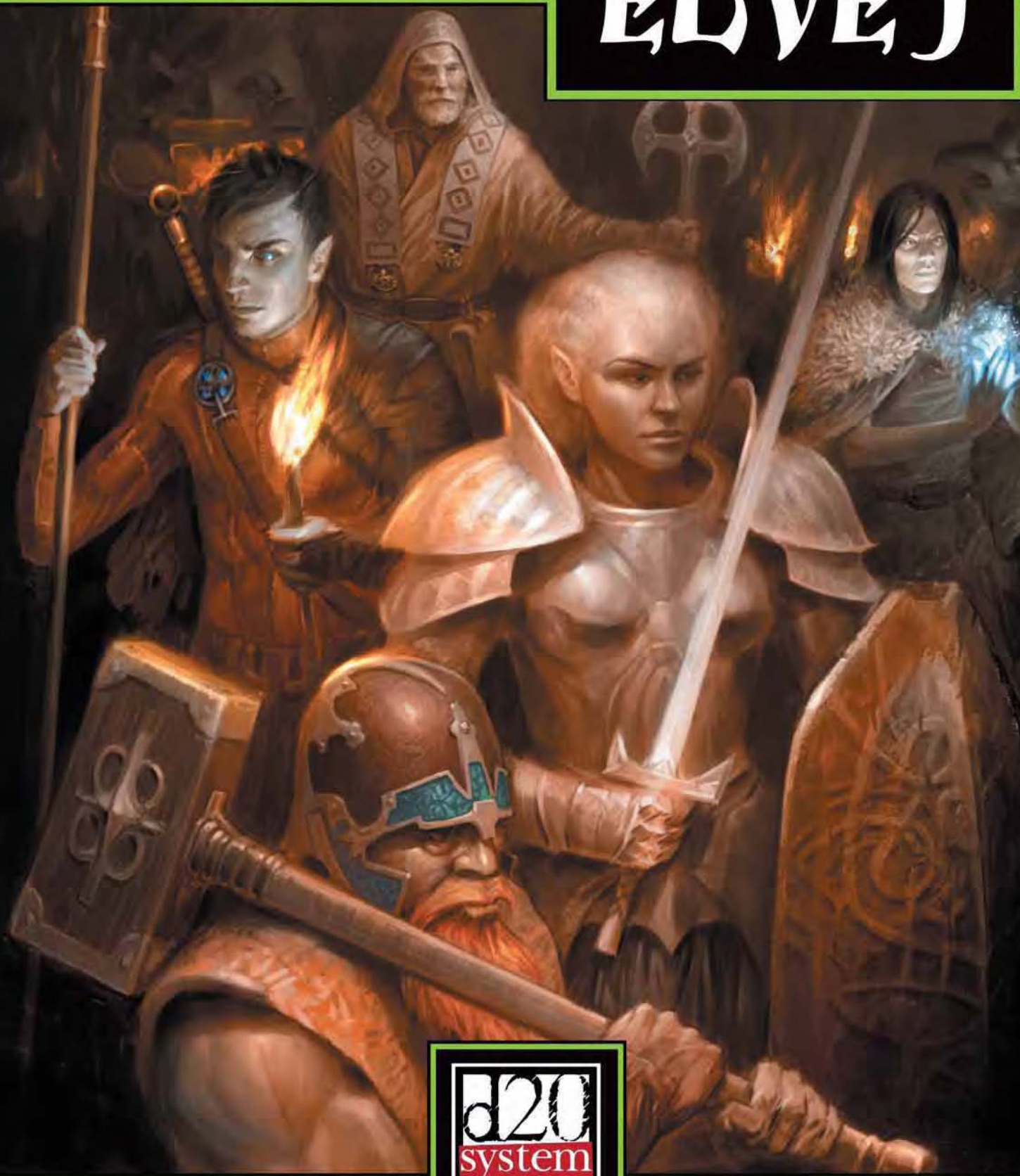


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BY CHRIS THOMASSON, JESSE DECKER
& ROBERT J. SCHWÄLE

ADVANCED RACE CODEX

ELVES



AN ADVANCED RULEBOOK FOR THE D20 SYSTEM

THE ADVANCED RACE CODEx

ELVES



DESIGN: CHRIS THOMASSON, SESSE DECKER & ROBERT J. SCHWAB

EDITING: SCOTT FITZGERALD GRAY

ART DIRECTION AND GRAPHIC DESIGN: HAL MANCOLD & MARC SCHMALZ

COVER ART: OZAN ART

INTERIOR ART: STEPHANIE PUI-MUN LAW,
MICK VILARDI, JENNIFER MEYER, DREW BAKER,
JONATHAN KIRTZ, ELIZABETH DANFORTH

PROOFREADING: EVAN SASS EXECUTIVE PRODUCER: CHRIS PRAMAS

GREEN RONIN STAFF: STEVE KENSON, NICOLE LANDROOS, HAL MANCOLD,
CHRIS PRAMAS, EVAN SASS, MARC SCHMALZ, & ROBERT J. SCHWAB



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Green Ronin Publishing

P.O. Box 1723
Renton, WA 98057-1723

Email: custserv@greenronin.com
Web Site: www.greenronin.com

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INTRODUCTION

Welcome to the *Advanced Race Codex* PDF series!

Ever notice how after your first few levels, the choice you made for your character's race no longer seems to matter? Beyond a few bonus skill points, perhaps an additional feat, and a handful of modifiers for special situations, the benefits of racial selection don't amount to all that much. Sure, your dwarf has darkvision, but so does anyone else touched by a 3rd-level wizard who can cast the spell of the same name. Like the +2 bonus to Constitution your gnome got? You can bet your party's spellcasters like the +4 bonus they get from *bear's endurance*. Think your elf is good at getting a fast shot off with a longbow? So is anyone else with *gloves of Dexterity*. When you really think about it, a feat, spell, or prestige class can eventually replicate just about any bonus or edge you get from your race choice. So should you care about what race you pick? Does it really matter in the long run?

Absolutely.

This is where the *Advanced Race Codex PDFs* come in. The primary purpose of these electronic books is to bring back the appeal of playing elves and half-elves, gnomes and halflings, half-orcs and other humanoid races. Each PDF expands the scope of a race beyond the simplest terms of the default campaign background, allowing racial choice to really mean something. They provide the mechanics to support whatever character you want to play, from whatever perspective you want to play it. From a black-clad dwarf necromancer, to a halfling bare-fisted fighter, to an elf bard channeling the music of nature, this series gives you the tools to expand the scope of character races in your games. Individually, the ARC PDFs provide rules expansions for one of the core races: dwarves, elves, humans, half-elves, and the rest in exquisite detail. By offering them individually,

you can sample the cool new rules and features as they apply to your character, easily printing off feats, spells, and prestige class notes you can bring to the table without lugging around an extra book.

Some of the material found in these PDFs originated in Green Ronin's popular **Races of Renown** series. The **Advanced Race Codex** PDF series collects this wealth of older material and updates it to the v3.5 rules. The **Advanced Race Codex** series is more than just a reprint and revision product, though. Here you will also find all-new information presented for humans, gnomes, half-elves, halflings, and more. So rest assured, no matter what kind of character you want to play, the **Advanced Race Codex** series has something just for you.

Each volume is organized into six parts. Part I details useful information for playing a member of a particular race, offering quick roleplaying tips and suggestions, minor rules modifications or expansions, and other useful material. Part II goes beyond the character to look at how the race as a whole fits into the game, with both sections complementing each other to fully define each race in roleplaying terms—from standard subraces to variant core races and new mechanics for existing rules.

Part III comprises supplemental rules, presenting new or revised feats for each race. Prestige classes follow in Part IV. New spells in Part V and Equipment in Part VI round out each volume, arming each race with tools powerful enough to meet any challenge.

If you like what you find, and we're sure you will, be sure to check out the other PDF releases in Green Ronin's **Advanced Race Codex** series, and watch for the print book in the coming months.

ADVANCED RACE CODEx AND THE ADVANCED RULEBOOKS

Though this is a self-contained book, as a part of Green Ronin's growing line of **Advanced Rulebooks**, each PDF in the **Advanced Race Codex** series works alongside the *Advanced Bestiary*, *Advanced Player's Manual*, and *Advanced Gamemaster's Guide*. By using the rules presented in those other works, you can expand on the information given here. The *Advanced Bestiary* offers a host of new templates, so that if you have an urge to play arboreal versions of elves, fire-infused dwarves, or even fungal gnomes, no problem. The *Advanced Player's Manual* provides powerful tools for building interesting racial variants, a wealth of new class options, and even skill modifiers based on creature type. Finally, the *Advanced Gamemaster's Guide* presents excellent advice for building campaign settings and adventures, giving

you definitive guidelines for introducing new material into your games and constructing a world in which you may place your new creations.

If you use the classes presented in the *Advanced Player's Manual*, for the purposes of determining a character's starting age, eldritch weavers, evangelists, spellmasters and warpriests use the cleric column, scouts and thanemages use the bard column.

USING THE CODEx

One of the biggest benefits of the **Advanced Rulebooks** is that they aren't beholden to a particular campaign setting.

This means they are equally useful whether you explore the dark jungles of *Mindshadows* or fight against Set's minions in *Egyptian Adventures: Hamunaptra*. Even if you play in a campaign setting that doesn't feature elves, dwarves, or other staple fantasy characters, you can still make use of this series by plundering the mechanics that work for you. Alternatively, you could use this book with Green Ronin's *Black Company Campaign Setting*, simply modifying feats and prestige classes to conform to the special rules used in that particular world.

Whatever you use it for, this book is about giving you the power to make memorable characters. Feel free to adapt what you like, leave what you don't, and above all, enjoy what this resource has to offer.

EPIC PRESTIGE CLASSES

The **Advanced Race Codex** PDF series fully supports the *Epic Level Handbook* by providing epic class progressions for every prestige class that has ten or more levels. In accordance with the guidelines presented in the *ELH*, no prestige class with less than ten levels has an epic level progression. For more details on epic characters, check out **Chapter Six: Characters** in the *DMG*.

ACTIONS

The latest updates to the d20 System present two new types of actions: the swift action and the immediate action. For this book, we've adapted them for use with both magic and special abilities. Where a spell or ability requires a swift or immediate action, refer to these entries for details.

SWIFT ACTION

A swift action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. You can perform one swift action per turn without affecting your ability to perform other actions. In that regard, a swift action is like a free action. However, you can perform only a single swift action per turn, regardless of what other actions you take. You can take a swift action any time you would normally be allowed to take a free action. Casting or manifesting a quickened spell or power is a swift action. In addition, casting any spell or manifesting any power with a casting time of 1 swift action is a swift action. Casting a spell or manifesting a power with a manifesting time of 1 swift action does not provoke attacks of opportunity.

IMMEDIATE ACTION

Much like a swift action, an immediate action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. However, unlike a swift action, an immediate action can be performed at any time—even if it's not your turn. Using an immediate action on your turn is the same as using a swift action, and counts as your swift action for that turn. You cannot use another immediate action or a swift action until after your next turn if you have used an immediate action when it is not currently your turn (effectively, using an immediate action before your turn is equivalent to using your swift action for the coming turn). You also cannot use an immediate action if you are currently flat-footed.

ABOUT THE AUTHORS

Chris "The Yellow Dart" Thomasson always thought elves sucked. He knew he must be wrong, but he couldn't shake the feeling that they were just a bunch of tree-hugging, snooty fey in disguise. Deciding that the best way to purge these demons of elf-loathing was to write about elves, he warily accepted coauthor Jesse Decker's proposal to be part of Green Ronin's *Bow & Blade*. Chris's next character is going to be an elf. Problem solved. The Yellow Dart has also contributed to the *Fiend Folio*, Green Ronin's *Avatar's Handbook*, worked as editor-in-chief for both *Dragon* magazine and *Dungeon* magazine, and now is an editor for Wizards of the Coast.

Jesse Decker has been fudging ability scores since 1981, when he began playing *D&D*® with a few friends. Their equipment was the rulebook from the famed "red box" version of the basic set and a book full of foes to conquer called *Deities & Demigods*. Since then, no one has been able to convince Jesse that Thor is a match for his 3rd-level elf. Jesse was the editor-in-chief of *Dragon* magazine, and now works as an RPG developer at Wizards of the Coast.

Robert J. Schwalb is Green Ronin's own Dr. Evil, d20 developer, and line developer for **Warhammer Fantasy Roleplay**. He's written and developed the award-winning *Black Company Campaign Setting* and designed and developed the **Thieves' World** line of game products for the d20 system. In addition, he's also designed or contributed to the *Warhammer Fantasy Roleplaying Game*, the *Book of Fiends*, the *Cavalier's Handbook*, *Aasimar & Tiefling: A Guidebook to the Planetouched*, AEG's *World's Largest Dungeon*, Necromancer Games' *Trouble at Durbenford*, Fantasy Flight Games' ENnie Award-winning *Horizon: Grimm*, Wizards of the Coast's *Tome of Magic: Pact, Shadow, and True Name Magic*, and has written for a number of other companies including Goodman Games, Paradigm Concepts, and Paizo Publishing. Robert lives in Tennessee with his wife Stacey and their pride of cats.

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ELVES

More than any other race except perhaps the mighty dragons themselves, elves have come to define the fantasy genre, and have been front and center throughout all incarnations of the world's most popular roleplaying game. Favorite characters in fiction and gaming even before their more recent popularization in film, elves enjoy greater RPG prominence these days than ever before.

Whether a nation in decline, its members departing the world to live out their days across the seas, or a primal race of magical faerie-folk living beyond the realm of civilization, elves figure prominently in most people's conception of what it means to play in a fantasy world. Even in instances where elves are just another race of humanoids (as they are in the *PHB*), they have a certain appeal. More gifted than their human brethren, elves are nonetheless constrained—less adaptable and more fixed in their outlooks, perceptions, and roles.

Unfortunately, with the popularity of elven characters comes a nearly infinite set of variations. Though there is just one elf in the *PHB*, but the *MM* includes drow, aquatic elves, gray elves, wild elves, and wood elves—and this is just the beginning. Dozens of sourcebooks, articles, and campaign settings have adapted and reworked this popular race. While a book of this type could focus exclusively on detailing all of the subraces in print (and likely still not be able to cover them all), this section instead sets its sights on the core race as presented in the *PHB*. Along with some discussion of the variations on that theme (including how to use the *MM*

subraces and where they might fit into a world), this chapter focuses on how to get the most out of the elven standard.

High elves, or just elves, are described in the *PHB*. As the most common, open and tolerant of other races, high elves represent all of elvenkind. These elves are the most likely to undertake adventures, accompany an eclectic mix of characters, and are the first to put aside their differences and fight at the side of a dwarf or half-orc. Because of their easygoing nature, they are the easiest to play and serve as the baseline for all other elf subraces.

High elves have the following racial traits.

- **+2 Dexterity, –2 Constitution.** Elves are preternaturally quick, but less robust than many humanoid races.
- **Medium:** As Medium creatures, elves have no special bonuses or penalties due to their size.
- **Elf base land speed is 30 feet.**
- **Immunity to magic sleep effects, and a +2 racial bonus on saving throws against enchantment spells or effects.**
- **Low-Light Vision:** An elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.
- **Weapon Proficiency:** Elves receive the Martial Weapon Proficiency feats for the longsword, rapier,

longbow (including composite longbow), and shortbow (including composite shortbow) as bonus feats.

- +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

- Automatic Languages: Common and Elven. Bonus Languages: Draconic, Gnoll, Gnome, Goblin, Orc, and Sylvan.
- Favored Class: Wizard. A multiclass elf's wizard class does not count when determining whether she takes an experience point penalty for multiclassing.

PART I: PLAYING ELF CHARACTERS

With dozens of racial variations on the elf standard come dozens of histories, and each subrace suggests its own story of how and why this branch of elvenkind is different from all others. The gray elves represent the pinnacle of elven intellectual achievement—studious, introspective, and focused on the furtherance of magic. Wild elves, in contrast, are the savage kin of their more civilized brethren—xenophobic and isolated. The drow, cursed for some past misdeed, are condemned to the sunless world belowground, while high elves (the standard elf of the *PHB*), are those who have cast aside the prejudice or isolationism of their people to live alongside humans, halflings, dwarves, and other races.

ELVEN SUBRACES

The notion of the subrace is an important part of playing an elf character. Because of the elves' nominal status as the elder race of most roleplaying environments and fantasy fiction, subraces help define the wide context of elven characters more than most other races.

Mechanically, elven subraces expand your options. If you want to play an elf ranger, the wood elf is likely a better choice than the high elf. For an elf wizard, the gray elf and high elf are both excellent options. More importantly, though, subraces also define your cultural background and your personality tendencies. Drow are generally evil and self-serving, while wild elves are distrusting and detached. Gray elves may be arrogant, while high elves are more tolerant. Every elf subrace comes with a set of preconceptions that offer insight into how to play your elf character—or how to play against those preconceptions.

AQUATIC ELVES

Aquatic elves, as one would expect, are the elves of the sea. Unlike their land-based kin, these elves interact with other water creatures easily, with few of the ancestral hatreds plaguing most elves. They coexist peacefully with other aquatic races and are generally a welcoming people—except for sahuagin, of course. As a player race, they are a bit more difficult to play, for they do not survive for long outside of their natural environments, and so, they are unsuited in all campaigns but those with extensive time spent beneath the seas.

PERSONALITY

Mercurial and playful, aquatic elves are friendly towards other races. They are quick to help those who don't belong

in the sea, rescuing drowning sailors and lending a hand in fighting the nasty monsters of the depths such as sharks and krakens. Environmentally conscious, they strive to preserve the natural beauty of their homelands, shaping, rather than destroying, to suit their living needs.

DESCRIPTION

Almost the same size and builds as other elves, aquatic elves are slightly thinner and shorter. They have exotic pale blue or green skin and matching hair. Their eyes are overlarge and dark, with very little whites at all. Also, they have nictitating membranes to protect their eyes. The snapping action of this second eyelid can be a bit disconcerting to those unused to it.

ELVES AND SUBRACES

There are many more elven subraces than those presented here, explored in detail in a variety of sources. Some elves could hail from arctic climes, other planes, or even other worlds, while others could be distinguished by their region or domain. For example, Green Ronin's *Bow & Blade* describes elemental elves and feral elves, while *Plot & Poison* introduces the drey (an even more intensely evil drow subrace) and more.

One possible factor behind the existence of so many different types of elves could be the race's close ties to nature (perhaps as a vestige of their fey ancestry). Elven societies settling in one region for a generation or more could be seen to take on the characteristics of the land itself—their hair, skin, and eye color changing to mirror or mimic their surroundings, while their physique slowly adapts to meet the natural challenges of their adopted homelands. While this has no appreciable effect in game terms, it offers a framework for understanding why the drow are so different from other elves, why wood elves are stronger than high elves, and why gray elves, who opt to shy away from the natural world and embrace intellectual pursuits, are naturally more intelligent than others of their kind.

RELATIONS

Aquatic elves have a close relationship with other aquatic humanoids, especially merfolk. In fact, so close are they, merfolk and aquatic elves typically share communities and resources as well as their lives. They sometimes trade with locathah, but the meetings are often tense and unfriendly. Of all the aquatic races, aquatic elves despise sahuagin eclipsing the same fervor that high elves hate orcs and goblinoids.

ALIGNMENT

Free spirits all, aquatic elves are almost universally chaotic. They are also good at heart and joyful, so evil aquatic elves are quite rare. In fact, evil tendencies make other aquatic elves suspicious for legend holds that sahuagin mutants are identical to aquatic elves, but for their black hearts and villainous dispositions.

AQUATIC ELF LANDS

Aquatic elves congregate in great ocean cities made from natural materials like sculpted coral or unusually large shells. They coexist with the natural fauna, so schools of fish swimming through their cities as well as squid, sponges and other creatures are all normal cohabitants. Aquatic elves don't settle in deep waters, preferring depths of 500 feet or less even though they are capable of surviving at much greater depths.

ADVENTURERS

As a loose society, aquatic elves come and go, leaving their communities to seek out adventure, hunt for lost treasure or scavenge from sunken ships. Though they maintain friendly relations with many sea peoples, they have many enemies as well. As a result, many aquatic elf adventurers find themselves wandering the world not by choice, but by circumstance.

AQUATIC RACIAL TRAITS

Aquatic elves have all of the racial characteristics of high elves, except as follows:

- +2 Dexterity, -2 Intelligence. These adjustments replace the high elf's ability score adjustments.
- An aquatic elf has the aquatic subtype.
- An aquatic elf has a swim speed of 40 feet.
- Gills: Aquatic elves can survive out of the water for 1 hour per point of Constitution (after that, refer to the suffocation rules in **Chapter Eight** of the *DMG*).
- Superior Low-Light Vision: Aquatic elves can see four times as far as a human in starlight, moonlight, torchlight, and similar conditions of low illumination. This trait replaces the high elf's low-light vision.
- Favored Class: Fighter. This replaces the high elf's favored class.

BAMBOO ELVES

Haunting the hills and temperate forests are the bamboo elves, a near feral offshoot of high elves, different in that they lack the morality and goodness inherent in so many elven cultures. Bamboo elves are raiders and skirmishers, preying upon human settlements and travelers instead of cultivating their own lands. More fey than elf, these capricious creatures flit from tree to tree, wandering the landscape and doing what they will. Behind the carefree façade, they are xenophobic and vicious, taking what they want and attacking almost at random.

PERSONALITY

Bamboo elves are chaotic in thought and action. They are wild creatures rarely staying in one place for long, driven by a deep need to explore and wander. Given their unpredictable personalities, they seem shallow and feckless, without any moral compunction to do right. However, they are not needlessly cruel or wicked; they merely have little drive to do anything of lasting worth, living for the moment as the untamed creatures that they are.

DESCRIPTION

Golden-skinned with green eyes and brown hair streaked with white, bamboo elves are an exotic race. Their elven features are exaggerated, having slanted almond-shaped eyes, large pointed ears and narrow features. Despite their inhuman and almost androgynous appearance, they are appealing and sensual, capable of eliciting desire in the coldest of hearts.

RELATIONS

Bamboo elves are not widely loved or appreciated. They raid human settlements without thought of the consequences of their actions. They define everything dwarves hate about elves. Few humans trust them. They make poor allies, changing sides or abandoning their friends whenever they like, never realizing they are in fact betraying their friends. They get along with halflings and gnomes, but few others outside the sylvan creatures sharing their lands.

ALIGNMENT

All bamboo elves are chaotic without exception. Not only is it a personality tendency, it is also part of their culture. They simply don't believe in laws. Insofar as morality is concerned, bamboo elves can't be bothered to take sides, being neither good nor evil, though player characters may be either.

BAMBOO ELF LANDS

Bamboo elves travel through temperate lands, especially in forested hills where their namesake grows. They rarely have lasting settlements, moving from place to place, gathering supplies through theft or violence if need be. They detest the cold and so they migrate south with the onset of winter.

ADVENTURERS

Adventure comes naturally to bamboo elves. Their inability to stay in one place for long keeps them moving to new lands and meeting new people. They are more than willing to undertake missions, but they rarely see them through as they grow bored and look for new diversions.

BAMBOO ELF RACIAL TRAITS

Bamboo elves have all of the racial characteristics of high elves, except as follows:

- +2 Dexterity, -2 Constitution, +2 Intelligence, +2 Charisma. These adjustments replace the high elf's ability score adjustments.
- Darkvision out to 30 feet. This trait is in addition to their low-light vision.
- Ambush (Ex): Against flat-footed opponents, bamboo elves gain a +2 bonus on attack rolls.
- +2 racial bonus on Survival checks.
- Favored Class: Ranger. This replaces the standard elf's favored class.
- Level adjustment +1. A bamboo elf has an effective character level (ECL) of 1 plus class levels, so that a 1st-level bamboo elf ranger would have an ECL of 2 (the equivalent of a 2nd-level elf ranger). ECL is the sum of the race's level adjustment, racial Hit Dice, and character levels.

DARK ELVES

Cursed souls beneath the earth, depraved and castoff cousins of the goodly elves, dark elves (drow) are feared and hated by all other races. They are well known for their remorseless cruelty, their deadly efficiency, and their passions for vice and excess. Despite their selfish and evil natures, drow are also famed for the disturbing beauty of their art and architecture and the peerless quality of their crafts.

PERSONALITY

Little fazes a dark elf. Jaded and cynical in the extreme, drow take shocking events in stride and manage to maintain an air of detachment even when embroiled in deadly circumstances. This cold-hearted distance is necessary in a treacherous and volatile environment; despite their long life spans, drow know

that death can come at any moment. All understand that each step taken is part of an intricate dance on the edge of destruction. Thus, they take every threat seriously. Even the most innocuous joke could be seen as reason for deadly vengeance, and for drow, vengeance is more than an idea—it's an art form.

DESCRIPTION

Drow are short and slim by human standards, slightly smaller than surface elves and weighing less. Their features are slightly more angular than those of surface elves, but they retain an alien beauty. All drow have jet-black skin and stark white hair (though a rare few have pale blond, greenish-white, pale blue, or even pale lavender hair). Their eyes are even more disturbing, ranging from sickly orange to a crimson red color.

RELATIONS

Motivated to do all the evil that mortals are capable of, it's a wonder that dark elves have any relationship other than all-out war with other races. Drow view other creatures, no matter how powerful, as inferior. Regardless of how cordial a dark elf behaves, he secretly harbors designs for its degradation, subjugation, and eventual destruction.

Drow hate elves with an unreasonable passion. The see derro as disgusting grubs that should be expunged from the earth.

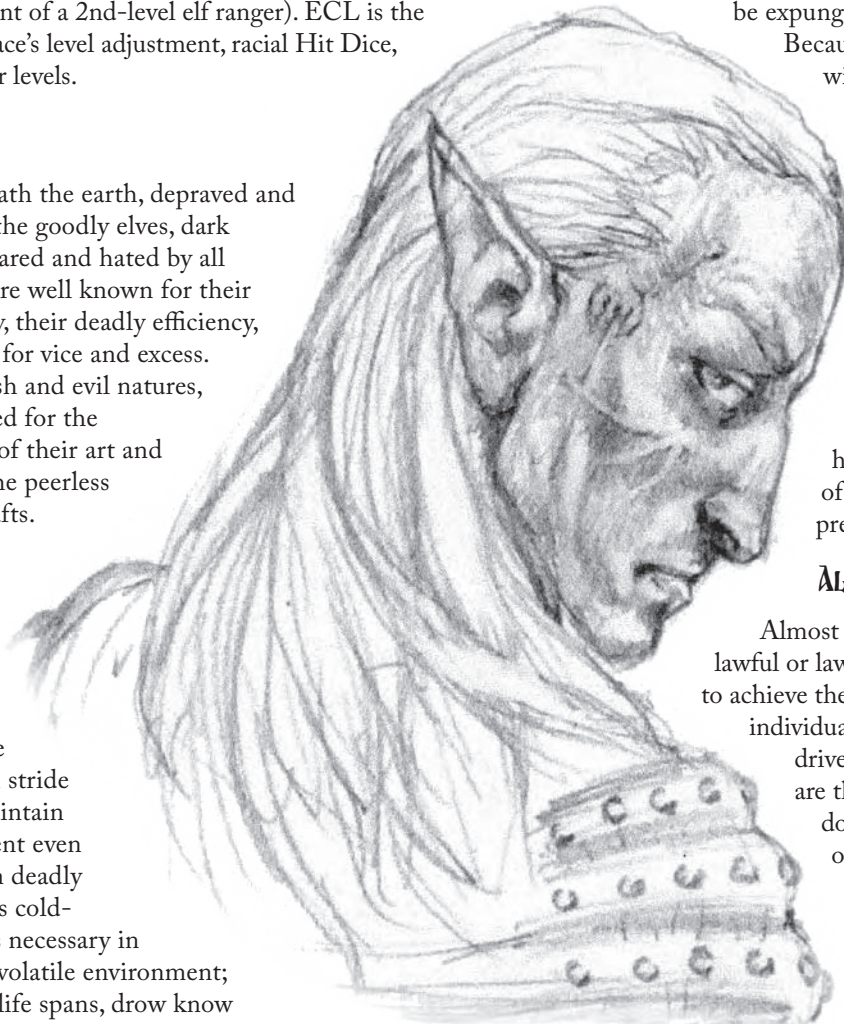
Because duergar compete with drow for resources, and their spell-like abilities make them troublesome, drow rarely interact with these subterranean creatures. Other surface races are fit only to be slaves. And among those haunting the cyclopean depths of the Underworld, drow hunt, enslave, or kill out of their need for self-preservation.

ALIGNMENT

Almost all drow are evil, either lawful or lawless as necessary to achieve their goals. Some rare individuals have no particular drive to do evil, but rarer still are those who feel they must do good—such drow are often eliminated or exiled.

DARK ELF LANDS

Drow kingdoms are often small, no larger than a single



metropolis on the surface world. The dangers of the Underworld and the limited quantity of large open space force drow settlements to be scattered widely or spread over a series of linked caverns. Dark elves often divide their cities into Houses, fortresses owned by powerful and influential families, at the head of which is a powerful priestess.

ADVENTURERS

Dark elves take up adventuring for many reasons. Some are more comfortable facing the physical dangers of the Underworld than the deadly social and political climate of drow cities. Others seek to win fame or power they can bring home, and still more take up a life of adventure to break free from a constrictive social position. Many are forced to take the adventurer's path to escape the destruction of their family or House. Exile dark elves become adventurers because the alternative is death.

DARK ELF RACIAL TRAITS

Drow have all of the racial characteristics of high elves, except as follows:

- +2 Dexterity, -2 Constitution, +2 Intelligence, +2 Charisma. These adjustments replace the high elf's ability score adjustments.
- Darkvision out to 120 feet. This trait replaces the high elf's low-light vision.
- Spell resistance equal to 11 + class levels.
- +2 racial bonus on Will saves against spells and spell-like abilities.
- Spell-Like Abilities: 1/day—*dancing lights*, *darkness*, *faerie fire*. Caster level equals the drow's class levels.
- Weapon Proficiency: Drow receive the Martial Weapon Proficiency feats for the hand crossbow, the rapier, and the short sword as bonus feats. This trait replaces the high elf's weapon proficiencies.
- Automatic Languages: Common, Elven, Undercommon. Bonus Languages: Abyssal, Aquan, Draconic, Drow Sign Language, Gnome, Goblin. This trait replaces the high elf's automatic and bonus languages.
- Light Blindness: Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.
- Favored Class: Wizard (male) or cleric (female). This replaces the high elf's favored class.
- Level adjustment +2. A dark elf has an effective character level (ECL) of 2 plus class levels, so that a 1st-level dark elf wizard would have an ECL of 3 (the equivalent of a 3rd-level elf wizard). ECL is the sum of the race's level adjustment, racial Hit Dice, and character levels.

GRAY ELVES

Above all other elves in nobility, stature, and mien stand the gray elves. Cloistered away in their isolated communities, they represent the heights of elven achievement in magic, art, and architecture. Though once a powerful force in the world, they withdrew, saddened by the violence and evil wrought by mankind, orcs, and even their elven kin. They left ancestral homelands to spend their days in contemplation.

PERSONALITY

Gray elves are aloof and withdrawn. They keep their emotions to themselves, rarely opening to other races, not even other elves. With this distance is also a degree of arrogance. Gray elves see themselves as the last of their kind and see other elves as lesser breeds. Even the most endearing of gray elves can be condescending, for they quickly fall back to the prejudices of their people when angered or frightened.

DESCRIPTION

Tall for elves, gray elves have the same slim builds and eerie grace. Most have silver or golden hair and pale skin. Their eye color is exotic, similar to dark elves—perhaps hinting at a connection between the two—having amber or purple eyes, though some have bright blue or violet eyes.

RELATIONS

Gray elves do not deal with other races. They remain among their own kind. Those who do have cause to interact with other races keep it to elves if they can help it, or at worst, use lesser elves to negotiate with lesser races. Humans are the source of all their woes and so they have no compunction about showing their derision. Dwarves are fools, gnomes nuisances, and halflings untrustworthy. They detest orcs and their half-breeds, and half-elves receive the same treatment.

ALIGNMENT

Though a people unfriendly to other races, gray elves are not evil. Most are good. They believe in strict rules and order, so many are lawful. They see the wildness of their kin as a flaw and as evidence of their own superiority.

GRAY ELF LANDS

Holding beautiful mountain fortresses or great cities in the middle of otherwise trackless wilderness, they keep to themselves, rarely welcoming visitors. Even those few they allow to witness the splendor of their cities find cool disinterest. With graceful spires, sweeping arches, and impossibly fragile bridges, these places are more art than living space, and as the race continues its decline, their cities grow empty, almost ghost towns.

ADVENTURERS

Certainly, gray elves have the least cause to go on adventures. Such nonsense isn't in keeping with their disdain for the outside world. Still, circumstance sometimes

necessitates leaving home. Those gray elves who do set out into the world must constantly contend with their revulsion towards the excesses of other races. They conceal their disgust with a single-minded commitment to getting the job. The sooner the quest is complete, the sooner they can go back to the tranquility of their perfect lives.

GRAY ELF RACIAL TRAITS

Gray elves have all of the racial characteristics of high elves, except as follows:

- -2 Strength, +2 Dexterity, -2 Constitution, +2 Intelligence. These adjustments replace the standard elf's ability score adjustments.

WILD ELVES

Some suggest the wild elves are the truest examples of what elves were like before humanity and before the treachery leading to the creation of the drow. A simple people, wild elves follow game through the wilderness, content to live alongside nature rather than to impose their will upon it. Though often sorcerers, wild elves produce great barbarians, druids, and rangers who serve as nature's champions.

PERSONALITY

Wild elves have little care for the complexities of civilization. They value freedom, truth, pleasure, and nature. They work with plants and animals, never against them. They rarely stay in one place for long, enjoying the bounties offered by the world around them. As a result, they vigilantly hunt down despoilers, slaughtering orcs, ogres and worse before they can do any more harm.

DESCRIPTION

Hardier than their cousins, wild elves have sturdy muscular frames, honed by their rugged lifestyles. Even their features are coarse, the sharpness and narrowness found in many elves not present in their faces or forms. Wild elves have blond or brown hair and brown eyes.

RELATIONS

Wild elves get along well with other sylvan races like wood elves, forest gnomes, and of course the fey. Wild elves don't coexist well with other elves and are downright hostile towards gray elves, but nothing matches the venom they direct towards dark elves whom they kill on sight. Most wild elves don't make a distinction between orcs and half-orcs, attacking first and asking questions later. Wild elves rarely trust humans, barely tolerate dwarves, escorting both away from their territories. In contrast, they genuinely enjoy the company of halflings.

ALIGNMENT

Like most elves, wild elves tend to embrace freedom over order and morality over wickedness. Nature's amorality is an important part of the wild elves' outlooks. And while they are inclined to do good, they often take the roles of impartial observers.



ALIGNMENT

Despite their isolationist tendencies, wood elves are kind at heart and harm only those who would hurt them or their lands. They love freedom as do other elves, and value self-expression and personal choice. Nature's innate neutrality tends to pervade their thinking more than it does that of other elves though.

WOOD ELF LANDS

Obviously wood elves settle in forests, and though any climate will do, they prefer temperate woodlands and avoid the frigid pines of the distant north, and the steamy jungles of the tropics. Unlike their wild elf kin, wood elves construct elaborate treetop villages, linking trees through a series of rope bridges. These elevated towns allow them to better protect themselves from would-be attackers.

ADVENTURERS

Wood elf adventurers leave the shelter of the forest for many reasons. Young wood elves may be struck by wanderlust, moving through the world in search of the secrets of nature and allies to aid their people. Others bring battle to elf foes like orcs and drow, hunting any who would exploit the wealth of wood elf homelands.

WOOD ELF RACIAL TRAITS

Wood elves have all of the racial characteristics of high elves, except as follows:

- +2 Strength, +2 Dexterity, -2 Constitution, -2 Intelligence. These adjustments replace the high elf's ability score adjustments.
- Favored Class: Ranger. This replaces the high elf's favored class.

PART II: ELF OPTIONS

In addition to the standard subraces of **Part I**, this section provides two variant full elven races for you to use in your games. The ancestors and the faerie harken back to the race's lofty origins in fiction—the one offering immortality while the other rebuilds the race in fey form. Each of these elf options are more powerful than the default elf, and in many cases, they redefine how elves might function in the fantasy world.

ANCESTORS (ELGAET)

Believed to be the ancestors of the high elves, the ancestor elves (or *elgaet* in their own tongue), are a race in decline. Though themselves long-lived, they reproduce very rarely—so rarely, in fact, that their populations can no longer be sustained. The first of their kind to be created by the gods, they are beings of spiritual, mental, and physical perfection. From this line, their shorter-lived cousins sprang, but instead of reverence and respect, most elves see the elgaet as tragic beings. Though immune to the touch of time,

their lives are fragile, and the spirits of the elgaet are tied to their physical forms. Shunned by the lesser elves and other peoples, the ancestors watch as the world quickly passes by and humans emerge to seize their ancestral lands—pushing them further into the remote places of the world until there is nowhere left to go.

PERSONALITY

Sadness is the core of an ancestor's personality. Though they surround themselves with beauty and exquisite things, they are forced to watch the cycle of life through ancient eyes. They resist forming friendships with the shorter-lived races, as they are guaranteed to have to watch those friendships die. As well, because their souls are bound with their physical forms, they detest violence, for the death of even a single ancestor means centuries of experience forever lost to their people. Unavoidable conflict will be met with savage ferocity, though, and an ancestor does not back down when forced to draw a blade or cast a spell.

ANCESTOR AGE, HEIGHT AND WEIGHT

	Adulthood	Barbarian, Rogue, Sorcerer	Bard, Fighter, Paladin, Ranger	Cleric, Druid, Monk, Wizard	Middle Age	Old	Venerable	Maximum Age ¹
Ancestor	250 years	+4d6	+6d6	+10d6	650 yrs	1,000 yrs	2,000 yrs	+10d%
	Base Height		Height Modifier		Base Weight		Weight Modifier	
Ancestor, male	5 ft.		+2d10 in.		100 lb.		× (2d4) lb.	
Ancestor, female	5 ft.		+2d10 in.		80 lb.		× (2d4) lb.	

¹ Ancestors cannot die of old age. When they reach maximum age, they physically travel to the appropriate outer plane to serve their deity directly in his or her court.

PHYSICAL DESCRIPTION

Uniformly attractive, ancestor elves are tall and slender, with fair skin and coloring. They have well-formed features and deep, alluring eyes. They favor simple (though still beautiful) attire, preferring comfort to appearance.

RELATIONS

Arrogant and haughty, the ancestors believe themselves superior to the “lesser races,” having little use for humans and halflings, and even less for dwarves. Even among their kin, they treat only the gray elves with anything close to respect and friendship. In addition to their reluctance to form attachments among mortals, many ancestors blame the lesser races for the woes of the world, seeing them as threats to their homelands. Only when dealing with the gray elves, whose interests mirror their own, do they relax their defenses.

ALIGNMENT

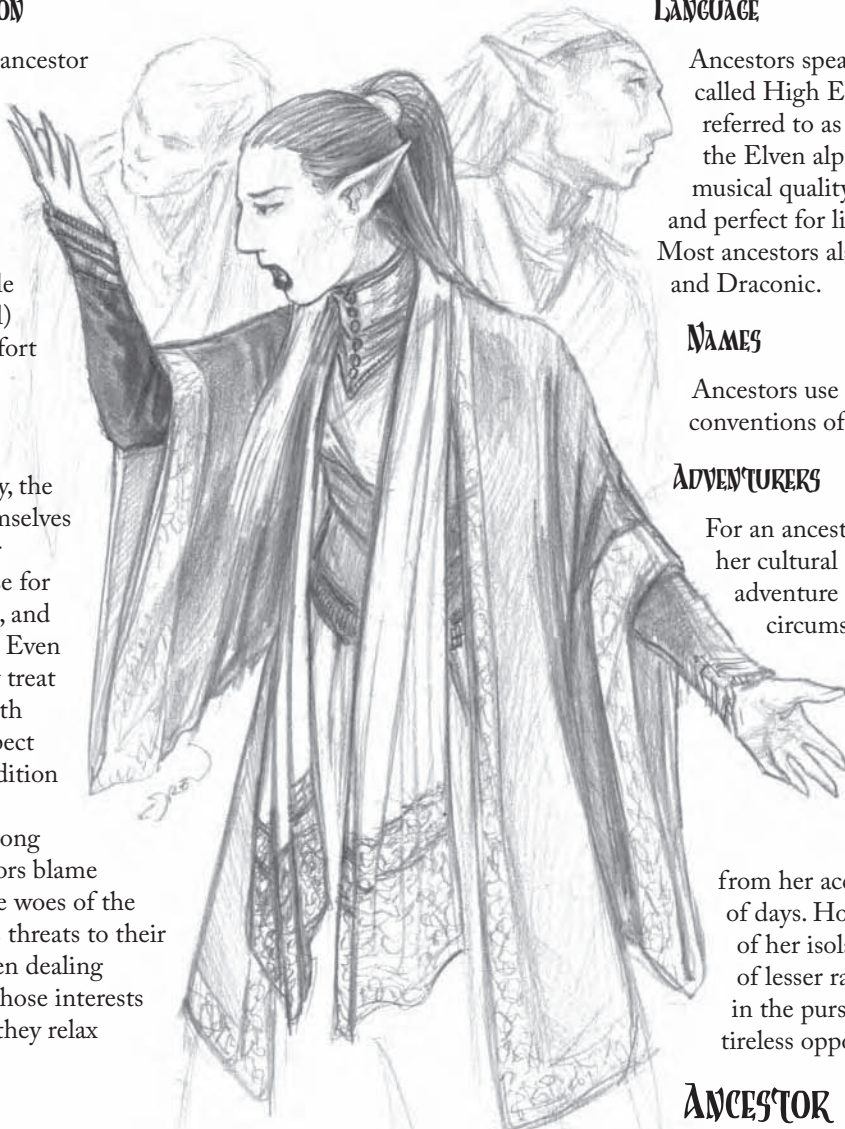
Despite their pride and disdain for most other races, ancestors are normally neutral good. A few, fed up with the endless conflict between good and evil, turn toward true neutrality. Player character ancestors may be of any alignment.

ANCESTOR LANDS

Ancestors prefer to live in their ancient cities, far removed from the corruption of civilization. Many can be found in remote castles on mountain peaks, deep beneath the earth (though far from drow enclaves), or in the hearts of untouched forests. As humans spread across the lands, many ancient ancestor communities have vanished, withdrawing further from the world of men.

RELIGION

Ancestors worship the same deities as the high elves, though they are deeply religious and take their beliefs more seriously than many elves. They follow gods of beauty, justice, good, honor, and the arts. If you use *Green Ronin's Book of the Righteous*, ancestors follow Aymara (goddess of love and the arts), and Thellyne, the Golden Sister (goddess of woodcraft, nature, and the hunt).



LANGUAGE

Ancestors speak a dialect of Elven called High Elven (commonly referred to as the Speech). It uses the Elven alphabet but has a more musical quality, pleasant to the ear and perfect for literature and poetry. Most ancestors also speak Elven, Sylvan, and Draconic.

NAMES

Ancestors use the naming conventions of standard elves.

ADVENTURERS

For an ancestor elf to break with her cultural traditions and seek adventure in the world, the circumstances must be dire.

A threat to her homeland, her people facing obliteration, or some other tragedy will most often be required to stir her from her acceptance of the passing of days. However, once drawn out of her isolation into the world of lesser races, she is tenacious in the pursuit of her goals, and a tireless opponent of her enemies.

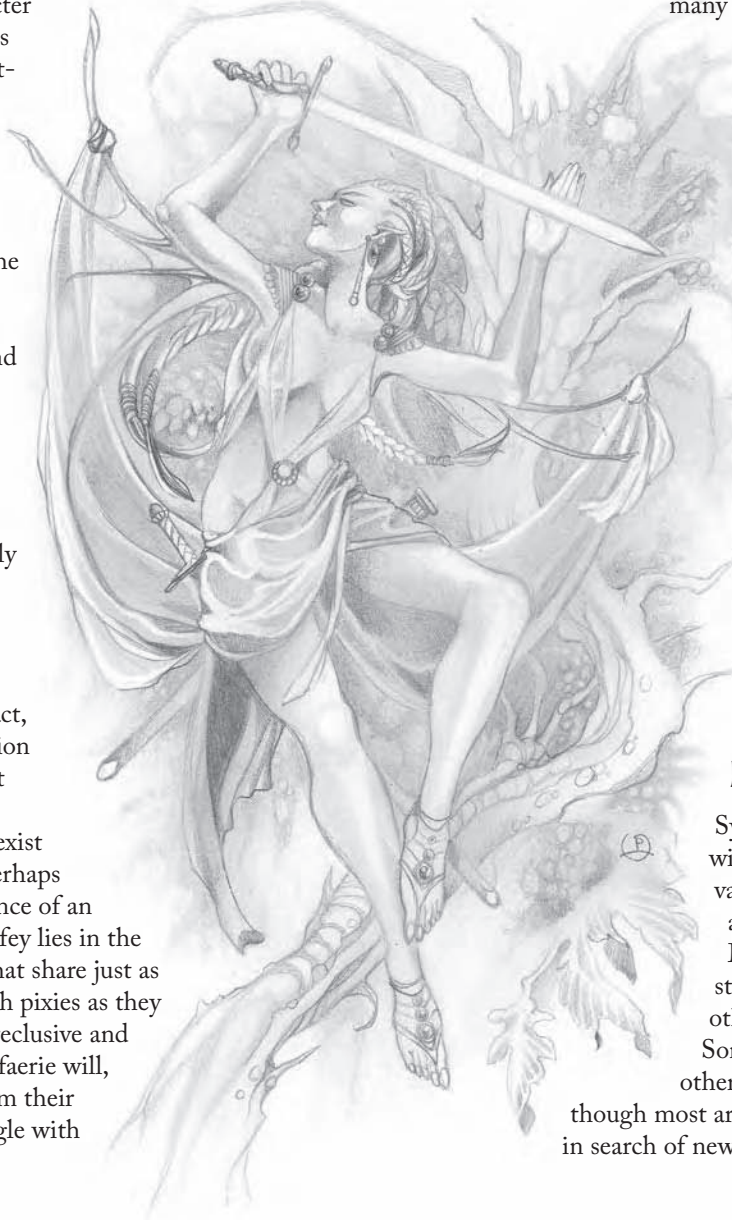
ANCESTOR RACIAL TRAITS

- +4 Dexterity, -2 Constitution, +4 Wisdom, -2 Charisma: Ancestor elves are quick and very much aware of their surroundings. However, despite their long lives, they are frail compared to other races, and their melancholy disposition makes them hard to befriend.
- Medium: As Medium creatures, ancestors have no special bonuses or penalties due to their size.
- Ancestor base land speed is 30 feet.
- Immunity to magic sleep effects, and a +4 racial saving throw bonus against enchantment spells or effects.
- Superior Low-Light Vision: An ancestor can see four times as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.
- Weapon Proficiency: Ancestors receive the Martial Weapon Proficiency feats for the longsword, rapier, longbow (including composite longbow), and shortbow (including composite shortbow) as bonus feats.

- **Immortal:** Ancestors cannot die of old age. Upon reaching maximum age, they travel to the appropriate outer plane to serve their deity directly in his or her court.
- **Elven Blood:** Though immortal, ancestors breed true with other elves, but the child of an ancestor-elf union is always an elf. Because of this, the ancestor race dwindles with each generation. For all effects related to race, ancestors are considered elves.
- **+4 racial bonus on Listen, Search, and Spot checks.** An ancestor who merely passes within 10 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.
- **Automatic Languages:** High Elven and Elven. Bonus Languages: Common, Draconic, Gnome, Goblin, Orc, and Sylvan.
- **Favored Class:** Cleric. A multiclass ancestor's cleric class does not count when determining whether she takes an experience point penalty for multiclassing.
- **Level Adjustment:** +2. Ancestors have an effective character level of 2 plus class levels, so that a 1st-level ancestor wizard would have an ECL of 3 (the equivalent of a 3rd-level elf wizard). ECL is the sum of the race's level adjustment, racial Hit Dice, and character levels.

FAERIE

It is a longstanding belief that elves originally descended from the fey, for they share many of the same features, traits, outlooks, and values as other fey creatures. In fact, so close is their connection to the sylvan people that many elves, notably the wood and wild elves, coexist with them peacefully. Perhaps the most concrete evidence of an elven connection to the fey lies in the faerie—a race of elves that share just as many characteristics with pixies as they do other elves. Though reclusive and suspicious of humanity, faerie will, on occasion, emerge from their enchanted lands to mingle with other races.



PERSONALITY

Faerie are quizzical, unpredictable, and capricious. Unburdened by responsibility, they do and say what they please, their emotions changing erratically. They are also mischievous, prone to playing harmless tricks at the expense of others. They are passionate and emotional, prone to loud laughter and sudden tears.

PHYSICAL DESCRIPTION

Slender, attractive, and pleasing to the eye, faerie have the proportions of an adult elf, but are smaller. Their features are decidedly elven, replete with upswept ears, strangely colored eyes (usually violet or bright blue), and fair hair. Their skin color varies, from a deep chocolate brown to a pale white.

RELATIONS

Faerie enjoy the company of just about everyone they meet, from stoic dwarves to inquisitive halflings (though often the feelings are not mutual). They enjoy the company of elves, rightly seeing them as cousins. Humans intrigue them, and they find gnomes very entertaining (there are many faerie-gnome couples in the sylvan world). As much as they enjoy these races, they viciously hate goblins, orcs, and above all, ogres (for whom faerie are a rare delicacy). When faced with one of the creatures of darkness, faerie never hold back, blending insults with a frenzy of attacks.

ALIGNMENT

Faerie tend to be chaotic neutral, favoring freedom over trite issues of right and wrong. Many faerie are good at heart, though, and even those who are neutral usually do more good than harm. Player character faerie may be of any alignment.

FAERIE LANDS

Sylvan forests, meadows filled with wildflowers, and mountain valleys with laughing brooks are all the homelands of the faerie. Many make homes inside strange humpback hills, while others gather in treetop villages. Some faerie share land with other elves (especially wood elves), though most are content to wander the world in search of new experiences.

FAERIE AGE, HEIGHT AND WEIGHT

	Adulthood	Barbarian, Rogue, Sorcerer	Bard, Fighter, Paladin, Ranger	Cleric, Druid, Monk, Wizard	Middle Age	Old	Venerable	Maximum Age
Faerie	200 years	+4d6	+6d6	+10d6	300 yrs	400 yrs	500 yrs	+8d% yrs

	Base Height	Height Modifier	Base Weight	Weight Modifier
Faerie, male	3 ft. 8 in.	+2d4 in.	50 lb.	× 2 lb.
Faerie, female	3 ft. 6 in.	+2d4 in.	40 lb.	× 2 lb.

RELIGION

Most faerie venerate the Faerie Court, led by a goddess known as the Faerie Queen. Clerics of the Faerie Queen may select domains from the following: Chaos, Good, Luck, Magic, and Trickery. The Faerie Queen's favored weapon is the longsword. If you use Green Ronin's *Book of the Righteous*, faerie follow Aymara (goddess of love and the arts), Thellyne, the Golden Sister (goddess of woodcraft, nature, and the hunt), and sometimes Zheenkeef (goddess of wine, madness, and inspiration).

LANGUAGE

Faerie speak Sylvan as their first language, though all are equally versed in Elven. Many learn Common or Halfling, and most pick up Gnome. They only learn the tongues of their enemies to better destroy them.

NAMES

Faerie prefer names that describe something beautiful, flowers especially. Example names for either gender include: Mote, Petal, Rainbow, Rose, Snowflake, or Sunbeam.

ADVENTURERS

While it's true that many faerie keep to the perimeter of their homelands, adventuring is a natural pursuit for most. Each league of travel carries them to new places, new people, and new wonders to behold. Some faerie champion their people and other fey, hunting down the hated ogres and goblins, and slaughtering orcs and their kin with wild abandon. Others are drawn to beauty, or perhaps the opportunity to snare a few precious baubles to take back home.

FAERIE RACIAL TRAITS

- **Ability Scores:** –4 Strength, +4 Dexterity, –2 Constitution, –2 Wisdom, +4 Charisma: Being small, frail, and none too wise, faerie rely on their natural quickness, beauty, and wit to survive.
- **Small:** As Small creatures, faerie gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but they use smaller weapons than humans use, and their lifting

and carrying limits are three-quarters of those of a Medium character.

- **Speed:** Faerie base land speed is 30 feet. Faerie can also fly up to 30 feet with good maneuverability.
- **Immunity:** Immunity to magic sleep effects, and a +2 racial saving throw bonus against enchantment spells or effects.
- **Low-Light Vision:** A faerie can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.
- **Racial Bonus:** +1 racial bonus on attack rolls against goblinoids, orcs (including half-orcs), and ogres. Faerie hate these races above all things and develop special techniques for combating them.
- **Racial Bonus:** +2 racial bonus on Diplomacy and Gather Information checks. Faerie are friendly and personable.
- **Racial Bonus:** +2 racial bonus on Listen, Search, and Spot checks.
- **Fey:** As fey, faerie are immune to spells and spell-like effects that specifically target humanoids, such as *charm person* or *hold person*. Fey eat, sleep, and breathe, and they may be resurrected or otherwise raised from the dead.
- **Elven Blood:** Though fey, faerie breed true with elves, but the child of a faerie-elf union is always an elf. For all effects related to race, faerie are considered elves.
- **Spell-Like Abilities:** 1/day—*calm emotions*, *faerie fire*, *invisibility*. Caster level equals the faerie's class levels. The save DC is Charisma-based.
- **Automatic Languages:** Elven and Sylvan. Bonus Languages: Common, Halfling, Giant, Goblin, Gnome, and Orc.
- **Favored Class:** Bard. A multiclass faerie's bard class does not count when determining whether she takes an experience point penalty for multiclassing.
- **Level Adjustment:** +2. Faerie have an effective character level of 2 plus class levels, so that a 1st-level faerie bard would have an ECL of 3 (the equivalent of a 3rd-level elf bard). ECL is the sum of the race's level adjustment, racial Hit Dice, and character levels.

PART III: SUPPLEMENTAL RULES

Long life spans and an innate bond with the natural world help elves develop impressive talents with spells, weapons, and abilities that can enhance even their blood and souls. The feats that follow represent some of the many developed originally by the elves, but can be freely adapted for use by other races. For example, feats based on a particular weapon type (Spear Wind and Sword Wind, plus their related mastery feats) could be the basis for similar feats based around other race-and-weapon combinations.

NEW FEATS

Though originating with the elves, a majority of these feats do not have a racial prerequisite. However, a GM should feel free to limit these feats to elven characters (or to allow members of other races to take elf-specific feats) if appropriate for the campaign.

BETWEEN THE FEET [GENERAL]

Your expertise at battling larger creatures gives you combat abilities that help you negate their reach advantage.

Prerequisites: Dex 17, Dodge, Mobility.

Benefit: When moving out of or within the threatened area of creatures of Large or greater size that have a natural reach of at least 10 feet, you can move freely through one additional square without provoking an attack of opportunity. You also gain a +1 dodge bonus to Armor Class against opponents with a natural reach of 10 feet or more.

Normal: When moving out of or within a creature's threatened area, a character can move one square without provoking an attack of opportunity.

CANNY CHARGE [GENERAL]

You are less vulnerable when charging.

Prerequisites: Dex 13, Int 13, Combat Expertise, Dodge.

Benefit: When you charge, you take no penalty to your Armor Class.

Normal: When you charge, you take a -2 penalty to AC until the beginning of your next turn.

Special: A fighter may select Canny Charge as one of his fighter bonus feats.

CAUTIOUS CASTING [GENERAL]

You are adept at avoiding blows while casting a spell defensively.

Prerequisites: Concentration 5 ranks, Combat Casting.

Benefit: When you cast a spell defensively, you gain a +2 dodge bonus to AC until your next turn if you succeed on the required Concentration check.

A condition that makes you lose your Dexterity bonus to AC (if any) also makes you lose dodge bonuses.

CLASH OF BLADES [GENERAL]

You can clash your melee weapon to dishearten your enemies.

Prerequisites: Cha 17, Intimidate 8 ranks, Combat Expertise.

Benefit: Once per day as a standard action, you can hammer your blade against your armor, shield, another weapon, or any available hard surface to cause a disturbing sonic resonance in the area surrounding you. This supernatural emanation affects all hostile creatures within 30 feet that can hear you (they need not see you to be affected). Each such creature must succeed on a Will save (DC 10 + 1/2 your character level + your Cha modifier) or cower for 1 round and be deafened for 1 minute. Those who succeed on the save are still deafened for 1 round.

Special: A fighter may select Clash of Blades as one of his fighter bonus feats.

COUNT COUP [GENERAL]

You can demoralize opponents by striking them in combat for nonlethal damage.

Prerequisites: Bluff or Intimidate 8 ranks, Weapon Focus with selected weapon.

Benefit: As a standard action, you can "count coup" (demonstrate your bravery and contempt for a foe). You strike an opponent with any weapon for which you have taken Weapon Focus, dealing nonlethal damage (taking the normal penalties if your weapon does not normally deal nonlethal damage).

If your attack is successful, you gain a +1 insight bonus on attack rolls against that opponent for the remainder of that encounter. In addition, you gain a +4 insight bonus on Bluff and Intimidate checks against that opponent until such time as it also counts coup against you (if it is able to do so). You can count coup against only one opponent per encounter, but the skill check bonuses against that opponent persist for a number of hours equal to your character level, even if you count coup against another opponent in a later battle.

Special: A fighter may select Count Coup as one of his fighter bonus feats.

DELAY ARROW [GENERAL]

You can magically delay the strike of an arrow until an enemy presents itself.

Prerequisites: Dex 17, Point Blank Shot, Precise Shot, Weapon Focus (any bow), caster level 1st.

Benefit: Three times per day, you can take a full-round action to shoot an arrow from your bow and delay its flight

TABLE 3-1: NEW FEATS

General Feats	Prerequisites
Between the Feet	Dex 17, Dodge, Mobility
Canny Charge ¹	Dex 13, Int 13, Combat Expertise, Dodge
Cautious Casting	Concentration 5 ranks, Combat Casting
Clash of Blades ¹	Cha 17, Intimidate 8 ranks, Combat Expertise
Count Coup ¹	Bluff or Intimidate 8 ranks, Weapon Focus with selected weapon
Delay Arrow	Dex 17, Point Blank Shot, Precise Shot, Weapon Focus (any bow), caster level 1st
Ghost Blade ¹	Iron Will, Weapon Specialization with selected weapon, base Will save bonus +3
Improved Cautious Casting	Concentration 10 ranks, Cautious Casting
Improved Rapid Shot ¹	Rapid Shot, Weapon Focus (longbow or shortbow)
Improved Spellcasting	Perform (oratory or sing) 15 ranks, Spellcasting
Monkey Climb	Dex 13, Climb 8 ranks, Dodge, Mobility
Nimble Feet	Tumble 8 ranks, Dodge
Rapid Bardic Music	Concentration 5 ranks, Perform (any) 5 ranks, bardic music ability
School Spell Resistance ²	Iron Will, base Will save bonus +3
Sniper ³	Dex 13, Wis 13, Point Blank Shot
Spear Wind ¹	Elf, Dex 13, Weapon Focus (any spear), base attack bonus +4
Spear Wind Mastery ¹	Spear Wind, base attack bonus +8
Spellcasting	Perform (oratory or sing) 12 ranks, bardic music ability, caster level 3rd
Stick and Fire ¹	Dodge, Point Blank Shot, Precise Shot
Superior Trip ¹	Combat Expertise, Improved Trip
Sword Wind ¹	Elf, Dex 13, Weapon Focus (any sword), base attack bonus +4
Sword Wind Mastery ¹	Sword Wind, base attack bonus +8

Metamagic Feats	Prerequisites
Weaponbond Spell	Base attack bonus +4, caster level 3rd

1 A fighter may select this feat as one of his fighter bonus feats.
 2 You can gain this feat multiple times. Its effects do not stack. Each time you select this feat, it applies to a new school of magic.
 3 You can gain this feat multiple times. Its effects stack.

to a target for up to 1 round per character level. The delayed arrow hovers in the air at the point of its release, but you can move away and even take other actions after firing it. When you shoot, you specify a firing arc (a half-circle that restricts the direction of fire), which cannot be changed later. You can't set delayed arrows to launch at a target beyond one range increment of the weapon used.

You make an attack roll when you first fire the arrow, then compare the result to the AC of a target when one becomes available. The arrow's flight can be triggered automatically or manually.

Automatic: You can specify a designated trigger event that will launch the arrow from its hovering position. The trigger event must specify a target but cannot differentiate between specific creatures according to appearance. For example, you can set the arrow to launch at the first creature that rounds a corner, or to attack the closest creature within range after a set number of rounds.

Manual: The arrow launches on your command at a target of your choosing. Designating a target is a free action, but you must be within 30 feet of the arrow to give it the command.

Someone can attempt to pull the arrow from the air while it hovers with a DC 20 Strength check. Failure means the arrow does not budge from its position. If normal flight is not triggered within the effect's duration, the arrow falls to the ground harmlessly at the end of the elapsed time. This still uses one daily attempt.

Ghost Blade [GENERAL]

You can exert your will to strike incorporeal foes with a chosen melee weapon.

Prerequisites: Iron Will, Weapon Specialization with selected weapon, base Will save bonus +3.

Benefit: Once per day as a free action, you can effectively give your chosen weapon the ghost touch special ability, negating

the normal miss chance against incorporeal opponents for up to 1 round per character level. Note that this feat does not actually impart the ghost touch quality to your weapons, so that an incorporeal creature cannot wield them. The ability can be deactivated as a free action but the rounds of use must be continuous. Once the ability is deactivated, it cannot be activated again until the following day.

Normal: When attacking an incorporeal foe, all attacks from corporeal sources have a 50% miss chance.

Special: A fighter may select Ghost Blade as one of his fighter bonus feats.

IMPROVED CAUTIOUS CASTING [GENERAL]

You are greatly skilled at avoiding blows while casting a spell defensively.

Prerequisites: Concentration 10 ranks, Cautious Casting.

Benefit: When you cast a spell defensively, you gain a +2 dodge bonus to your Armor Class if you succeed on the required Concentration check. This bonus stacks with the bonus from Cautious Casting (see page 12).

A condition that makes you lose your Dexterity bonus to AC (if any) also makes you lose dodge bonuses.

IMPROVED RAPID SHOT [GENERAL]

You can use a ranged weapon with amazing speed.

Prerequisites: Rapid Shot, Weapon Focus (longbow or shortbow).

Benefit: When you use the Rapid Shot feat with any bow for which you have taken Weapon Focus, you gain a second ranged attack in addition to the extra attack you gain from Rapid Shot. The attack is at your highest base attack bonus, but each ranged attack you make in that round (your normal attacks, the extra attack granted by Rapid Shot, and the extra attack granted by this feat) all take a –5 penalty. You must use the full attack action to use this feat.

Special: A fighter may select Improved Rapid Shot as one of his fighter bonus feats.

IMPROVED SPELLSINGING [GENERAL]

You can blend magic and music more gracefully and effectively to inspire allied casters.

Prerequisites: Perform (oratory or sing) 15 ranks, Spellcasting.

Benefit: You can use song or poetics to greatly inspire allied spellcasters (including yourself). To be affected, an ally must be able to hear you sing. The effect lasts for as long as the ally hears you and for 5 rounds thereafter, granting the affected ally a +1 bonus to effective caster level and adding +1 to the Difficulty Class for all saving throws against his spells. This is a mind-affecting ability.

Special: Each use of improved spellcasting counts as three daily uses of your bardic music ability.

MONKEY CLIMB [GENERAL]

You can move along vertical surfaces with incredible agility.

Prerequisites: Dex 13, Climb 8 ranks, Dodge, Mobility.

Benefit: You can always take 10 on Climb checks, even when distracted or threatened. As well, when climbing within a chimney, in a corner, or any other location where you can brace against two walls (whether opposite or perpendicular), you can move up or down at half speed by bounding from one surface to the other without the normal accelerated climbing penalty. If you make an accelerated climb, you move at full speed and make a single Climb check at a –5 penalty. Additionally, you can make a vertical charge attack against an opponent at the top or bottom of the area to be scaled.

Normal: You move at one-quarter your normal speed when climbing, or at half speed with a –5 penalty on the Climb check.

NIMBLE FEET [GENERAL]

You are especially nimble and athletic in battle, making you more resistant to trip attacks made against you.

Prerequisites: Tumble 8 ranks, Dodge.

Benefit: You gain a +2 competence bonus on Tumble checks. As well, you gain a +4 bonus on opposed trip checks when you are defending against a trip attack.

RAPID BARDIC MUSIC [GENERAL]

You can begin and maintain your bardic music while continuing to fight or concentrating on another task.

Prerequisites: Concentration 5 ranks, Perform (any) 5 ranks, bardic music ability.

Benefit: Starting a bardic music effect requires only a move action. In addition, maintaining a bardic music effect that requires concentration requires only a move action.

Normal: Starting or concentrating on a bardic music effect is a standard action.

SCHOOL SPELL RESISTANCE [GENERAL]

You are able to resist the effects of spells of a particular school.

Prerequisite: Iron Will, base Will save bonus +3.

Benefit: Choose a school of magic, such as evocation. You gain spell resistance equal to 5 + your character level against all spells and spell-like effects from that school.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

SNIPER [GENERAL]

You can make precise attacks with ranged weapons from greater than normal distance.

Prerequisites: Dex 13, Wis 13, Point Blank Shot.

Benefit: You can make sneak attacks and gain the benefits of Point Blank Shot at a range 10 feet farther than normal.

Special: You can gain this feat multiple times. Its effects stack, up to a maximum range of 60 feet.

SPEAR WIND [GENERAL]

You have studied the spear wind combat style, allowing you to attack with unusual speed.

Prerequisites: Elf, Dex 13, Weapon Focus (any spear), base attack bonus +4.

Benefit: You can make one extra melee attack per round with one spear for which you have taken Weapon Focus. The attack is at your highest base attack bonus, but each attack you make in the round (the extra one and the normal ones) takes a -3 penalty. You must use the full attack action to use this feat.

Special: A fighter may select Spear Wind as one of his fighter bonus feats.

SPEAR WIND MASTERY [GENERAL]

You have mastered the spear wind combat style, allowing you to ward off blows at the same time as you strike at your opponents.

Prerequisites: Spear Wind, base attack bonus +8.

Benefit: Any time you use the full attack action in conjunction with the Spear Wind feat, you gain a +2 dodge bonus to your Armor Class. A condition that makes you lose your Dexterity bonus to AC (if any) also makes you lose dodge bonuses.

Special: A fighter may select Spear Wind Mastery as one of his fighter bonus feats.

SPELLSINGING [GENERAL]

You can blend magic and music to bolster the spellcasting abilities of your allies.

Prerequisites: Perform (oratory or sing) 12 ranks, bardic music ability, caster level 3rd.

Benefit: You can use song or poetics to inspire allied spellcasters (including yourself), infusing their spells with the power of your music. To be affected, an ally must be able to hear you sing. The effect lasts for as long as the ally hears

you and for 3 rounds thereafter, granting the affected ally a +1 bonus to effective caster level. Spellcasting is a mind-affecting ability.

Special: Each minute of spellcasting counts as three daily uses of your bardic music ability.

STICK AND FIRE [GENERAL]

You can stab an enemy with an arrow before firing it.

Prerequisites: Dodge, Point Blank Shot, Precise Shot.

Benefit: If you have a bow ready, as a swift action once per round, you can make a single melee attack with an arrow. Once you make this melee attack, you must

make a ranged attack with your bow or give up any remaining actions for that round. You can stick and fire as a single attack or as part of a full attack.

The arrow is treated as a light improvised melee weapon (-4 penalty on attack rolls), deals damage as a dagger of its size, and has a critical multiplier of $\times 2$.

Special: A fighter may select Stick and Fire as one of his fighter bonus feats.

SUPERIOR TRIP [GENERAL]

You are especially adept at tripping opponents in battle, and you are able to avoid retaliatory trip attempts.

Prerequisites: Combat Expertise, Improved Trip.

Benefit: You gain a +2 bonus on the Strength check to trip an opponent (this stacks with the bonus from Improved Trip). As well, if you fail a trip attempt, your opponent doesn't get a chance to trip you in return, nor do you have to drop any weapon you used to attempt the trip.

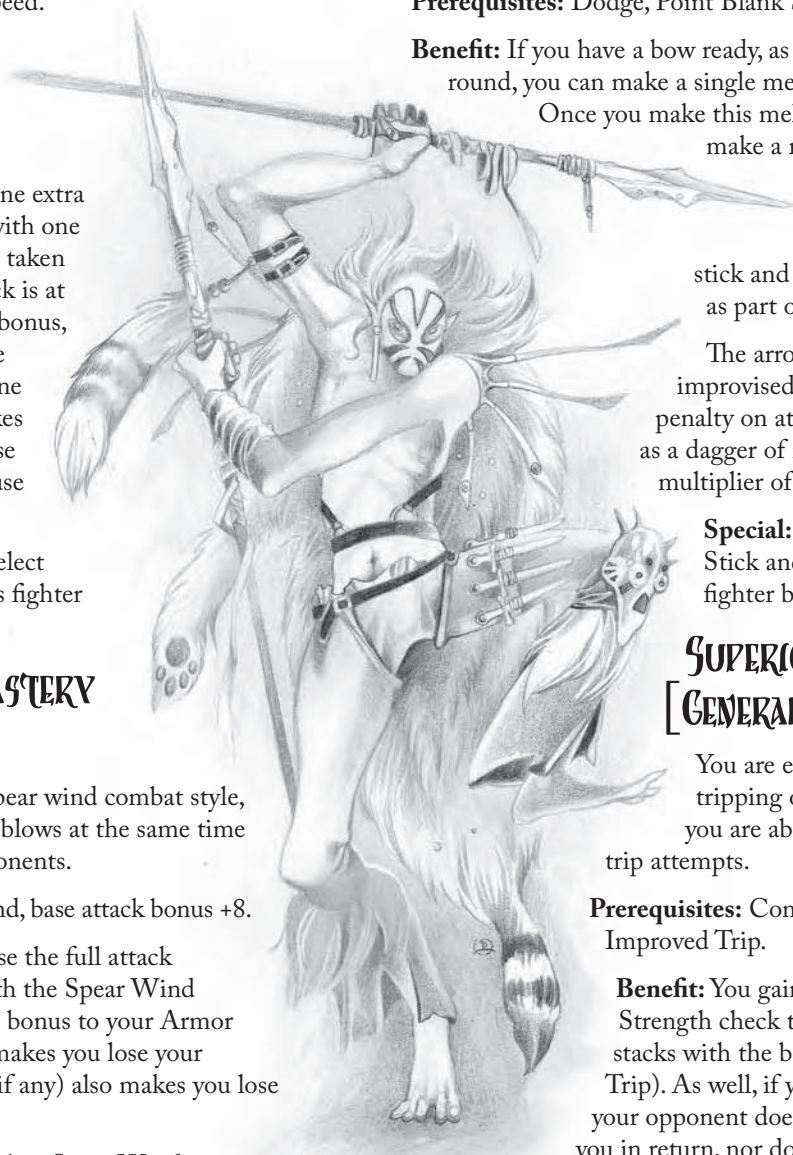
Special: A fighter may select Superior Trip as one of his fighter bonus feats.

SWORD WIND [GENERAL]

You have studied the sword wind combat style, allowing you to attack with unusual speed.

Prerequisites: Elf, Dex 13, Weapon Focus (any sword), base attack bonus +4.

Benefit: You can make one extra melee attack per round with any sword for which you have taken Weapon Focus.



The attack is at your highest base attack bonus, but each attack you make in the round (the extra one and the normal ones) takes a –3 penalty. You must use the full attack action to use this feat.

Special: A fighter may select Sword Wind as one of his fighter bonus feats.

SWORD WIND MASTERY [GENERAL]

You have mastered the sword wind combat style, allowing you to ward off blows at the same time as you strike at your opponents.

Prerequisites: Sword Wind, base attack bonus +8.

Benefit: Any time you use the full attack action in conjunction with the Sword Wind feat, you gain a +2 dodge bonus to your Armor Class. A condition that makes you

lose your Dexterity bonus to AC (if any) also makes you lose dodge bonuses.

Special: A fighter may select Sword Wind Mastery as one of his fighter bonus feats.

WEAPONBOND SPELL [METAMAGIC]

You can deliver touch spells through a melee weapon.

Prerequisites: Base attack bonus +4, caster level 3rd.

Benefit: You can alter any touch spell with a casting time of one standard action so that it can be delivered with a melee weapon attack. You make a single attack with the chosen weapon as a swift action in the same round that you cast the spell. If the attack hits it both deals the weapon's normal damage and delivers the spell's effects. Your weapon holds the charge of the spell until its duration expires or until you successfully hit with your melee attack.

PART IV: ELVEN PRESTIGE CLASSES

Elves have natural gifts for swordplay and archery, but even greater than their martial talents is their practice of arcane magic. The prestige classes presented in this section serve to maximize elf racial attributes, many blending war with sorcery to give elf characters the necessary tools to meet and defeat their enemies.

SOUL ARCHER

The bow is a central facet of elven life—a weapon of war and defense that most learn as children. But for a select



few, this chosen weapon develops a unique identity, and they come to discover a spiritual power within the bow that they then yearn to set free. Such an archer sees her bow as an extension of her skill, spending long hours tending to her weapon. Not just treating it against weather and making sure the balance is right, but meditating on it in an attempt to find a mystical connection to it that transcends normal archery. Those who succeed become soul archers.

The soul archer can perform incredible feats of accuracy with her chosen weapon, but before she can walk that path, she must have reached a peak of expertise in bowcraft and combat. She learns every knot and whorl in the grain of her weapon's wood, every twist in its string, all under the guidance of an experienced practitioner of the soul archer's art. This ritual takes three complete days, but when complete, she is a soul archer herself, fully bonded with her weapon.

Elf rangers and fighters often pursue this path, and rogues sometimes make good soul archers by virtue of their stealth and sneak attack abilities. Soul archers can be found in almost any part of elven society, sometimes as respected leaders and military captains; sometimes as lone guardians operating on the farthest fringes of elven lands.

Hit Die: d8.

REQUIREMENTS

To qualify to become a soul archer, a character must fulfill all the following criteria.

Base Attack Bonus: +6.

Skills: Concentration 6 ranks, Craft (bowmaking) 9 ranks, Listen 6 ranks, Spot 6 ranks.

Feats: Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (any bow except crossbows).

TABLE 3-2: THE SOUL ARCHER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Bonded bow
2nd	+2	+3	+3	+0	<i>Arcane eye arrow</i>
3rd	+3	+3	+3	+1	<i>Greater magic weapon</i>
4th	+4	+4	+4	+1	<i>Seeker arrow</i>
5th	+5	+4	+4	+1	Greater bonded bow
6th	+6	+5	+5	+2	<i>Homing arrow</i>
7th	+7	+5	+5	+2	Arrow tag
8th	+8	+6	+6	+2	<i>Hail of arrows</i>
9th	+9	+6	+6	+3	Superior bonded bow
10th	+10	+7	+7	+3	Sentient bow

Special: The would-be soul archer must craft a masterwork bow and find a soul archer willing to teach her the bonding ritual (typically requiring payment of at least 100 gp). This ritual takes three complete days and requires an expenditure of 500 XP.

CLASS SKILLS

The soul archer's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (bowmaking) (Int), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Spot (Wis), Survival (Wis), and Swim (Str). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

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

WEAPON AND ARMOR PROFICIENCY

Soul archers gain no proficiency with any weapons, armor, or shields.

BONDED BOW (Su)

Once the soul archer has completed the bonding ritual, she forges a supernatural connection to her chosen weapon, granting her a +2 bonus on all attack and damage rolls made with the bonded bow. Creatures that are immune to critical hits are immune to this extra damage. In addition, the soul archer can never be disarmed when wielding the bonded bow, and she can redirect all damage dealt by sunder attacks to the bow onto herself while she wields it. This is an immediate action (see page D), with any damage directed to the soul archer subject to damage reduction or other special abilities as normal.

If anyone touches the bonded bow, the soul archer instantly becomes aware of the contact as if informed by an *alarm*

spell (mental alarm), as long as the soul archer is within 1 mile of the bow. If her bonded bow is ever broken or destroyed, the soul archer immediately takes 5d6 points of damage. Alternatively, she can voluntarily break the bond at any time, taking the same damage in order to form a new bond with a different bow. She must then craft a new masterwork bow and undergo the soul-bonding ritual once more (requiring another expenditure of 500 XP). The soul archer's bonded bow can be enhanced or magically imbued using the Craft Magic Arms and Armor feat as normal (though not during the bonding ritual).

The soul archer can also bond a bow she has not built herself (although she must always craft her first bow). Doing so requires 1 week of meditation (at least 2 hours each day) on the new bow, after which the soul archer can break any existing bond (taking the normal 5d6 points of damage) and establish a new bond through the bonding ritual (spending another 500 XP). A soul archer can be bonded to only one bow at a time.

ARCANE EYE ARROW (Sp)

At 2nd level, the soul archer can shoot an arrow from her bonded bow into a wall or other solid surface, then activate a magical sensor to view the area surrounding it. The sensor can be activated at any time within 24 hours after the arrow has been fired, with the soul archer able to see from the perspective of the arrow as if through an *arcane eye* spell (except that the arrow can't be moved). This gives a 180-degree view centered on the arrow, as if the soul archer were standing in that position. Darkvision and low-light vision function normally through the sensor. The archer must concentrate to maintain this effect.

If the arrow is lodged in an object in motion, the archer can see everything the arrow passes that is visible within the 180-degree arc. This effect lasts for up to 10 minutes, though the soul archer can end it at any time. Once the effect has ended, the arrow crumbles into dust. The soul

archer can use this ability twice per day at 6th level, and three times per day at 10th level.

GREATER MAGIC WEAPON (Sp)

At 3rd level, the soul archer can cast *greater magic weapon* as a spell-like ability once per day (but only on her bonded bow), with a caster level equal to her class level. At 7th level, the soul archer can use this ability twice per day.

SEEKER ARROW (Sp)

At 4th level, the soul archer can launch an arrow from her bonded bow once per day at a target known to her within range, and have the arrow travel to the target, even around corners. Only an unavoidable obstacle or the limit of the arrow's range prevents the arrow's flight. For example, if the target is within a windowless chamber with the door closed, the arrow cannot enter.

This ability negates cover and concealment, but otherwise the attack is rolled normally. This ability can be used as part of an attack or a full attack, but its effects apply to just one arrow. At 8th level, the soul archer can use this ability twice per day.

GREATER BONDED BOW (Su)

At 5th level, the soul archer's bond with her bow grows even deeper, increasing her bonus on attack and damage rolls to +3. In addition, the bow's hardness increases by 5, and any sunder attacks against it subtract this hardness before the soul archer redirects the damage to herself. In addition, the bonded bow gains energy resistance 5 to all energy types (acid, cold, electricity, fire, and sonic).

HOMING ARROW (Sp)

At 6th level, the soul archer can combine elements of the *seeker arrow* and *arcane eye arrow*. Once per day, she can launch an arrow at a target known to her, then see from its perspective in order to control it in flight, guiding it to the target. This ability negates cover and concealment, but otherwise the attack is rolled normally. The arrow can be controlled for 1 round per three class levels, and it travels at 4 times its range increment in feet each round. Thus, the soul archer can use the *homing arrow* to reconnoiter the area around the target before finally striking it. Any range penalties are negated when using this ability, since the soul archer can so precisely guide the arrow's path.

The soul archer must concentrate to control the *homing arrow*. While doing so, she is unaware of her surroundings and cannot take any other actions. If the soul archer stops concentrating at any time, the arrow crumbles to dust and the ability is used for the day.

At 10th level, the soul archer can use this ability twice per day.

ARROW TAG (Su)

Once per day beginning at 7th level, the soul archer can declare her intention to "tag" an opponent. She fires an arrow from her bonded bow, adding her Charisma bonus

(if any) to the attack roll and dealing extra damage equal to 1 point per class level. If the attack hits, in addition to the damage dealt, the soul archer gains a +1 insight bonus per three class levels on all further attack rolls made with the bonded bow against the tagged opponent. This bonus lasts for the duration of the encounter. Using this ability is a standard action that includes firing the arrow. Even if the arrow tag attempt misses, the ability is used for the day.

HAIL OF ARROWS (Sp)

An 8th-level soul archer can perform a *hail of arrows* once per day as the spell (see page 26), with a caster level equal to her class level.

SUPERIOR BONDED BOW (Su)

On attaining 9th level, the soul archer achieves a phenomenal bond with her bow, increasing its bonus on attack and damage rolls to +5. In addition, the bow's hardness increases by 5 (for a total increase of 10) and its energy resistance increases to 10 against all energy types. Finally, any successful sunder attack against the bonded bow deals a portion of its damage back to the attacker. If the soul archer opts to redirect the damage taken in the sunder attack, she takes only half damage (after applying the bow's hardness), with the other half of the damage redirected to the sundering opponent.

SENTIENT BOW (Su)

At 10th level, the bond between soul archer and bow reaches its apex. The bow becomes intelligent, and gains a +1 permanent enhancement bonus (though this bonus does not stack with any existing enhancement bonus). The bow's alignment becomes that of the wielder, and it has a score of 17 in two mental abilities (Intelligence, Wisdom, Charisma) and a score of 10 in the third ability (determine randomly). It can communicate via speech and telepathy, can hear, has darkvision out to 120 feet, and has three lesser powers and one greater power (determine randomly or consult with your GM). The bonded bow might also have a special purpose (GM's option, although this should match some special goal or belief the soul archer holds dear). See **Intelligent Items** in **Chapter Seven: Magic Items** of the *DMG* for more information.

The soul archer can transfer this sentience into a new bow should she willingly break the old bond in order to create a new one, but once established, the personality, voice, and any other quirks of the sentience are transferred as well.

THE EPIC SOUL ARCHER

Where even experienced soul archers will constantly continue to work toward fulfilling the bond between themselves and their bows, the epic soul archer is the realization of this effort. For the epic soul archer, the bow is a true extension of herself, able to loose arrows with deadly precision, shoot around trees, or fire unerringly through darkness. At the height of a soul archer's abilities, there are few who can match her skills.

Hit Die: d8.

Skill Points at Each Level: 4 + Int modifier.

Arcane Eye Arrow (Sp): The epic soul archer may use this ability a second time per day at 14th level, then one additional time per day every four levels beyond 14th (3/day at 18th, 4/day at 22nd, and so on).

Greater Magic Weapon (Sp): The epic soul archer gains one additional use of *greater magic weapon* every four levels beyond 7th (3/day at 11th, 4/day at 15th, and so on).

Seeker Arrow (Sp): The epic soul archer gains one additional use of *seeker arrow* every four levels beyond 8th (3/day at 12th, 4/day at 16th, and so on).

Homing Arrow (Sp): The epic soul archer gains an additional use of *homing arrow* every four levels beyond 10th (3/day at 14th, 4/day at 18th, and so on).

Hail of Arrows (Sp): The epic soul archer gains an additional use of *hail of arrows* every four levels beyond 8th (2/day at 12th, 3/day at 16th, and so on).

Bonus Feats: The epic soul archer gains a bonus feat every five levels beyond 10th (15th, 20th, and so on). These feats may be any feats for which the character qualifies.

WILDSINGER

Uniquely blending the best abilities of bards and rangers, wildsingers use music to explore and protect the wilderness, especially the elven forests. They readily befriend animals, fey, and many plant creatures that inhabit the lands through which they travel. Wildsingers often act as diplomats, conducting negotiations between disparate races and bringing powerful creatures to the aid of wood elves in times of war. They likewise aid and guide the scouts of wood elf clans, helping them patrol and protect their homes. Occasionally, wildsingers are called upon to act as ambassadors to the world outside the forest, traveling among other races and civilizations for a time.

Wildsingers are almost exclusively made up of multiclass ranger/bards, along with a few druid/bards. A few single-classed rangers and barbarians can make their way into the class, but they are rarely as effective as those with an equal blend of bardic and martial ability.

Hit Die: d6.

REQUIREMENTS

To qualify to become a wildsinger, a character must fulfill either one of the two following entry paths.

PATH OF THE HEARTSONG

Skills: Knowledge (nature) 5 ranks, Perform (sing) 10 ranks, Survival 5 ranks.

Language: Sylvan.

Special: Bardic music class ability.

PATH OF THE LEAFSONG

Skills: Knowledge (nature) 5 ranks, Perform 5 ranks, Survival 10 ranks.

Language: Sylvan.

Special: Wild empathy class ability.

CLASS SKILLS

The wildsinger's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Jump (Str), Knowledge (nature) (Int), Perform (Cha), Survival (Wis), Swim (Str), and Tumble (Dex). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

Each completed entry path allows the wildsinger to treat additional skills as class skills. If the wildsinger has completed the path of the heartsong, she adds Handle Animal (Cha), Listen (Wis), and Ride (Dex) to her list of class skills. If she has completed the path of the leafsong, she adds Hide (Dex), Move Silently (Dex), and Spot (Wis) to her list of class skills.

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

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

WEAPON AND ARMOR PROFICIENCY

Wildsingers gain no proficiency with any weapon, armor, or shields.

ANIMAL COMPANION (Ex)

At 1st level, a wildsinger gains an animal companion selected from the following list: badger, camel, dire rat, dog, riding dog,

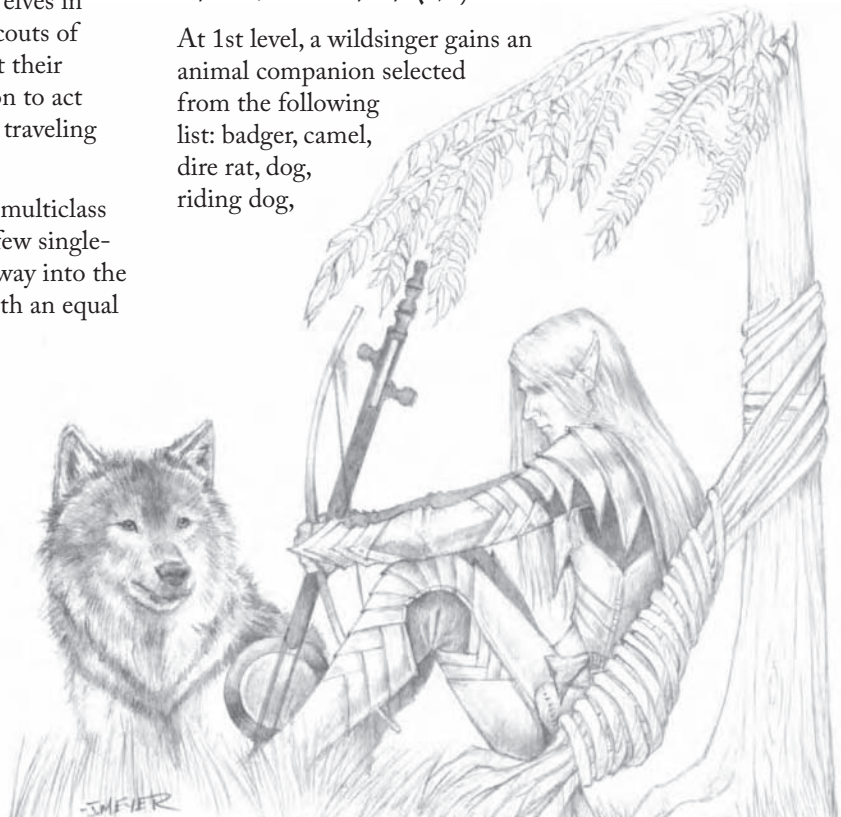


TABLE 3-3: THE WILDSINGER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Animal companion, bardic music, wild empathy
2nd	+1	+0	+0	+3	Wildsong of woodland passage
3rd	+2	+1	+1	+3	Wildsong of plant turning
4th	+3	+1	+1	+4	Woodland voices
5th	+3	+1	+1	+4	Wildsong of fey turning
6th	+4	+2	+2	+5	<i>Wildsong of animal growth</i>
7th	+5	+2	+2	+5	<i>Wildsong of plant growth</i>
8th	+6	+2	+2	+6	<i>Wildsong of energy control</i>
9th	+6	+3	+3	+6	Fragment of the Forest Lost
10th	+7	+3	+3	+7	Echoes of the Forest Lost

eagle, hawk, horse (light or heavy), owl, pony, snake (Small or Medium viper), or wolf. If the campaign takes place wholly or partly in an aquatic environment, the GM may add the following creatures to the wildsinger's list of options: porpoise, Medium shark, and squid. This animal is a loyal companion that accompanies the wildsinger on her adventures as appropriate for its kind. In most cases, the animal companion serves as a mount, sentry, scout, or hunting animal rather than a protector.

This ability functions like the druid ability of the same name, and the wildsinger may select from alternative lists of animal companions just as a druid can. If the wildsinger has levels of ranger or druid, those levels stack with her wildsinger levels to determine the power of the animal companion. As normal, a ranger's effective druid level for the purpose of this ability is one-half his ranger level. See **The Druid's Animal Companion** in **Chapter Three** of the *PHB*.

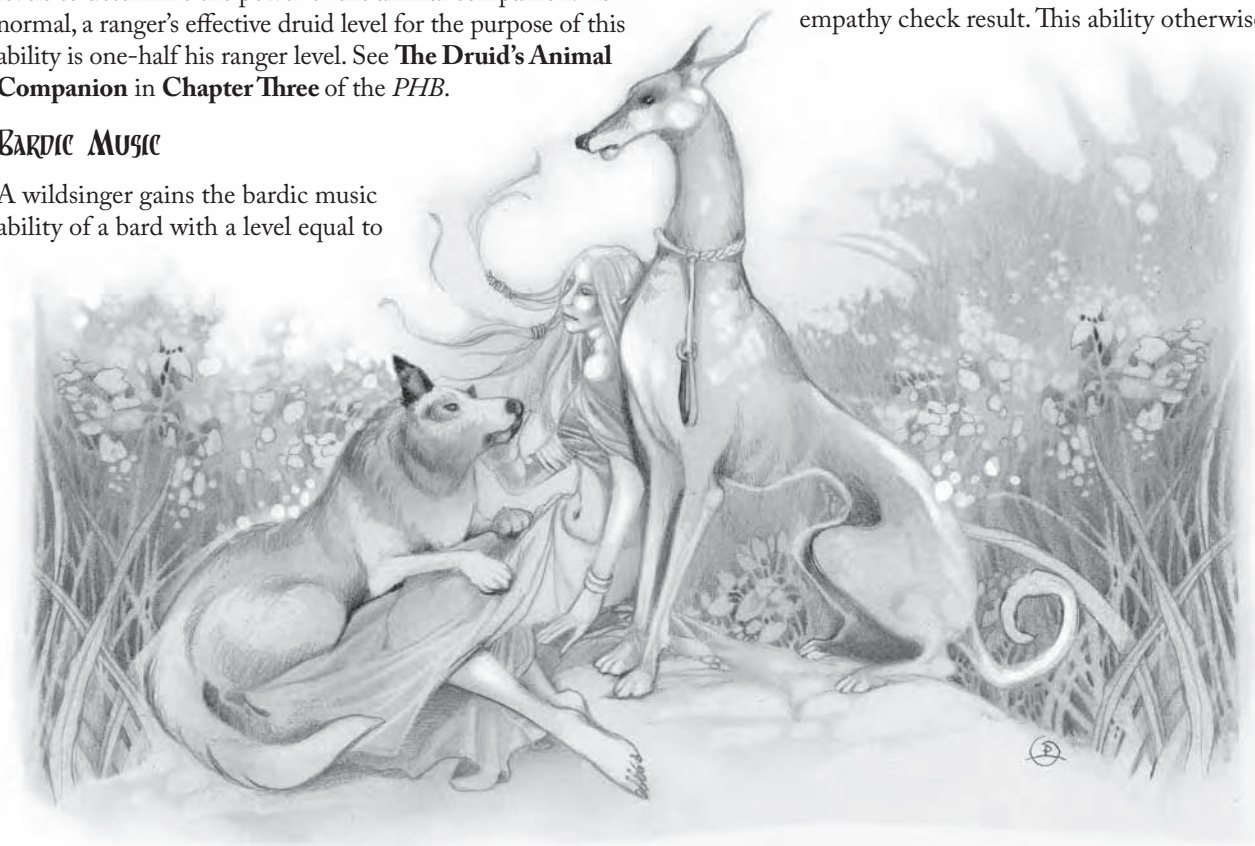
BARDIC MUSIC

A wildsinger gains the bardic music ability of a bard with a level equal to

her wildsinger level, and gains an extra daily use of bardic music with each new class level. If the wildsinger has levels of bard, those levels stack with her wildsinger levels to determine the power of her bardic music, giving her a collective pool to draw from for either bardic music or wildsong effects (see following).

WILD EMPATHY (EX)

A wildsinger can use body language, vocalizations, and demeanor to improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The wildsinger rolls 1d20 and adds her wildsinger level, her druid and ranger levels (if any), and her Charisma modifier to determine the wild empathy check result. This ability otherwise



functions like the druid and ranger ability of the same name (see **Chapter Three** of the *PHB*).

WILDSONGS

A wildsinger of 2nd level or higher can produce magical effects on those around her (usually including herself) in the same way a bard does. Wildsongs are specialized abilities that use up one or more daily uses of the wildsinger's bardic music ability.

Wildsong of Woodland Passage (Su): A wildsinger of 2nd level or higher with 7 or more ranks in a Perform skill can use her music or poetics to aid allies (including herself) as they travel through wilderness terrain. To be affected, an ally must be able to hear the wildsinger. The effect lasts for as long as the ally hears the wildsinger's song, to a maximum of 2 hours per wildsinger level. Affected allies can move through any sort of terrain as if it were one type more favorable, treating trackless wilderness as a road or trail, and a road or trail as a highway. This ability has no effect against magical effects that restrict movement or affect terrain.

Wildsong of Plant Turning (Su): A wildsinger of 3rd level or higher with 8 or more ranks in a Perform skill can use her music or poetics to rebuke or command plant creatures as an evil cleric rebukes or commands undead. The creatures to be affected must be within hearing range of the wildsinger's song (whether they can actually hear or not). The wildsinger must play for 1 full round, then make a Perform check to see how powerful a plant creature she can affect. If the roll on **Table 3-3: Turning Plant Creatures** is high enough to let her turn at least some of the plant creatures that can hear her wildsong, roll 2d6 + wildsinger class level + the wildsinger's Charisma modifier to determine the total number of Hit Dice of plant creatures she can affect.

Affected plant creatures flee for 10 rounds (1 minute) if they are mobile, and are prevented from attacking or using any special abilities (such as a shrieker's scream). As well, plantlike hazards such as green slime, yellow mold, and brown mold (see **Dungeon Ecology** in **Chapter Three: Adventures** of the *DMG*) are automatically rendered dormant for 10 rounds (dealing no damage and unable to use special abilities). If the wildsinger approaches within 10 feet of any affected plant creature, it overcomes being turned and can attack and use special abilities normally.

If the wildsinger has twice as many ranks in the Perform skill as the plant creatures have Hit Dice, she commands them rather than turns them, just like an evil cleric commanding undead.

A wildsong of plant turning uses up two daily uses of the bardic music ability.

Wildsong of Fey Turning (Su): A wildsinger of 5th level or higher with 10 or more ranks in a Perform skill can use her music or poetics to rebuke or command fey creatures as an evil cleric rebukes or commands undead. This works just like the wildsong of plant turning, except that it affects fey creatures and requires three daily uses of the bardic music ability.

TABLE 3-4: TURNING PLANT CREATURES

Perform Check Result	Most Powerful Plant Affected (Maximum Hit Dice)
10 or lower	None
10–15	Wildsinger class level
16–20	Wildsinger class level +1
21–25	Wildsinger class level +2
26–30	Wildsinger class level +3, or character level (whichever is higher)
31–35	Wildsinger class level +4, or character level +1 (whichever is higher)
36–40	Wildsinger class level +5, or character level +2 (whichever is higher)

Wildsong of Animal Growth (Sp): A wildsinger of 6th level or higher with 11 or more ranks in a Perform skill can use her music or poetics to cause allied animals to magically increase in size. This functions just like the *animal growth* spell (caster level equals the wildsinger's class level, whether that would be sufficient to cast the spell or not), except that it lasts as long as the wildsinger continues to play, to a maximum of 2 minutes per wildsinger level.

Wildsong of Plant Growth (Sp): A wildsinger of 7th level or higher with 12 or more ranks in a Perform skill can use her music or poetics to affect the growth of an area of plant life. This functions just like the *plant growth* spell (caster level equals the wildsinger's class level), except that it lasts as long as the wildsinger continues to play, to a maximum of 2 minutes per wildsinger level.

Wildsong of Energy Control (Sp): A wildsinger of 8th level or higher with 13 or more ranks in a Perform skill can use her music or poetics to help allies (including herself) resist the effects of energy damage. To be affected, an ally must be able to hear the wildsinger sing. When she begins playing, the wildsinger chooses an energy type (acid, cold, electricity, fire, or sonic), with affected allies gaining resistance 15 to the chosen energy type. The effect lasts for as long as the ally hears the wildsinger sing, to a maximum of 1 minute per wildsinger level. If she wishes, the wildsinger can extend this protection to objects and nonsentient plants within 120 feet of her, in this way protecting the forest from powerful energy attacks and spells. A *wildsong of energy control* uses up three daily uses of the bardic music ability.

WOODLAND VOICES (EX)

Beginning at 4th level, the wildsinger constantly hears whispers from the forest itself, warning her whenever danger is imminent. While in a forested area (GM's discretion) she retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

FRAGMENT OF THE FOREST LOST (Su)

The Dirge of the Forest Lost is a slow, ancient lament of the utmost magical power. It echoes of unspeakably old trees lost to fire and war, stirs images of nature's perfect peace forever broken, and resonates with elemental magic. No mortal has ever played the complete Dirge, nor could any survive a performance in its entirety, for its notes are so full of power that they would break a mortal mind and body. The greatest wildsingers, although unable to perform or even comprehend the entire lament, can master a few notes, harnessing a fragment of the unbearable melancholy of the primeval forests.

A 9th-level wildsinger with 14 or more ranks in a Perform skill can play a single measure of the Dirge of the Forest Lost as a standard action; it cannot be maintained. All animals, fey, and elves that are able to hear the wildsinger are cured of damage equal to 1d8 points plus the wildsinger's class level. All other creatures and objects within hearing instead take 5d8 points of sonic damage and must make a Fortitude saving throw (DC 10 + wildsinger class level + the wildsinger's Cha modifier) or be stunned for 1 round.

A fragment of the Forest Lost uses up five daily uses of the bardic music ability.

ECHOES OF THE FOREST LOST (Su)

At the height of her study, the wildsinger learns longer passages of the Dirge of the Forest Lost. A 10th-level wildsinger with 17 or more ranks in a Perform skill can maintain a fragment of the Dirge for up to 1 round per two wildsinger levels, affecting creatures as above. This uses up five daily uses of the bardic music ability.

THE EPIC WILDSINGER

The epic wildsinger enjoys a powerful and supernatural connection to the wilderness, keyed to the movements of elemental forces and channeling the ancient powers of her people.

Skill Points at Each Level: 6 + Int modifier.

Hit Die: d6.

Bardic Music: The epic wildsinger gains no new bardic music effects from her Perform ranks.

Bonus Feats: The epic wildsinger gains a bonus feat every three levels beyond 10th (13th, 16th, and so on). These feats may be any feats for which the character qualifies.

PART V: SPELLS AND MAGIC

Elves wield magic with skill and subtlety that few races can match. They often eschew the overtly powerful and flashy spells that humans and other short-lived races prefer, instead blending their magic and their environment into one peaceful, secure weave. Despite this preference, elves do not hesitate to defend their homes. They might practice more refined magic when they have the luxury of time, but against a threat, they can unleash all the force of their magical heritage in an instant.

An M or F appearing at the end of a spell's name in the spell lists denotes a spell with a material or focus component, respectively, that is not normally included in a spell component pouch. An X denotes a spell with an XP component paid by the caster.

NEW SPELLS

NEW BARD SPELL

4TH-LEVEL BARD SPELL

Watery Air: Air thickens around creatures, making them fight as if underwater.

NEW CLERIC SPELLS

3RD-LEVEL CLERIC SPELL

Lost: Group of creatures behaves as if lost.

4TH-LEVEL CLERIC SPELLS

Heart of the Gazelle: Creature gains speed, Dex and Con bonuses, bonus on Jump checks.

Watery Air: Air thickens around creatures, making them fight as if underwater.

6TH-LEVEL CLERIC SPELL

Earth Barrier: A swirling barrier of rocks and earth deflects attacks, deals damage to your attackers.

7TH-LEVEL CLERIC SPELL

Calculated Wrath: Inspires a beneficial fervor in allies and a detrimental fury in enemies.

8TH-LEVEL CLERIC SPELL

Prison of Stone^M: Grasping hands of stone grapple and imprison creatures.

NEW DRUID SPELLS

1ST-LEVEL DRUID SPELL

Far-Eyes: Reduces distance penalties on Spot checks.

2ND-LEVEL DRUID SPELLS

Canopy Walk: Creatures can tread on plants as if on solid ground.

Leaf Shield: Plants provide cover.

Sacred Source^M: Heightens spells cast by elves or fey in large area.

Spellbraid^M: Link two spells to be cast simultaneously.

Wildheart: Target gains physical ability and speed bonuses.

3RD-LEVEL DRUID SPELLS

Forest Walk: Move more easily through undergrowth.

Halt Plant: Holds plant creatures immobile.

Lost: Group of creatures behaves as if lost.

Predatory Stealth: Target creatures become harder to detect.

Troll Arms: Creature gains increased Strength and reach.

4TH-LEVEL DRUID SPELLS

Grappling Vine^F: Sticky vine shoots forth to grapple and deal damage to a foe.

Heart of the Gazelle: Creature gains speed, Dex and Con bonuses, bonus on Jump checks.

Plant Body: You change into a plant creature, gaining natural armor bonus and hardness.

Primal Scream: Cone deals sonic damage to creatures and objects, scream grants you Str and Con bonus, increased charge speed.

Watery Air: Air thickens around creatures, making them fight as if underwater.

5TH-LEVEL DRUID SPELLS

Blood to Sap: Target's blood thickens, dealing damage and limiting movement but increasing natural armor bonus.

Earth Barrier: A swirling barrier of rocks and earth deflects attacks, deals damage to your attackers.

Elfhom: Elves, fey, and animals in area get increased speed, gain climb speed.

Woodland Sanctuary^M: Within area, grant bonuses to elves, fey, and animals, fix spell effect for one year.

6TH-LEVEL DRUID SPELLS

Dire Plant Growth: Plants entangle and deal damage to foes.

Hail of Arrows: Shower of magic arrows deals 1d6/level piercing damage.

7TH-LEVEL DRUID SPELL

Calculated Wrath: Inspires a beneficial fervor in allies and a detrimental fury in enemies.

8TH-LEVEL DRUID SPELLS

Pocket Arborea: Extradimensional paradise provides secure haven, food, and water.

Prison of Stone^M: Grasping hands of stone grapple and imprison creatures.

9TH-LEVEL DRUID SPELL

Wake the Forest Primeval^X: Plants grapple and crush foes.

NEW RANGER SPELLS

1ST-LEVEL RANGER SPELL

Far-Eyes: Reduces distance penalties on Spot checks.

2ND-LEVEL RANGER SPELLS

Canopy Walk: Creatures can tread on plants as if on solid ground.

Leaf Shield: Plants provide cover.

3RD-LEVEL RANGER SPELLS

Forest Walk: Move more easily through undergrowth.

Wildheart: Target gains physical ability and speed bonuses.

4TH-LEVEL RANGER SPELLS

Halt Plant: Holds plant creatures immobile.

Heart of the Gazelle: Creature gains speed, Dex and Con bonuses, bonus on Jump checks.

NEW SORCERER/WIZARD SPELLS

2ND-LEVEL SORCERER/WIZARD SPELLS

Evoc **Spellbraid^M:** Link two spells to be cast simultaneously.

Trans **Canopy Walk:** Creatures can tread on plants as if on solid ground.

Wildheart: Target gains physical ability and speed bonuses.

3RD-LEVEL SORCERER/WIZARD SPELLS

Ench **Lost:** Group of creatures behaves as if lost.

Illus **Predatory Stealth:** Target creatures become harder to detect.

Trans **Troll Arms:** Creature gains increased Strength and reach.

4TH-LEVEL SORCERER/WIZARD SPELLS

Conj **Grappling Vine^F:** Sticky vine shoots forth to grapple and deal damage to a foe.

Evoc **Watery Air:** Air thickens around creatures, making them fight as if underwater.

Trans **Halt Plant:** Holds plant creatures immobile.

Heart of the Gazelle: Creature gains speed, Dex and Con bonuses, bonus on Jump checks.

6TH-LEVEL SORCERER/WIZARD SPELLS

Conj **Hail of Arrows:** Shower of magic arrows deals 1d6/level piercing damage.

Trans **Blood to Sap:** Target's blood thickens, dealing damage and limiting movement but increasing natural armor bonus.

7TH-LEVEL SORCERER/WIZARD SPELLS

Ench **Calculated Wrath:** Inspires a beneficial fervor in allies and a detrimental fury in enemies.

Trans **Tellian's Magnificent Archery^M:** You gain bow proficiency, archery feats, and bonuses on ranged attacks.

8TH-LEVEL SORCERER/WIZARD SPELL

Trans **Prison of Stone^M:** Grasping hands of stone grapple and imprison creatures.

NEW SPELL DESCRIPTIONS

Spells are presented in alphabetical order except for those whose names begin with “greater”, “lesser”, or “mass.”

BLOOD TO SAP

Transmutation

Level: Druid 5, sorcerer/wizard 6

Components: V, S, M

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

This spell causes one target creature’s blood to thicken and slow in its veins. An affected creature suffers excruciating pain, taking an immediate 1d6 points of damage per caster level (maximum 15d6). In addition, it moves at half its normal speed (reducing jumping distance as normal for reduced speed), and it takes a –4 penalty on Dexterity as its limbs stiffen.

At the same time, the creature’s skin hardens and becomes more resilient, improving its natural armor bonus by +2. (A creature without natural armor has an effective natural armor bonus of +0.) As well, the creature is no longer subject to critical hits and sneak attacks (or other effects that depend on having a discernable anatomy), since its vital organs are effectively shielded by the thickening blood.

A successful Fortitude saving throw halves the damage and prevents all other effects (even those that could be beneficial). *Blood to sap* can target only living creatures with a discernable anatomy and a bloodstream. Constructs, elementals, oozes, plants, and undead are immune to the effects of this spell.

Material Component: A hardened ball of tree sap or a piece of amber.

CALCULATED WRATH

Enchantment (Compulsion) [Mind-Affecting]

Level: Cleric 7, druid 7, sorcerer/wizard 7

Components: V, S, M

Casting Time: 1 standard action

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

Targets: One creature/level, no two of which can be more than 50 ft. apart

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

You inspire a righteous and potent wrath in your allies (including yourself), but cause your enemies to suffer a blinding and detrimental rage. When you cast this spell, a red haze fills the affected area but dissipates quickly, and the eyes of affected creatures momentarily glow with a maniacal red light.

Your allies each gain a +2 bonus to Strength and Constitution, and a +2 morale bonus on Will saves. They also take a –2 penalty on AC. (This effect is different than a barbarian’s rage ability, though, so creatures can still perform actions requiring focus and concentration.) This wrath is focused on enemies at hand.

Your opponents have the same feelings of intense anger and a focused desire to do harm to their enemies. However, unlike the controlled wrath of your allies, this fury impedes opponents’ prowess in battle. Opponents under the influence of this spell cannot be compelled to leave combat by any means (including a *suggestion* or *dominate person* spell) and resist efforts to physically remove them. They take a –2 penalty on Strength and Constitution, and a –2 penalty on Will saves. In addition, affected creatures cannot perform a task or use an ability that requires focus or concentration (as for a barbarian’s rage ability).

All affected creatures still recognize allies and enemies.

Material Component: A vial of your own blood, or the blood or teeth of a wolverine.

CANOPY WALK

Transmutation

Level: Druid 2, ranger 2, sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Up to one creature touched per two caster levels

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Affected creatures gain the ability to stride horizontally or vertically along any vegetation or plant matter as if it were solid ground. Tree trunks, vines, and even leaves form a comfortable walking surface—even the upper canopy of a forest or jungle. Gaps in the canopy require some other means to cross (such as a Jump check), just as gaps in the ground would.

Material Component: A bundle of leaves wrapped around a wad of hardened sap.

DIRE PLANT GROWTH

Transmutation

Level: Druid 6

Components: V, S, M

Casting Time: 1 minute

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

Area: Plants in a 40 ft./level-radius spread

Duration: 1 round/level

Saving Throw: Reflex; see text

Spell Resistance: No

Vegetation in the affected area warps, twists, and entangles foes in the manner of an *entangle* spell, but with much more deadly consequences. At the beginning of your turn,

each entangled creature must make an opposed grapple check against the entwining plants. Treat the plants as having a grapple bonus equal to your caster level + 11 (Large creature, base attack bonus equal to your caster level, Strength 24). If the plants succeed on the grapple check, they deal 1d6+7 points of bludgeoning damage to the entangled creature. The plants continue to grapple entangled creatures each round until the spell ends or all entangled opponents die or escape.

A creature in the affected area can break free and move half its normal speed by using a full-round action to make a DC 20 Strength check or a DC 20 Escape Artist check. A creature that succeeds on a Reflex save is not entangled but can still move at only half speed through the area. Each round on your turn, the plants once again attempt to entangle all creatures that have avoided or escaped entanglement.

Creatures in the area can also escape by dealing damage to the plants. Treat each plant entangling a creature as a wooden object with a hardness of 5 and hit points equal to 5 times your caster level. A creature that moves adjacent to an entangled creature and deals damage equal to the plants' hit points frees the entangled creature for 1 round but does not end the spell effect. If an area effect (such as a *fireball* spell) deals damage equal to the plants' hit points, any trapped creatures within the area are freed for 1 round. On the following round, the plants once again attempt to entangle freed creatures.

Material Component: A small vine twined about a piece of leather.

EARTH BARRIER

Abjuration

Level: Cleric 6, druid 5

Components: V, S, F

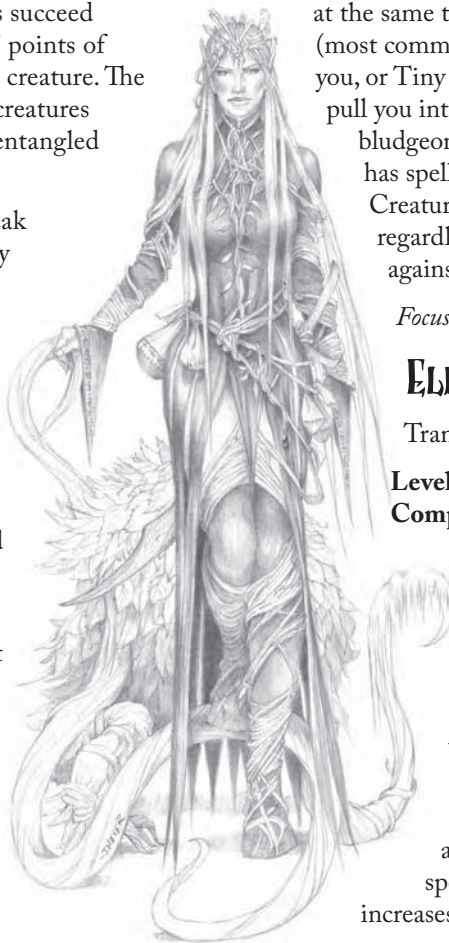
Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level or until discharged

A whirling barrier of earth and rocks spins rapidly around you. The *earth barrier* gives you cover and absorbs damage directed at you, effectively giving you a hardness of 8. Damaging spells, spell-like abilities, supernatural abilities, and the like affect you normally, but you subtract the hardness from any weapon damage dealt to you. The *earth barrier* lasts until it has absorbed a total of 10 points of damage per caster level (maximum 150 points).



The barrier also deals damage to any creatures that make melee attacks against you, even with a reach weapon. Such attacks deal damage normally, but the attacker takes 1d6 points of bludgeoning damage from the whirling stones at the same time. Creatures that move into your square (most commonly opponents attempting to grapple you, or Tiny and smaller creatures), or creatures that pull you into their space instead take 2d6 points of bludgeoning damage each round. If the attacker has spell resistance, it applies to this effect. Creatures take this damage only once per round, regardless of how many melee attacks they make against you.

Focus: A necklace of ten stone beads.

ELFHOMIE

Transmutation

Level: Druid 5

Components: V, S, M

Casting Time: 1 minute

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

Area: 40 ft./level-radius emanation

Duration: 1 day/level

Saving Throw: None

Spell Resistance: No

You harness the power of the woodlands, attuning it to the presence of elves and natural creatures. While in the spell's area, all elves, fey, and animals gain a climb speed of 20 feet, and their base land speed increases by 10 feet.

Creatures that already have a climb speed use the new speed or their original climb speed plus 10 feet, whichever is greater.

Material Component: A tiny silver leaf.

FAR-EYES

Transmutation

Level: Druid 1, ranger 1

Components: V, S, M

Casting Time: 1 standard action

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

Target: One living creature

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You take only one-quarter the normal penalties on Spot checks because of distance (a -1 penalty per 40 feet of distance rather than the normal -1 per 10 feet). Your vision can still be blocked by cover and concealment, however, and this spell gives you no ability to see invisible or otherwise hidden creatures.

Material Component: A feather from an eagle, hawk, or other bird of prey.

FOREST WALK

Transmutation

Level: Druid 3, ranger 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level

This spell improves on the woodland stride class ability of the druid or ranger. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect you, but if such magical effects grant a saving throw, you gain a +4 competence bonus on the appropriate save.

In addition, you gain a +5 competence bonus on Hide and Move Silently checks in areas of medium to dense vegetation (GM's discretion), and a +5 competence bonus on all Diplomacy checks made to influence plant creatures or fey.

GRAPPLING VINE

Conjuration (Creation)

Level: Druid 4, sorcerer/wizard 4

Components: V, S, F

Casting Time: 1 standard action

Range: 30 ft.

Target: One creature

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

When you cast this spell, a thick, sticky vine launches from your outstretched hand. You make a ranged touch attack against an opponent up to 30 feet away. If the touch attack hits, you can make an opposed grapple check against the opponent on the same round. Treat the vine as having a grapple bonus equal to 8 + your base attack bonus (Large creature, your base attack bonus, Strength 18). The vine maintains the grapple by itself (so you don't have to move into the opponent's space), and will continue to grapple while you make other attacks.

You can't move more than 30 feet from the target creature without releasing it or dispelling the vine, though the vine contracts and expands as needed so that you can move freely within the 30-foot range. The round following a successful grapple, the vine automatically attempts to pin the opponent, dealing 1d6+4 points of damage per round to a pinned foe. Once an opponent is struck and grappled, the vine does not let loose until the opponent is dead, the spell ends, or you release the grappled creature voluntarily.

If you miss with the ranged touch attack, the vine writhes uncontrollably for the rest of the round. On the following round, you can make another ranged touch attack against any creature within range. You can continue to do this until the spell expires or is dispelled.

You can cast spells while the vine is grappling, but you must make a Concentration check (DC 15 + spell level) to do so. Spells with somatic or material components require your other hand to remain free.

The vine has hardness 5 and 10 hit points per two caster levels. Dealing at least 15 points of slashing damage severs it, freeing any currently grappled opponent. The severed tip instantly shrivels into dust, but the vine regrows quickly and is ready to latch onto a new target on your next turn.

Focus: A dried monkey finger, pierced with a piece of willow bark.

HAIL OF ARROWS

Conjuration (Creation) [See text]

Level: Druid 6, sorcerer/wizard 6

Components: V, S, M

Casting Time: 1 standard action

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

Area: Cylinder (20-ft.-radius, 40 ft. high)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

A shower of magic arrows rains down on the area, dealing 1d6 points of piercing damage per two caster levels (maximum 10d6) to every creature within the area.

Elf and fey spellcasters may modify the damage dealt by *hail of arrows* to bypass certain kinds of damage reduction (cold iron, evil, good, or silver). Aligning the damage to good or evil requires the spellcaster to have that alignment component and makes the spell good or evil, respectively.

Material Component: A flint arrowhead.

HALT PLANT

Transmutation

Level: Druid 3, ranger 4, sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

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

Targets: Up to three plant creatures, no two of which can be more than 30 ft. apart.

Duration: 1 round/level

Saving Throw: Will negates; see text

Spell Resistance: Yes

This spell renders up to three plant creatures immobile. Nonintelligent plant creatures such as violet fungi get no saving throw; intelligent plant creatures do. Affected creatures are rendered immobile for the duration of the spell (similar to the effect of *hold person* on a humanoid creature). The effect is broken if the halted creatures are attacked or take damage.

Material Component: A small twig wrapped in wire.

HEART OF THE GAZELLE

Transmutation

Level: Cleric 4, druid 4, ranger 4, sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 round/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The recipient of this spell gains the speed, agility, and endurance of one of nature's most elusive creatures: the gazelle. For the duration of the spell, the subject's base land speed increases by 10 feet. This increase stacks with any increase granted by class abilities, but not with bonuses from other spells or magic items (such as the *expeditious retreat* spell or *boots of striding and springing*). The subject also gains the benefits of the Run feat, as well as gaining a +4 enhancement bonus to Dexterity, a +2 enhancement bonus to Constitution, and a +5 competence bonus on Jump checks.

Material Component: A fragment of horn from a gazelle, and a dried piece of meat from its heart.

LEAF SHIELD

Transmutation

Level: Druid 2, ranger 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

Plants, vines, and even trees bend and twist slightly to protect you from attacks. While in an area with even sparse vegetation, you gain cover (+4 AC).

LOST

Enchantment [Mind-Affecting]

Level: Cleric 3, druid 3, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

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

Targets: Up to one creature/2 levels, no two of which can be more than 60 ft. apart

Duration: 1 min./level (D)

Saving Throw: Will negates

Spell Resistance: Yes

The affected creatures believe themselves to be completely lost, and wander randomly as long as the spell is in effect. Creatures that fail their Will saves no longer recognize their surroundings, although they feel a vague, nagging sense of uneasiness as the lost memory flutters just beyond reach.

Each affected creature moves at half speed in a random direction each round (use the rules for missing with a splash weapon to determine the exact direction), and do not remember previous changes in direction. They recognize enemies but make no hostile moves toward them while under the effects of the spell. They defend themselves from attacks, but will then move away in a random direction on the next round once combat is over (using a withdrawal action if necessary), until the spell ends. Shaking or otherwise attempting to disturb an affected creature has little effect, and they will continue to try puzzling their way out of their predicament.

Creatures affected by *lost* can attempt a new Will save each round to try to resist the spell's effects. On a successful save, treat the creature as dazzled for 1 round as it suddenly becomes aware of its surroundings once more.

PLANT BODY

Transmutation

Level: Druid 4

Components: V, S, F

Casting Time: 1 standard action

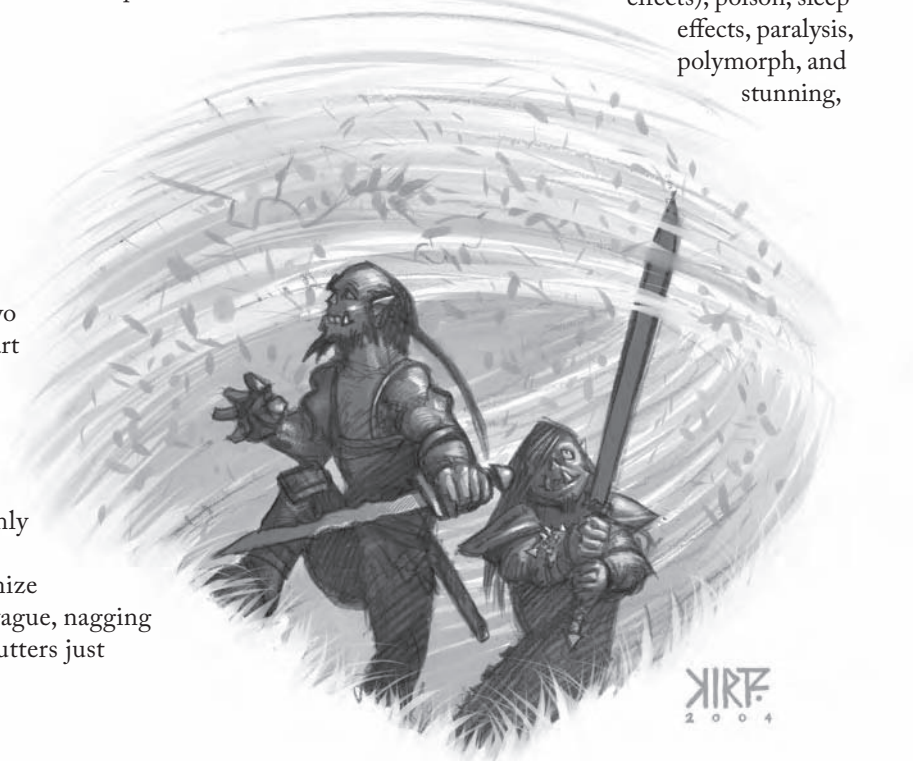
Range: Personal

Target: You

Duration: 1 min./level

Plant body transforms you into a plant creature, granting you a number of benefits. Your natural armor bonus improves by +4, and you gain hardness 5 (equal to that of wood). (A creature without natural armor has an effective natural armor bonus of +0.) Your body shape doesn't change, although your appearance acquires a wooden texture.

While the spell is in effect, you gain all the benefits of the plant type. You have immunity to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), poison, sleep effects, paralysis, polymorph, and stunning,



and you are not subject to critical hits. You can, however, be affected by turn/rebuke abilities that affect plant creatures, such as the wildsong of plant turning (see page 21).

POCKET ARBOREA

Conjuration (Creation)

Level: Druid 8

Components: V, S, DF

Casting Time: 1 standard action

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

Effect: Extradimensional natural paradise, up to three 10-ft. cubes/level (S)

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: No

You conjure up an extradimensional space with a single entrance that only you can see, on the plane on which the spell was cast. The entry looks like a hanging, shimmering curtain of vines and leaves, 4 feet wide and 8 feet high. Only you and those you designate can enter the space. You can open and close the portal from your side at will, allowing more creatures to pass within at any time during the duration of the spell. Once observers have passed through the curtain of vines, they enter a natural paradise, lush with trees, docile wildlife, fresh water, and assorted vegetation. The temperature is an even 70 degrees Fahrenheit, although you can adjust it at will by as much as 10 degrees in either direction. The air is clean—no impurities, even from the plane you cast the spell on, can pass through the entrance. Since the extradimensional space can be entered only through its special portal, outside

conditions do not affect the space, nor do conditions inside it pass to the plane beyond.

You can choose any type of vegetation or natural setting for your paradise, and you can shape it as you desire to the limit of the spell's effect. The space always has limitless fresh water in some form, and plenty of fresh fruit and vegetables. Although the wildlife within the *pocket arborea* appears real, creatures that interact with them will recognize them as figments. Those who spend a night in the *pocket arborea* regain lost hit points as if having gained a full day's bed rest. In addition, all who eat of the natural bounty of fruits and vegetables there gain the benefits of a *heroes' feast* spell. The feast can feed up to fifteen people.

PREDATORY STEALTH

Illusion (Glamer)

Level: Druid 3, sorcerer/wizard 3

Components: V, S, F

Casting Time: 1 standard action

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

Targets: One creature/2 levels, no two of which can be more than 30 ft. apart

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Predatory stealth masks the presence of the selected creatures, granting them a +5 competence bonus on Hide checks and preventing them from being automatically detected by scent. Creatures with the scent ability must



make Spot or Listen checks to detect affected creatures (and any items they carry) as if they lacked that ability. Creatures with the blindsense ability are likewise unable to detect the subjects' presence, while those with blindsight can detect the subjects' presence as if using blindsense instead.

Focus: A piece of raw cotton wrapped around a fire-blackened stick of ash or oak.

PRIMAL SCREAM

Transmutation

Level: Druid 4

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous and 1 round/level; see text

Saving Throw: Fortitude partial or Reflex negates (object); see text

Spell Resistance: Yes

You unleash a scream filled with primal energy, dealing 1d8 points of sonic damage per two caster levels (maximum 5d8). A successful save reduces the damage by half. Any exposed brittle or crystalline object or crystalline creature takes 1d6 points of sonic damage per caster level (maximum 15d6). An affected creature is allowed a Fortitude save to reduce the damage by half, and a creature holding fragile objects can negate damage to them with a successful Reflex save.

In addition, you are filled with the primal fury of the scream, gaining minor bonuses that last for 1 round per caster level. You gain a +2 bonus to Strength and Constitution, and you can move up to three times your speed before making an attack as part of a charge (as opposed to double speed).

PRISON OF STONE

Transmutation

Level: Cleric 8, druid 8, sorcerer/wizard 8

Components: V, S, M

Casting Time: 1 standard action

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

Area: 10-ft.-radius spread

Duration: Instantaneous

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

You call upon the earth to reach forth and seize your foes. To be affected, a creature within the spell's area must be within 10 feet of the ground, or in contact with another earthen or stone surface. When you cast this spell, massive clawed hands of stone erupt from the ground to snatch at creatures in the area. Make a melee touch attack against each creature at a +5 bonus (treating the hands as Large creatures with Strength 22). If a touch attack hits, that hand partially fuses with the opponent's body and makes an opposed grapple check with a +4 circumstance bonus (so that the grapple bonus is 14 + your base attack bonus).

If the hand maintains the grapple, on the following round it attempts to pin the grappled opponent. A pinned creature takes 3d6 points of bludgeoning damage as the stone begins to spread and coalesce into a hard sphere of solid rock. One full round after the creature is pinned, it is completely encapsulated in the sphere. It cannot move or attack, and takes 3d6 points of bludgeoning damage each round from the pressure. It must also hold its breath or begin to suffocate.

Creatures can attempt to break free from the grasping hands by succeeding on a DC 30 Strength check. Once the stone sphere has completely formed, the Strength check DC increases to 35. Grappled creatures cannot use Escape Artist to break free of the hands, since they are partially fused to the stone. Even a creature that escapes the hands must make a Fortitude save or be slowed for 3 rounds.

Disintegrate or similar magic can destroy the stone sphere, as can dealing at least 50 points of damage to a sphere with a weapon (the stone has hardness 8). However, a trapped creature takes half of any damage dealt to the stone with weapon attacks.

Any hands that miss on the initial touch attack or the subsequent grapple check go dormant and do not activate again.

Material Component: A diamond worth at least 100 gp and a small pat of mud.

SACRED SOURCE

Transmutation

Level: Druid 2

Components: V, S, M

Casting Time: 1 minute

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

Area: 10 ft./level-radius emanation

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

You tap into ancient wells of natural power, increasing the effectiveness of spells cast by elves or fey in the area. Although this spell can be quite powerful, elves and fey alike are careful with its use, as it temporarily drains the area of some of its magical essence each time it is cast.

While *sacred source* lasts, any spell cast by elves or fey in the area is heightened as if under the effect of the Heighten Spell feat (though the spell's level and casting time do not change). This affects only spells, not spell-like abilities or magic items created within the area. Once cast, *sacred source* cannot be cast successfully again within 1 mile of the origin point of a previous *sacred source* spell for 1 week after the previous spell expires. During this time, any attempt to cast the spell fails, and the spell is lost.

Material Component: A small tree wrought from silver worth 50 gp.

SPELLBRAID

Evocation

Level: Druid 2, sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 minute

Range: Personal

Target: You

Duration: 10 min./level or until discharged

You link two spells so they can be cast with one standard action. These must be spells that you currently have prepared (or for which you have open spell slots) and that have casting times of one standard action or less. You must choose the spells at the time you cast *spellbraid*, and you cannot unlink them during its duration. At any time before the duration expires, you can take a standard action to cast both the chosen spells simultaneously.

You can have a maximum of one *spellbraid* per three caster levels in effect at any one time, and the total of the linked spells' levels cannot be more than one-half your caster level. No *spellbraid* can ever cause more than two spells to activate, and a given spell may be in only one *spellbraid* (although a *spellbraid* can contain two castings of the same spell if you have more than one prepared or available). For example, a 12th-level wizard could link *fireball* and *gaseous form* (total 6 levels) but could not link *gaseous form* and *delayed blast fireball* (total levels 10).

If you choose, you can cast one of the linked spells without casting the other. In that case you retain the second spell (or spell slot), but the *spellbraid* is discharged.

Material Component: A small wand made of silver and ivory worth 15 gp.

TELLIAN'S MAGNIFICENT ARCHERY

Transmutation

Level: Sorcerer/wizard 7

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

This spell causes you to become a master archer—accurate, coordinated, and amazingly skilled with bows and crossbows. However, your mindset changes so that you relish combat but you can't cast spells, even from magic items.

While the spell is in effect, you gain a +6 enhancement bonus to Dexterity and proficiency with all bows and crossbows (including the elven bows described on pages 32–36). Your base attack bonus equals your character level when using a bow of any kind (which may give you multiple attacks). As well, you gain the benefits of the Point Blank Shot, Precise Shot, Rapid Shot, and Far Shot feats.

While this spell is in effect, you lose your spellcasting ability, including your ability to use spell activation or spell completion magic items, just as if the spells were no longer on your class list.

Material Component: A *potion of cat's grace*, which you drink (and whose effects are subsumed by the spell effects).

TROLL ARMS

Transmutation

Level: Druid 3, sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The subject of this spell gains the long, lanky, powerful arms of a troll. The target creature must have arms or armlike appendages or the spell has no effect. The subject gains a +2 bonus to Strength, and its natural reach increases by 5 feet.

Material Component: A piece of flesh or bone, a hank of hair, or a vial of blood from a troll.

WAKE THE FOREST PRIMEVAL

Transmutation

Level: Druid 9

Components: V, S, XP

Saving Throw: None

This spell functions as *dire plant growth*, except as noted above and below. You cause the ancient wrath of the forest to stir, the trees themselves seeming to come alive as they grapple and crushing anything in the area. The Strength check to break free is DC 30 and the Escape Artist check is DC 45. An affected creature gets no save to avoid the entangle effect. Treat the grappling vegetation as having a bonus on the grapple check equal to your caster level + 22 (Huge creature, Strength 38, base attack bonus equal to your caster level). If the vegetation succeeds on the grapple check, it deals 2d8+14 points of bludgeoning damage. The plants have a hardness of 15 and hit points equal to 5 times your caster level.

Wake the forest primeval can be cast only where vegetation is thick enough to slow movement.

XP Cost: 50 XP.

WATERY AIR

Evocation [Air]

Level: Bard 4, cleric 4, druid 4, sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

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

Target: One creature/2 levels, no two of which can be more than 30 ft. apart

Duration: 1 round/level

Saving Throw: Will negates; see text

Spell Resistance: Yes

Targets that fail their saving throw feel the surrounding air grow heavy and thick, taking on the consistency of water. They have no trouble breathing, but their speed is half normal, and all movement is reduced as though moving and fighting underwater with firm footing. Attacks they make with slashing and bludgeoning weapons (plus tail attacks from monsters that have them) take a -2 penalty and deal half damage, while attacks made with piercing melee weapons take no penalty. Thrown weapons are ineffective, and attacks with other ranged weapons take a -2 penalty for every 5 feet separating the affected creature and its target (in addition to normal penalties for range).

Flying creatures are affected in a similar fashion, but in addition must make a DC 10 Swim check each round to fly (as if trying to swim through calm water). If successful, the creature can move at one-quarter its speed as a move action or at one-half its speed as a full-round action. On a failure, it doesn't make any progress through the air.

A flying creature can land with a successful Swim check, but once on the ground is subject to the spell's normal effects. Flying creatures with the Endurance feat get a +4 bonus on Swim checks to avoid fatigue while flying (just as if they were in the water), and flying creatures that also have a swim speed can move through the air normally in that mode. Attacks and damage rolls for flying creatures are affected as described above, except that a flying creature that has a swim speed and a tail attack can use its tail in melee with no penalties.

Spellcasting is unaffected by *watery air*.

Freedom of movement dispels and counters this spell.

Material Component: A vial of pure water and a hardened ball of sticky molasses.

WILDHEART

Transmutation

Level: Druid 2, ranger 3, sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

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

Target: One living creature

Duration: 1 round/level or 1 min./level; see text

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You are able to tap into the ancient, terrible might of nature, granting the subject of the spell a +2 morale bonus to Strength, Dexterity, and Constitution. It also gains an increase of 10 feet to base speed for all its natural movement modes (but not those granted by a spell or effect, such as *fly*).

These benefits normally last for 1 round per caster level. If *wildheart* is cast on an elf or fey creature, its duration is instead 1 minute per caster level.

Material Component: A charred or torn leaf.

WOODLAND SANCTUARY

Abjuration

Level: Druid 5

Components: V, S, M

Casting Time: 24 hours

Range: Touch

Area: 100-ft./level radius emanating from the touched point

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

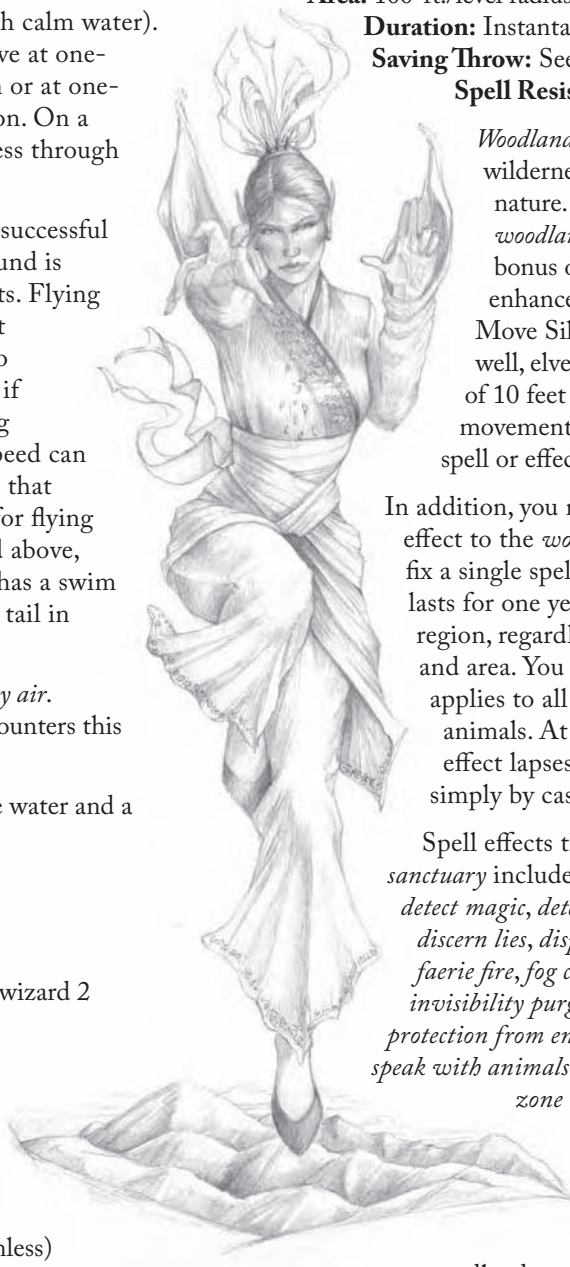
Woodland sanctuary infuses a large region of wilderness terrain with the raw power of nature. Elves, fey, and animals within the *woodland sanctuary* gain a +2 resistance bonus on all saving throws and a +4 enhancement bonus on Hide, Listen, Move Silently, Spot, and Survival checks. As well, elves, fey, and animals gain an increase of 10 feet to base speed for all their natural movement modes (but not those granted by spell or effect, such as *fly*).

In addition, you may choose to fix a single spell effect to the *woodland sanctuary*, much as you can fix a single spell to a *hallowed* site. The spell effect lasts for one year and functions throughout the region, regardless of the spell's normal duration and area. You may designate whether the effect applies to all creatures or only to elves, fey, and animals. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting *woodland sanctuary* again.

Spell effects that may be tied to a *woodland sanctuary* include *aid*, *bless*, *delay poison*, *detect evil*, *detect magic*, *detect poison*, *dimensional anchor*, *discern lies*, *dispel magic*, *endure elements*, *entangle*, *faerie fire*, *fog cloud*, *freedom of movement*, *invisibility purge*, *magic fang*, *obscuring mist*, *protection from energy*, *purify food and drink*, *silence*, *speak with animals*, *speak with plants*, *tongues*, and *zone of truth*.

Material Component: Rare leaves, herbs, and incense worth at least 500 gp, plus 1,000 gp per level of the spell to be included in the

woodland sanctuary.



PART VI: ELVEN EQUIPMENT

Elves have a longstanding reputation for creating finely crafted items, especially magic weapons and armor. Skilled crafters in nearly any medium, they take particular pride in shaping natural materials without causing undue harm to their environment.

WEAPONS

Elves diligently defend their homelands (whether miles of forest or a single mountain fortress), and they consider martial skill one of the highest virtues attainable. As a result, they have developed a number of specialized weapons tailored to their swift and athletic fighting style.

DUAL GRIP WEAPONS

As its name implies, a dual grip weapon can be held in more than one effective position for combat. By shifting the way a dual grip weapon is held, the wielder can change many of its characteristics. While this makes such weapons extremely versatile in the hands of an experienced user, they are strange and difficult to handle, requiring Exotic Weapon Proficiency to wield effectively. Each dual grip weapon has two lines on **Table 3–5: Weapons**, one for each possible grip.

Shifting grips on a dual grip weapon is a move action. Characters who are proficient with the weapon and who have a base attack bonus of +1 or better can combine a shift in grip with a move action just as they can combine a move action with drawing a weapon.

ARROWS

The elven wilderness is a varied and dangerous place, and elf bowyers and alchemists have devised many new styles of arrows to give them a unique advantage against their enemies.

The new kinds of ammunition found on **Table 3–5: Weapons** are described below, along with any options for their use. Constructing these arrows requires a DC 20 Craft (bowmaking) check, requires the expenditure of one-third of the listed price in raw materials, and produces a batch of 20 arrows.

BOOMERANG ARROW

These odd-looking projectiles do not look like traditional arrows. Flat, flexible, and constructed of metal, the length

of a boomerang arrow is razor-sharp, and the tip tapers to a rapier-thin point. When fired, the arrow spins through the air, whipping toward its target. Unlike normal arrows, a boomerang arrow deals slashing damage instead of piercing damage.

If it misses its target, a boomerang arrow returns to the archer who fired it, landing in a random direction 1d3–1 spaces away from its launch point, ready to be picked up and used again. In the hands of a user who is not proficient with the bow he wields, the arrow still deals slashing damage, but the wielder takes the normal nonproficiency penalty and the boomerang arrow returns to a point 1d3 spaces away from the archer.

BOUNCING ARROW

These odd arrows have wavy, twisting shafts. Sleeker and longer than normal, they are used by elves to strike concealed foes. Once fired, a bouncing arrow flies as normal, but when it would otherwise hit an obstruction, its twisting flight gives it a chance to spin past. This eliminates the normal bonuses for cover and for concealment gained from foliage (but not concealment from fog, darkness, or magical effects such as *blur*, *invisibility*, and similar spells). Given the unusual construction of these arrows, they impose a –2 penalty on attack rolls.

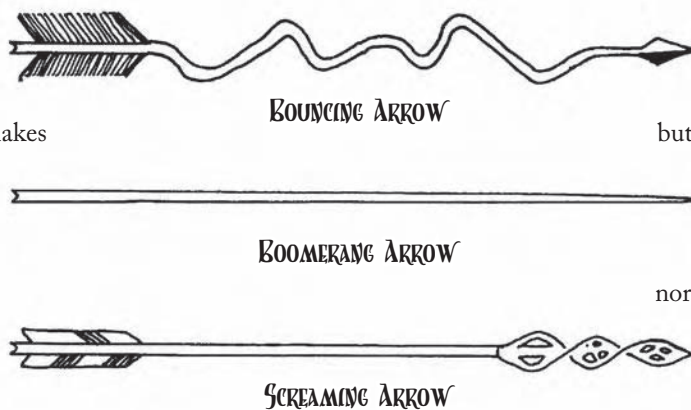
SCREAMING ARROW

Used to sound alarms and startle foes in ambushes, these unique arrows have streamlined, twisting heads that extend nearly one-third of the length of the shaft. In the middle, the shaft bulges slightly where numerous channels have been drilled partially along its length. When fired, these arrows fill the air with a piercing screech, similar to an eagle's cry. The noise can be heard up to 1 mile in open terrain, or half that distance in moderately wooded terrain.

When a screaming arrow strikes its target, the impact shatters the arrowhead, causing a tremendous, high-pitched retort. A creature struck by the arrow must make a DC 13 Fortitude save or be deafened for 1 round.

BLADE BOW

A blade bow is a longbow, typically crafted of bone or wood, that hides a thin, flexible rapier. The wielder can draw the rapier as a swift action, but must drop the bow in order to do so. The rapier has the same enhancement bonus, if any,



as the bow (although enhancing a blade bow costs double normal, just as it does to enhance a double weapon).

When the rapier is removed, the bow loses some of its tension and cannot be fired until the rapier is replaced. Blade bows also have increased hardness (1 higher than normal) because of their metal cores.

As with other bows, if you have a penalty for low Strength, apply it to damage rolls when using a blade bow. If you have a bonus for high Strength, you can apply it to damage rolls when you use a composite blade bow (see following) but not a regular blade bow.

TABLE 3-5: WEAPONS

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight ¹	Type ²
<i>Light Melee Weapons</i>							
Long knife, elven	40 gp	1d3	1d4	18–20/×2	10 ft.	2 lb.	Piercing or slashing
<i>One-Handed Melee Weapons</i>							
Light spear, elven	15 gp	1d6	1d8	×2	20 ft.	4 lb.	Piercing
<i>Two-Handed Melee Weapons</i>							
Bladespear ⁵	20 gp	1d6	1d8	19–20/×2	—	10 lb.	Piercing or slashing
Double spear ⁴	45 gp					6 lb.	Piercing
Far grip ⁵		1d6	1d8	×2	—		
Double grip ⁶		1d6/1d4	1d8/1d6	×2	—		
Greatspear ⁵	25 gp	1d8	1d10	×3	—	13 lb.	Piercing
Long chain, elven ⁴	55 gp					6 lb.	Bludgeoning
Far grip ⁵		1d4	1d6	×2	—		
Double grip ⁶		1d4/1d4	1d6/1d6	×2	—		
Spear-axe ⁴	65 gp					18 lb.	Piercing or slashing
Far grip ⁵		1d6	1d8	×2	—		
Single grip		1d10	1d12	×2	—		
<i>Ranged Weapons</i>							
Blade bow	145 gp	1d6	1d8	×3	100 ft.	5 lb.	Piercing
Blade bow, composite	170 gp	1d6	1d8	×3	110 ft.	5 lb.	Piercing
(Blade bow rapier)	—	1d4	1d6	18–20/×2	—	2 lb. ³	Piercing
Farbow, elven	300 gp	1d6	1d8	×3	150 ft.	4 lb.	Piercing
Farbow, elven composite	375 gp	1d6	1d8	×3	160 ft.	4 lb.	Piercing
Greatbow	250 gp	1d8	1d10	×3	90 ft.	5 lb.	Piercing
Greatbow, composite	325 gp	1d8	1d10	×3	100 ft.	5 lb.	Piercing
Longbow, horse archer's	135 gp	1d6	1d8	×3	120 ft.	3 lb.	Piercing
Longbow, horse archer's, composite	160 gp	1d6	1d8	×3	130 ft.	3 lb.	Piercing
Shortbow, horse archer's	90 gp	1d4	1d6	×3	80 ft.	2 lb.	Piercing
Shortbow, horse archer's, composite	135 gp	1d4	1d6	×3	90 ft.	2 lb.	Piercing
<i>Ammunition</i>							
Boomerang arrows (20)	10 gp	—	—	—	—	3 lb.	Slashing
Bouncing arrows (20)	30 gp	—	—	—	—	3 lb.	Piercing
Screaming arrows (20)	15 gp	-1	-1	—	-10 ft.	4 lb.	Piercing

1 Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

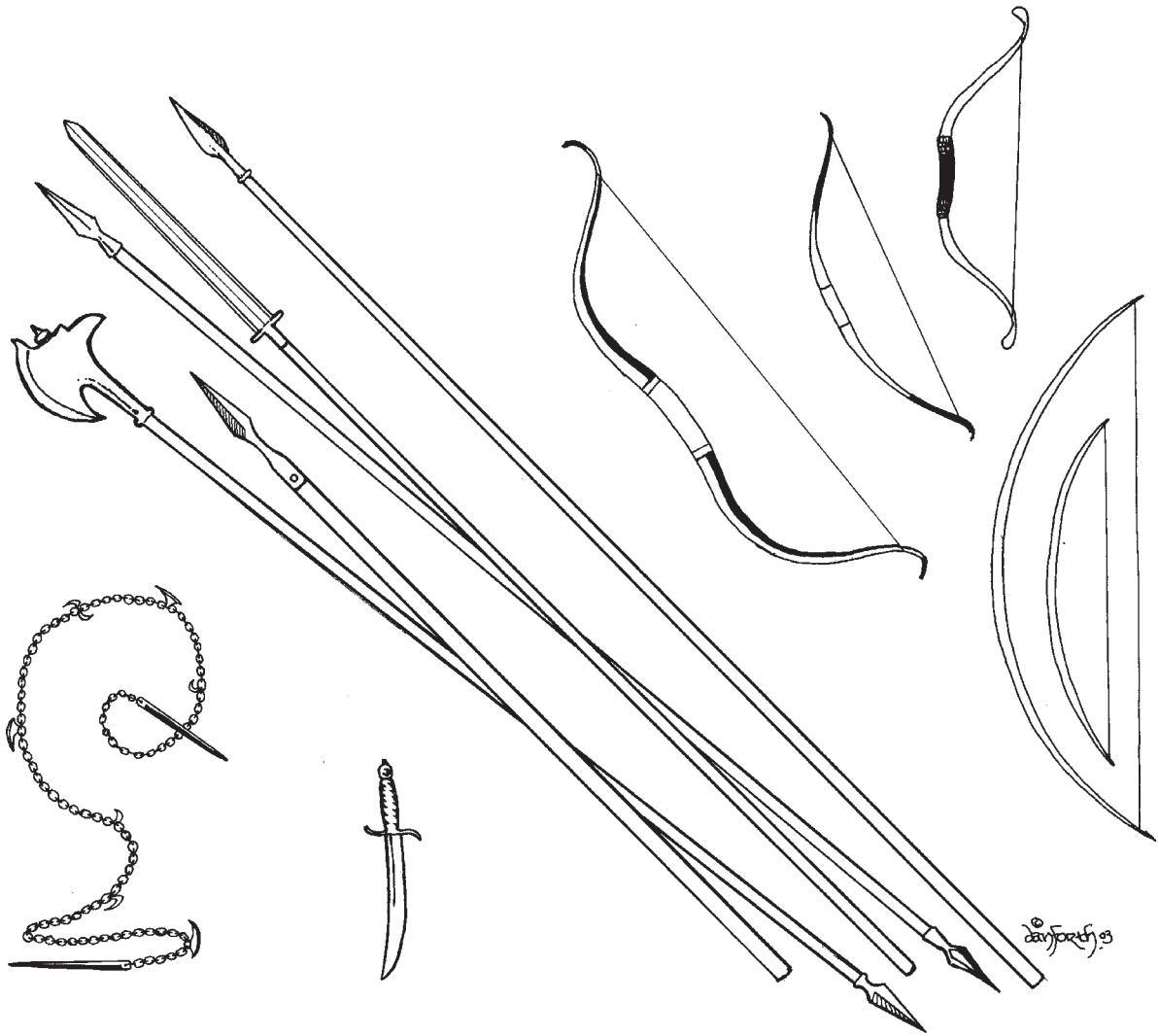
2 When two types are given, the weapon is both types if the entry specifies “and,” or either type (player’s choice at time of attack) if the entry specifies “or.”

3 Factored into weapon weight provided for the blade bow.

4 Dual-grip weapon.

5 Reach weapon.

6 Double weapon.



BLADE BOW, COMPOSITE

A composite blade bow follows all of the normal rules for composite bows, including strength ratings. For the purpose of Exotic Weapon Proficiency and similar feats, a composite blade bow is treated as a blade bow. That is, if you have Weapon Focus (blade bow), that feat applies to both blade bows and composite blade bows.

BLADESPEAR

A bladespear is essentially a longspear with a flatter and wider head. A bladespear has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. If you use a ready action to set a bladespear against a charge, you deal double damage on a successful hit against a charging character.

DOUBLE SPEAR

A double spear is a dual grip weapon (see the beginning of this section for more information). The double spear is about 8 feet in length, with a normal spear tip at one end and a smaller metal point at the other. This makes it function much like a longspear when held in its primary grip, called the far grip.

When held in one grip, called the far grip, a double spear has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. If you use a ready action to set a double spear that you're holding in the far grip against a charge, you deal double damage on a successful hit against a charging character.

When held in the second grip, called the double grip, a double spear functions like a double weapon. While holding the double spear in the double grip, you can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon.

FARBOW, ELVEN

An elven farbow is a longbow specially designed for increased range, and is too unwieldy to use while mounted. Like other bows, if you have a penalty for low Strength, apply it to damage rolls when using an elven farbow. If you have a bonus for high Strength, you can apply it to damage rolls when you use a composite elven farbow (see following) but not a regular elven farbow.

FARBOW, COMPOSITE ELVEN

A composite elven farbow follows all of the normal rules for composite bows, including strength ratings. You can use a composite elven farbow while mounted. For the purpose of Exotic Weapon Proficiency and similar feats, a composite elven farbow is treated as an elven farbow. That is, if you have Weapon Focus (elven farbow), that feat applies to both elven farbow and composite elven farbow.

GREATBOW

Although most elf scouts and hunters prefer the smaller size and greater range of the longbow, groups of select elf soldiers train with greatbows, typically using them from battle platforms built high in great trees. A Medium greatbow is 6 feet or more in height when strung, and only long hours of training let an archer get a feel for this awkward weapon. A greatbow is too unwieldy to use while mounted. As with other bows, if you have a penalty for low Strength, apply it to damage rolls when using a greatbow. If you have a bonus for high Strength, you can apply it to damage rolls when you use a composite greatbow (see following) but not a regular greatbow.

GREATBOW, COMPOSITE

A composite greatbow follows all of the normal rules for composite bows, including strength ratings. A composite greatbow is too unwieldy to use while mounted. For the purpose of Exotic Weapon Proficiency and similar feats, a composite greatbow is treated as a greatbow. That is, if you have Weapon Focus (greatbow), that feat applies to both greatbow and composite greatbow.

GREATSPEAR

A greatspear has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. If you use a ready action to set a greatspear against a charge, you deal double damage on a successful hit against a charging character.

LIGHT SPEAR, ELVEN

Essentially a shortspear with a longer, thinner blade, the elven light spear is quick and deadly in the hands of a skilled wielder, but those not trained in its use find the weapon unbalanced and encumbering. Although most elf spearfighters prefer the standard longspear or the bladespear, a few favor this weapon because it allows them to carry a shield in their off hand.

If you ready an action to set an elven light spear against a charge, you deal double damage on a successful hit against a charging character.

You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with an elven light spear sized for you, even though it isn't a light weapon for you.

LONG CHAIN, ELVEN

An elven long chain is a dual grip weapon (see the beginning of this section for more information). When held in one grip, called the far grip, the elven long chain has reach, so you can strike opponents 10 feet away with it. In addition, unlike most reach weapons, it can be used against an adjacent foe.

When held in the second grip, called the double grip, the elven long chain functions like a double weapon. While holding the elven long chain in the double grip, you can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon.

Because the chain can wrap around an enemy's leg or other limb, you can make trip attacks with it. If you are tripped during your own trip attempt, you can drop the chain to avoid being tripped.

When using an elven long chain, you gain a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to avoid being disarmed if such an attempt fails).

You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with an elven long chain sized for you, even though it isn't a light weapon for you.

LONG KNIFE, ELVEN

This long, thin knife is balanced for throwing despite the slight curve in its blade. Elf hunters and assassins favor this weapon because of its great versatility and small size.

LONGBOW, HORSE ARCHER'S

This longbow is designed to be fired from the back of a mount (any sort of mount, despite the name). Its unique balance and design make it especially stable in such circumstances, reducing the penalty on attack rolls to -2 instead of -4 if your mount is making a double move, or -4 instead of -8 if your mount is running. If used in combination with the Mounted Archery feat, the double move penalty is eliminated, and you take a penalty of -2 instead of -4 if your mount is running. As well, the bow is so uniquely balanced that its range increment increases by 20 feet, whether fired from a mount or not.

As with other bows, if you have a penalty for low Strength, apply it to damage rolls when using a horse archer's longbow. If you have a bonus for high Strength, you can apply it to damage rolls when you use a horse archer's composite longbow (see following) but not a regular horse archer's longbow.

Taking Exotic Weapon Proficiency (horse archer's bow) grants the wielder proficiency with either the horse archer's longbow or the horse archer's shortbow, and with their composite forms.

LONGBOW, HORSE ARCHER'S, COMPOSITE

A composite horse archer's longbow follows all of the normal rules for composite bows, including strength ratings. Taking Exotic Weapon Proficiency (horse archer's bow) grants the wielder proficiency with either the horse archer's longbow or the horse archer's shortbow, and with their composite forms. For the purpose of Weapon Focus and similar feats, a composite horse archer's longbow is treated as a horse archer's longbow.

SHORTBOW, HORSE ARCHER'S

This shortbow is designed to be fired from the back of a mount (any sort of mount, despite the name). Its unique balance and design make it especially stable in such circumstances, reducing the penalty on attack rolls to -2 instead of -4 if your mount is making a double move, or -4 instead of -8 if your mount is running. If used in combination with the Mounted Archery feat, the double move penalty is eliminated, and you take a penalty of -2 instead of -4 if your mount is running. As well, the bow is so uniquely balanced that its range increment increases by 20 feet, whether fired from a mount or not.

As with other bows, if you have a penalty for low Strength, apply it to damage rolls when using a horse archer's shortbow. If you have a bonus for high Strength, you can apply it to damage rolls when you use a horse archer's composite shortbow (see following) but not a regular horse archer's shortbow.

Taking Exotic Weapon Proficiency (horse archer's bow) grants the wielder proficiency with either the horse archer's longbow or the horse archer's shortbow, and with their composite forms.

SHORTBOW, HORSE ARCHER'S, COMPOSITE

A composite horse archer's shortbow follows all of the normal rules for composite bows, including strength ratings. Taking Exotic Weapon Proficiency (horse archer's bow) grants the wielder proficiency with either the horse archer's longbow or the horse archer's shortbow, and with their composite forms. For the purpose of Weapon Focus and similar feats, a composite horse archer's shortbow is treated as a horse archer's shortbow.

SPEAR-AXE

A spear-axe is a dual grip weapon (see the beginning of this section for more information). The spear-axe is essentially a greataxe with an elongated haft and a spear point at the top of the axe head. This makes it function much like a long spear when held in its primary grip, called the far grip.

When held in the far grip, a spear-axe has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. If you use a ready action to set a spear-axe that you're holding in the far grip against a charge, you deal double damage on a successful hit against a charging character.

When held in the second grip, called the single grip, the spear-axe functions much as a normal greataxe.

ARMOR

Over the centuries, elves have come to craft remarkable armor from the natural materials around them. The benefits to these armors stem largely from the materials used to create them. For example, consider the heartwood shirt.



While on the surface, it appears to be less of a bargain than say a +1 chain shirt, druids can wear it without penalty.

ARMOR DESCRIPTIONS

The new kinds of armor found on **Table 3-6: Armor** are described below.

BONE EXOSKELETON

Thin strips of bone line the outside of a hide shirt, making this armor both light and durable. Although it offers excellent protection compared to most light armor, it does not have the durability of comparable metal armor.

BREAKAWAY CARAPACE

A strange invention of wood elf snipers, a breakaway carapace consists of thick plates of specially prepared bark. Wood elves who favor the breakaway carapace typically climb to hidden vantage points in the tops of trees, waiting for their foes to come within sight. The carapace helps protect wearers from tree-dwelling predators that might find and surprise them.

The carapace's armor bonus stacks with the bonuses from one suit of armor and one shield. However, it is not truly armor so much as a shelter, meant to be worn only until the fight begins. All wearers are considered nonproficient with it (incurring a -9 penalty on attack rolls and on all skill checks that involve moving, including Ride). Donning a breakaway carapace takes 2 minutes. Shedding a breakaway carapace is a swift action.

ELVEN LEAFWEAVE

Made by elven crafters from lacquered leaves, this armor is light, durable, and extremely flexible. Its only disadvantage compared to other light armor is its high price, due mainly to the complexity of its creation.

HEARTWOOD SHIRT

Made of specially treated wood grown in secret groves, this is one of the finest and most expensive forms of armor available. Although made of wood, it has the hardness and hit points of normal steel.

WOODWEAVE COAT

Made from woven strips of specially treated wood, this armor is favored by many wood elf rangers and scouts. Although made of wood, it has the defensive strength of a normal chain shirt or scale mail.

SPECIAL ITEMS AND SUBSTANCES

Elves create many unique substances through alchemical processes, or extract new materials from natural sources. All of the following items list the Craft (alchemy) DC to create them.

FAERIE SMOKE

Elf scouts usually carry a flask of this clear blue liquid for the purpose of signaling. When the flask is broken, the liquid evaporates to form a cloud of thick blue smoke that is visible only to creatures with low-light vision. Neither normal vision nor darkvision can perceive the faerie smoke, but *see invisibility* and *true seeing* effects will.

Craft (alchemy) DC 20.

TRUE FLAME

This bright red liquid is said to be the essence of fire, distilled by alchemy from baser matter. Although rare and expensive, it is prized for its ability to burn nearly any substance. You can throw a flask of true flame as a splash

TABLE 3-6: ARMOR

Armor	Cost	Armor Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	—Speed—		Weight ¹
						(30 ft.)	(20 ft.)	
<i>Light Armor</i>								
Bone exoskeleton ²	1,300 gp	+3	+7	-1	15%	30 ft.	20 ft.	15 lb.
Elven leafweave ²	1,350 gp	+2	+7	0	10%	30 ft.	20 ft.	10 lb.
Heartwood shirt ²	4,500 gp	+5	+5	-2	25%	30 ft.	20 ft.	25 lb.
<i>Medium Armor</i>								
Woodweave coat ²	1,500 gp	+4	+4	-2	25%	20 ft.	15 ft.	15 lb.
<i>Extras</i>								
Breakaway carapace	150 gp	+43	—	-9	85%	15 ft.	10 ft.	25 lb.

¹ Weight figures are for armor sized to fit Medium characters. Armor fitted for Small characters weighs half as much, and armor fitted for Large characters weighs twice as much.

² Can be worn by druids without penalty.

³ This bonus stacks with the bonuses from one suit of armor and one shield (see text).

weapon; treat this as a ranged touch attack with a range increment of 10 feet. A direct hit deals 1d4 points of fire damage (but deals no splash damage). This fire damage ignores an object's hardness.

Additionally, if a vial of true flame is used as an extra component during the casting of a spell with the fire descriptor, that spell deals 1 extra point of fire damage per die.

Variations of true flame include true acid, true electricity, true frost, and true sound. These alchemical substances are the distilled essences of their respective energies, and deal damage of the appropriate type when used in the same manner as true flame.

Craft (alchemy) DC 40.

WEINWOOD FIREPROOFING

This thick red gel works on objects only, protecting them from fire. Although it does not prevent fire damage from instantaneous effects such as *fireball* or a red dragon's breath, an item protected by weinwood fireproofing is treated as nonflammable regardless of its actual material. One dose of weinwood fireproofing can coat an object the size of a Medium creature.

Craft (alchemy) DC 10.

POISONS

Creating poison requires a successful Craft (poisonmaking) check.

SPELLBANE

Surrounded by deep and ancient forests, elves occasionally have to confront fey creatures that pose a danger to the community, but which they do not want to harm. Since fey often have powerful spell-like abilities, elves long ago perfected spellbane poison to hinder these.

Injury, Fortitude DC 18, initial damage 1d6 Charisma, secondary damage target cannot cast spells or use spell-like

abilities for 1 hour unless it succeeds on a Concentration check (DC 20 + spell level).

Craft (poisonmaking) DC 18, price 300 gp.

SPECIAL MATERIALS

Elves are familiar with many natural and magical substances that impart unique qualities to items created from them.

ASKEALING LEAF

When specially treated, these rare leaves make very dangerous slashing and piercing weapons. Because of the nature of the leaves and their limited size, only light or one-handed weapons for Small and Medium creatures can be made from this material. Weapons made from askealing leaf deal 1 extra point of damage and cost an additional 1,250 gp.

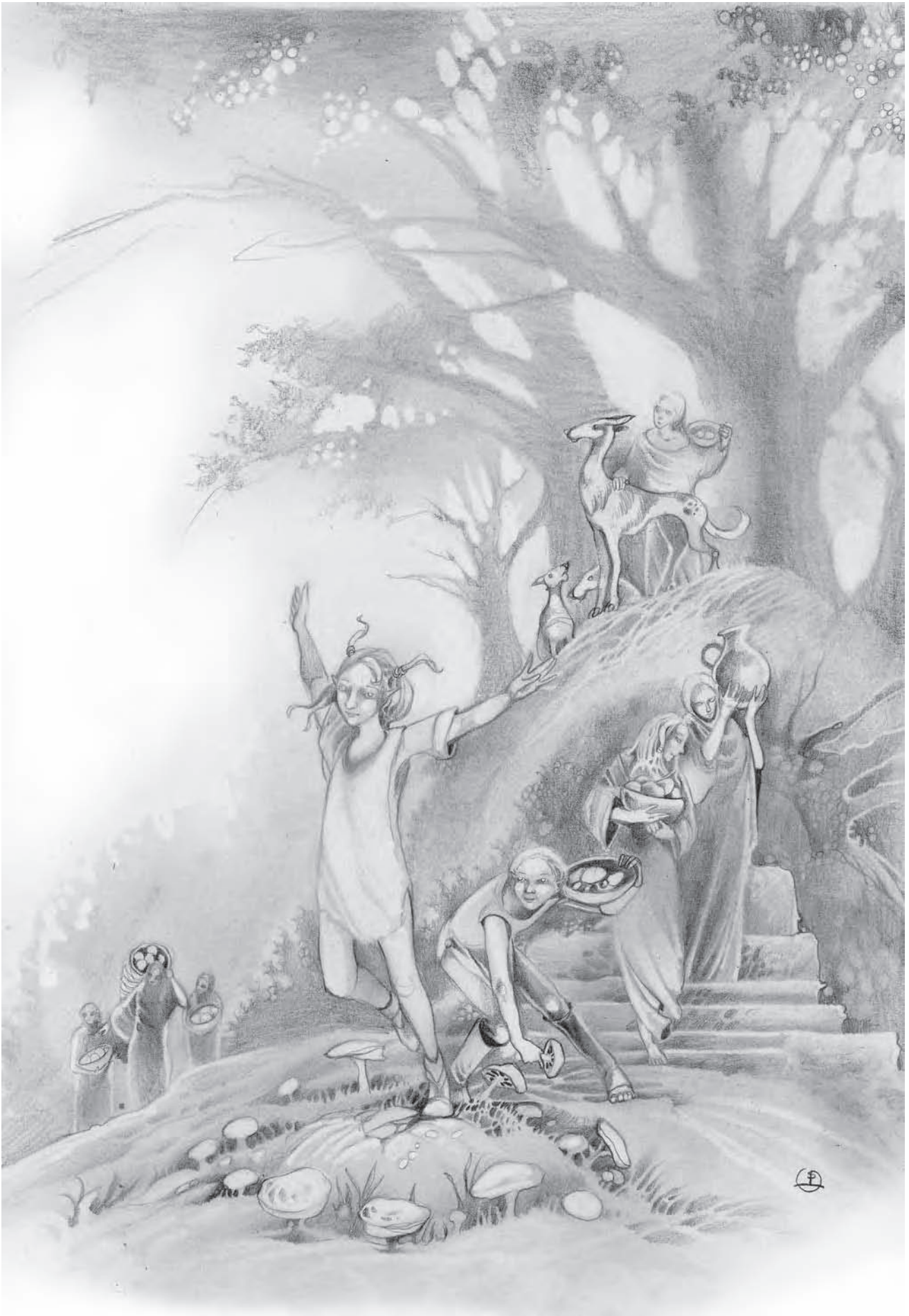
Askealing leaf has 15 hit points per inch of thickness and hardness 10.

DREAM SILVER

A pale greenish-gray metal, dream silver is lightweight, easy to forge, and effective against a large number of creatures that resist damage dealt by normal weapons. However, it is very rare, making it extremely valuable. Weapons made of dream silver penetrate damage reduction as if made of both cold iron and silver.

Dream silver has 15 hit points per inch of thickness and hardness 10.

Type of Dream Silver Item	Item Cost Modifier
Ammunition	+50 gp
Light weapon	+1,500 gp
One-handed weapon, or one head of a double weapon	+2,500 gp
Two-handed weapon, or both heads of a double weapon	+3,500 gp



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