5 <sup>th</sup>	4+1	3+1	2+1	1+1	—
16 <sup>th</sup>	5 <sup>th</sup>	4+1	3+1	2+1	1+1	—
17 <sup>th</sup>	6 <sup>th</sup>	4+1	3+1	3+1	2+1	—
18 <sup>th</sup>	7 <sup>th</sup>	4+1	4+1	3+1	2+1	1+1
19 <sup>th</sup>	7 <sup>th</sup>	4+1	4+1	3+1	2+1	1+1
20 <sup>th</sup>	7 <sup>th</sup>	4+1	4+1	3+1	2+1	1+1

- ✦ A sentinel is not well suited for the rigours of front line combat. They should select feats like Point Blank Shot and Precise Shot that will allow them to use their superior Dexterity to full advantage. He should also select the ranged combat style as part of his ranger class abilities.
- ✦ Much like a single class ranger, a sentinel needs to spend considerable time selecting his favoured enemies. Elementals, giants, monstrous humanoids, outsiders (evil) and undead all make excellent choices. Undead in particular may be a good choice if the character gives up the Necromancy school, as he will not have access to spells that directly affect undead.
- ✦ If the character has an animal companion he should strongly consider either a horse or a wolf. The horse can provide the character with additional mobility, while the wolf is an excellent tracker and combatant.

- ✦ At some point early on (either at or right after 3<sup>rd</sup> level) the character should select the Craft Wondrous Item feat. This will allow him to create a wide variety of useful magical items to supplement his magical skills. Brew Potions may also be useful but the character should not get more than one Item Creation Feat.
- ✦ Recommended prepared spells (for a 7<sup>th</sup> level wizard): 0 level – *mage hand, mending, message, prestidigitation, read magic*; 1<sup>st</sup> level – *disguise self, mage armour, true strike (x2)*; 2<sup>nd</sup> level – *cat's grace, detect thoughts, fog cloud, see invisible*; 3<sup>rd</sup> level – *arcane sight, flame arrow, heroism*; 4<sup>th</sup> level – *greater invisibility, scrying*.
- ✦ Recommended prepared spells (for a 13<sup>th</sup> level ranger): 1<sup>st</sup> level – *jump*; 2<sup>nd</sup> level – *spike growth*; 3<sup>rd</sup> level – *cure moderate wounds*.

## Variant Rules

In order to represent his special training, the sentinel may choose the following options rather than the normal abilities available to a ranger or wizard. In cases where two abilities appear at the same level, the character may only select one of the presented options.

- ✦ **Bonded Heart (Ex):** Upon gaining 4<sup>th</sup> ranger level, the sentinel can elect to take Bonded Heart instead of the animal companion class feature normally gained at this level. Bonded Heart allows the character to use his character level rather than his wizard level when determining the abilities of his familiar.
- ✦ **Heart Seeker Style (Ex):** Upon gaining 6<sup>th</sup> ranger level, the sentinel can elect to take Heart Seeker Style instead of the improved combat style class feature normally gained at this level. The Heart Seeker Style allows the character to maximise a single ranged attack. This ranged attack takes a full-round action and the target must be within one range increment. If the attack hits, it automatically inflicts maximum damage rather than making a damage roll. This modifier applies to normal and critical damage but not to additional damage dice generated by magical effects or sneak attack bonuses. The character will advance normally in his originally chosen combat style once he reaches 11<sup>th</sup> ranger level and the Heart Seeker Style may only be used when the elf is wearing light or no armour.
- ✦ **Treasures Of The Earth (Su):** Upon gaining 5<sup>th</sup> wizard level, the sentinel can elect to take Treasures Of The Earth instead of the bonus feat normally gained at this level. The character may create minor wondrous items (any item from the minor item's list in *Core Rulebook II*) without spending gold. He uses natural materials and items fashioned by nature as his raw materials for such things. The character must still pay the XP cost and the item takes 1 day to make per 500 gp in its price – this extra time includes the time necessary to both find and work the natural ingredients.
 

**Special:** The character must be at least a 3<sup>rd</sup> level ranger before selecting this variant and must possess the Craft Wondrous Item feat.

## SHADOW WEAVER (ILLUSIONIST/ROGUE)

Not all elves sing to the stars or take up bright blades against the darkness. For every bold hero of the elven race there is another who stands in the shadows. For every great singer or mighty wizard there is an elf that delights in deception and illusion for their own sakes.

These elves use magic as just one tool in their kit, just another way to weave ever more complex illusions in the minds of those they encounter.

Shadow weavers engage in all of the trickery that one associates with the fey folk. They laugh as they tie other people's lives into knots. They steal, run confidence games and liberate people of their morals without a second thought. For all of that they are usually not malicious or evil, just chaotic to an extreme and gifted with more power than good sense.

Shadow weavers focus on either the rogue or wizard part of their training in fits and starts. By pursuing an unbalanced progression they get access to a wide variety of abilities early on then develop solid skills early. In the end they have balanced wizard and rogue skills, giving them amazing flexibility.

### Strengths

A shadow weaver gains a number of abilities in exchange for his lack of specialised knowledge. These include:

- ✦ **Armour Matching:** Rogues generally avoid anything other than the lightest of armours. Wizards avoid armour entirely if they do not want to suffer spell failure penalties. A shadow weaver therefore suffers little conflict between the two, unlike a fighter/wizard or paladin/abjurer.
- ✦ **Familiar:** A cat or toad familiar provides a shadow weaver with highly useful bonuses. A snake or raven could also prove to be highly useful to a shadow weaver who relies on trickery rather than stealth. In any case, the familiar provides the character with an absolutely trustworthy ally in his dealings.
- ✦ **Illusion Specialist:** The shadow weaver gains bonus spells per day thanks to his specialisation in the Illusion school. Also, given the flexibility of the rogue class, his prohibited schools may well be partially compensated by clever use of rogue skills and abilities.
- ✦ **Saving Throws:** Rogues progress favourably in Reflex saving throws. Wizards progress favourably in Will saving throws. Between the two the shadow weaver develops good reflexes and a strong sense of self. He remains very vulnerable to disease and poisons.
- ✦ **Skills:** Rogues, with eight skill points per level and a vast skill list, are the undoubted masters of d20 skill selection. This offsets the limited skills and two



skill points per level available to wizards. Since the character will need at least a 15 Intelligence to use all of his potential spells, he may well start out with 40 or more skill points.

- ✦ **Sneak Attack:** The rogue's sneak attack class feature gives a carefully played shadow weaver considerable damage potential. He can either flank opponents or use magic to cause targets to become flat-footed at range.

### Weaknesses

The shadow weaver's focus on both magic and stealth reduces some of his abilities. This concentration gives the character the following weaknesses:

- ✦ **Base Attack Bonus:** Neither rogues or wizards are well known for their skills with bow and blade. The character is somewhat more skilled in combat than the average wizard, but less skilled than a specialised rogue. The character will therefore be a decent

secondary combatant, but is advised to leave the heavy fighting to the fighters and barbarians.

- ✦ **Forbidden Schools:** As a specialist in the school of Illusion, the shadow weaver must select two other schools of magic to ignore. Evocation presents an obvious first choice but the second poses a problem. Whatever choice he makes the elf will have to give up a handful of useful spells.

### Recommended Options

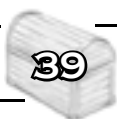
As the character combines rogue and wizard levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ✦ A shadow weaver should focus his strongest attributes into Dexterity and Intelligence. This gives the character the maximum number of skill points, bonus spells and skill bonuses in his key skills.

### The Shadow Weaver (Illusionist /Rogue)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 <sup>st</sup>	Rog 1	+0	+0	+2	+0	Sneak attack (1d6), trapfinding, (character feat)
2 <sup>nd</sup>	Wiz 1	+0	+0	+2	+2	Scribe Scroll, summon familiar
3 <sup>rd</sup>	Rog 2	+1	+0	+3	+2	Evasion, (character feat)
4 <sup>th</sup>	Rog 3	+2	+1	+3	+3	Sneak attack, trap sense +1, (ability increase)
5 <sup>th</sup>	Rog 4	+3	+1	+4	+3	Uncanny dodge
6 <sup>th</sup>	Wiz 2	+4	+1	+4	+4	(character feat)
7 <sup>th</sup>	Wiz 3	+4	+2	+5	+4	
8 <sup>th</sup>	Wiz 4	+5	+2	+5	+5	(ability increase)
9 <sup>th</sup>	Wiz 5	+5	+2	+5	+5	Bonus feat, (character feat)
10 <sup>th</sup>	Rog 5	+5	+2	+5	+5	Sneak attack (3d6)
11 <sup>th</sup>	Wiz 6	+6/+1	+3	+6	+6	
12 <sup>th</sup>	Wiz 7	+6/+1	+3	+6	+6	(character feat), (ability increase)
13 <sup>th</sup>	Rog 6	+7/+2	+4	+7	+7	Trap sense +2
14 <sup>th</sup>	Rog 7	+8/+3	+4	+7	+7	Sneak attack (4d6)
15 <sup>th</sup>	Rog 8	+9/+4	+4	+8	+7	Improved uncanny dodge, (character feat)
16 <sup>th</sup>	Rog 9	+9/+4	+5	+8	+8	Sneak attack (+5d6), (ability increase)
17 <sup>th</sup>	Wiz 8	+10/+5	+5	+8	+9	
18 <sup>th</sup>	Wiz 9	+10/+5	+6	+9	+9	(character feat)
19 <sup>th</sup>	Wiz 10	+11/+6/+1	+6	+9	+10	Bonus feat
20 <sup>th</sup>	Rog 10	+12/+7/+2	+6	+10	+10	Special ability, (ability increase)





- ✦ Giving up Evocation hurts the shadow weaver's offensive potential, forcing him to rely on less direct means to deal with his targets. At early levels he should make good use of *acid arrow*, *colour spray* and *hypnotic pattern* to weigh the odds in his favour. Both *sleep* and *deep slumber* will also prove extraordinarily useful.
- ✦ Selecting a forbidden school presents the character with several problems. Probably the best choices are Evocation and Necromancy. Evocation spells just tempt the shadow weaver to engage in open combat while Necromancy contains only a handful of useful spells.
- ✦ With a high Dexterity and the ability to use a longbow, the character should consider the Point Blank Shot, Precise Shot and Rapid Shot feats. This will allow the character to contribute in fights without exposing himself to melee combat.
- ✦ A full array of defensive spells (particularly *mage armour* and *protection from arrows*) will allow the character to avoid wearing armour which would penalise both his rogue and wizard abilities.

- ✦ Great Fortitude would bolster the character's weak Fortitude saving throw, but this would only really be effective at lower levels.
- ✦ Recommended prepared spells (for a 10<sup>th</sup> level wizard):  
 0 level – *detect poison*, *detect magic*, *mage hand*, *read magic*; 1<sup>st</sup> level – *disguise self*, *mage armour*, *obscuring mist*, *reduce person*, *ventriloquism*; 2<sup>nd</sup> level – *acid arrow*, *invisibility*, *knock*, *resist energy*, *spider climb*; 3<sup>rd</sup> level – *deep slumber*, *dispel magic*, *major image*, *nondetection*; 4<sup>th</sup> level – *arcane eye*, *greater invisibility*, *polymorph*, *stone shape*; 5<sup>th</sup> level – *persistent image*, *shadow evocation*, *telekinesis*.

### Variant Rules

In order to represent his special training the shadow weaver may choose the following options rather than the normal abilities available to a wizard or rogue.

- ✦ **Knight Of Shadows (Su):** Upon gaining 4<sup>th</sup> rogue level, the shadow weaver can elect to take Knight Of Shadows instead of the uncanny dodge class feature. The character gains a +2 luck bonus to his Armour Class and his Move Silently and Hide skill checks in shadowy or dark conditions. This variant also changes the improved uncanny dodge ability granted by the rogue class – when the elf reaches 8<sup>th</sup> rogue level, his bonus increases to +3 instead.
- ✦ **Shadow Weave (Su):** Upon gaining 5<sup>th</sup> wizard level, the shadow weaver can elect to take Shadow Weave instead of the bonus feat normally gained at this level. Shadow weave allows the character to spend additional time casting illusion spells to increase the DC to resist them. For every additional standard action the character spends casting an illusion spell, increase the spell's DC by +1. The maximum number of actions a character can spend shadow weaving equals his rogue class level.
- ✦ **Charms Of Shadow (Sp):** Upon gaining 10<sup>th</sup> wizard level, the shadow weaver can elect to take Charms Of Shadow instead of the bonus feat normally gained at this level. He may channel stored spell energy to cast the following spells spontaneously; 1<sup>st</sup> level – *disguise self*, 2<sup>nd</sup> level – *invisibility*, 3<sup>rd</sup> level – *nondetection*, 4<sup>th</sup> level – *greater invisibility*, 5<sup>th</sup> level – *seeming*. When he channels the spell energy, he may sacrifice any prepared spell of equal or greater level in order to cast the spontaneous spell instead. The character must have the spell in his spellbook in order to spontaneously cast it.

### Shadow Weaver Spells

Level	Caster Level	Spells per Day						
		0	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	
1 <sup>st</sup>	0	—	—	—	—	—	—	
2 <sup>nd</sup>	1 <sup>st</sup>	3+1	1+1	—	—	—	—	
3 <sup>rd</sup>	1 <sup>st</sup>	3+1	1+1	—	—	—	—	
4 <sup>th</sup>	1 <sup>st</sup>	3+1	1+1	—	—	—	—	
5 <sup>th</sup>	1 <sup>st</sup>	3+1	1+1	—	—	—	—	
6 <sup>th</sup>	2 <sup>nd</sup>	4+1	2+1	—	—	—	—	
7 <sup>th</sup>	3 <sup>rd</sup>	4+1	2+1	1+1	—	—	—	
8 <sup>th</sup>	4 <sup>th</sup>	4+1	3+1	2+1	—	—	—	
9 <sup>th</sup>	5 <sup>th</sup>	4+1	3+1	2+1	1+1	—	—	
10 <sup>th</sup>	5 <sup>th</sup>	4+1	3+1	2+1	1+1	—	—	
11 <sup>th</sup>	6 <sup>th</sup>	4+1	3+1	3+1	2+1	—	—	
12 <sup>th</sup>	7 <sup>th</sup>	4+1	3+1	3+1	2+1	1+1	—	
13 <sup>th</sup>	7 <sup>th</sup>	4+1	3+1	3+1	2+1	1+1	—	
14 <sup>th</sup>	7 <sup>th</sup>	4+1	3+1	3+1	2+1	1+1	—	
15 <sup>th</sup>	7 <sup>th</sup>	4+1	3+1	3+1	2+1	1+1	—	
16 <sup>th</sup>	7 <sup>th</sup>	4+1	3+1	3+1	2+1	1+1	—	
17 <sup>th</sup>	8 <sup>th</sup>	4+1	4+1	3+1	3+1	2+1	—	
18 <sup>th</sup>	9 <sup>th</sup>	4+1	4+1	4+1	3+1	2+1	1+1	
19 <sup>th</sup>	10 <sup>th</sup>	4+1	4+1	4+1	3+1	3+1	2+1	
20 <sup>th</sup>	10 <sup>th</sup>	4+1	4+1	4+1	3+1	3+1	2+1	



## SPIRIT WALKER (DRUID/ SORCERER)

Spirit walkers drink deep at the wellspring of creation. They strive to channel the raw power of the universe, regardless of the possible consequences. By doing so, they develop powers unusual even among the elves. On one hand they can call up the forces of nature at their whim; on the other they harness the native magic of their hearts to weave arcane spells.

As the spirit walker develops his skills, he begins a long journey that will eventually lead him to become a spirit in truth as well as desire. Each mystery he unlocks leads him further and further away from the mortal world. Eventually, this journey will take him far away from the fields that we know, perhaps forever.

Spirit walkers typically develop their druidic magic and sorcery in a leapfrog progression, focussing first on one then the other. This gives them rapid access to high level spells from both lists. Subtle spells are not usually a part of their training; spirit walkers deal with the raw forces of the universe, not gentle spells designed to deflect the mind.

### Strengths

A spirit walker gains a number of benefits from combining sorcerer and druid class abilities. These advantages include:

- ✦ **Animal Allies:** With both the animal companion feature and the ability to cast *summon nature's ally* spells spontaneously, the spirit walker never lacks for an ally to flank his enemies, whittle down a target's hit points quicker or simply provide him with aid another bonuses.
- ✦ **Base Attack Bonus:** The levels in druid help to make the character a more able combatant. However, the character will most likely spend the majority of his time in combat using the wild shape class ability.
- ✦ **Divine Spellcasting:** Divine magic suffers no penalties from armour, so the character can wear the heaviest natural suit he can afford, without it affecting his druidic magical ability.
- ✦ **Dual Allies:** The character gains both an animal companion and a sorcerer's familiar. An animal companion serves as a relatively durable combatant, while the familiar acts as an extension of the character's magical abilities. Both can be used for flanking or aid another actions.

- ✦ **Natural Attacks Proficiency:** The character becomes proficient with the natural attacks of the animal forms he can adopt – combined with his familiar and animal companion, this can make the spirit walker a formidable strike force in his own right.
- ✦ **Saving Throws:** Druids have favourable advancement in both Fortitude and Will saves. Sorcerers have favourable advancement in Will saves. This gives the character a remarkably strong Will bonus along with a decent Fortitude bonus.
- ✦ **Skills:** The druid gains a base four skill points per level, which is double that of a sorcerer. The two classes share key skills (Concentration and Spellcraft) so that a character can continue advancing in them both as he gains levels.
- ✦ **Wild Shape:** The ability to transform into animals is as useful as the character wants to make it; mostly used to scout or track down a target, some forms may be useful in certain combat conditions.

### Weaknesses

The spirit walker does not have the power associated with following a single magical path. This gives him the following weaknesses:

- ✦ **Abilities:** Spirit walkers rely heavily on both their Wisdom and Charisma scores. They need to have at least 15 in each to cast the highest level spells available to them. This may well inhibit their ability to increase their physical attributes and may also limit their access to skill points.
- ✦ **Armour Restrictions:** The druid class prevents the character from wearing any sort of metal armour, which limits his options severely, although any wooden armour treated with *ironwood* magic will do just fine. Sorcerer spells still suffer a chance of arcane spell failure, although the druid's limitations prohibit the armours that carry the largest penalties.
- ✦ **Hit Die:** The sorcerer's d4 Hit Die severely compromises the druids more robust d8. The character may be more magically powerful but he is also considerably more fragile. He should avoid front line combat whenever possible, or be certain to augment his combat abilities with a host of spells.
- ✦ **Saving Throws:** The character's powerful Will save does not help him dodge *fireballs*. This saving throw will always be a weak spot for the character, though



at lower levels it can be mitigated with the Lightning Reflexes feat.

### Recommended Options

As the character combines druid and sorcerer levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ✦ Whenever possible, select spells known from the sorcerer list that are either not present or not duplicated on the druid list. Druids have a wide selection of offensive spells, so the character can focus his sorcerer spells either on magic that he wants to have constant access to or to effects that will be useful in a wide variety of situations.
- ✦ Spirit walkers may take the mystic theurge prestige class at 12<sup>th</sup> level (see *Core Rulebook II*). If the Player wishes to pursue mastery of both the cleric and wizard spell lists he may wish to ask his Games Master if the class is available in his world.

- ✦ Concentration and Spellcraft both provide the character with a great deal of utility. In terms of feats the character should invest in Natural Spell at 9<sup>th</sup> level; this will allow the character to cast spells while in an alternate form.
- ✦ The Player could ask the Games Master for permission to acquire monster feats that would affect his animal forms' performance, such as Fly-By Attack for winged animals or Multiattack for creatures with three or more natural attacks. Such feats would only be in effect when the character is in a wild shape.
- ✦ The *magic fang* spell affects the character's own natural attacks while in wild shape; combined with feats such as Power Attack, they can be made even stronger.
- ✦ Endurance and Track complement the characters' ability to survive in the wilderness and to withstand certain extreme environments.

### The Spirit Walker (Druid/Sorcerer)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 <sup>st</sup>	Sor 1	+0	+0	+0	+2	Summon familiar, (character feat)
2 <sup>nd</sup>	Sor 2	+1	+0	+0	+3	
3 <sup>rd</sup>	Drd 1	+1	+2	+0	+5	Animal companion, nature sense, wild empathy, (character feat)
4 <sup>th</sup>	Drd 2	+2	+3	+0	+6	Woodland stride, (ability increase)
5 <sup>th</sup>	Drd 3	+3	+3	+1	+6	Trackless step
6 <sup>th</sup>	Sor 3	+3	+4	+2	+6	(character feat)
7 <sup>th</sup>	Sor 4	+4	+4	+2	+7	
8 <sup>th</sup>	Drd 4	+5	+5	+2	+8	Resist nature's lure, (ability increase)
9 <sup>th</sup>	Drd 5	+5	+5	+2	+8	Wild shape (1/day), (character feat)
10 <sup>th</sup>	Sor 5	+5	+5	+2	+8	
11 <sup>th</sup>	Sor 6	+6/+1	+6	+3	+9	
12 <sup>th</sup>	Drd 6	+7/+2	+7	+4	+10	Wild shape (2/day), (character feat), (ability increase)
13 <sup>th</sup>	Drd 7	+8/+3	+7	+4	+10	Wild shape (3/day)
14 <sup>th</sup>	Sor 7	+8/+3	+7	+4	+10	
15 <sup>th</sup>	Sor 8	+9/+4	+7	+4	+11	(character feat)
16 <sup>th</sup>	Drd 8	+10/+5	+8	+4	+12	Wild shape (large), (ability increase)
17 <sup>th</sup>	Drd 9	+10/+5	+8	+5	+12	Venom immunity
18 <sup>th</sup>	Sor 9	+10/+5	+9	+6	+12	(character feat)
19 <sup>th</sup>	Sor 10	+11/+6/+1	+9	+6	+13	
20 <sup>th</sup>	Drd 10	+12/+7/+2	+10	+6	+14	Wild shape (4/day), (ability increase)





- ✦ With an above average Wisdom, the spirit walker should invest in Listen, Sense Motive or Survival. He may also find a few levels of Bluff particularly useful.
- ✦ Recommended Known Spells (for a 10<sup>th</sup> level sorcerer): 0 level – *acid splash, arcane mark, detect magic, mage hand, message, prestidigitation, read magic, resistance*; 1<sup>st</sup> level – *chill touch, expeditious retreat, magic missile, shield, true strike*; 2<sup>nd</sup> level – *command undead, scorching ray, mirror image, protection from arrows*; 3<sup>rd</sup> level – *dispel magic, fireball, vampiric touch*; 4<sup>th</sup> level – *dimension door, lesser globe of invulnerability*; 5<sup>th</sup> level – *shadow evocation*.
- ✦ Recommended prepared spells (for a 10<sup>th</sup> level druid): 0 level – *cure minor wounds, guidance, know direction, light, read magic, resistance, virtue*; 1<sup>st</sup> level – *cure light wounds, endure elements, longstrider, magic fang, produce flame*; 2<sup>nd</sup> level – *barkskin, bear's endurance, bull's strength, cat's grace, flame blade, resist energy*; 3<sup>rd</sup> level – *call lightning, cure moderate wounds, greater magic fang, poison, protection from energy, wind wall*; 4<sup>th</sup> level – *cure serious wounds, flame strike, freedom of movement, ice storm*; 5<sup>th</sup> level – *baleful polymorph, call lightning storm, cure critical wounds, stoneskin*.

### Variant Rules

In order to represent his special training the spirit walker may choose the following options rather than the normal abilities available to a druid or sorcerer.

- ✦ **Spirit Sight (Sp):** Upon gaining 3<sup>rd</sup> druid level, the spirit walker can elect to take Spirit Sight instead of the trackless step class feature. Spirit Sight allows the character to *see invisible* as the spell, cast at his character level. This ability requires a full-round action to activate and a standard action every round to maintain.
- ✦ **Bridge Of Light (Su):** Upon gaining 3<sup>rd</sup> sorcerer level, the spirit walker can elect to take Bridge Of Light. This effectively sacrifices the druid's nature sense class feature, as the character loses his affinity with the natural world in favour of the spirit world. When the character casts a spell at an incorporeal creature he reduces his chance to miss the target by 25%.
- ✦ **Between Two Worlds (Su):** Upon gaining 8<sup>th</sup> druid level, the spirit walker can elect to take Between Two Worlds instead of the wild shape (Large) druid class feature. When the character transforms into a

wild shape he may add the incorporeal trait to the shape, regardless of whether or not the base creature possesses it. Note that if this variant is taken, then the spirit walker will gain wild shape (Large) instead of wild shape (Huge) at 15<sup>th</sup> druid level.

- ✦ **The Magical Beast (Su):** Upon gaining 9<sup>th</sup> character level, the spirit walker can elect to take The Magical Beast instead of the character feat normally gained at this level. When a character with The Magical Beast invokes wild shape, he may cast one spell from the following list as a free action (but may only cast it on himself); *bull's strength, cat's grace, chill touch, magic fang* or *spider climb*. The spell must be prepared or available to use from one of the character's spell lists and the spell slot is spent as normal when the spell is cast. However, the spell will last for as long as the spirit walker is in the wild shape (although in *chill touch's* case, it only grants a number of enhanced attacks per hour equal to the elf's sorcerer level).

**Special:** The character must be at least a 3<sup>rd</sup> level sorcerer and 5<sup>th</sup> level druid before selecting this variant.

### Spirit Walker Spells (Druid)

Level	Caster Level	Spells per Day					
		0	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>
1 <sup>st</sup>	—	—	—	—	—	—	—
2 <sup>nd</sup>	—	—	—	—	—	—	—
3 <sup>rd</sup>	1 <sup>st</sup>	3	1	—	—	—	—
4 <sup>th</sup>	2 <sup>nd</sup>	4	2	—	—	—	—
5 <sup>th</sup>	3 <sup>rd</sup>	4	2	1	—	—	—
6 <sup>th</sup>	3 <sup>rd</sup>	4	2	1	—	—	—
7 <sup>th</sup>	3 <sup>rd</sup>	4	2	1	—	—	—
8 <sup>th</sup>	4 <sup>th</sup>	5	3	2	—	—	—
9 <sup>th</sup>	5 <sup>th</sup>	5	3	2	1	—	—
10 <sup>th</sup>	5 <sup>th</sup>	5	3	2	1	—	—
11 <sup>th</sup>	5 <sup>th</sup>	5	3	2	1	—	—
12 <sup>th</sup>	6 <sup>th</sup>	5	3	2	2	—	—
13 <sup>th</sup>	7 <sup>th</sup>	6	4	3	2	1	—
14 <sup>th</sup>	7 <sup>th</sup>	6	4	3	2	1	—
15 <sup>th</sup>	7 <sup>th</sup>	6	4	3	2	1	—
16 <sup>th</sup>	8 <sup>th</sup>	6	4	3	3	2	—
17 <sup>th</sup>	9 <sup>th</sup>	6	4	4	3	2	1
18 <sup>th</sup>	9 <sup>th</sup>	6	4	4	3	2	1
19 <sup>th</sup>	9 <sup>th</sup>	6	4	4	3	2	1
20 <sup>th</sup>	10 <sup>th</sup>	6	4	4	3	3	2

**Spirit Walker Spells (Sorcerer)**

Level	Caster Level	Spells per Day						Spell Known					
		0	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	0	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>
1 <sup>st</sup>	1 <sup>st</sup>	5	3	—	—	—	—	4	2	—	—	—	—
2 <sup>nd</sup>	2 <sup>nd</sup>	6	4	—	—	—	—	5	2	—	—	—	—
3 <sup>rd</sup>	2 <sup>nd</sup>	6	4	—	—	—	—	5	2	—	—	—	—
4 <sup>th</sup>	2 <sup>nd</sup>	6	4	—	—	—	—	5	2	—	—	—	—
5 <sup>th</sup>	2 <sup>nd</sup>	6	4	—	—	—	—	5	2	—	—	—	—
6 <sup>th</sup>	3 <sup>rd</sup>	6	5	—	—	—	—	5	3	—	—	—	—
7 <sup>th</sup>	4 <sup>th</sup>	6	6	3	—	—	—	6	3	1	—	—	—
8 <sup>th</sup>	4 <sup>th</sup>	6	6	3	—	—	—	6	3	1	—	—	—
9 <sup>th</sup>	4 <sup>th</sup>	6	6	3	—	—	—	6	3	1	—	—	—
10 <sup>th</sup>	5 <sup>th</sup>	6	6	4	—	—	—	6	4	2	—	—	—
11 <sup>th</sup>	6 <sup>th</sup>	6	6	5	3	—	—	7	4	2	1	—	—
12 <sup>th</sup>	6 <sup>th</sup>	6	6	5	3	—	—	7	4	2	1	—	—
13 <sup>th</sup>	6 <sup>th</sup>	6	6	5	3	—	—	7	4	2	1	—	—
14 <sup>th</sup>	7 <sup>th</sup>	6	6	6	4	—	—	7	5	3	2	—	—
15 <sup>th</sup>	8 <sup>th</sup>	6	6	6	5	3	—	8	5	3	2	1	—
16 <sup>th</sup>	8 <sup>th</sup>	6	6	6	5	3	—	8	5	3	2	1	—
17 <sup>th</sup>	8 <sup>th</sup>	6	6	6	5	3	—	8	5	3	2	1	—
18 <sup>th</sup>	9 <sup>th</sup>	6	6	6	6	4	—	8	5	4	3	2	—
19 <sup>th</sup>	10 <sup>th</sup>	6	6	6	6	5	3	9	5	4	3	2	1
20 <sup>th</sup>	10 <sup>th</sup>	6	6	6	6	5	3	9	5	4	3	2	1

**STAR BORN (CLERIC/WIZARD)**

The star born strive for the ultimate key to elven magic. They study the ways of gods and mortals, bridging the gap between the two. The star born comes to understand the myriad ways of weaving power as he slowly transcends the limitation governing arcane and divine magic. Eventually, at the ultimate extent of his power, he clears the way for his own ascension into the stars.

The star born do not attain the heady heights of power available to more specialised spellcasters. Instead they make up for a lack of power with incredible breadth. They can heal, cast battle magic and weave spells that alter the fabric of reality. They can even fight a little, using longsword and longbow alongside their more highly trained warrior brethren.

Star born start out as clerics then begin training as wizards. In order to enhance their spell casting capabilities they tend to focus more and more on wizard progression as they gain in levels. This gives them

access to up to 7<sup>th</sup> level spells, while insuring that their secondary healing abilities remain strong.

**Strengths**

A star born gains a number of strengths by combining arcane and divine magical training. These include:

- ✦ **Divine Spellcasting:** Divine magic suffers no penalties from armour, so the character can wear the heaviest suit he can afford without it affecting his magic ability. He still suffers spell failure when casting arcane spells in armour.
- ✦ **Divine Scribing:** The star born can make both arcane and divine scrolls. A wise star born will take advantage of this fact, scribing basic healing and utility scrolls for use during adventures.
- ✦ **Familiar:** The wizard familiar gained at early levels can serve as a means to deliver any kind of clerical touch spell (including *cure* spells) as well as arcane spells. This can allow the star born to do the majority of his healing from outside of the primary fighting area.



- ✦ **Hit Die:** The cleric's d8 Hit Die gives the star born quite a bit more durability than a standard wizard, but he does not have the ability to absorb hits that a cleric or fighter would have.
- ✦ **Skills:** Clerics and wizards share key skills (Concentration and Spellcraft) on their class skill lists. This allows the character to continue advancing in these skills while studying either branch of magic.
- ✦ **Saving Throws:** Clerics have favourable advancement in both Fortitude and Will saves. Wizards have favourable advancement in Will saves. This means that the multiclassed cleric/wizard will have a better Fortitude save than other wizards, without sacrificing their Will save.
- ✦ **Abilities:** Star born must possess considerable Wisdom and Intelligence to make the most of their magic. They should have at least Wisdom 14 and Intelligence 17. If forced to make a choice, Wisdom is of greater help to the star born, giving him more spells per day from the cleric spell list.
- ✦ **Armour Limitations:** Although the star born does have divine magic he still suffers penalties while casting arcane spells in armour. Fortunately he can draw on protective spells from both the cleric and the wizard spell list to increase his practical protection.
- ✦ **Limited Healing:** Star born do not study divine magic as deeply as a regular cleric. This means that at later levels they will be relegated to the role of secondary healer. Their small number of healing spells simply cannot keep up with the damage output of higher Challenge Rating monsters.
- ✦ **Saving Throws:** The cleric/wizard may be able to handle mental and physical effects, but his Reflex save will be exceptionally poor, especially at early levels.

### Weaknesses

The star born does not have the power associated with following a single magical path. This gives him the following weaknesses:

#### The Star Born (Cleric/Wizard)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 <sup>st</sup>	Clr 1	+0	+2	+0	+2	Turn or rebuke undead, (character feat)
2 <sup>nd</sup>	Wiz 1	+0	+2	+0	+4	Scribe Scroll, summon familiar
3 <sup>rd</sup>	Wiz 2	+1	+2	+0	+5	(character feat)
4 <sup>th</sup>	Clr 2	+2	+3	+0	+6	(ability increase)
5 <sup>th</sup>	Clr 3	+3	+3	+1	+6	
6 <sup>th</sup>	Wiz 3	+3	+4	+2	+7	(character feat)
7 <sup>th</sup>	Clr 4	+4	+5	+2	+8	
8 <sup>th</sup>	Wiz 4	+5	+5	+2	+8	(ability increase)
9 <sup>th</sup>	Wiz 5	+5	+5	+2	+8	Bonus feat, (character feat)
10 <sup>th</sup>	Wiz 6	+6	+6	+3	+9	
11 <sup>th</sup>	Clr 5	+6/+1	+6	+3	+9	
12 <sup>th</sup>	Wiz 7	+6/+1	+6	+3	+9	(character feat), (ability increase)
13 <sup>th</sup>	Wiz 8	+7/+2	+6	+3	+10	
14 <sup>th</sup>	Wiz 9	+7/+2	+7	+4	+10	
15 <sup>th</sup>	Clr 6	+8/+3	+8	+5	+11	(character progression feat)
16 <sup>th</sup>	Clr 7	+9/+4	+8	+5	+11	(ability increase)
17 <sup>th</sup>	Wiz 10	+10/+5	+8	+5	+12	Bonus feat
18 <sup>th</sup>	Wiz 11	+10/+5	+8	+5	+12	(character feat)
19 <sup>th</sup>	Wiz 12	+11/+6/+1	+9	+6	+13	
20 <sup>th</sup>	Wiz 13	+11/+6/+1	+9	+6	+13	(ability increase)

## Recommended Options

As the character combines cleric and wizard levels, there are some options he can take to optimise the mixture of both classes' abilities.

- ✦ Concentration ranks are vital, as the star born will often have to engage in complex spellcasting in difficult situations.
- ✦ Star born may take the mystic theurge prestige class (see *Core Rulebook II*) as early as 6<sup>th</sup> level. If the Player wishes to pursue mastery of both the cleric and wizard spell lists he may wish to ask his Games Master if the class is available in his world.
- ✦ If the Games Master permits, the character may select the Improved Familiar feat from *Core Rulebook II*. This feat allows a sufficiently powerful arcane spellcaster to gain an equally powerful familiar.
- ✦ With so many options open to them selecting the proper assortment of known spells can be a huge challenge. Therefore the character finds that scrolls and various kinds of wondrous items greatly enhance their abilities. A handful of *cure moderate wounds* scrolls and a *candle of truth* can solve many problems.
- ✦ The character's feat selection needs to be focussed on either improving his combat skills or increasing his magical knowledge. Item Creation feats are eminently useful – Craft Wondrous Item could be used to make items that combine both arcane and divine qualities. Metamagic feats (in particular Empower Spell and Extend Spell) give him more flexibility when selecting and applying his spells. Also, remember that the character can apply metamagic feats to spontaneously cast more powerful *cure* or *inflict* spells.
- ✦ Of the four domains available to worshippers of the standard elven god, Protection and War stand out as being the most useful. The domain granted powers give the star born solid advantages when caught in combat and the spells help to augment the character's defensive abilities.
- ✦ Recommended prepared spells (for a 13<sup>th</sup> level wizard): 0 level – *read magic* (x2), *prestidigitation*, *touch of fatigue*; 1<sup>st</sup> level – *burning hands*, *magic missile* (x2), *shield*; 2<sup>nd</sup> level – *protection from arrows*, *mirror image*, *pyrotechnics*, *scorching ray*; 3<sup>rd</sup> level – *arcane sight*, *fireball*, *heroism*, *ray of exhaustion*; 4<sup>th</sup> level – *greater invisibility*, *ice storm*, *lesser globe of invulnerability*, *summon monster IV*;

5<sup>th</sup> level – *cloudkill*, *shadow evocation*, *teleport*; 6<sup>th</sup> level – *circle of death*, *greater dispel magic*; 7<sup>th</sup> level – *waves of exhaustion*.

- ✦ Recommended prepared spells (for a 7<sup>th</sup> level cleric): 0 level – *detect magic* (x2), *guidance* (x2), *purify food and drink* (x2); 1<sup>st</sup> level – *bless*, *divine favour* (x2), *entropic shield*, *remove fear*, *sanctuary*; 2<sup>nd</sup> level – *align weapon*, *lesser restoration*, *remove paralysis*, *spiritual weapon*; 3<sup>rd</sup> level – *invisibility purge*, *magic vestment*, *prayer*; 4<sup>th</sup> level – *divine power*, *spell immunity*.

## Variant Rules

In order to represent his special training the star born may choose the following options rather than the normal abilities available to a cleric or wizard.

- ✦ **Divine Assistant (Su):** Upon gaining 5<sup>th</sup> wizard level, the star born can elect to take Divine Assistant instead of the bonus feat normally gained at this level. The star born infuses his familiar with divine power, it immediately adopts the half-celestial or

## Star Born Spells (Cleric)

Character Level	Caster Level	Spells per Day				
		0	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>
1 <sup>st</sup>	1 <sup>st</sup>	3	1+1	—	—	—
2 <sup>nd</sup>	1 <sup>st</sup>	3	1+1	—	—	—
3 <sup>rd</sup>	1 <sup>st</sup>	3	1+1	—	—	—
4 <sup>th</sup>	2 <sup>nd</sup>	4	2+1	—	—	—
5 <sup>th</sup>	3 <sup>rd</sup>	4	2+1	1+1	—	—
6 <sup>th</sup>	3 <sup>rd</sup>	4	2+1	1+1	—	—
7 <sup>th</sup>	4 <sup>th</sup>	5	3+1	2+1	—	—
8 <sup>th</sup>	4 <sup>th</sup>	5	3+1	2+1	—	—
9 <sup>th</sup>	4 <sup>th</sup>	5	3+1	2+1	—	—
10 <sup>th</sup>	4 <sup>th</sup>	5	3+1	2+1	—	—
11 <sup>th</sup>	5 <sup>th</sup>	5	3+1	2+1	1+1	—
12 <sup>th</sup>	5 <sup>th</sup>	5	3+1	2+1	1+1	—
13 <sup>th</sup>	5 <sup>th</sup>	5	3+1	2+1	1+1	—
14 <sup>th</sup>	5 <sup>th</sup>	5	3+1	2+1	1+1	—
15 <sup>th</sup>	6 <sup>th</sup>	5	3+1	3+1	2+1	—
16 <sup>th</sup>	7 <sup>th</sup>	6	4+1	3+1	2+1	1+1
17 <sup>th</sup>	7 <sup>th</sup>	6	4+1	3+1	2+1	1+1
18 <sup>th</sup>	7 <sup>th</sup>	6	4+1	3+1	2+1	1+1
19 <sup>th</sup>	7 <sup>th</sup>	6	4+1	3+1	2+1	1+1
20 <sup>th</sup>	7 <sup>th</sup>	6	4+1	3+1	2+1	1+1



## Star Born Spells (Wizard)

Level	Caster Level	Spells per Day							
		0	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>	7 <sup>th</sup>
1 <sup>st</sup>	—	—	—	—	—	—	—	—	—
2 <sup>nd</sup>	1 <sup>st</sup>	3	1	—	—	—	—	—	—
3 <sup>rd</sup>	2 <sup>nd</sup>	4	2	—	—	—	—	—	—
4 <sup>th</sup>	2 <sup>nd</sup>	4	2	—	—	—	—	—	—
5 <sup>th</sup>	2 <sup>nd</sup>	4	2	—	—	—	—	—	—
6 <sup>th</sup>	3 <sup>rd</sup>	4	2	1	—	—	—	—	—
7 <sup>th</sup>	3 <sup>rd</sup>	4	2	1	—	—	—	—	—
8 <sup>th</sup>	4 <sup>th</sup>	4	3	2	—	—	—	—	—
9 <sup>th</sup>	5 <sup>th</sup>	4	3	2	1	—	—	—	—
10 <sup>th</sup>	6 <sup>th</sup>	4	3	3	2	—	—	—	—
11 <sup>th</sup>	6 <sup>th</sup>	4	3	3	2	—	—	—	—
12 <sup>th</sup>	7 <sup>th</sup>	4	4	3	2	1	—	—	—
13 <sup>th</sup>	8 <sup>th</sup>	4	4	3	3	2	—	—	—
14 <sup>th</sup>	9 <sup>th</sup>	4	4	4	3	2	1	—	—
15 <sup>th</sup>	9 <sup>th</sup>	4	4	4	3	2	1	—	—
16 <sup>th</sup>	9 <sup>th</sup>	4	4	4	3	2	1	—	—
17 <sup>th</sup>	10 <sup>th</sup>	4	4	4	3	3	2	—	—
18 <sup>th</sup>	11 <sup>th</sup>	4	4	4	4	3	2	1	—
19 <sup>th</sup>	12 <sup>th</sup>	4	4	4	4	3	3	2	—
20 <sup>th</sup>	13 <sup>th</sup>	4	4	4	4	4	3	2	1

half-fiendish template, as appropriate to the elf's alignment.

- ✦ **Arcane Healing (Sp):** Upon gaining 10<sup>th</sup> wizard level, the star born can elect to take Arcane Healing instead of the bonus feat normally gained at this level. The star born learns how to blur the line between arcane and divine magic, gaining the ability to channel stored arcane spell energy into *cure* or *inflict* spells that he did not prepare ahead of time. The star born will cast *cure* or *inflict* as appropriate to his normal cleric spontaneous casting. The star born can channel any arcane spell that he has prepared into a *cure* or *inflict* spell with a spell level equal to one lower than the channelled spell's level. For example, if the star born chooses to channel *animate dead* (a 4<sup>th</sup> level arcane spell) with Arcane Healing, he may spontaneously cast a *cure* spell of 3<sup>rd</sup> level or lower.

## SUN HEART (MONK/ TRANSMUTER)

At first glance the concept of an elven monk seems almost heretical. Elves wander in forests singing all day and dancing all night. Monks sit in contemplation of their own intrinsic power, avoid humour and swing a mean staff. The two should never meet, let alone be wrapped into a single character.

On closer examination the idea does not seem as improbable. Wizards and monks both focus on the manipulation of power. Wizards approach this pursuit from the outside, trying first to master the powers inherent in the world. Monks try to first master their own strength then use that power to alter the world around them. These two approaches actually complement each other quite well.

Due to the nature of the monk class, the would-be sun heart must start out his career as a wizard. After mastering 3<sup>rd</sup> level spells he turns his attention to the esoteric mysteries of the monkish orders. Although his spells per day will never improve beyond this point, the



sun heart can continue to create scrolls or gather spells to enhance his magical abilities.

### Strengths

A sun heart gains a number of advantages from combining basic magical training alongside the arts of the monk. These include:

- ✦ **Bonus Feats:** Monks receive several bonus feats, greatly expanding their combat versatility. When combined with appropriate spells this gives the sun heart almost as much flexibility in combat as a true fighter.
- ✦ **Familiar:** At 1<sup>st</sup> level the character gains a familiar. This companion acts as a second set of eyes for the sun heart, allowing him to focus more and more on his own internal journey.
- ✦ **Saving Throws:** Wizards have favourable progression in Will saving throws. Monks have favourable progression in all three saving throws.

This means that by 20<sup>th</sup> level the character has very high bonuses to resist most kinds of effects that may target him. Combine this with the evasion class feature and an elf's generally high Dexterity and the sun heart becomes almost impossible to target with many spells and effects.

- ✦ **Skills:** Monks receive a far wider selection of skills than a wizard and four skill points per level. Combined with the character's relatively high Intelligence this gives the sun heart a wide array of useful skills.
- ✦ **Tactical Movement:** Although somewhat fragile, a skilled sun heart possesses the ability to move in and out of a combat situation at high speed. He can easily open and close range with his targets, protecting himself from attacks by simply withdrawing from threatened areas.
- ✦ **Transmutation Specialist:** The sun heart gains bonus spells per day thanks to his specialisation in the Transmutation school.

### The Sun Heart (Monk/Transmuter)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 <sup>st</sup>	Wiz 1	+0	+0	+0	+2	Scribe Scroll, summon familiar, (character feat)
2 <sup>nd</sup>	Wiz 2	+1	+0	+0	+3	
3 <sup>rd</sup>	Wiz 3	+1	+1	+1	+3	(character feat)
4 <sup>th</sup>	Wiz 4	+2	+1	+1	+4	(ability increase)
5 <sup>th</sup>	Wiz 5	+2	+1	+1	+4	Bonus feat (wizard)
6 <sup>th</sup>	Mnk 1	+2	+3	+3	+6	Bonus feat (monk), flurry of blows, unarmed strike, (character feat)
7 <sup>th</sup>	Mnk 2	+3	+4	+4	+7	Bonus feat (monk), evasion
8 <sup>th</sup>	Mnk 3	+4	+4	+4	+7	Still mind (ability increase)
9 <sup>th</sup>	Mnk 4	+5	+5	+5	+8	Ki strike (magic), slow fall 20 ft., (character feat)
10 <sup>th</sup>	Mnk 5	+5	+5	+5	+8	Purity of body
11 <sup>th</sup>	Mnk 6	+6/+1	+6	+6	+9	Bonus feat (monk), slow fall 30 ft.
12 <sup>th</sup>	Mnk 7	+7/+2	+6	+6	+9	Wholeness of body, (character feat), (ability increase)
13 <sup>th</sup>	Mnk 8	+8/+3	+7	+7	+10	Slow fall 40 ft.
14 <sup>th</sup>	Mnk 9	+8/+3	+7	+7	+10	Improved evasion
15 <sup>th</sup>	Mnk 10	+9/+4	+8	+8	+11	Ki strike (lawful), slow fall 50 ft., (character feat)
16 <sup>th</sup>	Mnk 11	+10/+5	+8	+8	+11	Diamond body, greater flurry, (ability increase)
17 <sup>th</sup>	Mnk 12	+11/+6/+1	+9	+9	+12	Abundant step, slow fall 60 ft.
18 <sup>th</sup>	Mnk 13	+11/+6/+1	+9	+9	+12	Diamond soul, (character feat)
19 <sup>th</sup>	Mnk 14	+12/+7/+2	+10	+10	+13	Slow fall 70 ft.
20 <sup>th</sup>	Mnk 15	+13/+8/+3	+10	+10	+13	Quivering palm, (ability increase)



**Sun Heart Spells/Monk Abilities**

Level	Monk Level	Unarmed Damage	Move Bonus	AC bonus	Flurry of Blows	Caster Level	Spells per day			
							0	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>
1 <sup>st</sup>	—	—	—	—	—	1 <sup>st</sup>	3+1	1+1	—	—
2 <sup>nd</sup>	—	—	—	—	—	2 <sup>nd</sup>	4+1	2+1	—	—
3 <sup>rd</sup>	—	—	—	—	—	3 <sup>rd</sup>	4+1	2+1	1+1	—
4 <sup>th</sup>	—	—	—	—	—	4 <sup>th</sup>	4+1	3+1	2+1	—
5 <sup>th</sup>	—	—	—	—	—	5 <sup>th</sup>	4+1	3+1	2+1	1+1
6 <sup>th</sup>	1 <sup>st</sup>	1d6	+0 ft.	+0	+0/+0	5 <sup>th</sup>	4+1	3+1	2+1	1+1
7 <sup>th</sup>	2 <sup>nd</sup>	1d6	+0 ft.	+0	+1/+1	5 <sup>th</sup>	4+1	3+1	2+1	1+1
8 <sup>th</sup>	3 <sup>rd</sup>	1d6	+10 ft.	+0	+2/+2	5 <sup>th</sup>	4+1	3+1	2+1	1+1
9 <sup>th</sup>	4 <sup>th</sup>	1d8	+10 ft.	+0	+3/+3	5 <sup>th</sup>	4+1	3+1	2+1	1+1
10 <sup>th</sup>	5 <sup>th</sup>	1d8	+10 ft.	+1	+4/+4	5 <sup>th</sup>	4+1	3+1	2+1	1+1
11 <sup>th</sup>	6 <sup>th</sup>	1d8	+20 ft.	+1	+5/+5/+0	5 <sup>th</sup>	4+1	3+1	2+1	1+1
12 <sup>th</sup>	7 <sup>th</sup>	1d8	+20 ft.	+1	+6/+6/+1	5 <sup>th</sup>	4+1	3+1	2+1	1+1
13 <sup>th</sup>	8 <sup>th</sup>	1d10	+20 ft.	+1	+7/+7/+2	5 <sup>th</sup>	4+1	3+1	2+1	1+1
14 <sup>th</sup>	9 <sup>th</sup>	1d10	+30 ft.	+1	+8/+8/+3	5 <sup>th</sup>	4+1	3+1	2+1	1+1
15 <sup>th</sup>	10 <sup>th</sup>	1d10	+30 ft.	+2	+9/+9/+4	5 <sup>th</sup>	4+1	3+1	2+1	1+1
16 <sup>th</sup>	11 <sup>th</sup>	1d10	+30 ft.	+2	+10/+10/+10/+5	5 <sup>th</sup>	4+1	3+1	2+1	1+1
17 <sup>th</sup>	12 <sup>th</sup>	2d6	+40 ft.	+2	+11/+11/+11/+6/+1	5 <sup>th</sup>	4+1	3+1	2+1	1+1
18 <sup>th</sup>	13 <sup>th</sup>	2d6	+40 ft.	+2	+11/+11/+11/+6/+1	5 <sup>th</sup>	4+1	3+1	2+1	1+1
19 <sup>th</sup>	14 <sup>th</sup>	2d6	+40 ft.	+2	+12/+12/+12/+7/+2	5 <sup>th</sup>	4+1	3+1	2+1	1+1
20 <sup>th</sup>	15 <sup>th</sup>	2d6	+50 ft.	+3	+13/+13/+13/+8/+3	5 <sup>th</sup>	4+1	3+1	2+1	1+1

✦ **Unarmoured Bonuses:** A monk gains both his Wisdom modifier and a level based bonus to his unarmoured Armour Class. This greatly increases his protection without interfering with his ability to cast arcane spells.

✦ **Base Attack Bonus:** Wizards and monks do not progress quickly in terms of base attack bonus. By starting out as a wizard the character limits his initial usefulness in a fight. After 10<sup>th</sup> level this becomes less of an issue as the character's flurry of blows ability begins to improve.

**Weaknesses**

The sun heart also suffers from a number of issues related to his training. These include:

✦ **Abilities:** Sun hearts rely on five of the six abilities for some advantage. Strength increases their ability to function in melee combat. Dexterity increases their Armour Class and gives them ranged attack options. Constitution helps to mitigate their otherwise abysmal hit points. Intelligence governs their spellcasting abilities. Wisdom affects the functionality of several of monk class abilities as well as providing an additional Armour Class bonus. When picking and choosing the Player should focus on Wisdom, Constitution, Dexterity and Intelligence in that order. The character will need at least an Intelligence of 13 to cast the 3<sup>rd</sup> level spells that make this multiclass option effective.

✦ **Forbidden Schools:** As a specialist in the school of Transmutation, the sun heart must select two other schools of magic to ignore. Evocation presents an obvious first choice but the second poses a problem. Whatever choice he makes, the elf will have to give up a handful of useful spells. When selecting the second forbidden school avoid both Abjuration and Necromancy. Both schools provide several spells of considerable long term utility for the sun heart. Enchantment is a possibility, although both Illusion and Conjuraction have fewer useful spells. At the same time, Illusion contains the impressively useful defensive spell *mirror image*, which greatly enhances the character's chances of survival.

- ✦ **Hit Dice:** Wizards advance in hit points using 1d4. Monks advance with a more robust d8. This means that at 6<sup>th</sup> level the sun heart will be rather fragile for a combatant. For his first few levels of monkish training he will most likely stand away from the main fighting, using his skills to defend himself or attack other spellcasters rather than wading in with the fighters.

## Recommended Options

As the character combines both wizard and monk training he may wish to consider the following options:

- ✦ Although most Players dearly love the Evocation school, giving it up makes a great deal of sense for a sun heart. This decision initially limits the character's offensive potential, but in the long run the character gets more utility out of Divination, Enchantment and Necromancy than he ever will out of an occasional weak *fireball*.
- ✦ If the character selects Dodge at 3<sup>rd</sup> level and Mobility at 6<sup>th</sup> he can select the all-important Spring Attack feat at 9<sup>th</sup>. Spring Attack allows the sun heart to move, attack and then move again to the limit of his base movement rate. Proper use of this ability along with the *expeditious retreat* spell allows the character to attack his targets with relative impunity.
- ✦ As both a wizard and a low level monk the character should take advantage of his racial proficiency with the longbow. A handful of arrows will often serve the character better than a single damaging spell.
- ✦ Sun hearts must be willing to reconfigure their prepared spell list based on the latest available information. Although they have a limited number of spells, the 1<sup>st</sup> to 3<sup>rd</sup> level spell list contains a variety of 'utility' spells that assist the character to do more than just blast his way through opponents. Protections, divinations and even *animate rope* all provide the character with a wide range of options.
- ✦ Recommended prepared spells (for a 5<sup>th</sup> level wizard):  
0 level – *arcane mark*, *detect magic*, *mage hand*, *resistance*; 1<sup>st</sup> level – *enlarge person*, *expeditious retreat*, *magic weapon*, *shield*; 2<sup>nd</sup> level – *bear's endurance*, *bull's strength*, *mirror image*; 3<sup>rd</sup> level – *greater magic weapon*, *keen edge*.

## Variant Rules

In order to represent his special training the sun heart may choose the following options rather than the normal abilities available to a wizard or monk.

- ✦ **Elven Archery (Ex):** Upon gaining 2<sup>nd</sup> monk level, the sun heart can elect to take Elven Archery instead of the bonus feat normally gained at this level. A sun heart with Elven Archery may use his flurry of blows class feature when wielding a longbow or shortbow (including composite versions, but not mighty bows of either type).
- ✦ **Elven Soul (Ex):** Upon gaining 5<sup>th</sup> monk level, the sun heart can elect to take Elven Soul instead of the wholeness of body class feature normally gained at this level. The character becomes immune to Enchantment spells and effects – note that this includes beneficial spells as the elf has no control over his immunity. A side effect of this ability is that other elves tend to view the sun heart as odd – despite their resistance to enchantment, it is still normal for elves to express awe and become dazzled by normal and magical events. The sun heart incurs a –1 penalty on all Charisma based social checks with other elves.
- ✦ **Elven Blade (Ex):** Upon gaining 6<sup>th</sup> monk level, the sun heart can elect to take Elven Blade instead of the bonus feat normally gained at this level. A sun heart with elven blade may use his flurry of blows class feature when wielding a longsword. He may freely exchange unarmed attacks and sword strikes as part of the flurry.
- ✦ **Elven Body (Ex):** Upon gaining 11<sup>th</sup> monk level, the sun heart can elect to take Elven Body instead of the diamond body class feature normally gained at this level. When a sun heart with this ability casts a Transmutation school spell on himself, he casts it at his character level rather than his wizard level.



# THE LEGENDARY ELF

Elves in song and story seem to have a nearly infinite number of skills. They can hunt better than the greatest human hunter, craft more cunningly than the dwarves, sing brighter songs than the halflings and play pranks that leave even the gnomes blushing. Elves are more than any mortal, more complex, more complete than we could ever hope to be.

This belief in their overwhelming ability forms the core of the legendary elf. It is not that they wield far greater powers than any other form of life. Rather, elves trust themselves enough to take chances that others would never dare take. They believe so strongly in themselves that the world bends to obey their will. They shine so brightly that others will follow them to whatever end.

The prestige classes presented below try to capture something of this flavour. They show ways that elves may develop into creatures of light and illusion,

of faith and strength. These classes are not for the young or weak of heart though; only the greatest elven adventurers can qualify for them.

## BOLD DREAMER

*Mortal, if you could see what I see you would not question me. If you could hear the music I hear you would not sully the world with your muddy voice. If you could feel the wind I feel, or dream the vistas I dream you would know the truth...*

Bold dreamers live in a world quite unlike that of mortals. At least, unlike the world of mortals men consider sane. They speak of visions that obscure their sight of the mortal realm. They talk to voices that no one else can hear. They lift up their arms and shout at the moon, claiming that it is a great friend come to greet them.

## Epic Levels

Some of these classes may take a character beyond 20<sup>th</sup> level, indeed, many are actually designed to do so! When a character gains his 21<sup>st</sup> level, whether from a single class or any combination of multiclassing and prestige classes, he becomes an epic character as detailed in *Core Rulebook II*, at which point some of his characteristics change slightly.

The character can reach 21<sup>st</sup> level while in the middle of taking one of the prestige classes in this book, in which case he follows these rules:

- ✦ Ignore the prestige class' base attack bonus and all base save bonuses; use the progression in the epic advancement table below using the total character level instead of any individual class level. These are epic bonuses that do not grant additional attacks (in the case of the base attack bonus)
- ✦ Continue to gain the class features of each level attained in both the prestige class and any previous core class until they reach their maximum (5<sup>th</sup> or 10<sup>th</sup> for prestige classes, 20<sup>th</sup> for core classes).
- ✦ Prestige classes with 5 levels stop there and the character must gain new levels from other classes.
- ✦ Core classes and prestige classes with 10 levels may continue advancing beyond their

maximum, using the progression information found in *Core Rulebook II* for core classes, and the epic progression text box in the description of each prestige class in this book. 10 level prestige classes may only be advanced beyond 10<sup>th</sup> level if the character's total character level is 20<sup>th</sup> or higher.

- ✦ Character feats and ability increases are gained normally at every level divisible by 3 for feats and any level divisible by 4 for ability increases.

### Epic Advancement

Character Level	Epic Attack Bonus	Epic Save Bonus
21 <sup>st</sup>	+1	+0
22 <sup>nd</sup>	+1	+1
23 <sup>rd</sup>	+2	+1
24 <sup>th</sup>	+2	+2
25 <sup>th</sup>	+3	+2
26 <sup>th</sup>	+3	+3
27 <sup>th</sup>	+4	+3
28 <sup>th</sup>	+4	+4
29 <sup>th</sup>	+5	+4
30 <sup>th</sup>	+5	+5

Elves have a very different view of such things. Bold dreamers speak not of madness but of the world as it truly is. They see through the veil of mundane reality to the fundamental truth. Such awareness, such knowledge, cannot be expressed in a way that anyone who does not share their vision can understand. Profound wisdom must therefore sound like madness to the rest of the world.

This unbound perspective allows the bold dreamer to drink deeply of the power of creation. At first he can only express his understanding through his own perceptions. Over time this changes, and he can show others the truth for brief moments. Those touched by the vision of a bold dreamer usually find their lives changed forever. One brush with the truth is enough to break hearts and mend worlds.

In order to become a bold dreamer the elf must have some congress with the fundamental powers. He must also not be too deeply tied to the mortal order; his insights transcend this world entirely. Elven wizards, sorcerers, clerics and bards often find themselves close to the bold dreamer's way. Similarly, elven paladins and rangers may eventually come to qualify, though they find this path hard and long.

**Hit Die:** d6

## Requirements

To qualify to become a bold dreamer, a character must fulfil all the following criteria:

**Race:** Elf or half-elf.

**Skills:** Knowledge (arcana) 10 ranks.

**Feats:** Magical Aptitude, one Metamagic or Item Creation feat.

**Spells:** Ability to cast 4<sup>th</sup> level divination spells.

## Class Skills

The bold dreamer's class skills (and the key ability for each skill) are: Bluff (Cha), Concentration (Con), Craft (all skills, taken separately) (Int), Diplomacy (Cha), Handle Animal (Cha), Knowledge (all skills, taken individually) (Int), Perform (Cha), Profession (all skills, taken separately) (Wis), Sense Motive (Wis), Sleight of Hand (Dex) and Spellcraft (Int). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

**Skill Points At Each Level:** 4 + Int modifier.

## Class Features

All of the following are features of the bold dreamer prestige class.

**Armour and Weapon Proficiency:** Bold dreamers gain no new proficiencies with any weapons, or with armour or shields.

**Spells:** The bold dreamer continues to gain spell power, albeit more slowly than other spellcasters do. At every odd level (1<sup>st</sup>, 3<sup>rd</sup>, 5<sup>th</sup>, 7<sup>th</sup> and 9<sup>th</sup>), the bold dreamer gains new spells as though he had also gained a level in any one spellcasting class he belonged to before becoming a bold dreamer. He does not, however, gain any other benefit a character of that class would have gained.

**Bound to Truth (Ex):** At 1<sup>st</sup> level the bold dreamer becomes bound to the truth. He may never knowingly



**The Bold Dreamer**

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 <sup>st</sup>	+0	+2	+2	+2	Bound to truth, <i>visions</i>	+1 level to existing class
2 <sup>nd</sup>	+1	+3	+3	+3		
3 <sup>rd</sup>	+1	+3	+3	+3	Unending dream (1 <sup>st</sup> school)	+1 level to existing class
4 <sup>th</sup>	+2	+4	+4	+4	Shroud of dreams	
5 <sup>th</sup>	+2	+4	+4	+4		+1 level to existing class
6 <sup>th</sup>	+3	+5	+5	+5	Unending dream (2 <sup>nd</sup> school)	
7 <sup>th</sup>	+3	+5	+5	+5		+1 level to existing class
8 <sup>th</sup>	+4	+6	+6	+6		
9 <sup>th</sup>	+4	+6	+6	+6	Unending dream (3 <sup>rd</sup> school)	+1 level to existing class
10 <sup>th</sup>	+5	+7	+7	+7	True speaking	

speak a falsehood, although he may couch the truth in layers of metaphor. If he speaks falsely he must atone as if he were a paladin who has broken his code of conduct. Until he does, he cannot use his class abilities or cast *any* spells.

**Visions (Sp):** At 1<sup>st</sup> level the bold dreamer develops the ability to see past the surface of reality. He may, as a free action, activate any one of the following spells as a spell-like ability; *arcane sight*, *discern lies* or *see invisible*. The ability remains active for a number of rounds equal to the character's Wisdom modifier plus his bold dreamer level (minimum of one round). When the character activates one of these abilities he receives a -1 penalty to his Will saves for the next hour – these penalties will accumulate if *visions* is used multiple times within one hour.

**Unending Dream (Ex):** At 3<sup>rd</sup> level the bold dreamer's visions guide him to greater power. He gains a +1 bonus to his effective caster level when casting spells from one school of his choice. At 6<sup>th</sup> level he may select a second school and at 9<sup>th</sup> he may select a third. The character may not select the same school multiple times. This level exceeds any caps placed on spells for the purpose of determining their maximum damage, duration or other numeric effects. For example, a *fireball* cast by an 9<sup>th</sup> level wizard/3<sup>rd</sup> level bold dreamer bold dreamer would roll 11d6 for damage rather than the usual capped amount of 10d6.

**Shroud of Dreams (Su):** At 4<sup>th</sup> level the bold dreamer can draw his vision of reality around him like a protective shroud. He gains Spell Resistance equal to 15 + his Wisdom modifier. If the character already has Spell Resistance as a racial or class ability, he may add his Wisdom modifier to it instead of replacing it.

**True Speaking (Ex):** At 10<sup>th</sup> level the bold dreamer's words carry the ring of truth. A number of times per day equal to his Charisma modifier (minimum once per day) he may speak about his visions so passionately that mortals find themselves believing in his dreams. All non-elves within a 30 foot radius of the character must make a Will save (DC 20) or believe whatever the elf says regardless of other information they may possess. They act as if under the influence of a *charm person* spell cast by a wizard with a caster level equal to the elf's character level. This is a language dependent, mind-affecting ability.

**Epic Bold Dreamer**

**Hit Die:** d6.

**Skill Points at Each Additional Level:** 4 + Int modifier.

**Spellcasting:** The epic bold dreamer gains new caster levels in one of his existing caster classes every odd level after 10<sup>th</sup> bold dreamer level (i.e. 11<sup>th</sup>, 13<sup>th</sup>, 15<sup>th</sup>, 17<sup>th</sup> and 19<sup>th</sup>). He does not gain any new spells after 20<sup>th</sup> level.

**Bonus Feats:** The epic bold dreamer gains an additional feat every three levels higher than 20<sup>th</sup>. He may select *epic feats* from *Core Rulebook II*.

**ELFIN MAKER**

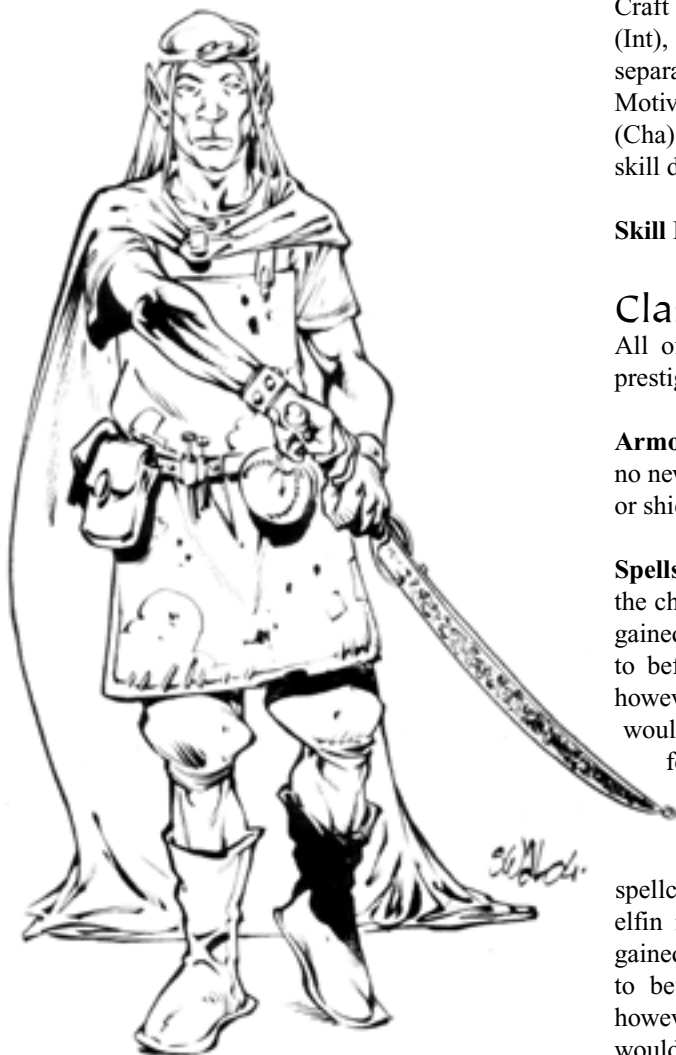
*Steel and stone, fire and water. These are crude tools for a crude world. No great thing comes from them whatever the dwarves say. True art, true magic comes from the heart. It grows there like a flower, blossoms like a rose and endures if we have the vision to carve it into the substance of this world of ash and dust.*

Even the dwarves wonder at elfin crafts. Whatever they make seems subtly superior to things made by others,

even if they use the same materials and techniques. Many a dwarf has searched in vain for the secret. They look at the tempering of metals, at the techniques with bellow and hammer, at forge temperatures and tensile charts.

Elfin makers just laugh at such folly. They know that the physical techniques of their craft do not differ from those of other peoples. Elves must smelt ore and hammer steel like the rest of the world. The difference lies not in the body but in the spirit. Elfin makers do not try to combine ingredients to make things. They do not speak of 'releasing the spirit' of an item. Materials and magic do not matter to them at all, save for their ability to function as a conduit for their ideas.

For it is in ideas that the art of elfin makers truly comes alive. Elfin makers do not just craft objects. The work of their hands expresses ideal forms and pure concepts drawn from the realm of the spirits. Such creations cannot be duplicated by lesser craft, no matter how well executed or imagined.



Characters of any background may aspire to become elfin makers. Since they must all have some knowledge of how to create magical items, all elfin makers must also have knowledge of spells. However, this knowledge come from any source; arcane or divine, learned or native. They must also master at least two physical crafts.

**Hit Die:** d6.

## Requirements

To qualify to become an elfin maker, a character must fulfil all the following criteria:

**Race:** Elf or half-elf.

**Skills:** Any two Craft skills at 10 ranks each.

**Feats:** Any two Item Creation feats.

## Class Skills

The elfin maker's class skills (and the key ability for each skill) are: Appraise (Int), Concentration (Con), Craft (all skills, taken separately) (Int), Decipher Script (Int), Diplomacy (Cha), Knowledge (all skills, taken separately) (Int), Profession (Wis), Search (Int), Sense Motive (Wis), Spellcraft (Int) and Use Magic Device (Cha). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

**Skill Points At Each Level:** 6 + Int modifier.

## Class Features

All of the following are features of the elfin maker prestige class.

**Armour and Weapon Proficiency:** Elfin makers gain no new proficiencies with any weapons, or with armour or shields.

**Spells per day:** When a new elfin maker level is gained the character gains new spells per day as if he had also gained a level in any one spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (bonus metamagic or item creation feats, bard or druid abilities and so on.).

**Spells:** The elfin maker continues to gain spell power, albeit more slowly than other spellcasters do. At every level except 2<sup>nd</sup> and 4<sup>th</sup>, the elfin maker gains new spells as though he had also gained a level in any one spellcasting class he belonged to before becoming an elfin maker. He does not, however, gain any other benefit a character of that class would have gained.



**The Elfin Maker**

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 <sup>st</sup>	+0	+2	+0	+0	Imbue with spirit	+1 level to existing class
2 <sup>nd</sup>	+1	+3	+0	+0		
3 <sup>rd</sup>	+1	+3	+1	+1	Expression of the spirit	+1 level to existing class
4 <sup>th</sup>	+2	+4	+1	+1	Blur the bonds	
5 <sup>th</sup>	+2	+4	+1	+1	By no mortal hands	+1 level to existing class

**Imbue with Spirit (Su):** At 1<sup>st</sup> level the character may reduce the XP cost of creating a magical item by one half. When he creates an item for himself, the elfin maker does not have to spend XP to power the item, unless the XP cost is greater than 200. In this case, reduce the XP cost by 200 for personalised items. Personal items created using this ability do not work for anyone other than the elfin maker.

**Expression of the Spirit (Su):** At 3<sup>rd</sup> level masterwork items the character makes take on an aura similar to that of the elf. If the elf is good, the item radiates an aura of good. If the elf is evil, it radiates an aura of evil. Weapons made by the elf gain the appropriate descriptor for the purposes of penetrating Damage Reduction. In the hands of a character with similar alignment, masterwork items provide a +2 enhancement bonus to whatever task the item would normally assist. Pots provide this bonus to food preparation, cloaks to Hide or Survival skill checks and so forth. If the item could conceivably provide a bonus to more than one check the elfin maker must specify which bonus it provides when he makes it. Masterwork weapons and armour made using this technique gain a +2 bonus to their hardness and +4 bonus to their hit points.

**Blur the Bonds (Su):** At 4<sup>th</sup> level any item the character creates, not just masterwork ones, carry the abilities conferred by expression of the spirit ability.

**By No Mortal Hands (Su):** At 5<sup>th</sup> level the elfin maker finally masters the art of crafting magical items from common craft. He spends 1/10<sup>th</sup> the cost of a magic item when creating it, rather than one half.

**GATEKEEPER**

*No path is barred to me, no gate locked or door shut. I have walked a thousand worlds, and will walk a thousand more before death claims me. I have seen a sky full of stone and one full of flame. I have spoken to gods and feasted with long dead kings. What do you seek, mortal? I can find it if you dare speak.*

Many people claim that the elves walk ways unknown to mortals. They say that elven roads travel far from the fields we know, into other planes. Some even say that elves do not truly dwell in mortal lands at all. Elven forests and elven homes, according to this view, exist only as expressions of a deeper truth.

Gatekeepers know the truth. Like all elves, they are as much spirits as mortals. Unlike their brethren, they turn their back on the mundane world for the far reaches of space and time. They learn the secret ways and forgotten gates that lead into other worlds. They learn a hundred charms to reveal the paths between the stars. This lore leads them ever onward, until they finally find whatever they seek.

Each gatekeeper takes up the keys of the world for a reason. Some wander for love of wandering. Others search for magical or practical knowledge. A few walk the worlds searching for an answer to some great question. Regardless of the reason, the reality of the quest binds gatekeepers into a loose fellowship. They share a common bond formed of experience and need.

Any elf of sufficient knowledge may take up the way of the gatekeeper. Rogues and tricksters find its movement abilities particularly useful. Wizards and sorcerers of a specific bent have any number of uses for the ability to transport themselves quickly from plane to plane. There are even gatekeepers from the warrior professions, drawn by some great quest to the charms of opening and passage.

**Hit Die:** d6

**Requirements**

To qualify to become a gatekeeper, a character must fulfil all the following criteria:

**Race:** Elf or half-elf.

**Skills:** Knowledge (the planes) 10 ranks, Spellcraft 10 ranks.

**Spells:** Ability to cast 2<sup>nd</sup> level arcane spells.



## Class Skills

The gatekeeper's class skills (and the key ability for each skill) are: Balance (Dex), Concentration (Con), Craft (all skills, taken separately) (Int), Decipher Script (Int), Disable Device (Dex), Handle Animal (Cha), Heal (Wis), Jump (Str), Knowledge (arcana) (Int), Knowledge (planes) (Int), Listen (Wis), Open Lock (Dex), Perform (all skills, taken separately) (Cha), Profession (all skills, taken separately) (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), Survival (Wis), Use Magic Device (Cha) and Use Rope (Dex). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

**Skill Points At Each Level:** 6 + Int modifier.

## Class Features

All of the following are features of the gatekeeper prestige class.

**Armour and Weapon Proficiency:** Gatekeepers gain no new proficiencies with any weapons, or with armour or shields.

**Spells:** The gatekeeper continues to gain spell power, albeit more slowly than other spellcasters do. At every even level (2<sup>nd</sup>, 4<sup>th</sup>, 6<sup>th</sup>, 8<sup>th</sup> and 10<sup>th</sup>), the gatekeeper gains new spells as though he had also gained a level in any one spellcasting class he belonged to before becoming a gatekeeper. He does not, however, gain any other benefit a character of that class would have gained.

**Charms of Knowing (Su):** At 1<sup>st</sup> level the gatekeeper learns a hundred charms that reveal the passage of outsiders. He gains the ability to detect outsiders within 120 feet as a standard action, which must be maintained with a further standard action every round in order maintain the detecting effect. He may also follow the trail they leave as if he were using a *detect* spell appropriate to the creature's alignment.

**Charms of Passage (Sp):** At 2<sup>nd</sup> level the gatekeeper learns 64 charms that speed travel. He gains +10 to his base movement rate and can run at five times normal speed rather than four (or six times if he has the Run feat). He may travel for 12 hours a day without having to make a forced march. If the elf has 10 or more ranks in Ride or Handle Animal, his mount will gain from this benefit as long as he is mounted upon it.

**Charms of Opening (Sp):** At 4<sup>th</sup> level the gatekeeper learns 32 charms that remove barriers. The gatekeeper can spontaneously channel any 2<sup>nd</sup> level or higher spell he knows into a *knock* spell. If the elf has 10 or more ranks in Open Lock, he can always take 10 when attempting to open a lock. If the elf has 10 or more

ranks in Disable Device he may always take 10 when attempting to disarm a trap. If the elf has 10 or more ranks in Survival, he may ignore movement penalties (both overland and tactical) for obstructed terrain.

**Charms of Sealing (Sp):** At 6<sup>th</sup> level the gatekeeper learns 16 charms that seal the path before his enemies. As a standard action he can target one creature within 60 feet. That creature must make a Will save (DC 10 + the gatekeeper's Charisma modifier). If he fails, then his base movement is reduced to 5 feet. If the character wishes to, he may channel stored spell energy into the charm; this increases the DC of the Will save by an amount equal to the level of the spell expended. Only one spell may be expended in such a way per attempt. The movement reduction will last for a number of rounds equal to the gatekeeper's character level.



**The Gatekeeper**

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 <sup>st</sup>	+0	+0	+0	+2	Charms of knowing	
2 <sup>nd</sup>	+1	+0	+0	+3	Charms of passage	+1 level to existing class
3 <sup>rd</sup>	+1	+1	+1	+3		
4 <sup>th</sup>	+2	+1	+1	+4	Charms of opening	+1 level to existing class
5 <sup>th</sup>	+2	+1	+1	+4		
6 <sup>th</sup>	+3	+2	+2	+5	Charms of sealing	+1 level to existing class
7 <sup>th</sup>	+3	+2	+2	+5		
8 <sup>th</sup>	+4	+2	+2	+6	Charms of breaking	+1 level to existing class
9 <sup>th</sup>	+4	+3	+3	+6		
10 <sup>th</sup>	+5	+3	+3	+7	Charms of borders	+1 level to existing class

**Charms of Breaking (Sp):** At 8<sup>th</sup> level the gatekeeper learns eight charms that break the bindings of magic holding outsiders to a world. As a standard action he may target one outsider within 60 feet. The outsider must make a Will save (DC 10 + the gatekeeper's Charisma modifier). If the target fails, it is immediately banished. The gatekeeper receives a +2 synergy bonus to the ability's DC for each of the following he possesses: 10 or more ranks in Knowledge (arcana), Knowledge (the planes), Knowledge (religion), Spellcraft and the Magical Aptitude Feat.

**Charms of Borders (Sp):** At 10<sup>th</sup> level the gatekeeper learns four charms that open gates to the other worlds. He can utter one as a full-round action to create a *gate*, as the spell, that lasts for a number of rounds equal to his Charisma modifier. The gatekeeper may only use this ability four times a day.

**Epic Gatekeeper**

**Hit Die:** d6.

**Skill Points at Each Additional Level:** 6 + Int modifier.

**Spellcasting:** The epic gatekeeper gains new caster levels one of his existing caster classes every even level after 10<sup>th</sup> gatekeeper level (i.e. 12<sup>th</sup>, 14<sup>th</sup>, 16<sup>th</sup>, 18<sup>th</sup> and 20<sup>th</sup>). He does not gain any new spells after 20<sup>th</sup> level.

**Bonus Feats:** The epic gatekeeper gains an additional feat every three levels higher than 20<sup>th</sup>. He may select epic feats from *Core Rulebook II*.

**GOLARAN (DARK KING)**

*There is no hope. There is no faith. There is only the strength of steel and what it can carve out of the world. Let others dwell in terror. Let others know the taste of fear. They may do what I command, or they will beg for death before the nightmares release them. What does it matter? They were made of dust and clay. Let them return to it.*

Not all elfin dreams result in great wonders for the world of men. Some elves dream of a world forged into an immortal empire. They see the mortal races as oxen whose strength must be yoked for the common good. The death of a hundred, a thousand, or a million mortals means nothing in these elves' grand schemes. Even their own kind must one day bow knee for the sake of their everlasting glory.

The golarans dedicate their lives to dominion. They study the arts of rulership, of diplomacy, trade and war, in preparation for their ascendance. They learn to dominate others through fear. They master the ways of reward and punishment so as to bind their followers in fanatical loyalty. Some go so far as to set up lesser nations among the mortal races as experiments, ruining lives simply to prove an esoteric point of political theory.

Golarans do not truly care for their subjects. Rather they believe in the vision of empire. Each golaran sees himself as the only possible ruler of this empire. He will work to cast down anyone who might challenge him. Mortals are grist for the mill of war. Other elves may be worthy to stand beside him. More often, they play the role of toadies appreciating the wonder of what the golaran creates.

Golarans rarely cooperate for any length of time. A group might agree to a course of mutual action for a time, but eventually they will betray one another. Each believes that he alone is able to rule the world. The others must bow before him or face destruction. They know the others feel the same way. This innate distrust will eventually tear their fellowship apart regardless of the benefit it gives them.

Uncorrupted elves find such paranoid mistrust difficult to deal with; thus most of a golaran's followers will either be evil elves or mortals seduced by the golaran's power. Mortals who follow a golaran typically display the same rank evil that taints the elf's heart. A few though honestly believe that the elf represents their people's greatest chance of salvation.

Golarans typically come from the ranks of elven warriors and bards. Fighters and rangers also find the way of the golaran enticing. After centuries of training, centuries of toil protecting people who will never know their names, they can finally set aside their cares and take something for themselves. Golarans are especially common among those elves fallen into evil.

**Hit Die:** d8

## Requirements

To qualify to become a golaran, a character must fulfil all the following criteria:

**Race:** Elf or half-elf.

**Alignment:** Any evil.

**Base Attack Bonus:** +7 or higher.

**Skills:** Intimidate 10 ranks, Knowledge (history) 10 ranks.

**Feats:** Leadership.

## Class Skills

The golaran's class skills (and the key ability for each skill) are: Appraise (Int), Bluff (Cha), Concentration (Con), (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nobility and royalty) (Int), Move Silently (Dex), Perform (oratory or sing) (Cha), Profession (all skills, taken separately) (Wis), Ride (Dex), Sense Motive (Wis), Sleight of Hand (Dex) and Spellcraft (Int). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

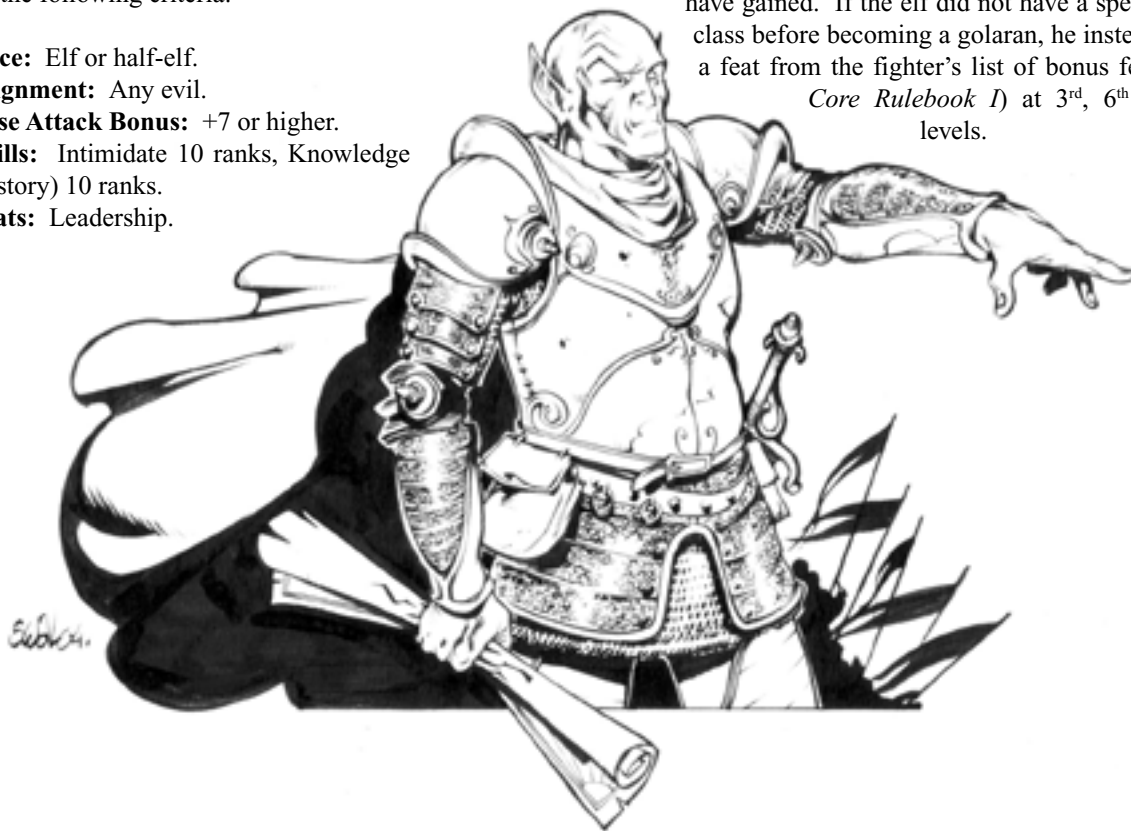
**Skill Points At Each Level:** 4 + Int modifier.

## Class Features

All of the following are features of the golaran prestige class.

**Armour and Weapon Proficiency:** Golarans gain proficiency with simple and martial weapons as well as all forms of armour. The golaran does gain proficiency with shields.

**Spells:** The golaran continues to gain spell power, albeit more slowly than other spellcasters do. At 3<sup>rd</sup>, 6<sup>th</sup> and 9<sup>th</sup> levels the golaran gains new spells as though he had also gained a level in any one spellcasting class he belonged to before becoming a golaran. He does not, however, gain any other benefit a character of that class would have gained. If the elf did not have a spellcasting class before becoming a golaran, he instead gains a feat from the fighter's list of bonus feats (see *Core Rulebook I*) at 3<sup>rd</sup>, 6<sup>th</sup> and 9<sup>th</sup> levels.



### The Golaran

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 <sup>st</sup>	+0	+2	+0	+2	Lord of darkness	
2 <sup>nd</sup>	+1	+3	+0	+3		
3 <sup>rd</sup>	+1	+3	+1	+3	Rite of fealty	+1 level to existing class
4 <sup>th</sup>	+2	+4	+1	+4	Lord of darkness (2 <sup>nd</sup> cohort)	
5 <sup>th</sup>	+2	+4	+1	+4	Regalia of the king	
6 <sup>th</sup>	+3	+5	+2	+5		+1 level to existing class
7 <sup>th</sup>	+3	+5	+2	+5	Dark inspirations	
8 <sup>th</sup>	+4	+6	+2	+6	Lord of darkness (3 <sup>rd</sup> cohort)	
9 <sup>th</sup>	+4	+6	+3	+6		+1 level to existing class
10 <sup>th</sup>	+5	+7	+3	+7	Dark majesty	

**Lord of Darkness (Ex):** At 1<sup>st</sup> level the golaran takes his place among the great powers of the world. He may double the number of followers he gains from his Leadership feat. Furthermore, at 4<sup>th</sup> level he gains a second cohort and at 8<sup>th</sup> level a third cohort. The Games Master may allow these cohorts to be outsiders of the same alignment as the golaran.

**Rite of Fealty (Ex):** At 3<sup>rd</sup> level the golaran masters dreadful rites that allow him to break and remake the spirits of mortals. He must spend a full day working his will on a helpless non-elf intelligent victim. The next day the victim must make a Fortitude save (DC 15) and a Will save (DC 10 + the golaran's class level + the golaran's Charisma modifier). If he fails the Fortitude save he loses one point of Constitution, permanently. If he fails the Will save he swears fealty to the golaran. This effect works as if the target character suffered under the influence of a *geas* spell. The character can only be released by the golaran's death or a *break enchantment*, *miracle* or *wish* spell. The target's alignment becomes evil, although he retains his alignment with respect to chaos and law. Every day after the first that the golaran works the rites of fealty on the same target, the DC of the target's Fortitude and Will saves increase by +1.

**Regalia of the King (Su):** At 5<sup>th</sup> level the golaran begins to radiate an aura of magical power. He radiates evil as an outsider with Hit Dice equal to his character level. His weapons become evil for the purpose of penetrating Damage Reduction. When wearing heavy armour, the character gains Damage Reduction 5/good.

**Dark Inspiration (Ex):** At 7<sup>th</sup> level the golaran's aura inspires his evil followers. Any character bound to the elf by the rite of fealty gains a +2 competence bonus to two skills of the golaran's choice.

**Dark Majesty (Su):** At 10<sup>th</sup> level the golaran becomes a personification of evil. This gives him the ability to target one humanoid within 60 feet and demand obedience as a standard action. If the target is good, he must succeed at a Will save (DC 10 + the golaran's class level + the golaran's Charisma modifier) or fall stunned for 2d4 rounds. Neutral characters must succeed a Will save with the same DC or act as if under the influence of a *charm person* spell for 2d4 minutes. Evil characters must succeed a Will save with the same DC or act under the influence of a *dominate person* spell for 2d4 hours. The golaran may use this ability a number of times per day equal to his Charisma modifier.

### Epic Golaran

**Hit Die:** d8.

**Skill Points at Each Additional Level:** 6 + Int modifier.

**Spellcasting:** The epic golaran gains new caster levels in one of his existing caster classes every third level after 10<sup>th</sup> golaran level (i.e. 13<sup>th</sup>, 16<sup>th</sup>, 19<sup>th</sup>). He does not gain any new spells after 20<sup>th</sup> golaran level.

**Bonus Feats:** The epic golaran gains an additional feat every three levels higher than 20<sup>th</sup>. He may select epic feats from *Core Rulebook II*.

## HEART WEAVER

*What do you see, mortal? The fields of your youth, long forgotten by your dim eyes? The glory of your first love, undimmed by the passage of time? The smile of your first born child before the plague took him? All these things are real, mortal. All still exist if you but knew the charms to call them forth. Like I do...*

For mortals time exists as a constant stream, flowing ever forward to some unknown end. What exists in the past must stay there. What will come from the future cannot be known. The only piece of time available to mortals is the fleeting moments of the present.

Elves do not have to live within these rigid boundaries. They all, to one degree or another, move through time differently than mortals. It does not touch them the same way. Its hoary grip does not dim their eyes or frost the works of their hands. Heart weavers take this relationship one step further. They can cast their hearts across the fields of time, searching out all of the things lost in it, or that may one day come to pass. They live in the now but also in the past and in the future, all at the same time.

This gift gives heart weavers the unique ability to search through time for knowledge. Yet they are not just seers. By combining illusion, shadow and the ability to channel the raw power of creation, heart weavers can sometimes bring the past or future to life. They can reach out to retrieve lost memories, call up songs forgotten in the sweep of ages, or give a parent the chance to speak to a child never born.

Elven heart weavers usually start as bards or wizards, although some who follow multiple paths eventually find their way onto this one. Whatever road he takes the would-be heart weaver must know the arts of illusion.

**Hit Die:** d4

### Requirements

To qualify to become a heart weaver, a character must fulfil all the following criteria:

**Race:** Elf or half-elf.

**Skills:** Perform (illusion)\* 8 ranks or Sleight of Hand 8 ranks.

**Spells:** Ability to cast 4<sup>th</sup> level illusion spells.

\* See Chapter 7, Fey Tricks.

### Class Skills

The heart weaver's class skills (and the key ability for each skill) are: Bluff (Cha), Concentration (Con), Craft

(all skills, taken separately) (Int), Decipher Script (Int), Heal (Wis), Knowledge (all skills, taken separately) (Int), Listen (Wis), Perform (all skills, taken separately) (Cha), Profession (all skills, taken separately) (Wis), Sense Motive (Wis), Spellcraft (Int) and Spot (Wis). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

**Skill Points At Each Level:** 4 + Int modifier.

### Class Features

All of the following are features of the heart weaver prestige class.

**Armour and Weapon Proficiency:** Heart weavers gain no new proficiencies with any weapons, or with armour or shields.

**Spells:** The heart weaver continues to gain spell power, albeit more slowly than other spellcasters do. At every even level (2<sup>nd</sup>, 4<sup>th</sup>, 6<sup>th</sup>, 8<sup>th</sup> and 10<sup>th</sup>), the heart weaver gains new spells as though he had also gained a level in any one spellcasting class he belonged to before becoming a heart weaver. He does not, however, gain any other benefit a character of that class would have gained.

**Unbound Heart (Su):** At 1<sup>st</sup> level the heart weaver lets go of his own attachment to time. Magical effects cannot age him. He does not suffer the effects of ageing, although he will still die when his time is up. He may reverse any effects associated with ageing if he has already passed into middle, old, or venerable age. Note that this will mean the character gains neither the benefits nor the penalties of ageing.

**Shadows of the Past (Su):** At 3<sup>rd</sup> level the heart weaver can draw images from the past. This is a standard action that requires the character to channel stored spell energy, or a spontaneous spell if the character can spontaneously cast. For every level of the spell channelled or spell slot used the image lasts for 2 rounds. The image may be of a single event, person, or place that existed in the immediate physical area of the character (within 2 miles) at a specific period in time. This image acts as a *major image*, carrying elements of sight, sound, touch and smell. The elf may reach back a number of decades equal to his character level when summoning the image. If the heart weaver wishes to pull forth a specific scene that he did not witness and that he cannot find a witness for, he must make an Intelligence check (DC 20) to get the exact moment he desires. If he fails, then the image is either too blurry to make out or displays something he did not wish to look upon.



### The Heart Weaver

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 <sup>st</sup>	+0	+0	+0	+2	Unbound heart	
2 <sup>nd</sup>	+1	+0	+0	+3		+1 level to existing class
3 <sup>rd</sup>	+2	+1	+1	+3	Shadows of the past	
4 <sup>th</sup>	+3	+1	+1	+4		+1 level to existing class
5 <sup>th</sup>	+3	+1	+1	+4	Shadows of the present	
6 <sup>th</sup>	+4	+2	+2	+5		+1 level to existing class
7 <sup>th</sup>	+5	+2	+2	+5	Shadows of the future	
8 <sup>th</sup>	+6	+2	+2	+6		+1 level to existing class
9 <sup>th</sup>	+6	+3	+3	+6	Immortal song	
10 <sup>th</sup>	+7	+3	+3	+7	Immortal steps	+1 level to existing class

**Shadows of the Present (Su):** At 5<sup>th</sup> level the heart weaver can draw images from the present. This ability works like shadows of the past but the heart weaver can pull images of any person, place or event as they exist now. This ability functions like the *scry* spell but is limited to 4 rounds per level of the spell expended. The being, place or event that is being scryed may not be further than 100 x the elf's character level in miles away. If the heart weaver wishes to draw up an image of a being, place or event he does not know or that he cannot find someone who does know, he must make an Intelligence check (DC 20) to get the exact image he desires. If he fails then the image is either too blurry to make out or displays something he did not wish to look upon.

**Shadows of the Future (Su):** At 7<sup>th</sup> level the heart weaver can draw images from the future. This ability works like shadows of the past but the heart weaver can pull images of any person, place or event as they may exist in the future. This ability functions like the *divination* spell, but the character may ask one question per level of the spell expended. These questions must be pertinent to the person, place or event being investigated. If the heart weaver wishes to draw up an image of a being, place or event he does not know or that he cannot find someone who does know, he must make an Intelligence check (DC 20) to get the thing he desires. If he fails, then the images created are either too blurry to make out or displays something he did not wish to look upon, plus the answers will be impenetrably cryptic.

**Immortal Song (Su):** At 9<sup>th</sup> level the heart weaver understands the song of time. He may add his heart weaver level to the Intelligence check required to invoke the shadows of the past, present and future when no reliable source is forthcoming.

**Immortal Steps (Su):** At 10<sup>th</sup> level the heart weaver frees himself of the bounds of time. He becomes a native outsider. Furthermore, if reduced to 0 or fewer hit points (but not below -9), the elf automatically stabilises. He cannot be surprised or caught flat-footed unless stunned, immobilised or otherwise helpless.

### Epic Heart Weaver

**Hit Die:** d4.

**Skill Points at Each Additional Level:** 4 + Int modifier.

**Spellcasting:** The epic heart weaver gains new caster levels in one of his existing caster classes every even level after 10<sup>th</sup> heart weaver level (i.e. 12<sup>th</sup>, 14<sup>th</sup>, 16<sup>th</sup>, 18<sup>th</sup> and 20<sup>th</sup>). He does not gain any new spells after 20<sup>th</sup> level.

**Bonus Feats:** The epic heart weaver gains an additional feat every three levels higher than 20<sup>th</sup>. He may select epic feats from *Core Rulebook II*.

### HUNT MASTER

*You ask me what is in the wild? Things you can never know. Wonder is there, thick on the ground like fallen leaves. Terror too, and laughter, love, joy, life. All of these things lie so far from you that you will never see them however far you roam. Yet they are no further away than your heart's next beat. You ask me what is in the wild? I am, and you are. Let go of this illusion of fire and words. Join me in the hunt.*

Although all elves have an element of the mystic in their personality, not all of them study the myriad forms of magic. Many find an expression for their spirits in the arts of making, or in the mysteries of building. Others walk in the wild, lonely places where only the fey dwell,

drinking deeply from the wells of silence they find there. Such elves, called hunt masters, come in time to embody the lands they cherish.

Hunt masters represent one extreme of the elven myth. They master the art of the bow, the power that comes from complete stillness and the talents of the beasts. To mortal eyes it seems that they can see further, shoot faster and move quicker than any other creature.

The truth is that, like all things elven, the hunt master's skills come only partially from the natural world. He certainly learns the arts of the ranger and the hunter. But the elf, being an elf, also learns how to channel the magic that lies in the heart of all things to his need. His magic supports his body, gives his arrows wings and gives him the ears of a fox.

Rangers, fighters and monks all find that the way of the hunt master fits in with their training. Some skilled rogues, used to serving as woodland scouts, also take up hunt master training. Wizards, bards and other spellcasters rarely develop sufficient focus on their physical presence to take up this path.

**Hit Die:** d8

## Requirements

To qualify to become a hunt master, a character must fulfil all the following criteria:

**Race:** Elf or half-elf.

**Base Attack Bonus:** +8 or higher.

**Skills:** Balance 12 ranks, Climb 12 ranks, Jump 12 ranks.

**Feats:** Any two of Acrobatic, Alertness and Point Blank Shot.

## Class Skills

The hunt keeper's class skills (and the key ability for each skill) are: Climb (Str), Craft (all skills, taken separately) (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (all skills, taken separately) (Wis), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str) and Use Rope (Dex). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

**Skill Points At Each Level:** 6 + Int modifier.

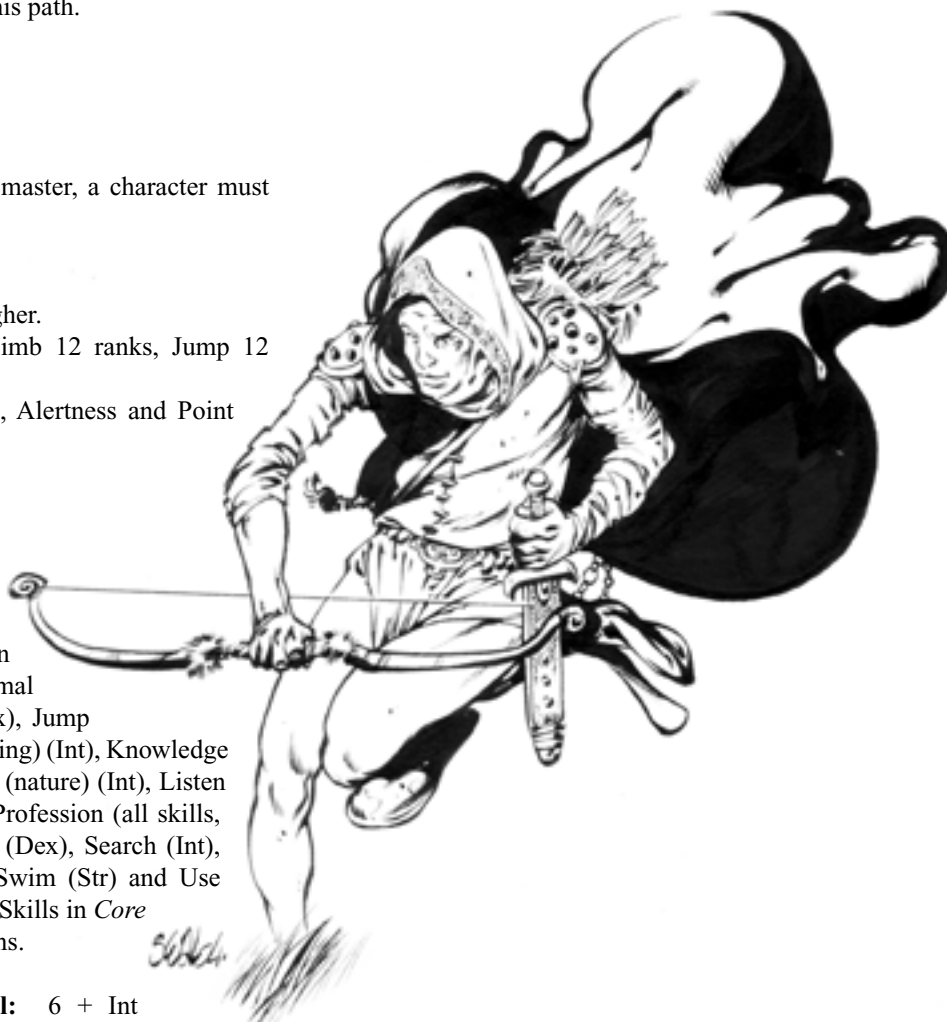
## Class Features

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

**Armour and Weapon Proficiency:** Hunt masters gain no new proficiencies with any weapons, or with armour or shields.

**Into the Wild (Su):** At 1<sup>st</sup> level the character loses any arcane spellcasting that he is capable of – the hunt master may never learn or cast arcane magic. This does not prevent him from using items with the Use Magic Device skill, however. The character always radiates a faint aura of transmutation magic when scanned with *detect magic*.

**Wild Shield (Su):** At 1<sup>st</sup> level the character gains a +2 enhancement bonus to his Armour Class when he is unarmoured. This bonus increases by +1 every other level (+3 at 3<sup>rd</sup>, +4 at 5<sup>th</sup>, +5 at 7<sup>th</sup> and +6 at 9<sup>th</sup>). At 10<sup>th</sup> level the character may double his Armour Class bonus from wild shield when targeted by ranged attacks.



**The Hunt Master**

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1 <sup>st</sup>	+1	+2	+2	+0	Into the wild, wild shield (+2)
2 <sup>nd</sup>	+2	+3	+3	+0	Bonus feat
3 <sup>rd</sup>	+3	+3	+3	+1	Wild shield (+3)
4 <sup>th</sup>	+4	+4	+4	+1	Bonus feat
5 <sup>th</sup>	+5	+4	+4	+1	Wild shield (+4)
6 <sup>th</sup>	+6	+5	+5	+2	Bonus feat
7 <sup>th</sup>	+7	+5	+5	+2	Wild shield (+5)
8 <sup>th</sup>	+8	+6	+6	+2	Bonus feat
9 <sup>th</sup>	+9	+6	+6	+3	Wild shield (+6)
10 <sup>th</sup>	+10	+7	+7	+3	Bonus feat, wild shield (doubled vs ranged)

**Bonus Feat:** Every even numbered level the hunt master may choose a bonus feat from the following list: Acrobatic, Agile, Alertness, Animal Affinity, Athletic, Blind-Fight, Combat Reflexes, Deft Hands, Endurance, Far Shot, Great Fortitude, Iron Will, Lightning Reflexes, Manyshot, Point Black Shot, Precise Shot, Rapid Reload, Rapid Shot, Run, Self-Sufficient, Stealthy or Track. The hunt master may also learn any of the Charms of Nature, Charms of Shadow and Silence, or Charms of War as detailed in Chapter 6, The Magical Elf.

**Epic Hunt Master**

**Hit Die:** d8.

**Skill Points at Each Additional Level:** 4 + Int modifier.

**Bonus Feats:** The epic hunt master gains an additional feat every three levels higher than 20<sup>th</sup>. He may select epic feats from *Core Rulebook II*. He also gains a bonus feat every even numbered level after 10<sup>th</sup> hunt master level.

**SILARAN (SHINING KING)**

*Look you now out on this land. See there? The scars of war writ large on hill and dale. Broken trees, farms gone to weeds, bones bleaching on the tops of mountains. No more. You and yours asked me for my peace. My peace I bring you. This land will grow again. It will prosper. When your children's children's children come to me, I will tell them this; that you did one wise in all the long years of your lives. You asked for help.*

The great wisdom and power of the elves causes many common folk to look to them for aid. They reason that with an elven lord their lands may prosper. Under the guidance of a wise and just magical king they hope to find peace that eludes those ruled by greedier folk.

The silarans rise up to meet this need. Like all elves they love what is good and just in the world. They feel compassion for the mortal coil and for the troubles that plague their less blessed fellows. Unlike most elves, a silaran willingly forsakes the seclusion of the immortal forests to help others. He walks into the lands of dust, knowing that in the end he will most likely fail. But if he can give mortals hope for the brief moments that they live, then even his own death will not be in vain.

Silarans bring with them all of the wisdom of the elven people. They know history, law, art, poetry and magic. They long ago mastered the subtle craft of shifting words. When mortals come to them for judgment, they take the long view, knowing that the momentary interests that disturb other rules will never touch their thoughts.

Very few elves take up the long study required for this craft. Most would rather express their compassion in another way. Some bards and clerics take up the challenge though, led to a clear understanding of the need by their studies. A few fighters and paladins heed the call as well.

**Hit Die:** d8

**Requirements**

To qualify to become a silaran, a character must fulfil all the following criteria:



**Race:** Elf or half-elf.

**Alignment:** Must be good.

**Base Attack Bonus:** +7 or higher.

**Skills:** Diplomacy 10 ranks, Knowledge (history) 10 ranks.

**Feats:** Leadership.

## Class Skills

The silaran's class skills (and the key ability for each skill) are: Appraise (Int), Bluff (Cha), Concentration (Con), Craft (all skills, taken separately) (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nobility and royalty) (Int), Perform (dance, oratory, sing) (Cha), Profession (all skills, taken separately) (Wis), Sense Motive (Wis), Sleight of Hand (Dex) and Spellcraft (Int). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

**Skill Points At Each Level:** 4 + Int modifier.

## Class Features

All of the following are features of the silaran prestige class.

**Armour and Weapon Proficiency:** Silarans gain proficiency with simple and martial weapons as well as all forms of armour. The silaran does not learn how to use a shield.

**Spells:** The silaran continues to gain spell power, albeit more slowly than other spellcasters do. At 3<sup>rd</sup>, 6<sup>th</sup> and 9<sup>th</sup> levels the silaran gains new spells as though he had also gained a level in any one spellcasting class he belonged

to before becoming a silaran. He does not, however, gain any other benefit a character of that class would have gained. If the elf did not have a spellcasting class before becoming a silaran, he instead gains a feat from the fighter's list of bonus feats (see *Core Rulebook I*) at 3<sup>rd</sup>, 6<sup>th</sup> and 9<sup>th</sup> levels.

**Lord of Light (Ex):** At 1<sup>st</sup> level the silaran takes his place among the great powers of the world. He may double the number of followers he gains from his Leadership feat. Furthermore, at 4<sup>th</sup> level he gains a second cohort and at 8<sup>th</sup> level a third cohort. The Games Master may allow these cohorts to be outsiders of the same alignment as the silaran.

**Words of Wisdom (Ex):** At 1<sup>st</sup> level the silaran gains a +4 sacred bonus to his Diplomacy and Sense Motive skill checks.

**Regal Gaze (Su):** At 3<sup>rd</sup> level the silaran's eyes take on the ageless wisdom of his calling. He gains a gaze attack that may affect any evil character's within 30 feet. Each round these character's must make a Reflex save (DC 10 + ½ the silaran's character level + the silaran's Wisdom modifier). If the target fails he is *dazed* by the truth of his own evil for 1d4 rounds. The silaran loses this ability for the duration of the combat he if takes any offensive action.

**Regalia of the King (Su):** At 5<sup>th</sup> level the silaran begins to radiate an aura of magical power. He radiates good as an outsider with Hit Dice equal to his character level. His weapons become good for the purpose of penetrating Damage Reduction. When wearing a noble outfit, the character gains Damage Reduction 5/evil.

## The Silaran

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 <sup>st</sup>	+0	+2	+0	+2	Lord of light, words of wisdom	
2 <sup>nd</sup>	+1	+3	+0	+3		
3 <sup>rd</sup>	+2	+3	+1	+3	Regal gaze	+1 level to existing class
4 <sup>th</sup>	+3	+4	+1	+4	Lord of light (2 <sup>nd</sup> cohort)	
5 <sup>th</sup>	+3	+4	+1	+4	Regalia of the king	
6 <sup>th</sup>	+4	+5	+2	+5	Noble presence	+1 level to existing class
7 <sup>th</sup>	+5	+5	+2	+5	Lay of the land	
8 <sup>th</sup>	+6	+6	+2	+6	Aura of hope, lord of light (3 <sup>rd</sup> cohort)	
9 <sup>th</sup>	+6	+6	+3	+6		+1 level to existing class
10 <sup>th</sup>	+7	+7	+3	+7	Kindle spirit	



Holly let the heavy cloth skirt fall through her fingers. ‘Was great grandfather a silaran?’

‘Silaran, golaran, who can tell?’

The young girl spun around. She looked down at the broad, weathered face hovering just above her waist. ‘That’s ridiculous! How could you not know?!’

Maggie tugged at Holly’s waist to turn her back around. ‘Miss, if I don’t get these laces finished up you’ll fall out of your dress.’

‘Answer the question Maggie! Or I’m not going.’

‘As you wish, Miss. Elves are spirits, yes? They live closer to good and evil than we. And they don’t much explain what they think. A silaran might rule with tyranny, or a golaran with a gentle hand. We’d all be dead before the truth came out.’

Holly allowed the older woman to turn her around. She let that thought settle in while her laces were drawn tight.

‘Elves are not simple, are they?’

‘No miss. They are not.’ Silence settled down over the room. ‘Much like loving a lightning bolt. Silly to try, yet so very attractive. And so intense you forget to breathe sometimes.’

**Noble Presence (Ex):** At 6<sup>th</sup> level the presence of the silaran becomes unmistakably royal. As a standard action, he may issue a *command* (as the spell) to a target within 30 feet. The target may make a Will save to resist the effect. The DC for the save is 10 + the silaran’s class level + his Wisdom modifier. A good target gains a +2 bonus to this save. Once he resists, the target becomes immune to the elf king’s noble presence for 24 hours.

**Lay of the Land (Ex):** A 7<sup>th</sup> level silaran knows his surroundings intimately, from the least child’s worry to the ancient legends of his realm. When within the boundaries of a land in which he is considered a ruler or king, the silaran gains a +4 bonus to all Gather Information, Knowledge (architecture and engineering, geography, history, local, nature, nobility and royalty) checks that are concerned with his realm. This bonus also applies to bardic knowledge checks concerning the area, should the silaran be a bard.

**Aura of Hope (Su):** At 8<sup>th</sup> level the silaran radiates a spiritual aura that sustains all good creatures. Good beings within 60 feet of the silaran gain a +2 bonus to their Fortitude and Will saving throws, attack rolls and Heal skill checks.

**Kindle Spirit (Sp):** At 10<sup>th</sup> level the silaran can awaken the spirit in any good creature. As a standard action he may lay hands on any good being and dispel any negative condition they may suffer from (for example; negative levels, being stunned, dazzled or nauseated, but not hit point or ability damage). If this condition is the result of a spell, he must make a dispel check rolling a d20 and adding his character level to the result. The silaran may use this ability a number of times per day equal to his Wisdom modifier (minimum once per day).

## Epic Silaran

**Hit Die:** d8.

**Skill Points at Each Additional Level:** 6 + Int modifier.

**Spellcasting:** The epic silaran gains new caster levels in one of his existing caster classes every third level after 10<sup>th</sup> silaran level (i.e. 13<sup>th</sup>, 16<sup>th</sup> and 19<sup>th</sup>). He does not gain any new spells after 20<sup>th</sup> level.

**Bonus Feats:** The epic silaran gains an additional feat every three levels higher than 20<sup>th</sup>. He may select epic feats from *Core Rulebook II*.

## SOUL SINGER

*Do you feel it in your heart? That little flame, leaping as you lift up your voice? I see it in your eyes. I hear it in your voice. Come friend. There is no need to be afraid. Let us lift up our voices together and sing against the night. What darkness can stand against the hearts of creatures of good faith?*

Many tales speak of the wonder of elven song. They say that mortals who listen to the songs of the elves will never again be the same. The very timbre of the songs reaches down into the soul, awakening a longing for things that can only be seen through immortal eyes. Some men go mad with that longing, following the traces of these elves far from their homes.

Elven song, like all elven arts, is an expression of the elves unique spirit. Mortals may learn the chords, but the measure will always be beyond them. Soul singers dedicate their years to learning that measure. They study the secrets of elven music, the ancient lore and the oldest scraps of their language. In time this study leads them to the art that lies in their own hearts.

The songs soul singer's sing reach through the mind and down into the spirit. They may affect even creatures like the undead and constructs who would ordinarily be immune to such things. The songs even seem to directly alter the fabric of the world, causing the most powerful creatures to fall under their sway.

Bards find the path of the soul singer particularly attractive. It involves lore that they already study and arts they have devoted centuries to mastering. Some clerics and rogues also feel the call of the forgotten lore. Most others will never develop sufficient skill at self-expression to reach out to others through song.

**Hit Die:** d6.

### Requirements

To qualify to become a soul singer, a character must fulfil all the following criteria:

**Race:** Elf or half-elf.

**Skills:** Perform (any) 10 ranks.

**Spells:** Ability to cast 2<sup>nd</sup> level arcane spells.

### Class Skills

The soul singer's class skills (and the key ability for each skill) are: Bluff (Cha), Concentration (Con), Craft (all skills, taken separately) (Int), Decipher Script (Int), Heal (Wis), Hide (Dex), Knowledge (all skills, taken separately) (Int), Listen (Wis), Perform (all skills, taken separately) (Cha), Profession (all skills, taken separately) (Wis), Sense Motive (Wis) and Spellcraft (Int). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

**Skill Points At Each Level:** 6 + Int modifier.

### Class Features

All of the following are features of the soul singer prestige class.

**Armour and Weapon Proficiency:** Soul singers gain no new proficiencies with any weapons, or with armour or shields.

**Bard Spells:** The soul singer continues to gain spell power, albeit more slowly than other spellcasters do. At 2<sup>nd</sup> and 4<sup>th</sup> levels, the soul singer gains new spells as though he had gained a level in the bard class. He does



### The Soul Singer

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 <sup>st</sup>	+0	+0	+2	+2	Ancient Wisdom, Spark of Light	
2 <sup>nd</sup>	+1	+0	+3	+3	Ancient Sorrow	+1 level to existing class
3 <sup>rd</sup>	+2	+1	+3	+3	Dance of the Fireflies	
4 <sup>th</sup>	+3	+1	+4	+4	Chant of Hope	+1 level to existing class
5 <sup>th</sup>	+3	+1	+4	+4	Wild Night Spire	

not, however, gain any other benefit a bard of that level would have gained. Non-bards will start to develop bardic spellcasting abilities if they become soul singers – 2<sup>nd</sup> level soul singers can cast spells as a 1<sup>st</sup> level bard, while 4<sup>th</sup> level soul singers can cast spells as a 2<sup>nd</sup> level bard.

**Spark of Light (Su):** At 1<sup>st</sup> level the soul singer learns the first of the great elven songs. Using this ability counts as a use of the bardic music ability for that day (non-bard soul singers may only use this ability once per day but it expends no bardic music uses). The song causes all good aligned characters within 30 feet to gain a +2 bonus to any saving throw against an effect generated by an evil aligned character or magic item. Activating and maintaining this ability counts as a standard action that does not provoke an attack of opportunity.

**Ancient Sorrow (Su):** At 2<sup>nd</sup> level the soul singer infuses his words with the sorrow of the elven people. He can target any intelligent creature (regardless of whether or not it is immune to mind-affecting abilities) with a bardic song or a mind-affecting spell with verbal components.

**Dance of the Fireflies (Su):** At 3<sup>rd</sup> level the soul singer learns the second great song of the elven people. The dance of the fireflies speaks of their ancient wisdom and the despair they feel about the coming mortal age. Using this ability counts as a use of the bardic music ability for the day (non-bard soul singers may only use this ability once per day but it expends no bardic music

uses). All non-elves within 30 feet of the character must make a Will save (DC 10 + the soul singer's class level + his Charisma modifier). Those that fail are panicked by the effect for 2d4 rounds. Targets that succeed are immune to the soul singer's dance of the fireflies for 24 hours. Activating and maintaining this ability counts as a standard action that provokes an attack of opportunity.

**Chant of Hope (Su):** At 4<sup>th</sup> level the soul singer learns the third great song of the elven people, which speaks of their ancient prophecies about the joy to come in some far future age. Any evil character within 30 feet gains a –4 penalty to his attack and damage rolls, saving throws and skill checks. Activating and maintaining this ability counts as a standard action that provokes an attack of opportunity. Using this ability counts as a use of the bardic music ability for the day (non-bard soul singers may only use this ability once per day but it expends no bardic music uses). Evil characters may resist by making a Will save (DC 10 + the light singer's class level + his Charisma modifier). Targets that succeed become immune to the soul singer's chant of hope for 24 hours. Activating and maintaining this ability counts as a full round action that provokes an attack of opportunity.

**Wild Night Spire (Su):** At 5<sup>th</sup> level the soul singer learns to bend the world to his words. He can target any creature (regardless of whether or not it is immune to mind-affecting abilities or is even intelligent) with a bardic song or a mind-affecting spell with verbal components.

# Elven Ways and Means

The technology of the elves creates almost as much speculation as their beauty, licentious behaviour and awesome magical prowess. Mortals stand in awe of the simplest items of elven craft. They speak with wonder of simply made bridles, of crystals that shine with infinite light and pure sweet water that washes away all ills.

At the same time, stories never speak of the elves as having a complex material culture. No one pictures elves toiling away over hot forges or grubbing in the earth after metals. They draw their immense wealth from some otherworldly source. Perhaps they grow it on trees or pull it down out of the sky.

In this case the truth is even stranger than fiction. Elves do not grub after steel, although they do occasionally spend days over the forge. They do not have to support a vast industry, relying instead on the productivity of all of the people, some of the time. Most spend some amount of their time working away at something or other in order to while away the endless years.

This section addresses four possible sources of elven materials and technology; forged crystal, elfin crafts, living magic and woven light. Each of these sources gives elves different options and abilities to deal with the world. The Players and Games Master should agree which (if any) of these technologies exist in a particular game world. Alternately, each technology could be the dominion of a specific elven culture.

Each type of material contains information about; daily use technology, special kit available only through that type of technology and specific kinds of weapons and armour that evolve out of the tools available. Most of these objects count to one degree or another as magic items, although not all require an Item Creation feat to create.

## ELFIN CRAFTS

The simplest, and most common, form of elven technology comes in the form of so-called 'elfin crafts'. These crafts outwardly resemble the skills used by other races. The elves forge metal, weave cloth, use levers and generally carry on like good mortal folk. It is only when the observer pays close attention that he sees

something odd occurring. Elven metalwork is lighter and stronger than it should be given the quality of their available ores. Their cloth repels water when the weave should pull it in. An elven pry is made of light wood, yet displays the strength of good steel.

In part, this technology comes from the remarkable amount of time elves spend on their crafts. With a lifespan extending over centuries, most elven craftsmen will happily spend a few months working on a decent pair of boots. Time and care make up for the lack of a strong industrial base. Any race could duplicate this by simply increasing their production times to match those expected by the elves.

The other, more secret, element lies in the heart of the elven perception of the world. Elven craftsmen do not create items. They tease the spirit of the item



into existence in the material world. Everything they make, from a cup to a mighty longbow, represents the craftsman's best attempt to express an ideal form. During this process the resulting item becomes a focal point for the magic that permeates the world. So long as it remains undamaged it can do things that seem magical to the uninitiated.

## Descriptive Elements

Elfin craft goods look the same as their mundane counterparts at first glance. Perhaps they seem a bit flimsy. More likely the items look well made, but somehow different.

Closer inspection shows that, from the perspective of a dwarf or even a human point of view, the craftsmanship seems rather crude. The base materials used tend to be poorly refined. The basic technique used to make them borders on primitive. But the effort expended on finishing makes up for it, turning what should be a mockery into true art.

In terms of materials elfin crafts use the following:

- ✦ *Ceramics*: using whatever local clay is available. Ceramics form a large part of the small durable goods made by elves using elfin craft.
- ✦ *Cloth*: simple plant fibres or animal skins, generally lightly processed. Cloth and yarn tend to be uneven, with a loose weave. Colours tend towards what can be easily accomplished using natural dyes.
- ✦ *Metal*: Copper, gold, mithril and silver. Elves trade for bronze, iron and good steel but generally do not go to the trouble of mining things themselves. Elfin crafts rarely rely on much metal, instead working to express ideal shapes in other materials.
- ✦ *Stone*: Elfin crafters may quarry or mine, but they generally content themselves with what they can find on the world's surface. Building stone comes from local cliffs or magical spells. Precious stones usually make their way into elven lands from human, gnome or dwarven mines.
- ✦ *Wood*: Wood is the primary durable material available to elfin crafters. They use it for nearly everything, from buildings to weapons of war. Elfin crafters use stained local woods for everyday use. They also import exotic woods for important objects. Many wooden items have metal or stone inlays, stains or even elaborate lacquering.

Elfin crafts tend toward simple, elegant forms. The craftsmen do not load them down with heavy ornamentation. Instead they work to bring out a 'perfect' shape, usually highlighted with simple colours and perhaps a bit of inlay or engraving. They try to preserve the natural texture of whatever they work with, leading them to use a variety of stains to create colour rather than obscuring dyes.

## Mechanics

In order to create elfin craft items the craftsman must have the Elfin Craftsman feat (see Chapter 7, Fey Tricks). These items are always considered masterwork items. The crafter may add multiple elfin craft qualities to a single item, although each component after the first increases the overall difficulty of the effort. Particularly skilled crafters can add elfin craft qualities to an existing masterwork item, although this process requires a great deal of patience.

### Core Rules

Elfin crafts use the rules described for the Craft skill in *Core Rulebook I*. The would-be crafter must have an appropriate Craft skill to create the item he wishes. He must also learn the Elfin Craftsman feat, described in the Fey Tricks chapter of this book.

Once the crafter makes the base item he may add various elfin craft qualities to it. He may continue to add qualities until he finishes the work or he fails one of his weekly skill checks. When he fails to meet the DC of a weekly skill check he must immediately make a second skill check at the same DC. If he fails this one as well, then he destroys the item. All materials and work are immediately lost.

When making a skill check the crafter must meet the base DC of the first quality he wishes to add to the item. For each quality after the first, increase the next quality's DC by +3. Thus, the DC to add a fourth quality would increase by +9.

The masterwork component does not count as an elfin craft quality. Items of elfin craft have a very faint magical aura of indefinable magical type.

### Adding Qualities

A sufficiently talented elfin crafter may add qualities to non-magical, masterwork items created by less skilled craftsmen. If the item is already the product of elfin craft, the character may add qualities using the rules described above. If the creator used a different technique (i.e. did not possess the Elfin Craftsmen feat) then the DC of each quality is increased by +5.

## Repairing Items

Elfin craft qualities cease to function if the item suffers damage equal to one half or more of its hit points. The item can be repaired normally and begins functioning again as soon as its hit points rise above the required amount.

## Buying and Selling Elfin Crafts

The products of elfin craft are typically available for sale in the workshops of elven master crafters. They will stock a variety of traditionally useful items appropriate to their trade. Many will also take special orders. The time required to complete that order depends on the elf involved and how important he thinks it is. Most think nothing of taking a decade or more to deliver an order and other elves usually do not mind. Shorter lived races might take a different view of the matter.

## Elfin Craft Qualities

Elfin crafters may add any of the following qualities to an item. Each component provides a simple benefit that enhances the item's function.

The qualities take their names from the spiritual qualities that the elves associate with the various trees of the great forests. Just because an item has a specifically named component does not necessarily mean that it also has wood of the appropriate type, but elfin crafters often try to incorporate it for symbolic reasons.

Full descriptions of each of the qualities above follow. The descriptions contain information about items most appropriate for the quality, its mechanical effects and any descriptive terms that may apply to the quality.

The first cost given lists the cost of the masterwork component. When creating the item the crafter must pay one-third that price for raw materials.

An arrow or other ammunition costs 1/10<sup>th</sup> the listed cost.

**Apple (DC 20, 200 gp):** Objects that take on this quality become naturally beautiful. The crafter works hard to coordinate the textures, shapes and feel of the material to make it as wondrous as any baroque piece of dwarven folly. The object gains an art component to its form, increasing its overall worth by 5% of the quality cost multiplied by a Craft skill check the character makes for this purpose.

*Common Items:* Architecture, clothing, furniture, jewellery, pottery.

*Description:* Items sharing the quality of the apple embody the concepts of elfin beauty. Each element of the object blends together to form a seamless whole. The colours (usually greens and gold) blend and merge, changing as the light changes around it to fully display the workmanship. The textures of the materials in the item draw the viewer's eye to carefully shaped imperfections that enhance rather than detract from the whole.

**Ash (DC 25, 400 gp):** Objects that take on the quality of the ash become baleful to a particular kind of creature, selected by the crafter at the time of its making. The crafter may select one creature type from the ranger's list of favoured enemies. When a creature of that type comes in contact with the object, it must make a Will save (DC 15) each round or take 1 point of damage that ignores Damage Reduction. Weapons with the quality of ash inflict this damage on creatures they strike. Ranged weapons do not confer this quality to their ammunition.

*Common Items:* Arrows, bands, brands, chains, weapons.

*Description:* Items with the quality of ash radiate a faint aura of menace. They seem almost to watch the world around them, as if they were somehow alive. The item itself tends to be pale (usually white or light grey) and simple, with ash leaves carved somewhere on the surface.

**Birch (DC 20, 300 gp):** Objects with the quality of the birch give good health to those that use them. The wielder gains a +1 bonus to Fortitude saves to resist disease, fatigue effects and poison. He also increases his healing rate by +1 hit point per day.

*Common Items:* Baths, beds, belts, jewellery (especially pendants), rods.

*Description:* Items that share the quality of the birch usually have a thin, papery texture and white or black coloration. They feel slightly slick to the touch and sometimes give off a sweet scent.

**Dogwood (DC 20, 200 gp):** Objects that take on the quality of the dogwood are highly attractive to animals. A character using bridles or collars made with the quality of the dogwood on animals gains a +2 competence bonus to Handle Animal and Ride checks. A character wearing an item with the quality of the dogwood gains a +1 bonus to wild empathy skill checks targeting animals.

*Common Items:* Bridles, harnesses, hoods, rings, saddles, tresses.



Name	Association	DC	Cost	Effect
Apple	Beauty	20	200 gp	The item displays great beauty and value.
Ash	Banes	25	400 gp	The item does additional damage to a specific target.
Birch	Healing	20	300 gp	The object increases healing and health.
Dogwood	Animals	20	200 gp	The object's holder has a better relationship with animals.
Elder	Corrupt	25	400 gp	The object channels the fundamental evil of the world into a physical form.
Elm	Elves	25	300 gp	The object is well suited for elven hands.
Hemlock	Visions	25	300 gp	The object removes the veils between the holder and the future.
Hickory	Hard	20	200 gp	The object's hardness increases.
Holly	Protection	25	300 gp	The object shields the holder from magical harm.
Ivy	Binding	20	200 gp	The object clings to other objects on command.
Laburnum	Light	25	300 gp	The object glows when a particular creature comes within 120 ft.
Laurel	Purity	25	400 gp	The object channels the fundamental good of the world into physical form.
Linden	Shelter	20	200 gp	The object provides security to those who use it.
Maple	Resilient	20	200 gp	The object is relatively impervious to outside materials (dye, oil and water especially).
Oak	Flame	30	500 gp	The object can support a flame without consuming itself.
Olive	Life	25	400 gp	The object contains the essence of life and therefore repels undead.
Peach	Sight	30	500 gp	The object contains the essence of magic.
Plum	Abundance	20	200 gp	The object causes the things within it to multiply.
Pine	Endurance	20	200 gp	The object does not suffer the effects of age.
Poplar	Shielding	25	300 gp	The object provides protection from physical attack.
Rowan	Negation	30	500 gp	The object breaks magical effects it comes in contact with.
Sycamore	Flight	20	200 gp	The object is light, as if it were about to fly away.
Thorn	Suffering	20	200 gp	The object brings ill fortune on those who hold it illegitimately.
Willow	Hiding	25	300 gp	The object hides itself and those who hold it.
Witch Hazel	Transformation	25	300 gp	The object changes itself subtly to meet the holder's needs.



*Description:* Items with the quality of the dogwood feel remarkably heavy and often cool to the touch. They usually have patterns of red and crosses of red or white used in their decorations.

**Elder (DC 25, 400 gp):** Objects that take on the quality of the elder radiate corruption. Any good character carrying the object must make a Will save (DC 15) each round or take 1 point of damage that ignores Damage Reduction. Weapons with the quality of the elder inflict this damage on creatures they strike. Ranged weapons do not confer this quality to their ammunition. In the hands of an evil character, elder items provide a +1 profane bonus to any skill roll made utilising the item. Elder items have a faint aura of evil.

*Common Items:* Caches, doors, doorframes, hearths, weapons.

*Descriptions:* Items that share the quality of the elder tend to be gnarled, with long runs of white twisting down though the whorls. Their decorations tend towards long, thin, jagged leaf shapes and always come in mirrored pairs. Elder items give off a faint stench that resembles the smell of rotting flesh.

**Elm (DC 25, 300 gp):** Objects that take on the quality of the elm suit themselves to elven needs. The item provides a +2 racial bonus to whatever skill check the elf uses it for. Each item can only benefit one skill, selected by the crafter at the time of the item's making. It is possible for the crafter to add the quality of elm to an item more than once, each time selecting a separate skill.

*Common Items:* Clothing and tools.

*Description:* Items with the quality of elm typically display light green, light brown or light golden hues. They often take their shape from the elm pod; a single lobe shaped leaf wing with a hard seed. Most have engraved decorations resembling the veins of leaves.

**Hemlock (DC 25, 300 gp):** Objects with the quality of the hemlock give the holder a vague sense of events in the past, present and future. When the crafter makes the item he can specify whether it provides a bonus to a specific Knowledge skill or to the bard's bardic knowledge class feature. While using the object the wielder gains a +2 competence bonus to the selected check.

*Common Items:* Books, crowns, hats, rings.

*Description:* Items that share the quality of hemlock usually have a dark green or black top with a silvery or

white underside/inside. The items are somewhat rough to the touch. They may have additional ornamentation in the form of small red or black-berry like markings, usually rendered in either enamel or semi-precious stones.

**Hickory (DC 20, 200 gp):** Objects that take on the quality of hickory become as hard as old roots. They gain a +2 increase to their hardness, permanently. Wooden items behave as if they were made of good steel, and cloth like leather. This allows the elves to make spears and swords completely of wood, or weave cloth that takes the place of leather in light armour.

*Common Items:* Any everyday item, building or tool of war as well as carts, ships and other means of transportation.

*Description:* Items with the quality of hickory feel hard in the hand. They have clean lines, little ornamentation and a light grey tinge that dulls their other colours. Most hickory items blacken at the edges, although this discolouration does not affect their function.

**Holly (DC 25, 300 gp):** Objects with the quality of holly grant modest protection from the forces of arcane magic. The object may make a save (with no modifiers) to resist a spell even if it is not in the possession of a character. The character that holds the item gains a +1 bonus to his saving throws against arcane magic. If the bearer fails a save against arcane magic, the holly's effect breaks for 24 hours.

*Common Items:* Cloaks, doors, sculpture.

*Description:* Items that share the quality of holly prick the flesh of anyone who touches them. They tend to be glossy green, brown or white with occasional nodes of red peaking out through the item's surface.

**Ivy (DC 20, 200 gp):** Objects that take on the quality of ivy cling to one another and to any other thing the possessor desires. If the item is used to Climb it adds a +2 circumstance bonus to the skill check. If it is applied to a normal item, any effort to remove the item from the character suffers a -2 penalty to the check. This includes disarm and sleight of hand attempts. Larger items (like houses) with the quality of the ivy tend to stay where they are regardless of the efforts of the environment to remove them.

*Common Items:* Boots, gloves, jewellery, ropes, weapons.

*Description:* Items with the quality of ivy tend to be loosely constructed. Woven goods will have loose



weave; pottery and other more stable goods have light and airy form. Most come in various shades of green, ivory and rust in leaf patterns.

**Laburnum (DC 25, 300 gp):** Objects that take on the quality of laburnum glow faintly when a creature of a specified type enters within 120 feet. This glow does not give off enough light to see by; indeed it is barely visible at all. If the object is not held in the hand the bearer or another character within 5 feet must make a Spot check (DC 20) to notice the glow at all. If it is held in hand, the wielder or another character within 15 feet may study the item as a standard or move action to determine if it glows.

*Common Items:* Gems and weapons.

*Description:* Items with the quality of laburnum have a light gold and red inlay in a network covering them. They feel slightly warm to the touch, as if they had lain outside during a warm summer's day.

**Laurel (DC 25, 400 gp):** Objects with the quality of laurel take on the purity of innocence. Any evil character carrying the object must make a Will save (DC 15) each round or take 1 point of damage that ignores Damage Reduction. Weapons with the quality of the laurel inflict this damage on creatures they strike. Ranged weapons do not confer this quality to their ammunition. In the hands of a good character, laurel items provide a +1 sacred bonus to any skill roll made utilising the item. Laurel items have a faint aura of good.

*Common Items:* Chains, chairs, doors, doorframes, any tool.

*Description:* Items sharing the quality of laurel feel almost alive under a good creature's touch. They have long, straight lines and are pale yellow or white in colour. Any decorations are simple, usually just ovals with abstract patterns scribed in them.

**Linden (DC 20, 200 gp):** Objects that take on the quality of the linden provide their bearer with protection from the elements. Whatever the object covers is comfortable in hot or cold weather. If the item covers more than 50% of the character, he gains a +2 competence bonus to saves against environmental effects.

*Common Items:* Cloaks, packs, tents.

*Description:* Items with the quality of the linden display yellow bellflower ornamentation. They may also have a motif of broad, irregularly shaped saw-tooth leaves.

**Maple (DC 20, 200 gp):** Objects with the quality of the maple become relatively waterproof and buoyant. The object itself sheds water like a duck and floats regardless of its weight. If the character has more than 50% coverage with items with this quality he gains a +2 racial bonus to Swim skill checks. He also bobs to the surface of any body of water if there are no obstructions.

*Common Items:* Clothes, packages, pottery, storage.

*Description:* Items that share the quality of the maple usually display pale yellow, ivory or white colouration. They may have fine, faint patterns of green veins as well. Most feel slightly slick as if the item were pushing the holder's hand away.

**Oak (DC 30, 500 gp):** Objects with the quality of the oak tap into the sacred fire of elvenkind's communal soul. As a standard action the object can be set aflame – while burning it radiates light equal to a torch. Some particularly small items like amulets radiate light equal to a candle. Anyone who touches the item takes 1 point of fire damage per round, unless the crafter specifically created a place on the item to hold it. Weapons ignited in this way do 1 point of fire damage to their target. Ranged weapons do *not* pass this fire to their ammunition. The flame goes out if the attacker rolls a natural 1 or successfully inflicts a critical hit and will not re-ignite for 24 hours.

*Common Items:* Logs, trinkets, weapons.

*Description:* Items with the quality of the oak are dark, no matter what colour they may be. Their decorations follow elaborate whorls embedded in the object's surface. Many have a slightly ridged surface texture that feels bumpy to the touch. They feel heavy and warm regardless of the temperature.

**Olive (DC 25, 400 gp):** Objects with the quality of the olive hold so much life they almost seem alive themselves. Undead cannot bear to be around the object. Any cleric using a holy symbol with the quality of olive to turn undead gains a +2 competence bonus to the check. An undead that touches an item with this quality must make a Will save (DC 13) or cower for one round. Weapons with this quality inflict +1 damage against undead. Armour with this quality provides an additional +1 deflection bonus to the wearer's Armour Class when the attacker is an undead.

*Common Items:* Coffins, doors, holy symbols, statues.

*Description:* Items that share the quality of the olive feel slightly slick to the touch. They have a deep yellow

colouration, sometimes with abstract patterns of brown stained into it. These patterns may form religious symbols or simply look like geometric shapes.

**Peach (DC 30, 500 gp):** Objects that take on the quality of the peach act as foci for the arcane power in the world. The item may be enchanted for one-quarter the usual experience point cost. This quality transforms the item into a masterwork item for the purposes of meeting item creation requirements.

*Common Items:* Any item.

*Description:* Items that share the quality of the peach take on a rich, golden colour with flecks of green and red scattered like decorations. They give off a faint, clean, fruity scent that reminds most good creatures of summers and golden harvests.

**Plum (DC 20, 200 gp):** Objects with the quality of plum share in that tree's overwhelming abundance. Perishable goods held within the item do not spoil. Food left in the item slowly expands, seemingly by magic. For every five days worth of food the package holds, it can feed a single person for an additional day. Characters carrying an item with the quality of the plum are more likely to have children.

*Common Items:* Casks, crates, jars, packs, wrappings.

*Description:* Objects that share the quality of the plum are straight, thick and strong. They are either dark brown or purple with motifs of white flowers and bright green leaves relieving the monotony. Even a casual observer will notice an aura of life about them, as if they were living plants or perhaps animals poised just on the edge of motion.

**Pine (DC 20, 200 gp):** Objects that take on the quality of the pine endure. They do not suffer from the effects of age or weathering, although they might be destroyed by violence or circumstance. Swords with the quality of the pine are ever sharp; a door with this quality never fades or cracks.

*Common Items:* Any item.

*Description:* Objects made with the quality of pine are often knotted or swirled into curious, awkward and ungainly shapes, hinting at their parent's nature, and are often decorated with pinecones or needles.

**Poplar (DC 25, 300 gp):** Objects with the quality of the poplar provide protection from physical harm. Items with this property gain a +2 bonus to their Armour Class. A character wearing armour or a shield with

this quality gains a +1 bonus to his Armour Class while flat-footed.

*Common Items:* Any, although armour and shields are popular.

*Description:* Objects made with the quality of poplar look as if they are about to leap up and dance. They usually have solid shapes, covered with faint tracings of almost moving images. Most display brown, rust, or silver colour schemes.

**Rowan (DC 30, 500 gp):** Objects that take on the quality of the rowan cannot be enchanted using the Item Creation feats. They automatically make their saving throws to resist spells or supernatural abilities targeting them. A character with 50% coverage or more increases his chance of arcane spell failure by 30%, but gains a +2 bonus to all of his saving throws versus spells, magic and spell-like effects. Weapons with the quality of rowan may ignore deflection Armour Class bonuses created by spells of lower than 3<sup>rd</sup> level. Note that this last effect will not ignore deflection bonuses created by magical armour or rings, as it only defeats currently active spells.

*Common Items:* Chains, cups, locks, pottery, shirts, weapons.

*Description:* Objects that share the quality of the rowan always seem repellent to those who wield arcane magic, no matter how beautiful they are to others. The items display bright green colouring, commonly with patterns of twigs and branches etched or carved into them. Most feel slightly cold to the touch; a wizard or sorcerer that handles the item will find it almost unbearably chilled.

**Sycamore (DC 20, 200 gp):** Objects with the quality of sycamore become so light that a stiff breeze could blow them away. Reduce the object's weight to half its base weight.

*Common Items:* Any item, although most commonly applied to packs and storage containers.

*Description:* Characters can easily identify items that share the quality of the sycamore by their multicoloured surface and smooth texture. Sycamore items always display a seemingly random assortment of browns, greys and greens as if they were made from a healthy sycamore tree. Most have lowered ridges forming the colours into scales that look as if they may fall off the item at any moment.

**Thorn (DC 20, 200 gp):** Objects that take on the quality of the thorn inflict ill fortune on those who steal them.



In order to transfer the object without invoking this quality the owner of the item must, of his own free will, pass the object to another character. If the character comes into possession of the object in any other way, he immediately must make a Will save (DC 15). If he succeeds, he must still continue to make the Will save once per day until he fails or he disposes of the item. If he fails, then he suffers a -2 penalty to all skill checks until he returns the item to its rightful owner. This effect can be cancelled with a *remove curse* spell, but if the character remains in possession of the object it tries to exert its baleful influence again 24 hours after the spell lifts the effect.

If the owner of the object dies before passing it on, the object must be returned to the owner's place of interment in order to break the curse.

*Common Items:* Any item of value.

*Description:* Items blessed with the quality of the thorn seem to brood. They are dark in colour with long, slender decorative carvings resembling thorns covering their surface. Most give off a faint coppery scent not unlike fresh blood.

**Willow (DC 25, 300 gp):** Objects with the quality of the willow shelter themselves from the eyes of others. Increase the Search DC to find such an item by +2. A character covered by willow garments (at least 50% coverage) gains a +1 competence bonus to Hide and Move Silently skill checks.

*Common Items:* Blinds, caches, cloaks, houses, masks.

*Description:* Items touched with the quality of the willow elude the eye. They seem to shift subtly away from the viewer, as if they wished to remain hidden. The impression of movement continues even after the viewer gets a good look at the item. The items display colours of muted browns and greens, usually blended together in elaborate swirls that heighten this effect.

**Witch Hazel (DC 25, 300 gp):** Objects that take on the quality of witch hazel subtly transform themselves to assist the wielder. Knots untie, shoes spread out slightly and handles change shape to better fit the character's hand. The character can effectively use the *prestidigitation* spell on the item, although he cannot make it obviously float or radiate light.

*Common Items:* Locks, pouches, ropes.

*Description:* Objects that share the quality of the witch hazel seem aware of their surroundings. They tend to silvery or white colouration, with slivers of brown or

dark grey scattered over the surface. Most have a single white flower with a blood red heart somewhere on them, although it may not be obvious on first inspection.

## Example Items

The following common items come from the elfin craft system. Players and Games Masters can use these items as examples for other elfin technology.

**Apple and Hickory Noble's Garb:** This green and gold nobles garb includes a long golden mantle, fine green tunic and gold and black trousers. The entire affair is covered with elaborate black embroidery of apple and oak leaves. It serves its wearer as leather armour as well as being an extraordinarily beautiful outfit. Cost: 425+ gp.

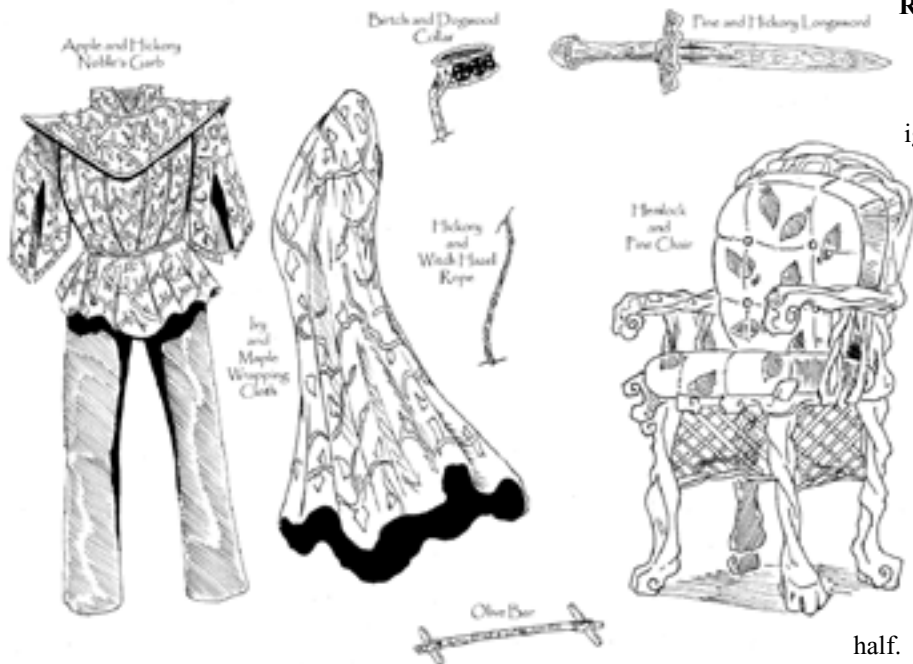
**Birch and Dogwood Collar:** This heavy leather dog collar has a papery surface inscribed with red crosses. It grants the owner +2 to Handle Animal checks targeting the dog he places it on. The dog also gains a +1 bonus to its Fortitude saves against disease, fatigue and poison and gains +1 hit point to its total healing when resting. Cost: 501 gp.

**Hemlock and Pine Chair:** This gnarled, dark brown chair has silvery cushions embroidered with pinecones. The chair does not suffer from the effects of age or weathering, nor does it get dirty easily. Anyone sitting in it gains a +2 competence bonus to his bardic knowledge check, assuming that he makes it while still in the chair. Cost 515 gp.

**Hickory and Witch Hazel Rope (50 feet):** Each strand of this slender, silvery rope stands out due to what appears to be black dye clinging between the strands. When knotted the rope will unknit itself at the owner's command; when bundled it never tangles. The rope is as strong as a steel cable and can easily support 500 lbs or more of weight.

**Ivy and Maple Wrapping Cloth:** This rough ivory wrapping cloth has embroidery of ivy leaves over the surface. It can cover an object of up to Medium size. When placed on an object it does not need to be lashed or tied to stay in place. It also protects the enclosed item from water damage, although it will not allow a living creature to breath underwater. Cost: 501 gold.

**Linden Cloak:** This light green cloak is covered with small bellflowers embroidered in fine yellow thread. It is comfortable in summer, warm in winter and gives its wearer a +2 competence bonus to his saves against environmental effects. Cost: 210 gold.



**Rowan Arrows:** These long, pale arrows pain elven eyes. They have bright green feathers and leaf-bladed heads. The arrows ignore whatever deflection bonuses to Armour Class their target may possess. Cost: 501 gp (50 gp per arrow).

**Sycamore Chest:** This wooden chest (3 feet wide x 2 feet deep x 2 feet tall) appears to be covered in patches or scales of brown, grey and mossy green. Closer inspection shows that the surface has been elaborately carved to simulate the bark of the sycamore tree. The chest can reduce its total weight, including contents, by half. Cost: 220 gp.

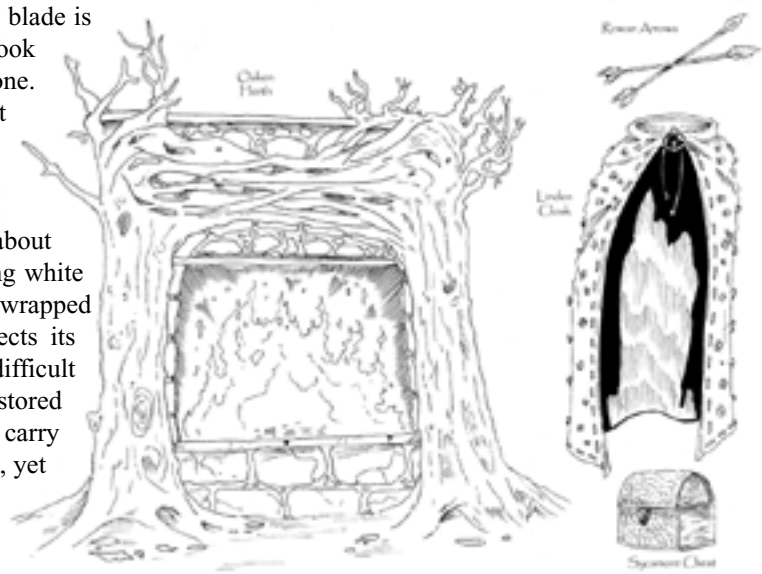
**Oaken Hearth:** This heavy, dark fireplace is carved from ancient wood and dark grey stone. Two carved oak trees frame the opening. The oak's branches support a flat mantle piece. Although there are never logs in the hearth, a bright flame burns there merrily. Cost: 550 gp.

**Olive Bar:** This yellow wooden rod is two inches thick and four feet long. It is designed to rest across a door way or arch, barring passage by the undead. An undead that wishes to cross over the bar must make a Will save (DC 13) to pass. It may try again each round. Cost: 402 gp.

**Pine and Hickory Longsword:** A heavy, double bladed longsword made of pale wood. The blade is arrow straight, but the cross guard and hilt look like a gnarled mess. The pommel is a pinecone. The blade never chips or goes dull, and it carries the same edge and heft as a normal steel longsword. Cost: 515 gp.

**Plum and Poplar Barrel:** A thick barrel (about 3 feet tall and 2 feet across) with alternating white and purple boards and fanciful ivy rings wrapped around the whole item. This barrel protects its contents well; not only is the barrel itself difficult to hit (+2 to its Armour Class) but anything stored inside will never grow stale or rot. It can carry enough supplies for 20 days worth of meals, yet when served the supplies will stretch for 24 days. Cost: 505 gold.

**Author's Note**  
 When combining two or more qualities Games Masters should feel free to make arbitrary determinations about what the item can and cannot do. They should also veto any combinations that strike them as overly silly or just plain impossible.  
  
 Always remember that the idea behind elfin craft is to create items with interesting and useful powers. These things are not intended to replace artefacts; rather they fill the niche of minor magical items used by a magical people.



## GROWN CRYSTALS

When mortals think about elves and elven technology the images of crystalline weapons, armour and tools come to mind. Legends speak of crystal spires reaching up to the stars, of mirrors formed from polished stones – some storytellers describe fires frozen so that they burn forever without fuel.

At the core of these stories lies the idea that elves use magic to replace the materials they do not wish to work for. Elves do not spend long hours deep in mines or engage in the brutally exhausting work of smelting. Elvish workmen do not pause to drink herbal tea under the hot sun before going back to shifting massive cut blocks of granite. Elven children do not wander the woods with steel axes looking for a likely tree.

Grown crystals represent one approach to replacing the basic materials of life with magic. Each crystal, a minor wondrous item, contains the power of a specific elemental principle. Elfin craftsmen then combine the crystals, shaping the resulting masses into whatever tools or buildings the people need.

The elves that utilise grown crystals retain their knowledge of the mundane crafts. They still use some of the same skills as mundane craftsmen when shaping their objects. They simply use a radically different material source, one grown from pure magic.

### Descriptive Elements

Grown crystal items, even those disguised to look like the product of more mundane craft, have a distinctive glossy surface texture that betrays their origin. They may be of any colour, flexibility or hardness.

The elves delight in shaping these crystals, using the resulting materials for everything from architecture to clothing. When making practical items like bows and adzes, they restrain their creativity. However, in decoration the elven spirit runs wild. The limitless potential for shaping crystals allows the creator nearly infinite possibilities. Anything that is not intended for hard everyday use will therefore be covered with the most baroque decorations imaginable. Some elves go so far as to emphasise the magical nature of the crystalline items by making them both faceted and translucent, then teasing the material into impossibly smooth organic curves.

The process of crafting grown crystals resembles both mundane crafting and musical composition. The elfin craftsman must both work the material with crystal tools and ‘sing’ it into shape. Those who master the art can easily shape crystal into whatever they desire. Others,

less adept at magic or music, must trade for what they desire.

### Mechanics

In order to craft crystal the character must have the Craft Wondrous Item feat. Additional feats from Chapter 7, Fey Tricks provide the character with additional options. The character must also learn the skill Craft (crystal) to help form the original crystal matrix that forms the core of the object.

All grown crystals start with the creation of one or more ‘core’ crystals. These crystals form the raw material with which the character will create the object. Once created the crafter shapes the crystal into the item he needs. This second step uses the standard Craft rules as detailed in *Core Rulebook I*. Once complete the item acts like a normal item of its kind, barring the effects of the materials.

All crystals radiate an aura of faint conjuration magic.

### Creating Crystal

Each crystal begins its journey as a simple stone. Most elves use stream or river stones for this work; some prefer to begin with stones freshly torn from a cliff-face or mountainside. The type of the stone does not matter in practical terms. However, the crystal and anything made of it will take on the texture and some of the colouration of the base stone. Many skilled craftsmen therefore spend months or even years looking for the perfect stone for a particular application. Some gnomes and halflings even make an occupation of collecting seemingly worthless but pretty rocks to trade for elven gold.

Once the crafter finds the perfect stone he begins the process of shaping it. This shaping requires a Craft (gemcutting) skill check (DC 20) and one week of work (or Craft (crystal), but this check is made with a –2 penalty and the process takes two weeks). Note that if the character does not possess at least 5 ranks in a Perform skill, the DC increases to 25 as this raw creative process is always a lot easier when performed by a musician who can ‘sing’ or ‘play’ the crystal into shape. If the character fails this check the polishing process destroys the stone. Otherwise the stone is ready for its primary enchantment. Raw stones may be traded; some particularly skilled gemcutters make a good living by polishing stones for other elves.

The crafter takes the polished stone and begins the enchantment process. For items requiring more than one crystal, the crafter will have to enchant all of the stones before he begins. Once enchanted, the stones

take on their distinctive, crystalline characteristics and only the enchanter can shape them. Other crafters may assist the primary crafter in his work using the normal aid another rules.

### Combining and Crafting Crystal

Each crystal represents one aspect or principle force of the universe. Many do not have a practical use in and of themselves. However when combined into sets of two or more these crystals become highly malleable substances with a wide ranges of uses.

Merging two crystals requires a week of work and a Craft (crystal) skill check (DC 20). If the character succeeds then the two crystals merge together. If he fails, then neither crystal is damaged and he may try again next week.

Creating a matrix with three or more crystals follows the same rules as merging two crystals. The crafter adds crystals to the matrix one at a time. Each crystal requires one week of work and a Craft (crystal) skill check. The DC for this check equals  $20 + 5$  for every crystal in the matrix beyond the second. For example, adding a fourth crystal to a three-crystal matrix requires a DC 35 Craft (crystal) skill check.

Once the crafter establishes the matrix he may shape it into a single object. This object may be of any size; the crystals grow to fit the character's need. Shaping the crystal requires one week of work per size category. The Crystal Crafting Times table provides common times. Each week the crafter works he must make a Craft skill check appropriate to the type of item being shaped.

### Crystal Crafting Times

Size Category of Object	Weeks required
Fine	1 week
Diminutive	2 weeks
Tiny	3 weeks
Small	4 weeks
Medium	5 weeks
Large	6 weeks
Huge	7 weeks
Gargantuan	8 weeks
Colossal	9 weeks

When crafting the item, the creator must decide what type of crystal he wishes to make. Different crystals have different effects – the Crystal Types table shows these types and their relevant costs to the creator. There

is both a gold cost and an XP cost for crafting crystals. This latter expense is one of the reasons why elves are loathe to part with crystal items.

### Crystal Types

Primary Crystal Type	Gold/XP Cost to create
Despair	500 gp/40 XP
Forest	500 gp/40 XP
Glory	500 gp/40 XP
Moonlight	500 gp/40 XP
Mountain	500 gp/40 XP
Song	500 gp/40 XP
Sunlight	1000 gp/80 XP
Water	500 gp/40 XP
Wind	500 gp/40 XP

Once the crafter completes the item he must spend an additional week 'setting the matrix'. This process solidifies the crystal and ensures it will retain its properties. Setting the matrix requires a Craft (crystal) skill check (DC 20).

Many crystals remain active at all times. If a crystal has variable functions, activating or adjusting the crystal is a free action that does not provoke an attack of opportunity.

### Repairing Crystal Items

Any crystal item may be repaired using the Craft (crystal) skill.

### Enchanting Crystal Items

An item crafted of crystal may be enchanted normally. It counts as a masterwork item for the purposes of enchantment only.

### Purchasing Crystal Items

Crystal items are not directly available for purchase. More than one human has found himself sleeping in the snow outside of an elven community after making what he thought was a fair offer for a simple trinket. For many elves offering money for an item that requires so much time and care on the part of the maker is a grave insult, not only to them but also to their entire people.

Rather than sell crystal items, elves make and trade them based on their own aptitudes and need. Thus an elven potter might create a forest water cup for trade with his friend, a tailor who can make him a mountain water cape. In this way the elves distribute crystals among themselves and keep them out of the hands of other peoples.



Large items, like houses or forest mountain crystal supports, usually come as a gift from the community to an elf for heroic service. These items become heirlooms, passed down from elven parents to their children.

Non-elves may gain access to crystal items either by killing the holder or by performing services for elven communities.

### Author's Note

Some of the rules contained above violate some of the rules laid out for the creation of wondrous items in Core Rulebook II. This system deliberately trades extended creation time for gold and XP cost. You can easily modify the system back by making these restricted cost (about -30%), continual use wondrous items with 2<sup>nd</sup> level spells embedded in them.

The change was made to allow for a greater prevalence of grown crystals in elven societies, while still limiting Player access to the items. You may wish to make other compromises for your own games.

If you need a handy reference for how large an area a particular crystal's effect covers, multiply whatever value is given by the number of weeks it takes to create the item.

fundamental evil into the world. Any good creature carrying an item made of despair receives a negative level. The item is considered evil, inflicts evil damage if it strikes a target, and gives a +1 profane bonus to any skill check or class ability check that the character uses it for. Despair crystals tend to be dark grey, black or swirling blue/black in colour. Items made of despair crystal have hardness 5, but only 1 hit point per inch. Despair crystals have no weight in the hands of evil, but weigh 1 lb. per cubic inch in the hands of good characters. In the hands of neutral (with respect to good and evil) characters, the item weighs as much as a similar item made of mundane materials.

**Forest:** Crystals that the elves call forest channel the regenerative power of nature. The crystal radiates health and abundance. Any living creature in contact with it heals at double its natural healing rate. Plants and animals in contact with it grow at twice their normal rate as well. Undead who come into contact with the crystal take one point of damage per round, ignoring Damage Reduction. Forest crystals tend toward green, red and brown colourations. Items made of forest crystal have hardness 5, but only 1 hit point per inch. Forest crystal items weigh as much as similar items made of mundane materials.

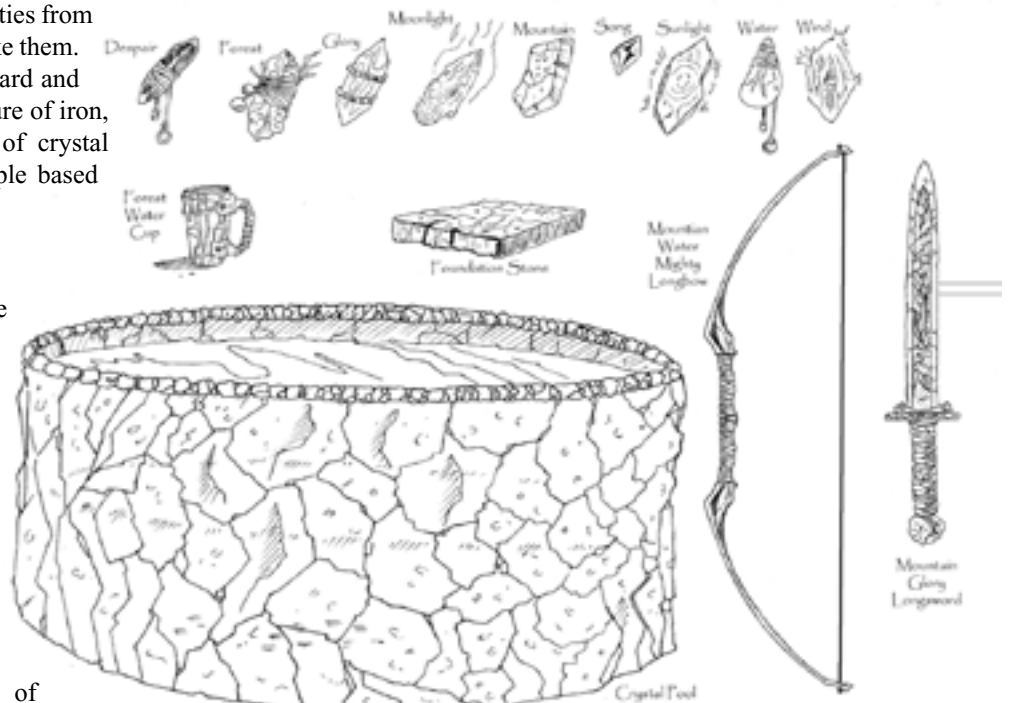
**Glory:** The crystals of glory channel the essence of fundamental good into the world. Any evil creature carrying an item made of glory receives a negative level. The item is considered good, inflicts good damage if it strikes a target and gives a +1 sacred bonus to any skill

## Crystals and Crystal Combinations

Crystal items, like mundane ones, take many of their properties from the materials used to make them. Just as a steel sword is hard and sharp because of the nature of iron, so too are items made of crystal warm or smooth or supple based on the crystals used.

### Primary Crystals

Elves recognise nine primary crystals. Each crystal contains the essence of a particular primal force, harnessed by elfin craft to serve their ends. These crystals, and the effects they provide their materials, are as follows:



**Despair:** The crystals of despair channel the essence of



check or class ability check that the character uses it for. Glory crystals tend to be clear, light blue or golden in colour. Items made of glory crystal have hardness 5, but only 1 hit point per inch. Glory crystals have no weight in the hands of good, but weigh 1 lb. per cubic inch in the hands of evil characters. In the hands of neutral (with respect to good and evil) characters, the item weighs as much as a similar item made of mundane materials.

**Moonlight:** Crystals of solid moonlight embody both cold and light. The wielder of the crystal can control how much of either quality the crystal displays. Each crystal can glow with silvery white light that illuminates up to 5 foot radius per size category of the item. The crystal can also grow cold enough to inflict 1 point of cold damage to anyone who touches it. Moonlight crystals are generally clear, with hints of faint silvery light flashing within. When struck by light they flash sliver. Items made of moonlight crystal have hardness 5, but only 1 hit point per inch. Moonlight crystal items weigh as much as similar items made of mundane materials.

**Mountain:** Crystals of the mountain embody the unlimited durability of the earth. Items made of mountain crystal have hardness 10 and 10 hit points per inch. They regenerate at the rate of one hit point per day and do not suffer from the effects of age or weathering. Items made of mountain crystal weigh the same as items crafted of stone and steel.

**Song:** Crystals of solid song embody all of the music of the world. Each song crystal may contain a single voice, song or other sound. Song crystals can record up to one hour of sound and play it back on command. The sound the crystals release is around the decibel level of a normal conversation and cannot cause damage or deafness. The crystal may also be created to emit a single note. Using a song crystal does not require any special skill checks. Items made of song crystal have no appreciable weight, hardness 5 and 1 hit point per inch of material.

**Sunlight:** Sunlight crystals shine with light and warmth. The wielder of the crystal can control how much of either quality the crystal radiates. Each crystal can glow with a golden light that illuminates up to a 10 foot radius per size category of the item. The crystal can also grow warm enough to inflict up to 1 point of fire damage to anyone who touches it. The light of the crystal has the same effect on undead as sunlight, although only in a radius of 1 foot per size category of the item. Crystals of solid sunlight can be easily detected by their golden glow and fiery internal light. Items made of this crystal

have no appreciable weight, hardness 5 and 1 hit point per inch of material.

**Water:** Crystals of water contain the fluid essence of the world. They can release water at a rate equal to one gallon per round per size category. Alternately, the crystal can be used like fabric, stretched and twisted into a wide variety of shapes (granting a +1 bonus to any Hide checks the wearer of a water cloak makes, for instance). Crystals of solid water have hardness 0 and 1 hit point per inch of material. They are basically colourless, taking their colours entirely from the base stone. Items made of water crystal generally weigh as much as similar items made of mundane materials.

**Wind:** Wind crystals feel restless in the hand. Items shaped of them have no appreciable weight. They may emit light winds as a standard action (5 foot wide ray, 30 feet per size category) or contain a single element of weather. Containing this element is a standard action that provokes an attack of opportunity. This element can be no larger than a 20 foot radius per size category of the object. As a standard action the wielder can release this element. At the Games Master's discretion this effect may be readied as a counter spell to absorb a *call lightning*, *gust of wind* or *lightning bolt* spell.

## Crystal Matrixes

Most items of grown crystal involve two or more crystals working in harmony. Although some combinations are forbidden, most work together well enough. The matrixes listed below are the most common in elfin craft; others are certainly possible.

## Forbidden Matrixes

The following crystals will never combine into a matrix together. They contain opposed principles that cannot work together for any length of time. The elfin crafter may spend as much time as he wishes attempting these combines but if he succeeds the primary crystals destroy themselves. If a forbidden pair is brought into an already existing matrix the entire matrix falls into shards.

The list of forbidden matrixes includes:

- ✦ Glory and Despair
- ✦ Moonlight and Sunlight
- ✦ Mountain and Wind

## Common Double-Crystal Matrixes

Matrixes often display powers beyond those of the two primary crystals. These powers arise from the synergistic combination of the two powers. These effects rarely exceed the power available through the



use of a 1<sup>st</sup> level spell. The following two crystal matrixes find common use in elven lands.

**Forest Mountain:** The forest mountain crystals display the coloration of their original stones, shot through with veins of deep green and brown. These crystals convey the timeless endurance of the mountain as well as the verdant growth of the forest to any plant life that comes in contact with them. This makes them ideal cornerstones for elven communities. Plants that are in physical contact with the forest mountain crystal do not suffer from the effects of age nor do they die unless killed by disease or violence.

Elves use forest mountain crystals in their houses and cities. The power of the crystal makes it ideal for a support pillar or foundation of a structure otherwise built of living plants. Some of the great 'elven trees' that seem to touch the sky have Gargantuan forest mountain stones buried in their roots. Some elves also place smaller crystals under the roots of orchard trees or small fields to ensure constant, bountiful harvests.

**Forest Water:** Crafters usually shape forest water crystals into cups or bowls, although they sometimes leave the merged stones in their native form. The water produced by these crystals is pure, clear and tastes of various herbs depending on the season. After drinking the water for a week the drinker gains the benefits of touching a forest crystal. If he fasts during this period the water will eventually sustain him as well, with each drink acting as a full meal. If the character eats any other food or drinks any other liquid this effect immediately ends.

Elves place these crystals in their fields, or near where animals drink to increase the yields of their lands. They also use these crystals in their own homes. Forest water crystals usually have a green gold colouration with slowly moving bands of blue or white slipping through the matrix.

**Glory Song:** The golden glory song crystals shimmer with celestial voices. Unlike a song crystal, the glory song cannot record new sounds or music. Instead it channels the fundamental good of the world into uplifting song. This song constantly changes, but the uplifted voices never fail to pierce the heart. Good creatures within 10 foot radius per size category of the glory song crystal receive a +1 sacred bonus to all skill checks and a +1 morale bonus to saving throws against fear as long as they remain within the area of effect. When evil creatures enter the area of effect they must make a Will save (DC 13) or be dazed for one round. This is a sonic (but not a mind-affecting) effect.

Glory song crystals decorate many elven temples and holy sites. They also appear in the possession of elven priests; the unending songs of joy the crystals sing provide them with a constant reminder of their duties.

**Glory Mountain:** Glory mountain crystals have a faint golden sheen over their surface. Below that, they display the raw texture of their base stones. These crystals have all of the strength of the mountain (10 hardness, 10 hit points per inch) and the qualities of the glory crystal.

Elves use glory mountain crystals to create sacred items like altars, holy symbols and ritual tools. A handful also waste them on special arrows designed to strike down the forces of darkness.

**Moonlit Glory:** The silver and gold moonlit glory crystals emit a harsh white light that creatures who dwell in deep darkness cannot abide. Any evil, vermin or light sensitive creatures that behold it and are within a 5 foot radius per size category must make a Will save (DC 13) or cower for one round. In either case the creature is thereafter immune to the ambient effect of the crystal for 24 hours. Additionally, the wielder may take a standard action to target this effect at a particular creature, increasing the Will save DC by the wielder's Wisdom modifier. The creature must be within range to be targeted. The crystal may perform this targeting action once every five rounds.

Elves use moonlit glory crystals in their holy sites and when they must go into the dark places of the world.

**Moonlit Water:** These translucent crystals usually have faint waves of silver light bouncing from facet to facet within them. Many are cold enough that elves wear gloves if they have to carry them for a long period of time. These crystals release cool or cold water on command at a rate equal to one gallon per size category per round. Moonlit water smells faintly of jasmine and mint.

Elves use moonlit water crystals for bathing, cleaning and general water production. They can be found in elven homes, public areas and even providing a never-ending stream of water for fountains.

**Mountain Water:** Crafters prize mountain water crystals for their unique flexibility in application. These crystals have the same colouration as their base stones, although the colours become richer and deeper over time. Although they are as hard as steel, the crystals can be worked like cloth until set into their final form. Clothing made of mountain water crystals acts as a chain shirt.

Elves use mountain water crystals for any application requiring flexibility and strength. They make clothing, rope and a hundred other everyday items with it. Some go so far as to say that true elves only wear clothing crafted of mountain water crystal.

**Sunlit Glory:** The shining golden sunlit glory crystals provide light when all other lights fail. Their light, a combination of the warmth of the sun and the holy power of good, drives back darkness as surely as an avalanche. Evil creatures that try to enter within a 5 foot radius per size category of the crystal must make a Will save (DC 13) or be unable to cross the boundary created by the light. Even if they succeed, they suffer a -2 penalty to attack and damage rolls as long as they remain within the area of effect.

Elves use sunlit glory crystals to illuminate the streets of elven cities. They also place great crystals, shaped like the sun, in their holiest temples. Individual elves sometimes carry a sunlit glory crystal when travelling outside of the elven homelands but they rarely display the item openly.

**Sunlit Mountain:** Elfin crafters tend to grow sunlit mountain crystals into homes and sculptures. These warm, butter-coloured crystals make excellent houses, warm in the winter and cool in the summer. The endurance of the mountain allows them to last for centuries, always welcoming the wandering elf home after a long year's journey. The occupant of a home can cause it to light or dim in separate rooms, allowing people to rest in one section while others talk quietly in another.

Elves use sunlit mountain crystals as hearths, homes and general buildings. Most elven homes incorporate some degree of sunlit mountain crystal either for lighting or as part of the central supports. A few are formed entirely of massive crystals usually grown into cliff faces or mountainsides.

**Sunlit Water:** These translucent crystals usually have faint waves of light bouncing around within them. They are warm to the touch and can emit a gentle stream of hot water on command. They also retain the ability to radiate light, although most elves prefer to keep the light damped down. Sunlit water carries the scent of a summer day.

Elves use sunlit water crystals for bathing, cleaning, to melt ice and when they wish to warm their homes over long winter nights.

**Water Song:** Elfin crafters stretch the water song crystals into strings, sounding boards and skins for

musical instruments. Musical instruments made with these fine, silvery crystals never go out of tune and may make music that sounds nothing at all like that which mundane instruments make.

**Wind Song:** Wind song crystals are generally pale red with occasional blue or saffron specimens. Each wind song crystal can awaken the winds so that every living creature within a 100 foot per size category radius can hear its stored sound. Alternately a wind song crystal can be split in half (Craft (crystal) check DC 25 or the entire crystal shatters). So long as the two parts remain within 50 miles of one another, words spoken near one half can be faintly heard through the other.

Elves use wind song crystals in celebrations and for communications during both peace and war. Some of the greatest pieces of elven music play endlessly in long-forgotten gardens where their composers created them, then left them to the wind.

### Common Triple-Crystal Matrixes

Matrixes often display powers beyond those of the three primary crystals. These powers arise from the synergistic combination of the contained powers. These effects rarely exceed the power available though the use of a 2<sup>nd</sup> level spell.

**Forest Mountain Glory:** These crystals look much like the forest mountain crystals more commonly used. However, they also feed the power of fundamental good into the weave of the land that surrounds them. So long as the forest mountain glory crystal lies in an area with plant life, it *consecrates* (as the spell) an area with a radius equal to 20 foot per size category of the base crystal.

Elves place forest mountain glory crystals in sacred groves. There the holy power of the crystal permeates the land around, protecting it from creatures of ill will.

**Moonlit Mountain Forest:** These complex crystals combine the ageless power of the mountains with the gentle light of the moon and the life of the forest. A creature encased in this clear crystal falls into an endless slumber, never aging but never awakening either. The crystal's creator selects the command words to open and close the crystal when he crafts it.

Elves use moonlit mountain forest crystals to preserve the dying, hold criminals for judgement and protect the bodies of the dead.

**Sunlit Mountain Song:** Crafters usually shape these bright red, shining crystals into statues or gravestones.



Each sunlit mountain song memorial endures forever, a leaping flame preserved in mid motion surrounded by a song of thanksgiving and praise.

Elves use these crystals in cemeteries and memorials, to honour the dead and mark the passage of great events.

## Common Crystal Items

The following examples display a range of possible items that elves might make from crystal. None of these items have a sale value listed; elves never sell them to outsiders. Crystals that somehow make their way out of elven territory can be sold as magic items or art objects, their value based on what the market will bear. Games Masters may use their own judgement when setting these prices, remembering that illegitimate possession of the item may well be grounds for open warfare.

**Crystal Pool:** An elfin crafter shapes this four-person pool out of mountain crystal. Then he embeds moonlit water and sunlit water crystals in the bottom. The pool is an ideal place to relax, wash away the dirt of the day and enjoy the company of friends. Resting in the pool restores 1 hit point every 10 minutes and a full hour will remove one negative level from the bather, though once a negative level has been removed the pool may not do so again for anyone for another 24 hours.

**Forest Water Cup:** This translucent cup has long, thin veins of dark green running through the crystal. It produces pure herb-flavoured water on demand. So long as the owner allows no other water to pass his lips, he heals at twice his natural rate and can sustain himself on the water rather than food.

**Foundation Stone:** These flat, heavy forest mountain crystals measure three feet square and are approximately four inches thick. Elves generally give them to their children as coming of age gifts, as a foundation stone can be placed under any tree to begin the slow process of constructing an elven tree home.

**Mountain Glory Long Sword:** This heavy long sword does normal damage but has hardness 10 and 20 hit points. It counts as a good weapon for the purpose of bypassing Damage Reduction.

**Mountain Water Mighty Composite Longbow (+2):** This crystal long bow acts as a normal mighty composite longbow but is made completely of crystal. It can be enchanted normally.

**Mountain Water Nobles Outfit:** This finely made outfit consists of a cape, robe, trousers, boots, belt, gloves and a hat of some sort. It takes its colours



from the landscape; brown, red and chalk white figure predominately in any scheme. The garb acts as a chain shirt.

**Water Song Harp:** This lap-harp has strings made of water song crystal. It plays like a normal harp, but may have strings that make the sound of winds, forest streams or other natural events. Alternately, it may have elven voices bound into the strings, making each harp a choir.

**Wind Song Pendants:** This pair of silver pendants share a split wind song crystal. When the wearer of one pendant speaks in a normal tone his voice is clearly audible through the other crystal. This effect remains in place as long as the two pendants are within 10 miles of one another.

## LIVING MAGIC

Legends speak of magical elven groves where the trees glow with arcane power. Elven travellers hand mortals a single, hard blue berry that sustains like a great dinner. Elven wine carries the taste of memories more than grapes, as if it reached into the drinker's heart directly. All of these and more reflect the living magic of the elves, arcane power woven into the weft of the world to create miracles.

At its core, living magic tries to address the question of how an intensely magical people might change their world. It outlines a specific method for channelling magical power into practical applications that affect the lives of entire communities. These communities use magic in much the same way other cultures use cultivation, mining and smelting; a source for raw and processed materials for the creation of tools.

Good elves primarily shape plants to suit their needs. Evil elves, or elves who simply do not care one-way or the other about mortal life, may also apply living magic to various animals or intelligent creatures. Fortunately alterations to living creatures usually prove somewhat problematic. Unlike plants, animals will try to escape, consume themselves or each other and generally make a mess.

## Descriptive Elements

Away from the community, the products of living magic look like normal items or minor magical tools like those made by dwarves or men. Some of the light, hard wooden items seem a bit strange but most people dismiss them as an application of known magical principles. The rest look like normal items, made using whatever fine techniques the elven race discovered over the long centuries.

In a community, the powers of living magic become more obvious. The community does not host forges, tanners or places where fermentation or chemical work might occur. Individual craftsmen do not keep large amounts of material on hand. There are no clearly visible fields. Elves who are not directly involved in mundane labour sit around in idle leisure. The homes display the 'grown' appearance so common in elven architecture.

In the hidden groves of elvenkind the power of living magic makes itself known. Vines twist over everything in sight, bearing the legendary fruit that makes elven wine. Great maples soar to the heavens, yielding sap that hardens into steel. Other trees provide leaves as hard as leather, fine cloth, straight shaves for arrows and whatever else the community might need. Within these groves the usual rules of nature no longer apply; olive trees grow side by side with witch hazels and great northern firs.

In terms of raw materials the elves use the following:

- ✦ *Agriculture:* Elves who use living magic do not cultivate basic foodstuffs using hoe and sickle. Instead they enchant berry bushes, fruit trees and seed grains to bear all year long, and use yet

more magic to take care of the various unpleasant tasks (like watering and weeding) associated with cultivation. These magical foods may have further enchantments placed upon them to increase their nutritional value, storage lifetime, or even confer minor magical protections to the eater.

- ✦ *Ceramics and Metals:* Living magic completely replaces both ceramics and metals. Elves use sap from trees and pulp from especially grown fruits to shape whatever they need. These materials harden into various substances; some as hard as steel, others with the waterproof properties of clay. In either event, the elves then use various sanding and painting techniques to smooth and decorate the resulting items.
- ✦ *Cloth:* Living magic allows elves to completely bypass the annoying process of separating out threads and weaving them into useable cloth. When elves need cloth they just peel out the inner bark of especially enchanted trees, applying any one of the multi-coloured fruits from the same tree to give the cloth colour. Each tree produces one kind of cloth, so a silk tree cannot also create burlap.
- ✦ *Stone:* Elves who use living magic use stone only in very small quantities. For example, they may take the time to shape gemstones, but would never consider raising a great fortress of granite. Many 'elfin gems' are actually dried tree sap.
- ✦ *Wood:* Although it seems paradoxical, elves using living magic do not use large amounts of wood. Killing a tree or other plant seems like a terrible waste to them. After all, the vast majority of their trees produce useable materials for centuries. When they do use wood, it is typically still alive and shaped to meet their current needs.

Items crafted with the materials of living magic tend towards organic forms. Elfin crafters use smooth lines and sweeping curves to honour the life that gives them their raw materials. Hard goods like arrowheads and swords do not display any evidence of having ever known the touch of a hammer or flame. Softer goods (those made of cloth or leather) have a variety of natural shapes woven into them but they look much more like the products of other races.

Normal items created using the materials of living magic do not radiate a magical aura. Items that still retain some small element of magic (like apples that never spoil) have an appropriate magical aura. The sources of living magic radiate magic as wondrous items of the appropriate power level and type.



### Mechanics

Unlike the other three technologies described here, living magic does not require many special rules. Each vine, tree or shrub counts as a wondrous item enchanted by the elves with a specific spell that results in the desired effect. These items are expensive but as a single properly enchanted apple tree can support an entire community for centuries the expenditure of resources required to create them may well be worth it. The Common Living Magic section lists information about various ‘typical’ magic trees and shrubs, presented in the format for magic items established in *Core Rulebook II*.

In order to avoid possible complications, most elves enchant cuttings, sprouts or seeds rather than fully grown plants. A plant that produces something (like arrow shafts or cloth) must grow to full maturity before it starts production. Some elves use further magic to accelerate this growth so that the community can reap the benefits sooner rather than later.

Unlike inanimate objects, the creations of living magic may reproduce themselves. Generally the seeds produced by an enchanted plant are sterile. However, an elf that possesses a very high bonus in Knowledge (nature) – at least +15 – may be able to coax living magic plants to reproduce, at the Games Master’s discretion.

Note that it is possible to create intelligent examples of living magic. These creations follow the rules established in *Core Rulebook II*. Most of these take the form of old, gnarled trees dedicated to the protection of the elven community they serve. A few, fallen to corruption, scheme for domination or at the very least revenge against those who awakened it without allowing it freedom.

### Common Living Magic

The following items of living magic represent the kind of magical plants that elves might create for their own use. These items cannot be easily moved after they sprout; most will be found in magical groves far from mortal eyes. The list below barely scratches the possibilities inherent in this kind of magical technology.

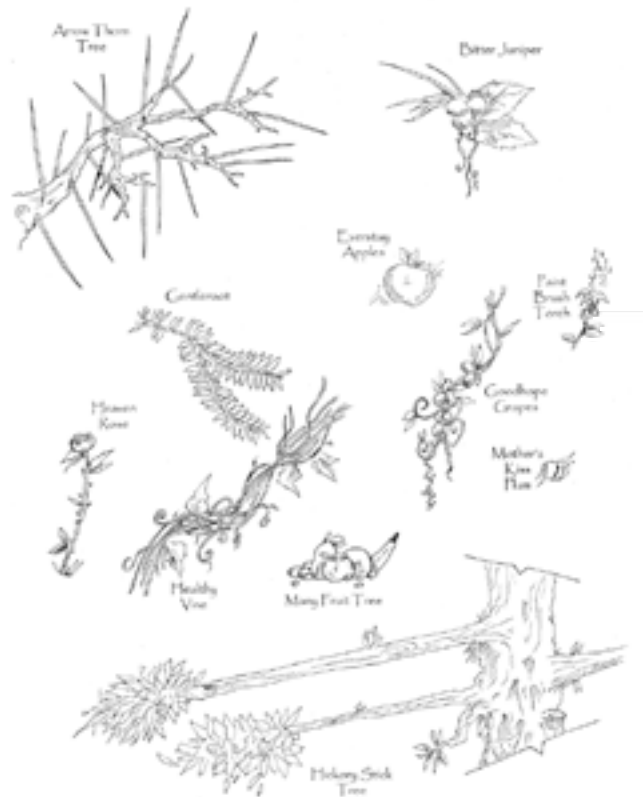
**Arrow Thorn Tree:** Arrow thorns start life as a standard thorn tree sprout. After enchantment the tree takes five years to mature. Come maturity, 20 of the tree’s thorns grow unusually long and straight. These thorns may be picked and used as masterwork arrows in any Medium longbow. The thorns re-grow in one hour. Arrow thorns can produce up to 200 arrows in a single day.

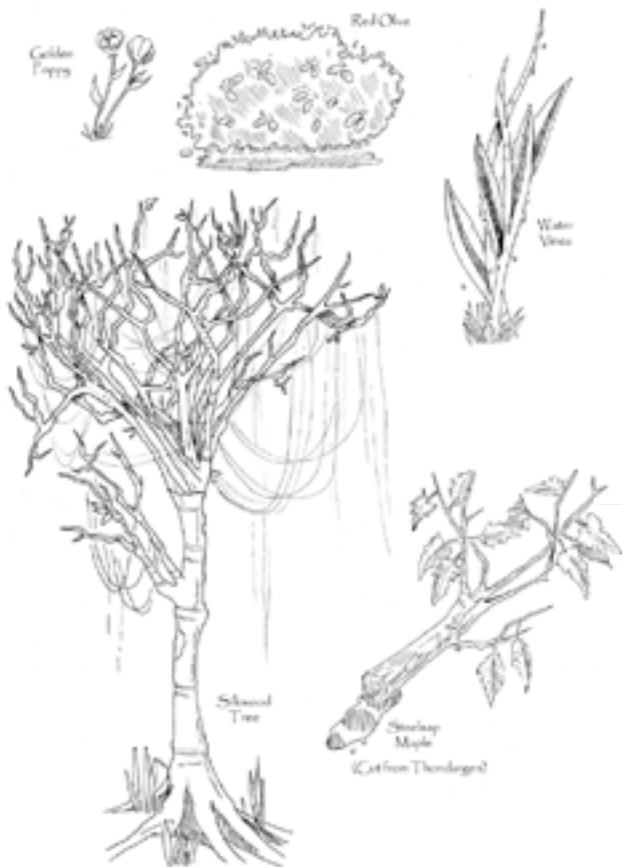
Moderate conjuration; CL 7<sup>th</sup>; Craft Wondrous Item, *minor creation*; Price:56,000 gp; Cost: 28,000 gp + 2,240 XP.

**Bitter Juniper:** This small, dense evergreen bush has hard blue-white berries all year round. Most of the berries are bitter and slightly poisonous. A creature with elven blood can examine the bush (as a standard action) and find a berry that acts as if it were a *goodberry* (as the spell). These berries never spoil, although they can be destroyed or poisoned. The bush can produce up to eight of these berries every day.

Faint transmutation; CL 3<sup>rd</sup>; Craft Wondrous Item, *goodberry, purify food and drink*; Price: 4,500 gp; Cost: 2,225 gp + 180 XP.

**Everstay Apples:** Apple trees of every variety known are subjected to the spells that cause them to become everstay apples. After maturation (usually one to four years) the trees produce perfect apples that never rot or suffer from worm infestations. These apples will remain fresh until something pierces the apple’s skin. Breaking the skin removes the residual enchantment, allowing normal decay to set in.





Faint conjuration; CL 3<sup>rd</sup>; Craft Wondrous Item, *purify food and drink*; Price: 3,000 gp; Cost: 1,500 gp + 120 XP.

**Gentleroot:** Gentleroot plants start out as apple mint stalks before elven magicians have their way with them. After four months of growth, the gentleroot settles into its final form. If properly tended, it will remain active for centuries. Each day the caretaker may harvest enough leaves to brew a single *calm animal* potion (this type of potion costs no gold for the maker to create when using gentleroot).

Faint enchantment; CL 3<sup>rd</sup>; Craft Wondrous Item, *calm animal*; Price: 12,000 gp; Cost: 6,000 gp + 480 XP.

**Golden Poppy:** Once the golden poppy blooms (within two months after its planting) it remains in bloom until destroyed. Living creatures that come within 10 feet of the poppy must make a Will save (DC 13) or become drowsy and inattentive, taking a -5 penalty to Listen and Spot checks and a -2 penalty on Will saves against *sleep* effects while they remain in the area. This effect fades as soon as the creature leaves the area.

Faint enchantment; CL 3<sup>rd</sup>; Craft Wondrous Item, *lullaby*; Price: 3,000 gp; Cost: 1,500 gp + 120 XP.

**Goodhope Grapes:** These dark red grapes can be brewed into a remarkably potent wine that lifts up the hearts of all who drink it. It takes five years for the grape vine to mature and another three to brew the wine. Each vine produces enough grapes to make fifty uses of a *good hope* potion (this type of potion costs no gold for the maker to create when using goodhope grapes).

Moderate enchantment; CL 7<sup>th</sup>; Craft Wondrous Item, *good hope*; Price: 84,000 gp; Cost: 42,000 gp + 3,360 XP.

**Heaven Rose:** Although elves could theoretically imbue any rose with this effect they favour a variety with a silver-white heart and deep red petals. The heaven rose bush takes two years to mature and puts forth flowers from early spring until the middle of fall. Each day the rose is in bloom, the caretaker may harvest enough magical rose petals to brew one *neutralise poison* potion (this type of potion costs no gold for the maker to create when using heaven rose).

Faint conjuration; CL 5<sup>th</sup>; Craft Wondrous Item, *neutralise poison*; Price: 60,000 gp; Cost: 30,000 gp + 2,400 XP.

**Healthy Vine:** The so-called healthy vine actually serves as a convenience for the elves rather than a producer of magical crops. It starts out as a normal sprig of ivy. After magical treatment the vine becomes slightly animate. It chokes out weeds, loosens the ground and manages the water available in the soil for the best possible effect. The vine can cover up to one acre per year and grows to a maximum size of five acres. The area under the management of a healthy vine acts as if it had a *plant growth* spell cast on it.

Faint transmutation; CL 5<sup>th</sup>; Craft Wondrous Item, *plant growth*; Price: 15,000 gp; Cost: 7,500 gp + 600 XP.

**Hickory Stick Tree:** These tall hickory trees have a number of long, unusually straight branches. These branches make perfect quarterstaves. Elves typically cut down a staff before they begin a long journey. In the hand of the person that cut them down, the staffs do 2d6 damage and have a +1 enhancement bonus to attack and damage rolls. This effect lasts for a number of days equal to the cutter's character level. A hickory stick tree takes four years to mature and will produce 1d6 staffs per year.

Faint transmutation; CL 3<sup>rd</sup>; Craft Wondrous Item, *shillelagh*; Price: 12,000 gp; Cost: 6,000 gp + 480 XP.

**Holly House:** These large holly trees bend and sway at the command of the elf that lives in them. It takes





twenty years for a holly house to become large enough for inhabitation; after that the tree continues to grow for centuries before finally achieving its final size. Holly house trees may get to be as large as mansions, especially if well tended by their owners. The holly house slowly bends and shapes itself according to its inhabitant's wishes; it cannot make major changes quickly but doors open and close on command and simple items like chairs, tables and bowls may appear in as little as a week. The holly uses its branches and wood for the floor and structure of the house and leaves and berries for the roof, walls and decorations.

Faint transmutation; CL 3<sup>rd</sup>; Craft Wondrous Item, *wood shape*; Price:12,000 gp; Cost: 6,000 gp + 4800 XP.

**Many Fruit Tree:** This large tree resembles an apple tree but bears fruit all year round. The fruit it bears changes with the seasons; at any give time it will have more than fifty varieties of fresh fruit hanging from its branches. The many fruit tree can provide up to 40 meals per day.

Moderate conjuration; CL 7<sup>th</sup>; Craft Wondrous Item, *minor creation*; Price:56,000 gp; Cost: 28,000 gp + 2,240 XP.

**Mother's Kiss Plum:** This small, dark leafed plum tree bears silver and gold plums all year round. All of these plums are fresh and sweet. A druid or elf of 5<sup>th</sup> level or higher may search among the plums as a standard action. If he does so, he automatically finds a golden plum among the others that functions as a *lesser restoration* potion. The plum will last for up to one month before going bad. Each mother's kiss plum tree produces four of these plums per week and mother's kiss plum trees take three years to mature.

Faint conjuration; CL 3<sup>rd</sup>; Craft Wondrous Item, *lesser restoration*; Price:9,600 gp; Cost: 4,800 gp + 384 XP.

**Paint Brush Torch:** The various species of paint brush plants usually live in deserts and other dry climates. They have long stems with a brilliantly coloured 'paint brush' like flower. This magical variety seems to remain in bloom all year round. Closer inspection reveals that each stalk has an *everburning flame* on top rather than a flower. This flame may be doused by smothering or submerging the stalk, but it will reappear as soon as the adverse condition vanishes. A paint brush torch root system takes six months to mature and can produce one stalk per week. The stalks remain magical until destroyed or used to make a melee attack (touch attack, 1d6+3 fire damage).

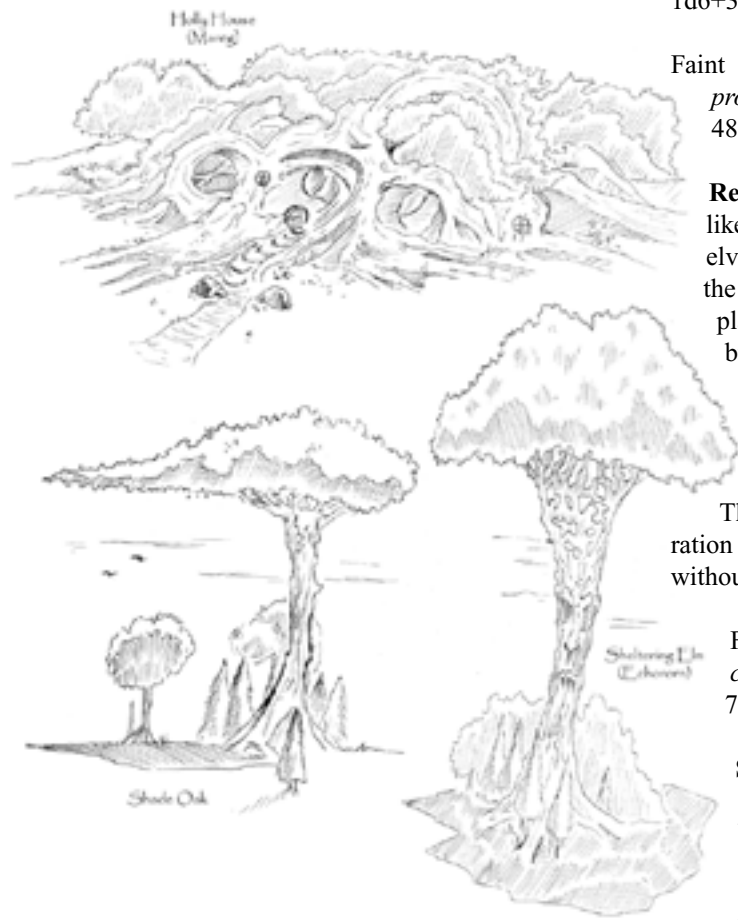
Faint transmutation; CL 3<sup>rd</sup>; Craft Wondrous Item, *produce flame*; Price:12,000 gp; Cost: 6,000 gp + 480 XP.

**Red Olive:** The bushy red olive tree looks more like a low shrub than the resident of a majestic elven forest. However, in many magical groves the red olive stands in the centre, taking pride of place from even the great tree guardians crafted by elven archmagi. Each olive takes five years to mature and can live for centuries. Each day it dispenses enough of its juicy, flavourful fruit to sustain 100 creatures if they eat the fresh fruit or 50 creatures if the fruit is preserved.

The fruit may be preserved indefinitely; a single ration weighing half a pound is enough to sustain a man without other food or water for a day.

Faint conjuration; CL 5<sup>th</sup>; Craft Wondrous Item, *create food and water*; Price: 15,000 gp; Cost: 7,500 gp + 600 XP.

**Shade Oak:** These mighty oaks grow to be well over a hundred feet tall, spreading their massive branches out over acres of land. It takes 30 years for a shade oak to reach maturity – once mature, anyone under the oak's branches gains the benefits of the *nondetection* spell.





Faint abjuration; CL 5<sup>th</sup>; Craft Wondrous Item, *nondetection*; Price: 60,000 gp; Cost: 30,000 gp + 2,400 XP.

**Sheltering Elm:** Like the shade oaks, sheltering elms grow to be well over one hundred feet tall, can shelter an area up to three acres in diameter, and take 30 to 40 years to come to maturity. After maturing the elm protects all under its branches from the effects of extreme heat or cold. Its shaded area stays at a relatively constant 60 degrees Fahrenheit and never receives more than a gentle mist of rain no matter how bad the surrounding weather becomes. This effect does not protect those within the elm's shade from magical fire or cold.

Faint abjuration; CL 3<sup>rd</sup>; Craft Wondrous Item, *endure elements*; Price: 12,000 gp; Cost: 6,000 gp + 480 XP.

**Silkwood Tree:** These trees start off as cottonwood runners. After enchantment, the silkwood tree releases enough silk every day to make a full outfit or 200 feet of silk rope. This silk may be dyed using small berries that grow in clusters up among the leaves. Silkwood trees take five years to mature.

Moderate conjuration; CL 7<sup>th</sup>; Craft Wondrous Item, *minor creation*; Price: 56,000 gp; Cost: 28,000 gp + 2,240 XP.

**Steelsap Maple:** A steel sap maple starts off as a silver or sugar maple. After enchantment, the seed takes 20 years to come to maturity. After it matures, the steelsap maple produces a clear, thin sap that hardens into steel when subjected to long, slow heat. Each steelsap maple produces enough raw sap to act as 100 gold pieces worth of materials for steel or metal items every day.

Moderate conjuration; CL 9<sup>th</sup>; Craft Wondrous Item, *major creation*; Price: 90,000 gp; Cost: 45,000 gp + 3,600 XP.

**Water Vines:** Water vines are enchanted kudzu cuttings. They take two weeks to mature. Once matured, the vine can be cut at any point to release a nearly infinite supply of water. Water leaks from the vine at a rate of one gallon per minute. Unless the cut is kept open, the vine will close itself off in 2d4 rounds.

Faint conjuration; CL 3<sup>rd</sup>; Craft Wondrous Item, *create water*; Price: 3,000 gp; Cost: 1,500 gp + 120 XP.

## Uncommon Living Magic

The three 'items' described here represent the pinnacle of the arts of living magic.

### Echororn

Intelligent sheltering elm; AL: CG; Int 10, Wis 13, Cha 13; empathy; 60 ft. vision and hearing; Ego 4.

*Lesser Powers:* Echororn has 10 ranks in Listen (total modifier +11) and Intimidate (total modifier +11, +4 for each size category the target is below Gargantuan if the target knows Echororn is threatening it).

*Personality:* Echororn, also called the Great Old Man, is a quiet, gentle being that watches over all who live within his shade. He cannot communicate with words, so he expresses his approval by sending empathic messages to those who shelter under his branches. If violence threatens, he uses his Intimidate skill to try to frighten off the aggressors. If someone enters telepathic contact with him they find his speech slow and his thoughts deep. After all, Echororn has spent centuries thinking about the nature of the world. He stands nearly 200 feet tall, is 40 feet across at the base and covers over 40 acres with his branches and roots.

Faint abjuration; CL 3<sup>rd</sup>; Craft Wondrous Item, *endure elements*; Price: 24,000 gp.

### Mareg

Intelligent holly home; AL: CG; Int 10, Wisdom 19, Cha 19; speech, telepathy; 120 ft. darkvision, blindsense and hearing; Ego 21.

*Lesser Powers:* *Detect magic* (at will) and *zone of truth* (3/day). Mareg has 10 ranks in Diplomacy (total modifier +14) and 10 ranks in Listen (total modifier +14).

*Greater Powers:* Mareg can *detect scrying* at will. Items that she selects within her boundaries are protected by *nondetection*. She may cast *dispel magic* at will (as a 15<sup>th</sup> level caster) on any target or area within her bounds.

*Personality:* The current elven king found the sprig that would become Mareg four hundred years ago on the eve of his coronation. To this day he does not know why he brought the slip of holly back with him, or why he planted it in the great field where he later called down the stars. She grew rapidly, becoming a palace of over one hundred rooms in less than a decade. Now she acts as his seneschal, herald and liaison while also maintaining her own grounds and the accounts of the kingdom. Like all holly homes, she changes shape slowly to meet the



needs of her inhabitants. Rooms move, walls open and her great roots hollow out the space underground.

Faint transmutation; CL 15<sup>th</sup>; Craft Wondrous Item, *wood shape*; Price:150,000 gp.

### Thondargen

Intelligent steel sap maple; AL: CG; Int 18, Wis 18, Cha 10; Speech, telepath, 120 ft. darkvision, blindsense and hearing; Ego 18.

*Lesser Powers:* Thondargen has 10 ranks in Craft (armoursmithing) (total modifier +14), Craft (bowmaking) (total modifier +14) and Craft (weaponsmithing) (total modifier +14).

*Greater Powers:* Thondargen can cast *status* at will, *slow* 3/day.

*Personality:* Thondargen is an old steel sap maple dwelling in an ancient elven grove. There he whiles away the endless ages of his existence, dreaming of new things to forge. His creator, a master craftsman and archmage, wished for Thondargen to pass on the knowledge of elfin crafts to the coming generations. Unfortunately the old tree took a rather large dislike to the current generation of elves; he rarely speaks to them and almost never helps them. If sufficiently impressed by someone's sincerity and good intentions he might be coaxed out of his current retreat. Thondargen can instantly create items of metal or wood with a value up to 200 gp; if he works over a longer period of time (one day per 200 gp) he can create masterworks or even elfin craft items.

Moderate conjuration; CL 9<sup>th</sup>; Craft Wondrous Item, *major creation*; Price:145,000 gp

## WOVEN LIGHT

Myths and whispered legends tell mortals of a time when elves walked the world as gods. Historically-minded humans attribute these tales to a time when the elves ruled from sea to sea in a great empire of magic. They say that the elves built great cities, amassed armies summoned from beyond the lands we know and broke the resistance of the lesser peoples.

Less historically-minded but more astute observers note that little evidence exists to support this claim. The 'ruins' of great elven cities mostly amount to a handful of foundations. The stories talk about a time long before recorded history; but an empire needs to keep records of some kind. Otherwise it amounts to nothing more than a handful of warlords squabbling over the local harvests. Most importantly, the stories do not talk about armies of

elven warriors throwing down mountain ranges. They speak of individual elves, calling power out of air like gods.

The truth lies somewhere between the two points of view. The elves did indeed once dominate the land but they did so using a technology utterly alien to the physical mastery associated with such things today. Instead, they used a technology of pure power, forged from their will and maintained by the ethereal powers of magic. This technology had minimal impact on the physical world and the results of it vanished with the fall of their great empire.

This technology still exists in the modern world, although only a few now remember it. Ancient elves pass it down to selected apprentices, knowing that the day will come when the arts of weaving darkness and light will become important again. Those elves that do know the art rarely use it for fear of attracting unwanted attention.

### Author's Note

Woven darkness and light allows an elf to create items made of pure magical power, bypassing the *major creation* and *minor creation* spells. It is tied heavily to the 'Charms of Darkness and Light' set of feats in Chapter 6, The Magical Elf.

Although there is some attempt to balance this technology, it represents a kind of primal power that strains the pseudo-historical framework of a standard d20 game world. Games Masters are strongly urged to think carefully before allowing Players to use its full powers.

### Descriptive Elements

Woven light allows an elf to create an item (usually a personal item, but potentially buildings or even cities as well) by channelling arcane spells through secret charms. The charms reach out and 'bind' the light and shadows around the elf into solid shapes. The item gains magical properties based on the type of light used. A sufficiently skilled elf can also weave other magic into the item, potentially creating minor magic items at will.

Weaving light creates awe-inspiring effects in the environment. As the elf whispers the ancient charms light gathers around him like a mist. It twists though the air then settles down into a recognizable shape. The binding of pure power fills the air with an indescribable sound, part glory and part pure agony as the primal act of creation takes place once again. Mortals that witness such an event speak of how it haunts their dreams,

reminding them always that no matter how many elves they kill they will always be a lesser form of life.

Items and structures made of woven light look and feel nothing like the products of mundane craft. They take their colouration directly from the substance made to make them; sunlight shines, starlight shimmers and shadow drinks the light. They have no weight at all, unless the creator takes time to make them substantial by incorporating some other power. Unlike the products of mundane crafts these items only exist as long as the creator lives; once his will passes all of his works, great and small, vanish back into the light – or dark – from whence they came.

Ancient elves rarely bother with mundane tools or technology. They use woven light for everything; buildings, clothes, weapons and even food. Elves in these later days hide their knowledge, weaving light only when it is the only available option. They recognise that their powers come with a heavy price of addiction; when one can create anything needed why bother with anything else?

Items made of woven light radiate an aura of magic equal to that of the spell channelled to create them. They resist dispel magic attempts as spells with a level equal to the spell used to create them.

## Mechanics

In order to weave light the character must have at least one of the feats listed under the Charms of Darkness and Light section of the Magical Elf. These charms allow the character to spontaneously channel stored spell energy into a creation effect. Each feat allows the

character to work with a different ‘material’. The level of the spell controls the size of the item created as well as the amount of time that the character must spend on the effort. Also, the school of the spell delivers a secondary effect that alters the power of the base material.

### Availability of Materials

In order to weave a material the character must have access to it. This means that in order to weave firelight the character must have access to a fire, in order to create an item out of shadow there must be shadows near by. Use common sense and the Woven Light table when determining whether or not a particular material can be woven.

### Weaving

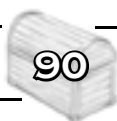
The process of weaving light may take place at any time that the character has access to the required materials. Once started, the character must continue the weaving process until it completes. Each round the character performs a weave, he must make a Spellcraft skill check with a DC specified by the strength of the spell used to continue the weave. If he is attacked during the process add the damage inflicted to the DC of the Spellcraft skill check. If the character fails this check, he suffers an amount of damage equal to 1d6 per level of the spell channelled to create the item. If the roll is a natural 20, the creation functions as a masterwork item.

Weaving is a full-round action that provokes an attack of opportunity. Other characters that can work the material may aid the primary weaver by taking the aid another action using their Spellcraft skill. The Woven Light Requirements table provides the Player and Games Master with details on this part of the weaving process.

### Woven Light

Material	Requirements
Darkness	Weaver must be in immediate contact with an area of absolute darkness, 5 ft. cubed for every size category of item the character wishes to create.
Firelight	Weaver must have a fire within 30 ft. that is equal in size to the item the character wishes to create.
Moonlight	Weaver may only create these items while exposed to direct moonlight. The moon must be visible and not occluded in any way.
Shadow	Weaver must be in immediate contact with an area that would provide a circumstance bonus to Hide checks due to darkness.
Starlight	Weaver may only create these items while under the night sky or directly able to see it.
Sunlight	Weaver may only create these items while exposed to direct sunlight. The sun must be visible.





### Woven Light Requirements

Spell Level	Spellcraft DC	Weaving Time	Maximum Size Category of Object (Fabric/Solid)	Number of Doses created (Liquid)
0	10	1 round	Fine	1
1 <sup>st</sup>	13	2 rounds	Diminutive	2
2 <sup>nd</sup>	16	3 rounds	Tiny	3
3 <sup>rd</sup>	19	4 rounds	Small	5
4 <sup>th</sup>	21	5 rounds	Medium	8
5 <sup>th</sup>	24	6 rounds	Large	14
6 <sup>th</sup>	27	7 rounds	Huge	20
7 <sup>th</sup>	30	8 rounds	Gargantuan	40
8 <sup>th</sup>	33	9 rounds	Colossal	60
9 <sup>th</sup>	36	10 rounds	Colossal	100

When the character completes the weave, he finishes the item. Once created the weaver may take an additional full round action to 'set' the weave. This requires a Spellcraft skill check (DC 20). An unset weave vanishes one round after it loses contact with the character. A set weave can be passed from character to character, or left unattended if the elf so desires. If the weaver fails this skill check the weave unravels once he tries to pass it on and vanishes. Once the weaver sets the item he will not receive the spell slot back until the item is destroyed, dispelled or unwoven. The spell slot is effectively removed from his spells per day until the item vanishes.

When creating ammunition or other items that come in bundles (like nails), the elf may create up to four of the item per round that he works on the weave.

The weaver may dismiss any woven light item he created that is within 60 feet as a free action that does not provoke an attack of opportunity. He does not need to make a skill check to accomplish this action. Unless destroyed, dispelled or unwoven a set item remains in existence until the weaver dies.

### Trading Woven Items

Elves rarely trade items made of woven light. Most of those who know how to weave such items do not wish to share their knowledge. Many weave things that they need, then let them pass back into light when the need passes. The fact that woven items pass when the maker dies limits the chance of finding a woven item of great antiquity, although rumours of such things persist.

A few unscrupulous elves trade woven items to mortals only to unravel them a few days later. A talented elven

conman can make quite a bit of money from these schemes before their dim-witted companions catch on.

### Materials, Taint and Powers

Items made from woven light act as normal items except for the properties provided to them by their materials and the taint of magic that comes from the school of the spell channelled to create them. Some characters also learn how to weave light using raw, channelled positive or negative energy, generating a slightly different set of effects.

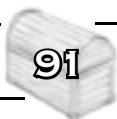
When the weaver uses a spell of higher level than the minimum required, he may choose to use the extra energy to grant the woven item additional powers. These powers allow the woven item to function more like a standard magic item, in addition to the abilities that it gains from its construction.

### Materials

The materials of woven light react to the world strangely, quite unlike mundane objects. These differences account to a large degree for the unusual abilities attributed to the ancient elves.

When the character starts weaving he may choose one of three states for his material; liquid, fabric or solid. These states alter the resulting item's hardness. Additionally, liquid light (and darkness) can be consumed with varying effects.

The materials and properties are as follows. Unless otherwise specified, the items do not weigh any more or less than similar normal items.



**Darkness:** Weavings of darkness are as black as the night that spawned them. They seem to drink the light, causing shadow to fall wherever they form. Mortals who come into contact with woven darkness find it bone-chillingly cold. Elves feel the chill less, but never the less recognise the danger it represents.

*Liquid Darkness:* 0 hardness, 0 hit points: When consumed, liquid darkness infuses the consumer's body with the icy essence of darkness. The character becomes invisible to darkvision but cannot heal naturally and takes double damage from fire spells. This effect lasts until the elf unravels the liquid or the affected creature attacks a creature.

*Fabric Darkness:* 0 hardness, 2 hit points: Darkness fabric flows around the wearer like a death shroud. It provides resistance to fire and cold equal to the weaver's Intelligence modifier (minimum 1). Darkness fabric (unless otherwise enhanced) is not hard enough to count as armour. It is completely waterproof and comfortable in all weather conditions.

*Solid Darkness:* 2 hardness, 4 hit points per inch: Solid darkness feels cold and slick, like chilled steel. It feels light in the hand. Objects made of solid darkness are highly resistant to fire; they gain a +10 bonus to any save to resist taking damage from it. Weapons made of darkness do cold damage rather than physical damage.

**Firelight:** Items woven of firelight seem to dance with flames. Their colours shift through a spectrum of reds, oranges and yellows. Some also have bits of dark grey or black woven into them, as if the firelight somehow captured the smoke surrounding it. They feel warm to the touch but not uncomfortably so.

*Liquid Firelight:* 0 hardness, 0 hit points. When consumed liquid firelight warms the body and the blood. For 24 hours, or as long as the weave remains intact, the drinkers act as if they were under the influence of an *endure elements* spell. Additionally, the character is instantly healed of any nonlethal damage inflicted by exposure to cold.

*Fabric Firelight:* 0 hardness, 2 hit points. Firelight fabric almost glows with the rich colours of flame. It does not provide protection from physical attacks, but any being with the cold-subtype who touches a character covered in it immediately takes 1d6 fire damage.

*Solid Firelight:* 2 hardness, 4 hit points per inch. Solid firelight is rough to the touch, like unsanded wood. Prolonged contact gives the holder the distinct impression that the light within the blade still moves. Items made of solid firelight inflicts 1d6 fire damage on

any cold-subtype creature that touches them. The item itself is immune to fire damage but automatically fails any saving throw to resist attacks or spells dealing cold damage.

**Moonlight:** Items woven of moonlight have a distinct, polished blue and silver appearance. They feel cold to the touch and their weight seems to shift between light and heavy although in truth it does not. Anyone holding a moonlight object for more than a few rounds begins to feel odd sensations (like being watched, or that there is a conversation taking place just outside of hearing) that give him a -1 penalty to all Listen and Spot checks.

*Liquid Moonlight:* 0 hardness, 0 hit points: Liquid moonlight looks a great deal like mercury. When consumed it allows the drinker to go without sleep, although he must still rest normally if he wishes to regain spells. This effect lasts until the weaver unravels the weave or one week passes.

*Fabric Moonlight:* 0 hardness, 4 hit points. Moonlight fabric glows with the same brilliant light as the moon itself. When worn as clothing it reduces the damage done to the character by any form of spell by the weaver's Intelligence modifier (minimum 1). This counts against the total damage done to the character by the spell, not to the individual dice. For example, if a weaver (Intelligence 16) wearing moonlight fabric were struck by four *magic missiles* dealing a total of 16 damage, he would take 13 points of damage ( $16 - 3$ ) not 4 ( $16 - (4 \times 3)$ ).

*Solid Moonlight:* 2 hardness, 4 hit points per inch. Solid moonlight looks like silver or mithril. It has no weight and when formed into armour reduces the armour's chance of arcane spell failure by 20%. Weapons of solid moonlight count as both magic and alchemical silver for the purpose of penetrating damage resistance.

**Shadow:** Weavings of shadow vary between light grey and dark grey in colour. They feel slightly sandy to the touch and even the hardest give slightly under pressure. Some mortals claim that they can feel the items pulsing slightly, as if they breathed.

*Liquid Shadow:* 0 hardness, 0 hit points. Liquid shadow looks like impure oil. It slips and flows, sticking to things then running off like water. Those who consume it gain the ability to see in shadowy conditions out to a range of 360 feet. They also become dazzled in normal light and (if they have darkvision) complete darkness. This effect will last for 24 hours or until the weave is unwoven.



*Fabric Shadow:* 0 hardness, 2 hit points. Shadow fabric clings to the wearer like silk. It varies in texture and heaviness, one moment being as coarse as thick wool and the next as sheer as mist. Those who wear shadow fabric find that it acts as armour against the touch of incorporeal creatures; it provides a deflection bonus to Armour Class equal to the weaver's Intelligence modifier (minimum 1) against melee attacks executed by any creature with the incorporeal trait. Additionally, if the fabric is used for creating a structure incorporeal creatures cannot pass through it.

*Solid Shadow:* 1 hardness, 4 hit points per inch. Solid shadow feels heavy in the hand. Items made of it cannot be passed through by incorporeal creatures. Weapons made of it act as if they had the *ghost touch* ability. Armour made from solid shadow also has the *ghost touch* ability.

**Starlight:** Woven starlight usually comes in muted white, silver, grey and green. These items rarely have a single colour; instead they display fantastic patterns that slowly shift over time. They feel cool to the touch but warm quickly in the hands of living creatures. All things made of woven starlight shimmer slightly, as if the substance within them sought a way to return to its natural form.

*Liquid Starlight:* 0 hardness, 0 hit points. Liquid starlight sustains those with elven blood as if they had a full meal and a steady supply of fresh water. Those not of elven blood find that items and things react to them as if they were elves themselves. In either case a character that drinks liquid starlight becomes very sensitive to the touch of the sun. He takes 1 point of damage per round of exposure to direct sunlight (which ignores Damage Reduction) and tries to avoid going outdoors during the day if possible. This effect will last for 24 hours or until the weave is unwoven.

*Fabric Starlight:* 1 hardness, 3 hit points. Starlight fabric hides itself and its wearer from non-elven eyes. Non-elves wearing it appear as if they were not wearing any clothes at all. Elves who wear outfits made of it gain a bonus to Hide and Move Silently skill checks equal to the weaver's Intelligence modifier but only when the opposed skill checks are made by non-elves.

*Solid Starlight:* 3 hardness, 4 hit points per inch. Solid starlight looks much like enamelled steel. Like starlight fabric, solid starlight is difficult for non-elves to see. Items made of solid starlight gain a bonus equal to the weaver's Intelligence modifier (minimum +1) to resist any detection check (Spot or Search) made by non-elves. Armour made of solid starlight provides a similar bonus to the wearer's Hide and Move Silently skill

checks. Weapons made of solid starlight are difficult to dodge; bearers of solid starlight weapons may not be targeted with the Dodge feat.

**Sunlight:** Woven sunlight looks like pure spun gold. It shines with an inner fire that is almost, but not quite, visible. Objects forged of it weigh twice as much as mundane items. They are always warm to the touch, uncomfortably so when exposed to complete darkness or the noonday sun.

*Liquid Sunlight:* 0 hardness, 0 hit points. Liquid sunlight looks like molten gold. It even smokes a bit as it passes through the air. It can be used to start fires if the weaver so desires, although this takes at least one minute. Those who drink liquid sunlight are immediately cured of negative levels if those levels have not become permanent. However, they then take 1d10 fire damage for each negative level so negated.

*Fabric Sunlight:* 1 hardness, 1 hit point. Sunlight fabric looks like cloth of gold. It responds to light as though it were wind; normal light sources cause it to flutter slightly but particularly bright ones (like the epicentre of a *daylight* spell) cause it to flare out as if in a stiff breeze. Sunlight fabric provides its wearer with Damage Reduction 1/magic.

*Solid Sunlight:* 4 hardness, 4 hit points per inch. Solid sunlight feels and looks like gold but is as hard as soft iron. Creatures with darkvision cannot look directly at it; items and characters wearing it as armour gain a +4 bonus to their Armour Class against such opponents. Weapons made of solid sunlight gain a +2 enhancement bonus to attack rolls against targets with darkvision and may inflict critical damage against undead.

## Taints

When the elf weaves an item from light, that item picks up part of the magic used to create it. Elves call these effects 'taints' and use them to create items with particular effects. Some elves also learn a Charm (see Chapter 6, The Magical Elf) that allows them to infuse their weaves with positive or negative energy. This latter taint is particularly common among evil elves. Spells from the universal school do not leave a taint of magic in the items created from their weaves. The common taints have the following effects:

**Abjuration:** Abjuration taints provide the material with significant hardness and durability. Liquid affected by this taint retains its shape unless deliberately separated or moulded. Fabric and solids increase their hardness by the level of abjuration spell channelled for the effect. Those wearing clothes or armour with an abjuration

taint gain a deflection bonus to Armour Class equal to 1 plus 1 for every two levels of the spell above 1<sup>st</sup> (+2 for 3<sup>rd</sup>, +3 for 5<sup>th</sup>, +4 for 7<sup>th</sup> and +5 for 9<sup>th</sup>).

**Conjuration:** Conjuration taints allow the item to embody a vast source of its substance. Liquids last for a number of days equal to the level of the spell used to create them (even if imbibed). Fabrics and solids gain a number of hit points equal to the Intelligence modifier (minimum +1) of the weaver, multiplied by the level of the spell used to create them.

**Divination:** Divination taints grant the item's holder unique insights. Liquids made with this taint give the character a one-time insight bonus to any Knowledge skill check equal to the level of the spell used to create the liquid. Once the character invokes this bonus the bonus and the other effects of the liquid vanish. Fabrics and solids affected by this taint act as foci for the perceptions of the creator; he may make a Spellcraft skill check (DC 30 – 2 per level of the spell used to create the item) to sense around the item as if it were the target of a *scry* spell. The item's creator may use this ability once per day per item.

**Enchantment:** Enchantment taints bind the essence of compulsion into the weft of the woven light. Creatures who consume liquid light, or hold items made of fabric or solid light made by the elf are susceptible to the creator's commands. As a standard action the weaver may issue a one-word command (as the *command* spell) to any one target carrying an item of his creation within 30 feet. That target must make a Will save with a DC equal to 11 + the weaver's Intelligence modifier. If he fails, he must obey the command. If he succeeds, the item's coercive powers may not be used again for 24 hours on that target.

**Evocation:** Evocation taints create a constant flow of the appropriate substance into the item. Liquids cause one point of fire damage (cold for shadow and darkness weaves) per round for 10 rounds when ingested. Fabrics and solids gain the ability to regenerate at a rate equal to 1 hit point per level of the spell used to create them per round.

**Illusion:** Illusion taints cause the appearance of the material to subtly change over time. Those who consume liquids with it gain an enhancement bonus to Disguise skill checks equal to the weaver's Intelligence modifier. Fabrics and solids change colour constantly, providing the wearer with an enhancement bonus to their Hide skill equal to the weaver's Intelligence modifier (minimum +1).

**Necromancy:** Necromantic taints channel the essence of death into the created item. Creatures who consume the liquid form of this taint gain a faint aura of evil and a negative level if they are good. Fabrics tainted with necromancy feel slimy to the touch and cause the wearer to appear as an undead for the purpose of the *detect undead* spell. Solid necromantic items inflict damage on the living; casual contact causes 1 point of damage ignoring Damage Reduction while a weapon inflicts +2 profane damage with every strike.

**Transmutation:** Transmutation taints destabilise the material they are used to create. Any item of woven light with a transmutation taint has a 5% chance per day (1 on a d20) of vanishing regardless of whether or not it was 'set' by the creator. Make this roll at the beginning of every day.

The two uncommon taints have the following effects.

**Negative Energy:** Infusing a weave with negative energy places it firmly in the realm of fundamental evil. Good aligned creatures touching or bearing the object suffer from a negative level until they discard it. Evil creatures gain a +1 profane bonus to Will saves. Weapons tainted with negative energy deal evil damage for the purposes of Damage Reduction and have a +2 profane bonus to damage when striking good creatures. Ranged weapons do not confer this bonus to their ammunition.

**Positive Energy:** Infusing a weave with positive energy creates a channel for the forces of fundamental good. Evil aligned creatures touching or bearing the object suffer from a negative level until they discard it. Good creatures gain a +1 sacred bonus to Fortitude saves. Weapons tainted with positive energy deal good damage for the purposes of Damage Reduction and have a +2 sacred bonus to damage when striking evil creatures. Ranged weapons do not confer this bonus to their ammunition.

### Spontaneous Casters and Taint

Characters who can spontaneously cast spells (bards, sorcerers and to a lesser extent clerics and druids) may choose from their list of known spells when deciding what taint to apply. Clerics and druids may always choose to apply a conjuration taint regardless of the spells they have prepared for the day. Bards and sorcerers may choose to apply any taint from their known spell list.



## Powers

When the character begins the weaving he may choose to channel a spell that has a higher level than that which he would absolutely need for the creation. The difference between the minimum spell level needed to create the item and the level of the spell the character casts equals the number of *power points* that the weaver can spend to modify an object. The various powers listed below provide a reference list for Games Masters to create their own designs.

Note that liquids *do not* transfer either hardness or hit points to the individuals who drink them.

### 1 Point Powers

At a cost of 1 power point the weaver may assign any one of the following abilities to the item:

- +1 to hardness.
- +5 hit points.
- The unset item will remain in existence for a number of rounds equal to the weaver's character level after he releases it.
- The item grants a +1 competence bonus to one skill, selected when the item is created.
- The item grants a +1 bonus to saving throws against effects that inflict a specific condition (such as dazzled, nauseated or stunned) selected when the item is created.

### 2 Point Powers

At the cost of 2 power points the weaver may assign any one of the following abilities to the item:

- +2 hardness.
- +10 hit points.
- The unset item will remain in existence for a number of minutes equal to the weaver's character level after he releases it.
- The item grants a +2 competence bonus to one skill, selected when the item is created.
- The item grants a +1 competence bonus to either attack or damage rolls, selected when the item is created.
- The item grants a +1 bonus to Fortitude, Reflex or Will saving throws.

### 4 Point Powers

At the cost of 4 power points the weaver may assign any one of the following abilities to the item:

- +4 hardness.
- +20 hit points.
- The unset item will remain in existence for a number of hours equal to the weaver's character level after he releases it.
- The item grants a +4 competence bonus to one skill, selected when the item is created.
- The item grants a +1 competence bonus to attack and damage rolls if the item is a weapon.
- The item grants a +1 bonus to Fortitude, Reflex and Will saving throws.

### 8 Point Powers

At the cost of 8 power points the weaver may assign any one of the following abilities to the item:

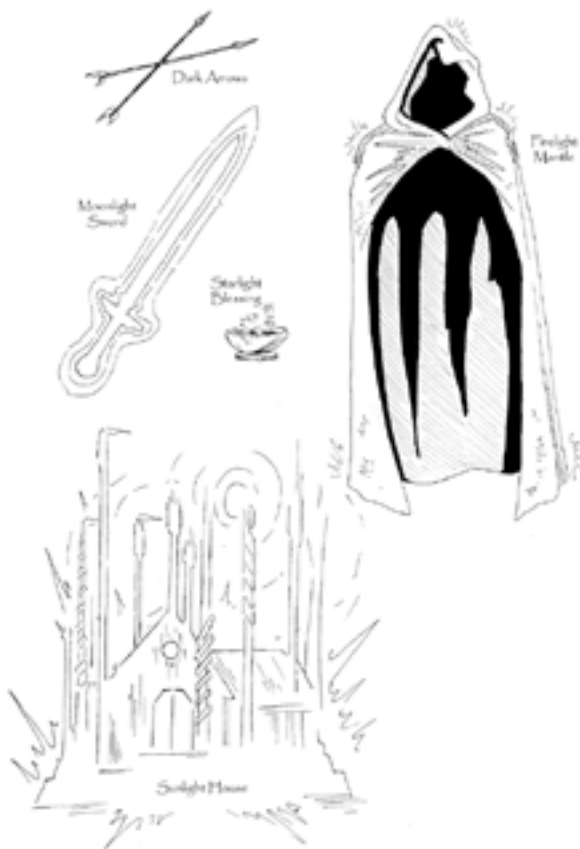
- +8 hardness.
- +40 hit points.
- The unset item will remain in existence for a number of days equal to the weaver's character level after he releases it.
- The item grants a +8 competence bonus to one skill, selected when the item is created.
- The item grants a +2 competence bonus to attack and damage rolls if the item is a weapon.
- The item grants a +2 bonus to Fortitude, Reflex and Will saving throws.

## Example Weavings

The following examples show weaves that, Esandril (a 20<sup>th</sup> level elven wizard with Intelligence 22 (+6 modifier) and all of the Charms of Darkness and Light), might choose to create.

**Dark Arrows:** As a reward for a friend, Esandril wants to create eight arrows forged of pure darkness. He would like for these arrows to fly relatively true. Creating eight arrows requires a 1<sup>st</sup> level spell and he wishes to include a +1 competence bonus to both to hit and damage rolls (a 4 point effect). This means that he must sacrifice a 5<sup>th</sup> level spell slot to create the item. He





uses a necromantic spell (in this case *blight*) to give the arrows a little added punch. Esandril will not receive the 5<sup>th</sup> level spell slot back until all of the arrows break.

**Dark Arrows:** Solid darkness, 1d8 cold + 1 competence +2 profane damage, +1 bonus to attack rolls.

**Firelight Mantle:** Upon receiving an invitation to a human kingdom, Esandril decides to create a cloak that will give him a bit of added flare. He selects firelight fabric for its beauty and durability. He adds a competence bonus to Diplomacy and some protective effects from an abjuration taint to round out the design. It takes at least a 1<sup>st</sup> level spell to create a cloak and he

increases that to 5<sup>th</sup> level to get a +3 deflection bonus to his Armour Class. This gives him 4 power points to work with; he selects a +2 competence bonus to both Diplomacy and Sense Motive (2 points each). Esandril will not receive the 5<sup>th</sup> level slot back until he unravels the mantle or it is destroyed by outside intervention.

**Firelight Mantle:** Firelight fabric, +3 deflection bonus to Armour Class, inflicts 1d6 damage on cold-subtype creatures who make an unarmed attack, +2 competence bonus to both Diplomacy and Sense Motive.

**Moonlight Sword:** In the middle of a fight with the elite berserker guards of a werewolf king one of Esandril's companions shatters his sword into shards. While he holds off his opponents with a dagger, Esandril reaches out and gathers moonlight into his hands. He casts a 2<sup>nd</sup> level spell (taking 3 rounds) and creates a moonlight shortsword. He adds a necromantic taint to make it more effective. He spends another round 'setting' the item and will dismiss it after the fight.

**Moonlight Sword:** Solid moonlight shortsword; 1d6 +2 profane damage, counts as magic and alchemical silver for the purpose of Damage Reduction.

**Starlight Blessing:** A young human wishes to bind himself to Esandril's service, to learn his magic and serve in the elfin way. Esandril accepts this request. At the end of the ceremony marking the young man's acceptance, Esandril weaves starlight into a benediction that the young man drinks. Esandril weaves this magic using a 0 level enchantment spell (*daze*) and will dismiss it when the young man leaves his service. Until then, as a standard action Esandril may *command* (as the spell) the apprentice. The DC to resist the effect is 17.

**Sunlight House:** In a rare moment of exuberance, Esandril decides to create a home out of solid sunlight. This gleaming golden edifice covers a 60 foot cube and has several large, fanciful spires. It takes one 9<sup>th</sup> level spell slot to create. In order to increase the durability of his home, Esandril uses an abjuration taint.

'You are telling me that almost everything we know about elves is a lie?'

'No, Miss. Not a lie. Elves almost never lie. More of a change in our perceptions. They show us what they think we want to see.'

'So what are they really like? Under all the tricks.'

The sound of Maggie's footsteps failed. 'Beautiful, Miss. More beautiful than a mortal eye can bear, or a heart can tell. They do us all a favour, hiding themselves.'



# Elven Magic

Elves have a reputation to uphold. Myth, legend and common perception make them out to be the most magically powerful beings to ever walk the mortal realms. Even if it is not true, these legends certainly make it a great deal easier for an elf to convince others of his magical prowess. Perception may well be more important than reality in many situations.

This chapter addresses three aspects of the legends; the art of pretending to be magical, Charms that give minor magical effects in exchange for either spontaneously channelling spell energy or storing a relatively large amount of the same and magical items that act to augment the character's innate magical power.

## THE ART OF BEING MAGICAL

Being magical requires more than just throwing power around. The great acts of magic may require tremendous power but they sometimes lack that certain nonchalance that marks truly great art. To seem effortlessly magical, the elf must be able to do things with magic just as casually as a human might use a hammer.

Most elves have the opportunity to learn at least a little arcane magic sometime in their lives. Even one level of wizard is more than enough to make the elf appear magically powerful if he follows the following simple rules.

### Important Spells

There are a handful of spells that the elf can use to appear impressively magical without expending vast amounts of arcane power. These spells typically have modest durations, minor effects and relatively interesting applications.

In order to increase the utility of these spells (or at least their usefulness as special effects) please refer to the feats in Chapter 7, Fey Tricks. In particular, the Legerdemain, Mountebank and Tinker feats all alter various aspects of 0 level spells without increasing the magical expenditure on them.

The following spells are of particular interest to any elf that wants to display magical finesse as well as power. Each spell entry contains a quick recap of the spell's function along with suggestions for how to use it in the most 'magical' way possible.

### Alarm

This 1<sup>st</sup> level spell sounds a mental alarm (the audible alarm can be heard by anyone and is therefore less useful for this purpose) when something enters a 20 foot radius around a particular point in space. At low levels this spell does not have a significant enough duration for common uses like warding a camp. However, two hours is more than long enough for the elf to accomplish any one of the following:

- + After liberating goods from an area, leave the *alarm* behind to give you advanced warning of discovery.
- + After you enter a room clandestinely (perhaps to visit the occupant while her husband is otherwise occupied), set the *alarm* on the door to give you sufficient warning to escape.
- + Cast it just before a conversation in a relatively open space to ensure that no one can come close enough to overhear you.
- + Cast it on an area and count the 'pings' to determine the number of people who passed through. This trick is particularly useful when trying to count the numbers of an enemy patrol or work out how many people pass into or out of a given area (say a house or along a road on any given day).
- + When visiting the human court drop an *alarm* on the entrance to the great hall. This allows you to instantly 'know' when someone walks in. A skilled elf can then use clues from those around him (Sense Motive DC 25) to guess who entered without looking around.

*Special Effects:* An area protected by an *alarm* spell may have a lingering sense of the elf's awareness (detectable by a Sense Motive skill check DC 25). Alternately, when creatures enter or leave the area of effect the spell may give off very faint sparks that an observant character may notice (Spot check DC 20).

### Dancing Lights

Arguably the single most important 0-level spell for any elf (*prestidigitation* being the other choice). *Dancing lights* allows the character to create four torch lights or four glowing balls of light that fly around at his command. Alternately, the elf can make a single ghost shape. While the one minute duration causes some concern it still has a number of uses. If the character

chooses to extend the spell (either with Extended Spell feat or with one of the special feats outlined in the Chapter 7, Fey Tricks), the possible applications increase. Some ideas for how the elf might use these spells in an appropriately impressive way include:

✦ Call up a ghost of light, then use *ventriloquism* or just good Performance checks to project a voice though it.

✦ Cause the wisps to drip off of your fingers like drops of water just before casting an illusion spell or other effect requiring belief.

✦ Damp one of the torch lights down to a candle flame and place it behind a window to simulate someone moving.

✦ Direct the wisps to move over an item another character holds, chanting loudly.

✦ Send a wisp to hover over someone to ‘determine the truth of her words’. You can change the colour when you catch the target in a lie.

✦ Send a wisp to settle over someone after performing an otherwise non-magical blessing.

✦ Set wisps in your hair or brow (as if it is a glowing crown) before speaking with a commoner.

✦ Use the torchlight effect to simulate lighting four torches with a snap of your fingers.

*Special Effects:* The wisps may leave trails of light or sparks in the air as they move. The caster may have the ability to change the colour of the wisps or torch lights at will. Also, the caster may have the ability to change the size and intensity of the lights.

## Endure Elements

Few spells give the elf’s dignity quite as much protection as the 1<sup>st</sup> level *endure elements*. Nothing spoils a grand entrance quite like chattering teeth or a sweat stained shirt. Just as importantly, light clothes



(particularly cotton, linen and sheer silks) look good on the elf’s frame, but it hardly provides much in the way of warmth. The reverse often holds true as well; the elf may enjoy wearing heavy brocades and rich velvets on summer days. If he wishes to dress well the elf will often times have to sacrifice comfort for style unless he uses a bit of magic. Some ideas for how the elf might make the most of this effect include:

✦ Carry a flask of clean water and offer drinks to others. The *endure elements* spell keeps your equipment at a ‘comfortable temperature’ so the water will be relatively cool.

✦ Get a good night’s rest in a very cold or very hot environment. For added interest, sit on a high point that others deem too uncomfortable for habitation.

✦ Provide court clothes for guests, selecting the heaviest fabrics for summer and the lightest for winter.

✦ Wade into freezing water to look at a particularly interesting pile of rocks, or as a short cut.

✦ Walk around in a linen shirt and pants in the middle of a blizzard.

✦ Walk through a desert wearing a heavy velvet cloak.

*Special Effects:* *Endure elements* works best when mortals do not realise that the elf has worked a spell.



## Light

This 0 level spell gives the elf the extremely flexible ability to create illumination. Specifically it causes objects to 'glow like a torch'. This brightly illuminates a 20 foot radius around the object and provides dim illumination out another 20 feet. In addition to the obvious applications (lighting a room, for instance) elves may find the following useful:

- ✦ Cast different colours of light onto small balls and juggle them.
- ✦ Cast *light* into a jewel or on a piece of jewellery before dealing with mortals. This creates the impression of a magical item without actually having to carry one around.
- ✦ Cast *light* on a palmed rose to present a lady with a magnificent 'elfin flower'.
- ✦ Cast *light* on the engravings of an item rather than the item itself. This causes the light to radiate from a pattern, not greatly increasing its effect but creating a more elegant visual impression.
- ✦ Cast *light* on the tip of an arrow and then shoot it down a dark corridor.
- ✦ Cast *light* onto a sword or other long weapon, causing it to leave a trail of light in the air when swung.

*Special Effects:* The caster may be able to select the light's colour. The light may spontaneously appear, or it may seem to run off the character's fingers to pool at the place touched.

## Mage Armour

This 1<sup>st</sup> level spell surrounds the character with a field of force that acts as armour. The description states that the field is invisible but Games Masters may wish to allow the elf to select an aura colour. This aura does not have to radiate enough light to illuminate the area. A coloured aura has the advantage of making the elf appear impressively magical and the disadvantage of lighting him up. This can be particularly problematic if the elf wishes to sneak around in the dark. On the other hand, a slightly glowing aura does have a number of potential uses beyond simple protection:

- ✦ A faint glow immediately identifies you as a magical being. Many elves find this identification useful when dealing with primitive mortals.



- ✦ A glowing aura may be taken as a sign that you are ready for a fight. Most intelligent creatures that do not have a specific reason to attack you will pass you by, looking for easier prey.

- ✦ Allows you to stand out in a crowd. This is particularly useful when you are visiting a foreign court or other place where you wish to be recognised.

*Special Effects:* The Games Master may allow the spell to have a faint visual aura around the caster. This aura does not shed enough light to illuminate an area, but does inflict a -1 penalty to Armour Class in a low light or darkness situation.

## Mage Hand

This 0 level spell causes a great deal of consternation and confusion, simply because an intelligent spell-caster can easily use it for dozens of things. The ability to pick up or move one unattended, non-magical object

can easily be used to perform a vast number of actions, including but not limited to:

- ✦ Cause a scroll to come flying through the air with an imperious gesture. This effect is particularly useful when negotiating with mortals or others who have limited magical knowledge.
- ✦ Dangle a feather or string to play with children or small animals.
- ✦ Flip a switch or pull up a lever (but also see *open/close*).
- ✦ Grab an incriminating piece of clothing while hiding in a closet.
- ✦ Pull an arrow from out of the ground without touching it.
- ✦ Send a trade good or cloth sample through the air to the person you are trying to sell to.
- ✦ Steady a juggling ball in the air.

*Special Effects:* *Mage hand* may cause the item moved to glow slightly. The caster should feel free to make up somatic components to make the effect more impressive.

## Mending

An oft ignored 0 level spell, *mending* allows the elf to always put his best foot forward. It fixes minor tears, breaks and the signs of wear that accompany both travel and age. When combined with *prestidigitation* it allows the elf to travel in court finery without worrying about wearing it out. This spell also allows the elf to do the following:

- ✦ Remove the ragged edge or brighten slightly faded dyes in fabric. It may also repair the elaborate embroidery favoured by some courts. If used correctly, this can give you a plausible reason to speak privately with nearly anyone, as frayed embroidery is often regarded as a sign of poverty among the classes that can afford it at all.
- ✦ Repair children's toys and other simple items quickly. This kind of simple magic often drives home the elf's magical nature far more effectively than a dozen *fireballs*.
- ✦ Repair the damage done over a day of travel to common gear. This allows you to use much sheerer

leathers and cloths than other mortals, as you do not have to worry about wear and tear on your gear.

- ✦ Shatter a precious vase or other object of sentimental value to another person and then repair it as an act of contrition. Staged rages and apologies sometimes work just as well as sweetness or threats when negotiating.

*Special Effects:* When completing the somatic component, the elf should brush his hand over the damage, as if he were brushing away dirt. He may wish to enclose small items in his hands and cast *light* before casting *mending* to cause the item to glow for a brief while after he finishes the work.

## Mount

This simple 1<sup>st</sup> level conjuration spell does not last long enough at low levels to be useful to the average travelling adventurer. However, a more sedentary elf or one who spends the majority of his time in an urban area may well find that the *mount* spell saves him both time and money. Finding, buying and housing a horse



all cost quite a bit of both; the *mount* spell allows the character so whistle up a horse whenever he needs it. Uses for this spell include:

- ✦ Call a *mount* rather than spending time looking for a horse when leaving an urban area. Farmers usually have more livestock for sale than city dwellers, not to mention charging lower prices.
- ✦ Call the same horse with fanciful colours. A white horse with blue eyes and a golden mane could be an 'elfin horse, called from the heart of the forest home' for a brief term of service.
- ✦ Call up a horse for a morning ride with the court.
- ✦ Summon a horse directly under a window you are about to jump out of.

*Special Effects:* The caster may choose the colouration of his horse. He may also give it a specific name.



The verbal component for the spell may be a musical whistle, rather than words.

## Open/Close

This 0 level spell allows the character to cause an unsecured container or door within 25 feet to open or close on command. The adventuring uses of such a spell spring to mind immediately. However, this spell also has a large number of more mundane uses for elves, including:

- ✦ Cause a pouch to pinch shut after dropping coins into it.
- ✦ Cause the tap in an ale keg to swing wide open. This causes a momentary distraction.
- ✦ Open a door without standing up. If you hear someone approaching the door, you may do this before they knock. Alternately, you may use the *alarm* spell as an early warning device.
- ✦ Undo particularly complex clothing ties.

*Special Effects:* The Games Master may allow *open/close* to release cords and ropes, assuming there is no tension on the line. The opening or closing action may be accompanied by the faint ringing of bells or cymbals.

## Prestidigitation

This catch-all 0 level spell includes all of the minor tricks that apprentice spellcasters use to practice their art. It lasts for one hour, incorporates everything from cleaning to creating small objects and cannot be used to create damaging or disrupting effects. Fortunately, that makes it nearly perfect for creating an impression of magical power without unduly increasing an elf's powers. Example uses for *prestidigitation* include:

- ✦ Cause items around you to chime softly when touched.
- ✦ Leave a faint trail of light as you walk.
- ✦ Your touch leaves motes of a faint multicoloured dust (fairy dust).
- ✦ Change the colour of a suit of clothes immediately before going to a meeting.
- ✦ Change the shape of smoke coming out of a pipe.

✦ Chill or warm your wine, as appropriate to the vintage.

✦ Clean clothing immediately before an audience or after a day of travel.

✦ Create scarves or wooden coins to distribute to children.

✦ Create sparks or other visual indicators around your hands as you cast spells.

✦ Light or damp a candle.

✦ Remove an offensive taste from a specific dish, although you cannot alter the item's texture.

✦ Trace letters of light in the air.

*Special Effects: Prestidigitation* is a special effect. Once cast, the elf should feel free to use it to add any number of special effects to his actions.

## Silent Image

This 1<sup>st</sup> level spell creates a large image of an object, creature or force visualised by the caster. The image lasts as long as the character concentrates on it. This spell has a wide array of uses in combat, but is even more useful off the field of battle. Examples of how an elf might use it to appear impressively magical include:

✦ Conjure up a revolving image displaying the current object of discussion in a trade negotiation.

✦ Create a map that hangs like a tapestry in the air.

✦ Create detailed images of a person's parents while discussing them.

✦ Cause shadows to dance along the rafters while talking with a prospective adventuring party about the dangers they may face along the way.

✦ Create a floating mirror so that a lady can check her hair before rushing back out to the dance.

✦ Cause waves of light to coalesce into a rose or other item previously palmed, making it appear that it was conjured out of nothing.

✦ Create a sculpture by starting with a relatively blank image of a man or woman and filling in the details as people describe them.

✦ Create a curtain of light that people must pass through to enter the room.

*Special Effect: Silent image* is a special effect. The elf should feel free to dream up flashy effects while he uses this spell.

## The Games Master's Friend

Once elf characters begin to be creative in their use of spells for special effects the Games Master may wish to give them a +2 circumstance bonus to particular skill checks (usually Bluff, Diplomacy or Intimidate). If the Games Master reserves this bonus for those effects that particularly reinforce the image of elves he wishes to portray in his game, the Players will quickly catch on and help out.



## MAGICAL CHARMS

The elves of song and story, regardless of their other skills, all know little bits of practical magic that help them to accomplish their goals. In some, this magic comes from their innate magical powers. In others it is a result of their cultural knowledge of hundreds of minor Charms. These latter elves use small bits of magic all the time. Unfortunately, the spell system assumed in standard d20 does not allow for such limitless minor magic.

### Basic Structure

Magical Charms attempt to step in to fill the gap by allowing elves (or any other arcane spell caster) to invest feats into minor magical effects. These feats follow one of the following formats:

- ✦ **Weave X:** A special kind of feat specifically dedicated to the woven light technology described in Chapter 5, Elven Ways and Means.
- ✦ **Words of X:** These feats allow the caster to spontaneously channel stored magical energy into a

minor effect. The power of the effect increases with the level of the spell channelled.

- ✦ **X's Blessing/Gift:** These feats allow the character to perform some magical action while he retains a minimum level of stored arcane spell energy. If the level of spells that he can cast per day/has prepared for the day drops below this level he can no longer use the feat. 0 level spells count as half a spell level for determining the character's stored arcane energy. Divine spells do not count at all. Blessings and Gifts do not work if the character suffers under *silence* or is otherwise prevented from speaking.

- ✦ **X's Chant:** A feat that allows the character to expend a spell to give his group a benefit. The benefit usually lasts for a number of rounds equal to the level of the spell expended. While using the chant, the elf cannot cast a spell with a verbal component.

All Charms count as spell-like abilities that usually require a standard action to activate. They have verbal and somatic components. Using a Charm causes the elf to radiate a faint magical aura of indeterminate school. An elven wizard may learn Charms as one of his wizard bonus feats. The Charm categories are as follows:

- ✦ **Charms of Binding and Unbinding** – Magical abilities dealing directly with the weave of arcane energies.
- ✦ **Charms of Darkness and Light** – Charms that solidify light and shadow into useful materials. These Charms form the core of the woven light technology described in the Chapter 5, Elven Ways and Means.
- ✦ **Charms of Making**– Charms increasing an elf's ability to create objects using mostly mundane means.
- ✦ **Charms of Nature** – Charms that affect animals and plants.
- ✦ **Charms of Shadow and Silence** – Charms that control shadows, giving the elf the ability to blend into the darkness as if he were part of it.
- ✦ **Charms of Thunder and Mist** – Charms that manipulate wind and weather.
- ✦ **Charms of War** – Charms that protect the elf or increase his ability to harm his opponents.
- ✦ **Charms of Wrath and Ruin** – Charms that awaken destructive power inherent in all objects and situations.





The so-called ‘Great Charms’ require the character to know three other types of Charm before he can study them. These Charms have greater effects than the basic Charms but possess correspondingly higher requirements for use.

### Prerequisites

Many Charms have a requisite referring to the magical resources necessary to use them. This is normally stated as ‘X levels of arcane spells’. In order to see if an elf may select the feat, total the spell levels of all spells the elf may cast in a single day. If this exceeds the X, then the elf may select that Charm feat.

*For example, Seryla is an 6<sup>th</sup> level elven wizard with Intelligence 14, who selects the Charm of Binder’s Blessing. This requires her to have ‘10 levels of arcane spells’. Seryla may cast four 1<sup>st</sup> level spells, four 2<sup>nd</sup> level and two 3<sup>rd</sup> level spells per day – as this totals 18 levels, she may select the Charm as a feat.*

A secondary effect of Charms is that they will only remain active for the elf for as long as he maintains the reservoir of power that lends the Charm energy. If an elf casts enough spells that his remaining uncast spells for the day do not equal the minimum necessary to select the feat, then the elf is temporarily unable to use that feat. As soon as he has recovered his spellcasting reservoirs to equal or exceed the minimum necessary to select the feat, the Charm will operate normally again.

Continuing the above example, Seryla may only use the Charm of Binder’s Blessing as long as she maintains at least 10 levels worth of spells – casting 7 or more levels of spells in one day will temporarily nullify the feat until she has rested and restored her spellcasting reservoirs.

## Charms of Binding and Unbinding

The Charms of binding and unbinding allow their wielder to directly manipulate the flows of arcane energy. With them the elf can unravel the weaves of others, bind his own spells more tightly to the world or unmake one by removing its metaphysical underpinnings. These Charms are most useful to a dedicated wizard or sorcerer, although some bright blades and guardians learn them to increase their magical prowess.

### Binder’s Blessing (Metamagic)

Your spells remain even after you stop concentrating on them.

**Prerequisites:** Words of Binding; 10 levels of arcane spells.

**Benefit:** So long as you maintain more than 10 levels of available arcane spells, spells with a duration of Concentration linger for a number of rounds equal to your Intelligence modifier after you stop concentrating on them. This bonus is added to the duration of the spell, if it maintains itself for Concentration + X rounds. If casting the spell would drop you below 10 levels of stored energy, you may not use this feat.

### Unbinder’s Blessing (Metamagic)

You are particularly adept at unweaving another’s magic.

**Prerequisites:** Improved Counterspell, Words of Unbinding; 10 levels of arcane spells.

**Benefit:** So long as you maintain more than 10 levels of available arcane spells you may use any spell of greater level as a counterspell. If casting the counterspell would drop you below 10 levels of stored energy, you may not use this feat.

**Normal:** You may use a spell for the same school of greater level with Improved Counterspell. If you do not have Improved Counterspell you must use the same spell or a spell specifically designed to counter the target spell in a counterspell attempt.

### Words of Binding (Metamagic)

You know Charms that help to bind magical energy to this world.

**Benefit:** When you cast a spell a with duration other than Instant you may, as a free action, sacrifice a second arcane spell of any level. You increase your caster level for the purposes of the spell’s duration by the level of the spell sacrificed. 0 level spells may not be sacrificed for this effect.

### Words of Unbinding (Metamagic)

You know the Charms that destroy magic.

**Prerequisite:** Ability to cast *dispel magic*.

**Benefit:** When you cast *dispel magic* or *greater dispel magic* to either counterspell or dispel an active spell you may sacrifice a second arcane spell of any level. You may increase your effective level for the purpose of the dispel check by the level of the spell sacrificed. 0 level spells may not be sacrificed for this effect.

### Words of Unmaking (Metamagic)

You know the Charms that destroy the bonds that hold magical items together.

**Prerequisite:** Ability to cast *dispel magic*.

**Benefit:** When you cast *dispel magic* or *greater dispel magic* on a magic item you may sacrifice a second arcane spell of any level to increase the effect. You may increase your effective level for the dispel check by twice the level of the spell sacrificed. 0 level spells sacrificed in this manner add +1 to the dispel check.



## Charms of Darkness and Light

The Charms of Darkness and Light allow their wielder to shape energy into physical substance. The woven light section of Chapter 5, Elven Ways and Means, describes these substances and their attributes in full.

### Evil Weft (Item Creation)

You may infuse your woven light items with negative energy.

**Prerequisite:** Any Weave Charm; ability to rebuke undead.

**Benefit:** You can use the woven light rules to create items that have a negative energy taint. Applying this taint costs the weaver one daily use of his rebuke undead ability.

### Pure Weave (Item Creation)

You may infuse your woven light items with positive energy.

**Prerequisite:** Any Weave Charm; ability to turn undead.

**Benefit:** You can use the woven light rules to create items that have a positive energy taint. Applying this taint costs the weaver one daily use of his turn undead ability.

### Weave Darkness (Item Creation)

You can turn darkness into physical items.

**Prerequisite:** Caster level 5<sup>th</sup>.

**Benefit:** You can use the woven light rules to create items forged from darkness.

### Weave Firelight (Item Creation)

You can turn firelight into physical items.

**Prerequisite:** Caster level 5<sup>th</sup>.

**Benefit:** You can use the woven light rules to create items forged from firelight.

### Weave Moonlight (Item Creation)

You can turn moonlight into physical items.

**Prerequisite:** Caster level 7<sup>th</sup>.

**Benefit:** You can use the woven light rules to create items forged from moonlight.

### Weave Shadow (Item Creation)

You can turn shadow into physical items.

**Prerequisite:** Caster level 7<sup>th</sup>.

**Benefit:** You can use the woven light rules to create items forged from shadow.

### Weave Starlight (Item Creation)

You can turn starlight into physical items.

**Prerequisite:** Caster level 9<sup>th</sup>.

**Benefit:** You can use the woven light rules to create items forged from starlight.

### Weave Sunlight (Item Creation)

You can turn sunlight into physical items.

**Prerequisite:** Caster level 9<sup>th</sup>.

**Benefit:** You can use the woven light rules to create items forged from sunlight.

## Charms of Making

The Charms of making and breaking allow their wielder to subtly alter the nature of the substances he works with. Clay hardens more quickly in the kiln, stone flows like butter and the cloth almost seems to weave itself under the elf's fingers. Each action associated with a craft may have many Charms associated with it, although the effects presented below represent the most common Charms available to elven crafters.

### Carver's Gift (General)

Your magic allows you to cut through physical items easily.

**Prerequisite:** 5 levels of arcane spells.

**Benefit:** When you make a melee attack against a physical item, you reduce its hardness by your Intelligence modifier. This ability does not reduce a target's Armour Class or Damage Reduction, only the hardness of inanimate objects.

### Chant of Making (General)

You know the quiet words that steady other's hands.

**Benefit:** You may sacrifice an arcane spell of any level when you make a Craft check as an aid another action. When you do so, increase the bonus granted by the aid another action by the level of the sacrificed spell. 0 level spells cannot be used for this effect.

**Normal:** The aid another action only grants a +2 bonus to the target.

### Smith's Gift (General)

You are particularly adept at working metals with magic.

**Prerequisite:** 5 levels of arcane spells.

**Benefit:** So long as you maintain 5 or more levels of stored arcane spell energy you may take 10 on any Craft skill check involving metal.

### Weaver's Gift (General)

You are particularly adept at working cloth with magic.

**Prerequisite:** 5 levels of arcane spells.

**Benefit:** So long as you maintain 5 or more levels of stored arcane spell energy you may take 10 on any Craft skill check involving cloth, dyes or leather.

**Words of Repair (General)**

You know the quiet words that cause items to bend more easily.

**Benefit:** You may sacrifice an arcane spell of any level when you make a Craft skill check to repair an item. You may multiply 10 times the level of the sacrificed spell by your Intelligence modifier. Subtract the result from the amount of gold you need to spend to repair the item. This feat cannot reduce the cost of repairing an item below 0 gold pieces.

**Charms of Nature**

The Charms of Nature allow the elf to channel a small portion of the arcane might inherent in the natural world. These Charms grant the elf simple powers of plants and animals that greatly augment the skills of a hunt master, ranger or druid. Elves with other training may certainly learn these Charms but they do not get as much benefit from them.

**Grove's Blessing (General)**

The powers of nature favour you and yours.

**Prerequisite:** 12 levels of arcane spell energy.

**Benefit:** So long as you maintain 12 or more levels of arcane spell energy you gain a +4 enhancement bonus to Handle Animal, Ride and wild empathy checks.

**Grove's Gift (General)**

Nature showers you with her gifts.

**Prerequisites:** Grove's Blessing; 12 levels of arcane spell energy.

**Benefit:** So long as you maintain 12 or more levels of arcane spell energy you may travel though the wilderness at full speed while using the Survival skill to gather food and water. If you are travelling by yourself, you may take 10 on any Survival skill checks to gather food, maintain direction or find shelter.

**Words of Command (General)**

You know the words that command the creatures that live closest to nature.

**Benefit:** You may sacrifice an arcane spell of any level as a standard action. Doing so allows you to issue a one-word *command* (as the spell) to any animal or fey within 30 feet. The target does not have to share a language with you. The target may make a Will save (DC 10 + your Intelligence modifier + the level of the spell sacrificed) to resist the effect. The command lasts for one round only.

**Words of Health (Metamagic)**

You know the words that encourage health and growth in living creatures.

**Benefit:** You may sacrifice an arcane spell of any level as a standard action. Doing so allows you to touch a target to grant it health. The next time the target sleeps, it regains a number of hit points equal to the level of the spell sacrificed in addition to its natural healing. If the target has a disease, the next time it makes a saving throw against the disease it gains a bonus equal to your Intelligence modifier. This second effect does not help on the initial saving throw to resist contracting the disease.

**Words of Life and Death (General)**

You know the words that spell life or death to those that hear them.

**Benefit:** You may sacrifice an arcane spell of any level as a standard action and touch one target. If that target is at 0 or fewer hit points you may either immediately stabilise it or reduce its hit points by the level of the spell sacrificed. If this reduces the target below its death threshold (usually -10), the target dies.



## Charms of Shadow and Silence

The Charms of Shadow and Silence allow the elf to weave illusions of protection around himself and his companions. Although these Charms are not generally as powerful as a true spell, they serve their purpose well enough. Many elven rogues and rogue/wizards learn these Charms to give themselves an advantage over their mortal competitors.

### Shadow's Gift (General)

You have become a friend to the shadows.

**Prerequisites:** Words of Shadow, Words of Silence; 20 levels of arcane magic.

**Benefit:** So long as you maintain 20 or more levels of arcane spells you gain a +4 enhancement bonus to your Hide and Move Silently skill checks. Furthermore, the shadows move aside to reveal things to you: you gain a +2 enhancement bonus to Listen and Spot checks to detect others who are attempting to hide their presence.

### Words of Midnight (Metamagic)

You know the words that call forth the darkness of night.

**Prerequisite:** Ability to cast spells with the darkness descriptor.

**Benefit:** When you cast a spell with the darkness descriptor you may sacrifice an arcane spell of equal level as a free action. When you do so, the darkness spell you just cast becomes considerably more difficult to dispel. It can absorb a number of *light* spells (of any level) equal to the level of the spell sacrificed. Once it exhausts its protection an opponent may dispel the spell normally.

**Normal:** A *light* spell of equal or greater level will dispel a *darkness* spell.

### Words of Shadow (General)

You know the words that bind the shadows tightly around you.

**Prerequisite:** Intelligence 13+.

**Benefit:** You may sacrifice an arcane spell of any level as a standard action. For a number of hours equal to the level of the spell sacrificed you may add double your Intelligence modifier to your Hide skill checks as an enhancement bonus. You must also apply your Intelligence modifier as a penalty to your Spot skill checks.

### Words of Silence (General)

You know the words that bind silence to your footsteps.

**Prerequisite:** Intelligence 13+.

**Benefit:** You may sacrifice an arcane spell of any level as a standard action. For a number of hours equal to the level of the spell sacrificed you may add double your Intelligence modifier to your Move Silently skill checks. You must also apply your Intelligence modifier as a penalty to your Listen skill checks.

### Words of Sudden Night (General)

You know how to quicken darkness spells.

**Prerequisite:** Wisdom 13+; ability to cast spells with the darkness descriptor.

**Benefit:** When you cast a spell with the darkness descriptor, you may sacrifice an arcane spell of equal or greater level as a free action. If the spell sacrificed is of equal level, you may ignore the somatic component for the spell. If it is two or more levels higher, you may cast the spell as a free action that does not provoke an attack of opportunity.



## Charms of Thunder and Mist

The Charms of Thunder and Mist allow their wielder to shape weather patterns. With them the elf can unleash lightning, tie the wind into knots and set a wind in a ship's sails. Using these Charms may have unintended consequences; the weather cannot be lightly changed, nor easily deflected.

### Chant of Mist (General)

You know the Charms that veil the world from sight.

**Prerequisite:** Intelligence 13+; ability to cast illusion spells.

**Benefit:** You may sacrifice an arcane spell of any level as a standard action. Every ally within 30 feet gains a deflection bonus to his Armour Class against ranged attacks equal to your Intelligence modifier. You may maintain this effect as a standard action for a number of rounds equal to the level of the spell sacrificed.

### Chant of Storms (General)

You know the Charms that unleash the storm in every heart.

**Prerequisite:** Ability to cast evocation spells.

**Benefit:** You may sacrifice an arcane spell of any level as a standard action. Every weapon (melee or ranged) used by an ally who is within 30 feet of you gains the ability to deal +1d4 electrical damage. You may maintain this effect as a standard action for a number of rounds equal to the level of the spell sacrificed.

### Thunder's Gift (General)

You have thunder in your soul.

**Prerequisites:** Intelligence 13+; Words of Thunder; 10 levels of arcane spells.

**Benefit:** So long as you maintain 10 or more levels of arcane spells, you may take a standard action to 'prepare the thunder'. In the next round all of your melee and ranged attacks deal electrical damage equal to your Intelligence modifier, in addition to their normal damage.

### Words of Thunder (General)

You have mastered the Charms that strengthen lightning and thunder.

**Prerequisite:** Ability to cast spells with the electricity descriptor.

**Benefit:** When you cast a spell with the electricity descriptor you may choose to sacrifice an arcane spell of equal or greater level as a free action. If the spell sacrificed is of equal level, increase your effective caster level for determining the damage inflicted by one level. If the spell sacrificed is two or more levels higher you may cast the electricity spell as a free action.



### Words of Wind (General)

You have mastered the Charms that summon the wind.

**Prerequisite:** Intelligence 13+.

**Benefit:** You may sacrifice an arcane spell of any level as a standard action. Select one target within 10 feet for every point of your Intelligence modifier. That target must make a Strength check or be knocked prone. The DC for the target's Strength check equals 10 + your Intelligence modifier + 2 per level of the spell sacrificed. You may sacrifice 0 level spells to activate this effect.

## Charms of War

The Charms of War represent the simplest battle magic available to the elven people. Any elven fighter will undoubtedly learn one or two of these Charms in the course of his career. These Charms supplement the elf's fighting ability with minor magic that can turn blows or guide an arrow.



**Archer's Gift (General)**

Your powers guide your arrow sure and true.

**Prerequisites:** Words of Surety; ability to cast the *true strike* spell, proficient with the longbow, 5 levels of arcane spells.

**Benefit:** So long as you maintain 5 or more levels of arcane spells you gain a +2 damage bonus when using longbows, short bows and their composite versions against targets within 60 feet.

**Red Dawn's Gift (General)**

Your powers warn you of danger.

**Prerequisites:** Dexterity 17+; Word of Turning; 10 levels of arcane spell energy.

**Benefit:** So long as you maintain 10 levels of arcane spell energy, you can never be surprised. Roll initiative normally during the surprise round – note that it is still possible for the elf to be flat-footed, as his reflexes may not always be as fast as his prescience.

**Swordsman's Gift (General)**

Your magic helps you to guide your blade.

**Prerequisites:** Word of Surety; 10 levels of arcane spell energy.

**Benefit:** So long as you maintain 10 or more levels of arcane spell energy you gain a +2 enhancement bonus to attack rolls when using a longsword or rapier.

**Words of Surety (General)**

You know Charms that help to steady a warrior's hands.

**Prerequisite:** Intelligence 13+.

**Benefit:** As a standard action you may sacrifice an arcane spell of any level. For a number of rounds afterwards equal to the level of the spell sacrificed, you may use your Intelligence modifier rather than your Strength modifier for determining your bonus to attack rolls with melee attacks.

**Words of Turning (General)**

You know Charms that allow you to turn aside blows.

**Prerequisite:** Intelligence 13+.

**Benefit:** As a standard action you may sacrifice an arcane spell of any level. For a number of rounds equal to the level of the spell sacrificed, you gain DR X/magic, where X is equal to your Intelligence modifier.

**Charms of Wrath and Ruin**

The Charms of Wrath and Ruin unleash the end of all things. These Charms contain within them the essence of destruction, the raw red death that comes when time finally ends. Just standing near an elf that unleashes these powers causes mortals to tremble with fear. Elves who learn these Charms usually take on a very sober attitude and demeanour.

**Chant of Decay (General)**

You know words that weaken others.

**Prerequisites:** Words of Ruin.

**Benefit:** You may sacrifice an arcane spell of any level as a standard action. When you do so all hostile creatures within 30 feet must make a Will save (DC 10 + your Intelligence modifier + the level of the sacrificed spell). Those that fail suffer from a penalty to their damage rolls and skill checks equal to your Intelligence modifier. Maintaining the effect counts as a standard action. You may maintain this effect for a number of rounds equal to the level of the spell sacrificed.

**Chant of Endings (General)**

You know Charms that bring things to an abrupt end.

**Prerequisites:** Words of Wrath.

**Benefit:** You may sacrifice an arcane spell of any level as a standard action. When you do so all hostile creatures within 30 feet must make a Will save (DC 10 + your Intelligence modifier + the level of the sacrificed spell). Those that fail are dazed for one round.



**Chant of Failing (General)**

You know the Charms that cause things to fall apart.

**Prerequisites:** Words of Ruin.

**Benefit:** You may sacrifice an arcane spell of any level as a standard action. When you do so all hostile creatures within 30 feet must make a Will save (DC 10 + your Intelligence modifier + the level of the sacrificed spell). Those that fail suffer a penalty to their attack rolls and saving throws equal to your Intelligence modifier. Maintaining the effect counts as a standard action. You may maintain this effect for a number of rounds equal to the level of the spell sacrificed.

**Words of Ruin (General)**

When you speak the Words of Ruin, the foundations of the earth crack apart.

**Benefit:** You may sacrifice an arcane spell of any level as a standard action. When you do so you may also select one unattended item of Medium size or smaller within 30 feet. The item must make a Will save (DC 10 + your Intelligence modifier + the level of the sacrificed spell) or be destroyed.

**Words of Wrath (General)**

You know the Charms that unleash the end of days.

**Benefit:** You may sacrifice an arcane spell of any level as a standard action. When you do so you may target one creature within 30 feet. That creature must make a Will save (DC 10 + your Intelligence modifier + the level of the sacrificed spell). If it fails, the creature takes 1d4 damage per level of the spell sacrificed.

**The Great Charms**

The Great Charms, often called runes or poems, allow the elf to tap into the deepest powers of the universe. When invoked these Charms demand a heavy price of the user. Of course, the power they grant makes many of the immortal elves believe they are worth the cost.

**Rune of Binding (Metamagic)**

You know the Great Charms of enchantment.

**Prerequisites:** Any three 'Word of' feats.

**Benefit:** When you cast an enchantment spell, you may sacrifice an arcane spell of equal or greater level as a free action. The DC to resist the enchantment spell is increased by the level of the sacrificed spell. When you use the Rune of Binding you automatically gain a penalty to your Will save equal to half the level of the sacrificed spell. This penalty lasts for one hour.

**Rune of Calling (Metamagic)**

You know the Great Charms of evocation.

**Prerequisites:** Any three 'Word of' feats.

**Benefit:** When you cast an evocation spell, you may sacrifice an arcane spell of equal or greater level as a free action. The numeric, variable effects of the evocation spell are automatically maximised (as the Maximise Spell feat). When you use the Rune of Calling you take a number of hit points of damage equal to the level of the sacrificed spell. This damage ignores Damage Reduction or any other resistances the elf may have.

**Rune of Change (Metamagic)**

You know the Great Charms of transmutation.

**Prerequisites:** Any three 'Word of' feats.

**Benefit:** When you cast a transmutation spell, you may sacrifice an arcane spell of equal or greater level as a free action. When you do so, the transmutation spell becomes considerably more difficult to dispel. It can absorb a number of dispel attempts equal to your Intelligence modifier (minimum 1 dispel attempt). Once



it exhausts its protection an opponent may dispel the spell normally. When you use the Rune of Change you suffer 1d4 points of temporary Constitution damage.

### Rune of Creation (Metamagic)

You know the Great Charms of conjuration.

**Prerequisites:** Any three ‘Word of’ feats.

**Benefit:** When you cast a conjuration spell, you may sacrifice an arcane spell of equal or greater level as a free action. When you do so, creatures summoned by the conjuration spell may add your Intelligence modifier to all of their ability scores as an enhancement bonus and gain bonus Hit Dice equal to the level of the spell sacrificed. When you use the Rune of Creation you lose the ability to cast divination or necromancy spells for one hour.

### Rune of Death (Metamagic)

You know the Great Charms of necromancy.

**Prerequisites:** Any three ‘Word of’ feats.

**Benefit:** When you cast a necromancy spell, you may sacrifice an arcane spell of equal or greater level as a free action. When you do so, you may double the duration of any spell that does not have an Instant duration. Spells with an Instant duration gain +1 effective caster level instead. When you use the Rune of Death you gain a negative level for 24 hours. This negative level cannot become permanent.

### Rune of Protection (Metamagic)

You know the Great Charms of abjuration.

**Prerequisites:** Any three ‘Word of’ feats.

**Benefit:** When you cast an abjuration spell, you may sacrifice an arcane spell of equal or greater level as a free action. When you do so, the abjuration spell gains a bonus against any attempt to dispel it equal to the level of the spell sacrificed. Furthermore you are immediately aware of any attempt to dispel the spell, regardless of the distance between you and the abjuration. When you use the Rune of Protection you lose the ability to cast evocation or conjuration spells for one hour.

### Rune of Seeing (Metamagic)

You know the Great Charms of divination.

**Prerequisites:** Any three ‘Word of’ feats.

**Benefit:** When you cast a divination spell, you may sacrifice an arcane spell of equal or greater level as a free action. When you do so, the divination spell doubles its effective range (as the Enlarge Spell feat). When you use the Rune of Seeing you gain a penalty to your Listen and Spot skill checks equal to half the level of the spell sacrificed due to the sudden increase in your arcane perceptions – this penalty lasts for one hour or until the divination expires, whichever is longer.

### Rune of Seeming (Metamagic)

You know the Great Charms of illusion.

**Prerequisites:** Any three ‘Word of’ feats.

**Benefit:** When you cast an illusion spell, you may sacrifice an arcane spell of equal or greater level as a free action. When you do so, the area of effect of the illusion spell doubles. Using the Rune of Seeming causes you to lose track of your surroundings; you gain a penalty equal to half the level of the spell sacrificed to Bluff and Sense Motive skill checks – this penalty lasts for one hour or until the illusion expires, whichever is longer.

## ITEMS OF POWER

Elves are well known not just as powerful spellcasters, but also as remarkably adept makers of magical trinkets. These trinkets range in power from novelty items to artefacts capable of destroying the campaign world and many others. Elves use the former to replace the destructive technology common to other races. They use the latter to support their quest for magical knowledge and growth.

### Minor Items

The following minor magic items appear in many elven homes.

**Circlet of Light:** This thin golden headband has between three and five colourless crystals mounted on it with elaborate settings. On command, each of the crystals can glow like a torch. With another command, the wielder can send the glow in the crystal to drift up to 100 feet in any direction. The circlet can glow indefinitely but once a glow leaves the circlet it vanishes within one hour and the crystal cannot relight for 24 hours.

Faint evocation; CL 3<sup>rd</sup>; Craft Wondrous Items, *dancing lights*; Price: 2,700 gp; Weight: 1 lb.

**Elfin Belt:** This soft grey cloth belt secures using a simple silver buckle. The wearer gains the elves’ uncanny sense of balance, granting him a +5 competence bonus to his Balance skill checks.

Faint transmutation; CL 5<sup>th</sup>; Craft Wondrous Items, creator must be an elf; Price: 2,500 gp; Weight: 1 lb.

**Elfin Garb:** This suit of clothing includes a tunic, trousers, boots, belt, cloak, mantle and hooded yoke of soft white wool. As a free action, the character may change the texture of the cloth and the embroidery on the garb to reflect his current mood. If the wearer uses the *prestidigitation* spell to change the garb’s colour,



the garb retains the effect until the wearer dismisses it. Finally, the garb never wears or becomes soiled, no matter what abuse the wearer subjects it to.

Faint transmutation; CL 3<sup>rd</sup>; Craft Wondrous Items, *mending*, *prestidigitation*; Price: 2,700 gp; Weight: 1 lb.

**Phylactery of the Stars:** This minimally carved wooden box contains scraps of an ancient elven text describing the first days, when elves awoke the trees to speak with them. An elf that wears it gains a +4 competence bonus to any Charisma based skill check targeting plant creatures in recognition of this ancient gift.

Faint divination; CL 5<sup>th</sup>; Craft Wondrous Items, *speak with plants*; Price: 1,600 gp; Weight: 1 lb.

**Phylactery of the Moon:** This elaborately carved wooden box contains scraps of the ancient elven text describing the days when elves awoke the animals to sentience. An elf that wears it gains a +4 competence bonus to any Handle Animal skill check in recognition of this ancient gift.

Faint divination; CL 3<sup>rd</sup>; Craft Wondrous Items, *speak with animals*; Price: 1,600 gp; Weight: 1 lb.

**Token of the First Tree:** This simple wooden disk fits snugly in a pocket or belt-pouch. It has a very abstract depiction of a great oak tree on one face and nothing on the other. The carrier is under the protection of an *endure elements* spell until he loses it.

Faint abjuration; CL 3<sup>rd</sup>; Craft Wondrous Items, *endure elements*; Price: 6,000 gp; Weight: 1 lb.

## Great Items

The following 'great items' illustrate the time and power elves invest in their pursuit of magical knowledge. Each of the five items below provide the wielder with the benefit of their knowledge and experience, as well as their remarkable powers.

### Coreleni

*Ring of shooting stars*; AL CG; Int 12, Wis 12; empathy; 30 ft. vision and hearing; Ego: 3.

*Lesser Power: Major image* 1/day.

*Personality:* Coreleni's creator did not set out to make an item of great power. He was just experimenting with various aspects of evocation magic, imbuing a ring with

minor powers, when the ring woke up. He kept it in a box for decades before finally selling it to an interested human magician. Now the ring dwells in a small school for magical arts, a curious example of what not to do with an intelligent item. Despite its status as a lab display, Coreleni retains a quiet hope that someday a wielder will come who wishes to take it out into the world. Until that day it patiently endures the prodding of apprentices and dreams of the stars.

Strong evocation; CL 12<sup>th</sup>; Forge Ring, *light*, *faerie fire*, *fireball*, *lightning bolt*; Price: 57,500 gp.

### Cormorgul

*Ring of spell turning*; AL CE; Int 19, Wis 10, Cha 19; speech, telepathy; 120 ft. darkvision, blindsense and hearing; Ego 25.

*Lesser Powers: Hold person* and *cure moderate wounds* 3/day. Cormorgul has 10 ranks of both Knowledge (arcana) and Knowledge (history) (total modifier +14).

*Greater Powers: Arcane eye* and *lesser globe of invulnerability* 1/day. Cormorgul also has a continuous *detect scrying* effect, although it does not always mention the results to its wielder.

*Special Purpose:* Destroy the civilisation of the surface elves.

*Dedicated Power:* Cormorgul can cast a 10d6 *lightning bolt* at will.

*Personality:* Cormorgul consumed the soul of a powerful dark elf priestess when it came into being. In addition to drinking her powers, it acquired her never-ending hatred of the light elves. This hatred forms the core of its awareness, purpose and intentions. Down through the centuries it has driven some of the strongest dark elf queens to madness as part of its master plan. It speaks in riddles, promises great power to those who will do what it says and has almost achieved its goal of starting a war of genocide on more than one occasion. Some observers of the dark elves wonder if this ring, more so even than the dark elves twisted gods, is to blame for the animosity between the two peoples.

Strong abjuration; CL 13<sup>th</sup>; Forge Ring, *cure moderate wounds*, *detect scrying*, *lightning bolt*, *spell turning*; Price: 226,280 gp.





### Palantor

*Crystal ball*; AL N; Int 18, Wis 18, Cha 10; speech and telepathy; 120 ft. darkvision, blind sense and hearing; Ego 14.

*Lesser Powers*: Palantor can *detect magic* at will. It also has 10 ranks of Spellcraft (total modifier +14) and 10 ranks of Spot (total modifier +14).

*Greater Powers*: Palantor continually uses *detect scrying*. It may also use *locate creature* 3/day.

*Personality*: Palantor's creator infused it with the intense desire to see the world. Being a crystal ball, it therefore spends most of its time searching; not for anything at all, but just for the joy of vision. Assuming that the wielder can wrench his awareness away from his eternal quest, he speaks with a quiet, pleasant voice. His mood shifts from cordial to angry rather quickly if his wielder distracts him for too long.

Moderate divination, CL 10<sup>th</sup>, Craft Wondrous Item, *scrying*; Price: 107,600 gp; Weight 7 lb.

### Rokkondo

*Stone horse (drestrier)*; AL CG; Int 16, Wis 16, Cha 10; speech; 60 ft. darkvision and hearing; Ego 9.

*Lesser Powers*: Rokkondo has 10 ranks of Knowledge (geography) (total modifier +13), 10 ranks of Spot (total modifier +13) and Survival (total modifier +13).

*Personality*: No one knows who made Rokkondo or why he went to such trouble to create such a useful companion. The question of his origins is the only one he will not answer. Once he chooses someone to help, he proves to be a tireless companion, knowledgeable in the ways of the world. Rokkondo usually allies himself with young elven magicians who would otherwise spend their lives wandering lost in the world. He takes a very paternal tone when speaking to his 'rider'. Unless specifically wrestled into submission, he chooses his own routes, stopping points and sometimes destinations based on what he feels is best.

Strong transmutation; CL 14<sup>th</sup>; Craft Wondrous Item, flesh to stone, animate objects; Price 35,800 gp; Weight: 6,000 lb.

### Wilwarin

*Scarab of protection*; AL CG; Int 15, Wis 15, Cha 10; speech; 60 ft. darkvision and hearing; Ego 7.

*Lesser Powers*: *Detect magic* at will, *faerie fire* 3/day and *locate object* 3/day.

*Personality*: Wilwarin looks like a silvery disk with a carved butterfly (rather than a scarab) on it, with elven letters scribing a Charm of protection around the outside of the disk. She is a quiet, gentle creature who prefers to avoid direct confrontation with either her wielder or the outside world. Given a choice, she would rather sit in a box on a mantelpiece for a few dozen centuries. Unfortunately, that does not seem to be her fate. Adventurers carry her deep into the darkness below the earth, across great planes of fire and up among the stars. She promises herself that the next one will be a good boy who wants to settle down but then finds herself once again in the power of yet another wild traveller.

Strong abjuration and necromancy; CL 18<sup>th</sup>, Craft Wondrous Item, *death ward*, *spell resistance*; Price 54,200 gp.

# Fey Tricks

Elves are well known for their unique take on life. They see the world differently and this gives them access to unique feats and skills. Some of these feats and skills may be useful to those of other races but most will never understand them well enough to use them.

## CRAFT (CRYSTAL)

This skill is nearly always taken by elves, as few other races have the talent or inclination to learn the art of crafting crystal. At the Games Master's discretion, those with Craft (gemcutting) may also act as if they have this skill, though they take a -2 penalty to their Craft (gemcutting) checks when doing so. It is primarily used in the creation of the quasi-magical grown crystals of elven renown (see Chapter 5, Elven Ways and Means).

## PERFORM (ILLUSION)

An elf, or other character capable of casting illusionary spells, can take the Perform (illusion) skill. So long as he can work illusions the character may use this Perform skill normally. Additionally the character may choose to make a Perform skill check (DC 20) to increase the DC to disbelieve an illusion he casts by +2. If he fails this check, decrease the DC to disbelieve the illusion by -2 instead.

## NEW FEATS

The following new feats are available to elven characters. They represent secrets passed down to the elves through centuries of training.

### Elfin Craftsman (General)

You have learned the hidden arts of elfin craft.

**Prerequisites:** Elven blood.

**Benefits:** After long study, you have finally learned the near-magical art of elfin craftsmanship. You may create items using the elfin craft rules described in Chapter 5, Elven Ways and Means. Adding qualities follows the same basic rules as adding a masterwork component to an item.

**Normal:** You cannot add elfin craft qualities to an item.

### Elfin Craftsman's Bounty (General)

You know how to stretch natural materials to reduce material costs.

**Prerequisites:** Elfin Craftsman.

**Benefits:** Your long years of training under the masters of your craft has finally paid off. Select any four elfin craft qualities. You can reduce the base cost of these qualities by 50%. If you do so, you must make a Craft skill check (DC 20) using the appropriate skill for the item you wish to make. If you fail this check you make a mistake in material selection causing the base price to increase by 25%.

**Normal:** You must pay spend one-third the base price for a quality, item or component.

**Special:** You may select this feat multiple times. Each time you select the feat you must select unique elfin craft qualities to receive this benefit.

### Elfin Craftsman's Gift (General)

You know how to take advantage of the long years of your life to reduce the cost of your crafting.

**Prerequisites:** Elfin Craftsman.

**Benefits:** You have finally mastered the art of using natural, unfinished materials in your elfin crafts. You may choose to spend time gathering and refining materials rather than working on an item to reduce

The sound of perfect voices singing in harmony washed over her as she stood on the threshold of the great hall. Elves stood like gods among reeds of clay, the least of them holding more pride and light than the greatest kings of men. Flocks of young women clustered around them, their faces flushed in the bright white light.

Holly felt the constriction of the laces around her waist grow tight. 'Courage Miss. They are here to see you, not you them.'

'But how much of it is real?'

'Does it matter, Miss? They wove it all for your delight. There is no malice in their hearts. At least, none that can touch you.' She felt a small finger trace a rune on the palm of her hand. 'Go on now. You cannot skip this as well!'



**Feats**

Feat	Type	Prerequisite
Elfin Craftsman	General	Elven blood
Elfin Craftsman's Bounty	General	Elfin Craftsman
Elfin Craftsman's Gift	General	Elfin Craftsman
Elfin Master Craftsman	General	Elfin Craftsman
Elfin Voice	Bardic	Elven blood, bardic music ability
Fey Archer	General	Fey Blood
Fey Blood	General	Elven blood
Fey Swordsman	General	Fey Blood
Fey Touch	General	Fey Blood
Fey Voice	Bardic	Fey Blood, bardic music ability
Legend's Call	General	Cha 15+, good alignment
Legend's Price	General	Cha 15+, good alignment
Legend's Pride	General	Cha 15+, good alignment
Legerdemain	Metamagic	Int 15+
Memories of Legend	General	Elven blood, ability to cast arcane spells
Memories of Light	General	Elven blood, ability to cast divine spells
Mountebank	Metamagic	Int 15+
Star's Child	General	Elven blood
Star's Choice	General	Star's Child
Star's Destiny	General	Star's Child
Star's Hope	General	Star's Child
Tinker	Metamagic	Int 15+

its calculated cost. Each week that you spend in this fashion allows you to make a Craft skill check (DC 15). If you succeed, you gather enough materials pay for 30% of the total materials cost. If you succeed in this check three times in a row, you can make the item without paying for the materials.

## Elfin Master Craftsman (General)

You have mastered the arts of elfin craft.

**Prerequisites:** Elfin Craftsman.

**Benefits:** You have finally mastered all of the esoteric secrets of elfin craft. When you make a Craft check to add an elfin craft quality to an item you may take 10 rather than rolling. Also, if you roll a natural 20 you finish the item that week, regardless of how much work remained.

**Normal:** You may not take 10 on a Craft skill check.

## Elfin Voice (General)

Your voice carries with it the pure, unearthly tones of the elven home.

**Prerequisites:** Elven blood, bardic music ability.

**Benefits:** Your voice carries with it subtle harmonies like those of angels or other celestials. Any numeric bonus you give to a good creature through the use of bardic music increases by +1.

## Fey Archer (General)

Your skill with the bow seems almost magical.

**Prerequisites:** Fey Blood.

**Benefits:** Your fey blood gives you uncanny skill with a longbow. When you use the attack action or full-attack action with a longbow, you can take a penalty of as much as -5 on your attack roll. You may subtract a corresponding amount from the Damage Reduction of



any creature you attack that round with arrows from your bow.

### Fey Blood (General)

You are closely aligned with the fey spirits.

**Prerequisites:** Elven blood.

**Benefits:** Something awakened the fey blood in your ancestry. Their power now flows through your veins, giving you both remarkable powers and some of their weakness. When you cast a spell from the druid spell list (whether you are a druid or not) you may increase the DC to resist the spell by +1.

**Special:** Any weapon made of cold iron automatically threatens a critical when it strikes you. You always radiate an aura of magic as if you were an outsider.

### Fey Swordsman (General)

Your skill with a blade seems almost magical, lending you the grace of the ethereal fey.

**Prerequisites:** Fey Blood.

**Benefits:** Your fey blood allows you to move with the fluidity of the wind. In any round in which you make a single attack with a longsword, you gain +10 feet to

your base movement rate. Also, during this round you benefit from a +1 dodge bonus to Armour Class, as long as you move at least 30 feet in the round. You only gain this bonus if you are wearing light or no armour.

### Fey Touch (General)

Your touch soothes the creatures of the forest.

**Prerequisites:** Fey Blood.

**Benefits:** As a standard action you may touch (making a touch attack if necessary) an animal, fey or magical beast suffering from a negative condition (such as being dazzled, dazed or nauseated, including negative levels, but not hit point or ability damage). You then make a saving throw equal to the saving throw the target failed to resist the condition. If you succeed, then the condition transfers from the target to you. You suffer from the condition for the remainder of the condition's duration. The condition will transfer and be effective even if you are normally immune to its effect.

### Fey Voice (General)

Animals respond to you even if they do not understand your words.

**Prerequisites:** Fey Blood.

**Benefits:** The magic of your voice makes your intention clear to animals even if they cannot understand your words. You may use language dependant effects on animals, so long as the animals fulfil the other requirements for the effect. Additionally, you receive a +2 bonus to wild empathy checks targeting magical beasts.

**Normal:** Language dependent effects cannot target creatures that do not share a language with you.

### Legend's Call (General)

You can hear the celestial horns blowing just outside of mortal hearing.

**Prerequisites:** Cha 15+, must be of good alignment.

**Benefits:** When things seem at their most hopeless, you can hear the horns of the celestial host urging you forward. When you fail a saving throw against any effect that inflicts fear, you may make a second saving throw with the same DC. If you succeed at this saving throw you ignore the fear effect and gain a sacred bonus to Will saves equal to the penalty the fear effect should have inflicted on you, for the duration of the fear effect.

**Normal:** A second saving throw is not allowed against fear effects.

**Special:** Either this feat *or* a rogue's slippery mind ability may be used following a failed fear save, not both.



## Legend's Price (General)

You know the cost that good must pay to save the world.

**Prerequisites:** Cha 15+, must be of good alignment.

**Benefits:** Your connection to the spirit world allows you to intentionally sacrifice yourself for the greater good. If a good creature within 30 feet of you fails a Will saving throw, you may immediately make a saving throw for them, at the same DC as the original. If you succeed, then you suffer the full results of the effect but the original target is unaffected. You suffer from the full impact of the effect, even if you are normally immune to such damage or conditions.

## Legend's Pride (General)

You carry the honour of celestial blood.

**Prerequisites:** Cha 15+, must be of good alignment.

**Benefits:** The glory and honour that comes from the highest heavens strengthens your spirit. When you make your saving throw to resist a compulsion or mind-affecting effect, the spell's caster must make a saving throw with the same DC. If he fails, you inflict the effect on him instead. This reversed effect only lasts

for 1 round per point of your Intelligence modifier (minimum 1 round).

## Legerdemain (Metamagic)

You are particularly adept at using minor magic.

**Prerequisites:** Int 15+.

**Benefits:** You can spontaneously cast *dancing lights*, *prestidigitation* or *mage hand* 3/day (that is, you may cast any combination of these spells three times per day, not each spell three times per day). Once per day, you may choose to cast one of these spells as a free action, although this prevents you from using any 0 level spells (from this feat or from your standard spell list) for an hour.

## Memories of Legend (General)

The ancient knowledge of elven magic lives on in you.

**Prerequisites:** Elven blood, ability to cast arcane spells.

**Benefits:** All elves carry a heady mixture of both arcane and divine magic in their blood. You have learned to awaken your innate arcane power, allowing the magic to work its will though you. As a standard action you may choose to allow the magic to 'do as it wills'. This causes you to randomly cast one arcane spell that you know or have in your spellbook. It need not be currently memorised in order to be cast and the Games Master will make the decision for you. This spell functions as though cast by a spell caster three levels higher than your own, causing all level based effects to scale upwards.

## Memories of Light (General)

The ancient knowledge of elven faith lives on in your eyes.

**Prerequisites:** Elven blood, ability to cast divine spells.

**Benefits:** Like all elves, you live with a nearly perfect balance of arcane and divine power in your spirit. Unlike the others, you have learned to call upon the divine side of your heritage in times of need. You may sacrifice a divine spell of any level as a standard action. When you do so, you gain an insight bonus to your saving throws equal to your Wisdom modifier (minimum +1 bonus), for a number of rounds equal to the level of the sacrificed spell.

## Mountebank (Metamagic)

You have learned to sustain the small tricks that make elves seem magical to the uninitiated.

**Prerequisites:** Int 15+.

**Benefits:** Your casual studies of the magical arts lead you to some trivial but useful knowledge. When you



cast a 0 level spell you may choose to sacrifice another 0 level spell as a free action. If you do so, the spell you cast lasts for a number of hours equal to your Intelligence modifier (minimum one hour). You cannot use this feat to affect a spell with an Instant duration.

### Star's Child (General)

The blood of the oldest gods flows in your veins.

**Prerequisites:** Elven blood.

**Benefits:** Somewhere in the distant past the first elves left you a legacy of power that has finally awakened. When you cast a divination or evocation spell, increase the DC of the save to resist that spell by +1.

### Star's Choice (General)

You have made the choice that leads to the spiritual world.

**Prerequisites:** Star's Child.

**Benefits:** The power of the first elves moves through you. You may sacrifice a divine spell of any level to give yourself *ghost touch* for a number of rounds equal to the level of the spell sacrificed. This *ghost touch* only affects your body and items that you carry of your choice.

### Star's Destiny (General)

You have accepted the destiny of the ancient gods as your own.

**Prerequisites:** Star's Child.

**Benefits:** The destiny of the first elves seeks fulfilment through your actions. Once per day you may give yourself a +3 insight bonus to one skill check, attack roll or critical threat roll. This bonus is used up regardless of whether or not you succeed.

### Star's Hope (General)

You know the secrets that led the ancient gods to walk away from the world.

**Prerequisites:** Star's Child, must be of good alignment.

**Benefits:** The ancient memories of the first, nearly godlike, elves have come awake in your soul. You know why the elves left and what danger they saw that drove them away. These memories steel your soul, giving you the strength to fight the coming darkness. When you face a creature with evil alignment you gain a +2 insight

bonus to your Armour Class and a +1 insight bonus to your saving throws against any spell or spell-like effect they use.

**Special:** Evil outsiders recognise you as a potential threat on sight.

### Tinker (Metamagic)

You are adept at using magic to fix items.

**Prerequisite:** Int 15+.

**Benefits:** You know how to use minor magic to refine materials and repair items. When you make a Craft skill check, you may cast any number of 0 level spells, up to your maximum number per day. Each spell either reduces the cost of the materials by 10 gp or gives you a +1 bonus to your Craft skill check for making that item that week.



# DESIGNER'S NOTES

Once again I find myself facing another set of designer's notes. I should say something funny about elves. I should probably talk about the sources that inspired me to come up with the ideas of elfin crafts and woven light.

Honestly though, at this point I am fairly tired of the pointy-eared freaks. In order to really do this book justice, I filled my days with writing and my nights with research into elfin kind. I can barely move around my office because of the print outs of African myths, analysis of d20 rules sets and some off-the-wall analysis of *Lord of the Rings*.

When I started this book I knew what I wanted to do. I wanted to write something that would give Players more means to kill an elephant at 2,000 paces. More shiny gizmos, more weirdness wrapped in pseudo-mystical rambling. Maybe sneak a few ideas about the nature of good and evil in too, just so that I did not fall asleep while writing it.

From the start the manuscript fought with me. It wanted to talk about dreams. It wanted to show elves in all of their glory – not just as walking arbalests but as angels and demons. We wrestled for a bit, the manuscript and I. At first I thought I was still in control.

Then I got to the Elven Ways and Means chapter. You see that large thing, eating about a quarter of the book? In the original mock-up of the book, it fills about five pages. The mock-up says; "Seems like a small chapter to me. I'm thinking about including some basic "magic" technology here – crystals that do various mundane things, maybe a small section on shaped and sung wood/stone/metal. Probably a discussion of elf masterwork techniques, so that you can make elven garb and elven rope without having to use magic."

It was not until the second day of writing that I realized that the control had finally slipped through my fingers. I kept writing. The manuscript kept growing. Every time I touched a concept it exploded with possibilities. Nights passed in endless tweaking. Days flew by. In the end, out of the fifty pages I had written, thirty stood out as being worth publishing.

The rest of the book bent to accommodate what I discovered during that feverish week of work. I did not have to work to make elves interesting anymore. They are interesting. All of the rules we have written, even

those in this book, just barely start to scratch the surface of what these spiritual beings might be.

The rather sudden expansion of the Elven Ways and Means chapter threw my production schedule and the outline into complete chaos. I spent far, far too much time on it. The result is that things that were scheduled to be here are not. With any luck I'll be able to get them whipped together into something legible and sneak them into another product somewhere down the line.

One of the things that ended up on the chopping block was a section on advanced charms. I wanted to make elves, more so than any other race, have access to hundreds of little spells that aggregate together to be something useful. The Charm feats in the Magical Elf chapter start down this road. The rules for the Great Charms you see there represent only a tiny fraction of my ideas for Charms that built on each other. When I regard it with the more sober reflection possible with time, the whole thing looks more like an alternative magic system than something I could manage with feats.

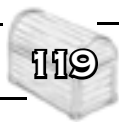
Speaking of feats, the feats included in the Fey Tricks section go a bit above and beyond the powers usually associated with feats in d20. I tried to balance them by limiting their scope of action, but that is a tricky business. As a designer I like to avoid areas that are quite that subjective. Weigh them carefully before putting them into your campaign. Some will fit, others will not.

When I look back on this book, I see a tool-kit that I am rather proud of. When I read it I can hear the elfin voices just on the edge of mortal hearing. The other fields, the fields beyond twilight, lie just beyond the fields that we know. Just for a moment my work touched on them. You can see the results, here and there. Hopefully it is enough.

Until next time, good luck and good gaming!

**Shannon Kalvar**





Cool wind fanned Holly's unbound mane out over her shoulders. The merry music, human and unearthly beautiful elfin voices mingled together in harmony, sounded far away. Much closer, a body warmed hers though the thin barriers of cloth between them.

'Do you like the stars?' His voice carried the same music that nearly trapped her within.

'I go out into the forest to watch them. There is a hill there, a few miles from here. Would you like to see it?'

'The hill to the north? Its top untouched by trees, but a thick garland of roses around the crown? Aye. Long has it been since we made that place.'

'Oh, I...'. She drew a deep breath. 'I did not mean to intrude. It is just such a lovely place to sit and think. So quiet. It is like the world cannot reach me there. Everything vanishes except me, the hill top and the stars.'

He chuckled. 'No concern, child. Your grandmother's mother loved it as well. There is much of her about you. Even the moss on your boots.'

The wind became much colder. 'What?' She spun around, her white and red silk skirt flaring out. Her slim companion's smile held enough humour and love to melt ice. 'She could laugh like an angel, then run down a deer and skin it for supper. Rose never did quite understand our home in the fields, but she accepted them willingly enough.'

'You're, you're...'. Holly backed against the stone railing.

'Your great grandfather, I think you would say. Yes. Your grandmother's grandmother thought an alliance between our kingdoms should be sealed with a kiss. So it was. I regret that our time together was so short.'

The air closed in around Holly. Words choked in her throat, unable to get past the lump that sprang into being there.

'Did you think your mother would let you come out alone with some stranger, even one of my kin?' He tilted his head to one side, bright blue eyes looking into hers. 'Or that we would come so far for no reason? The distance between our lands is not measured just in miles. There are centuries between us, centuries you hardly mark but that weigh heavily on us as we walk here. I can remember when this palace was nothing more than a hearth tended by a young woman who looked much like you.'

'Why are you here then? If it is so difficult, why did you have to come at all!'

'Because we have always been here, dearest child. And today is the day of your elfin naming, when you, like your mother and her mother before her, come of age among our people.' His smile warmed the air around her. 'Maggie told me that you did not participate in that ritual humiliation last winter. So I asked my people to come here tonight, for you. No predators, no innocence lost.'

The unearthly voices from within finally raced ahead of their counterparts. One by one the human voices fell silent until the music soared up to the stars.

'None of that mortal haste that seeks to spread its seed so quickly. Just you, your family and the stars' own hymn.'

He reached out, twisting a bit of light into a crystal pendant. 'And a gift to you from our realm, to remind you that you are not just what others see.' A spark of light danced on the end of a silver chain. 'Wear it proudly.' He bowed, turned and walked back inside. The elf's voice joined the chorus.

The pendant weighed nothing at all as she slipped it around her neck. She placed both hands on the banister, feeling its cool strength. Then she vaulted over it, heading out towards a hilltop where she could, perhaps, see the stars clearly while listening to the sound of elfin voices.



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# The Advanced Quintessential Elf



CHARACTER \_\_\_\_\_  
 CLASS \_\_\_\_\_  
 CHARACTER CONCEPT \_\_\_\_\_  
 HOMELAND \_\_\_\_\_  
 PATRON DEITY / RELIGION \_\_\_\_\_

PLAYER \_\_\_\_\_  
 LEVEL \_\_\_\_\_  
 CAREER PATH \_\_\_\_\_  
 ALIGNMENT \_\_\_\_\_  
 FIGHTING STYLE \_\_\_\_\_

## ABILITY SCORES

## HIT POINTS

## ARMOUR

	SCORE	MODIFIER	TEMP SCORE	TEMP MODIFIER
STRENGTH				
DEXTERITY				
CONSTITUTION				
INTELLIGENCE				
WISDOM				
CHARISMA				

[ ]	
[ ]	
SUB DMG	[ ]
HIT DIE	[ ]
DAMAGE REDUCTION	[ ]

## ARMOUR



= 10 +

CLASS

ARMOUR WORN

ARMOUR	SHIELD	DEX	WIS	SIZE	NATURAL	MISC
[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
[ ]						

SAVING THROWS

	TOTAL	BASE	ABILITY	MAGIC	MISC	TEMP	MODIFIERS
FORTITUDE (CON)							[ ]
REFLEX (DEX)							[ ]
WILL (WIS)							[ ]

COMBAT BONUSES

	TOTAL	BASE	ABILITY	SIZE	MISC	TEMP	MODIFIERS
INITIATIVE (DEX)							[ ]
MELEE (STR)							[ ]
RANGED (DEX)							[ ]

AC WHEN FLAT FOOTED	AC VERSUS TOUCH ATTACKS	MISS CHANCE	MAX DEX BONUS	ARMOUR CHECK PENALTY	ARCANE SPELL FAILURE	SPELL RESISTANCE
[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]

## WEAPON AND ARMOUR PROFICIENCIES

[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
-----	-----	-----	-----	-----	-----	-----	-----

## WEAPONS

WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								
WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								
WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								
WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								
WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								

MAX RANKS = LVL +3 (2) CROSS CLASS ABILITY KEY MODIFIERS TOTAL ABILITY RANKS MISC

APPRAISE ✓	Y / N	INT	[ ]	[ ]	[ ]	[ ]
BALANCE ✓★	Y / N	DEX	[ ]	[ ]	[ ]	[ ]
BLUFF ✓	Y / N	CHA	[ ]	[ ]	[ ]	[ ]
CLIMB ✓★	Y / N	STR	[ ]	[ ]	[ ]	[ ]
CONCENTRATION ✓	Y / N	CON	[ ]	[ ]	[ ]	[ ]
CRAFT ✓ ( )	Y / N	INT	[ ]	[ ]	[ ]	[ ]
CRAFT ✓ ( )	Y / N	INT	[ ]	[ ]	[ ]	[ ]
CRAFT ✓ ( )	Y / N	INT	[ ]	[ ]	[ ]	[ ]
DECIPHER SCRIPT	Y / N	INT	[ ]	[ ]	[ ]	[ ]
DIPLOMACY ✓	Y / N	CHA	[ ]	[ ]	[ ]	[ ]
DISABLE DEVICE	Y / N	INT	[ ]	[ ]	[ ]	[ ]
DISGUISE ✓ Y / N	CHA	[ ]	[ ]	[ ]	[ ]	[ ]
ESCAPE ARTIST ✓★	Y / N	DEX	[ ]	[ ]	[ ]	[ ]
FORGERY ✓ Y / N	INT	[ ]	[ ]	[ ]	[ ]	[ ]
GATHER INFORMATION ✓	Y / N	CHA	[ ]	[ ]	[ ]	[ ]
HANDLE ANIMAL	Y / N	CHA	[ ]	[ ]	[ ]	[ ]
HEAL ✓	Y / N	WIS	[ ]	[ ]	[ ]	[ ]
HIDE ✓★	Y / N	DEX	[ ]	[ ]	[ ]	[ ]
INTIMIDATE ✓	Y / N	CHA	[ ]	[ ]	[ ]	[ ]
JUMP ✓★	Y / N	STR	[ ]	[ ]	[ ]	[ ]
KNOWLEDGE ( )	Y / N	INT	[ ]	[ ]	[ ]	[ ]
KNOWLEDGE ( )	Y / N	INT	[ ]	[ ]	[ ]	[ ]
KNOWLEDGE ( )	Y / N	INT	[ ]	[ ]	[ ]	[ ]
KNOWLEDGE ( )	Y / N	INT	[ ]	[ ]	[ ]	[ ]
KNOWLEDGE ( )	Y / N	INT	[ ]	[ ]	[ ]	[ ]
KNOWLEDGE ( )	Y / N	INT	[ ]	[ ]	[ ]	[ ]
KNOWLEDGE ( )	Y / N	INT	[ ]	[ ]	[ ]	[ ]
LISTEN ✓	Y / N	WIS	[ ]	[ ]	[ ]	[ ]
MOVE SILENTLY ✓★	Y / N	DEX	[ ]	[ ]	[ ]	[ ]
OPEN LOCK Y / N	DEX	[ ]	[ ]	[ ]	[ ]	[ ]
PERFORM ✓ ( )	Y / N	CHA	[ ]	[ ]	[ ]	[ ]
PERFORM ✓ ( )	Y / N	CHA	[ ]	[ ]	[ ]	[ ]
PROFESSION ( )	Y / N	WIS	[ ]	[ ]	[ ]	[ ]
PROFESSION ( )	Y / N	WIS	[ ]	[ ]	[ ]	[ ]
PROFESSION ( )	Y / N	WIS	[ ]	[ ]	[ ]	[ ]
RIDE ✓	Y / N	DEX	[ ]	[ ]	[ ]	[ ]
SEARCH ✓	Y / N	INT	[ ]	[ ]	[ ]	[ ]
SENSE MOTIVE ✓	Y / N	WIS	[ ]	[ ]	[ ]	[ ]
SLEIGHT OF HAND ★	Y / N	DEX	[ ]	[ ]	[ ]	[ ]
SPEAK LANGUAGE	Y / N	NONE	[ ]	[ ]	[ ]	[ ]
SPELLCRAFT	Y / N	INT	[ ]	[ ]	[ ]	[ ]
SPOT ✓	Y / N	WIS	[ ]	[ ]	[ ]	[ ]
SURVIVAL ✓ Y / N	WIS	[ ]	[ ]	[ ]	[ ]	[ ]
SWIM ✓★★	Y / N	STR	[ ]	[ ]	[ ]	[ ]
TUMBLE ★	Y / N	DEX	[ ]	[ ]	[ ]	[ ]
USE MAGIC DEVICE	Y / N	CHA	[ ]	[ ]	[ ]	[ ]
USE ROPE ✓ Y / N	DEX	[ ]	[ ]	[ ]	[ ]	[ ]

✓ CAN BE USED WITH 0 RANKS, ★ ARMOUR CHECK PENALTY APPLIES, ★★ DOUBLE NORMAL ARMOUR CHECK PENALTIES APPLY.



**SPELLS**

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS	# SPELLS KNOWN
<input type="text"/>	0	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	1ST	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	2ND	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	3RD	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	4TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	5TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	6TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	7TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	8TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	9TH	<input type="text"/>	<input type="text"/>	<input type="text"/>

SPELL SAVE DC MOD

**ELVEN ITEMS**

**CHARACTER CONCEPT  
BONUSES & PENALTIES**

**CAREER PATH  
BONUSES & PENALTIES**

**SPECIAL TECHNIQUES /  
COMBAT ABILITIES**

**MAGIC ITEMS**

**HENCHMEN / COHORTS / FAMILIAR**

NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
NOTES														
NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
NOTES														
NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
NOTES														



PHYSICAL APPEARANCE	AGE	SEX
	HEIGHT	SIZE
	WEIGHT	HAIR
	EYES	HANDEDNESS

QUOTE / FAVOURITE SAYING

PERSONALITY AND CHARACTER

**HOMELAND**

LOCATION:  
RULER:  
NOTABLE CHARACTERS:  
TOTAL POPULATION:  
HISTORY AND SPECIAL NOTES:

ENEMIES, CONTACTS AND PAST ACQUAINTANCES

**ELVEN CHARMS KNOWN & EFFECTS**

BACKGROUND & FURTHER NOTES

**GUILD**

TYPE:  
ALIGNMENT:  
REACH:  
LOYALTY:  
ACTIVITY:  
VISIBILITY:  
INCOME:

**ALLIES**

**RESOURCES**

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