

# The Elkram



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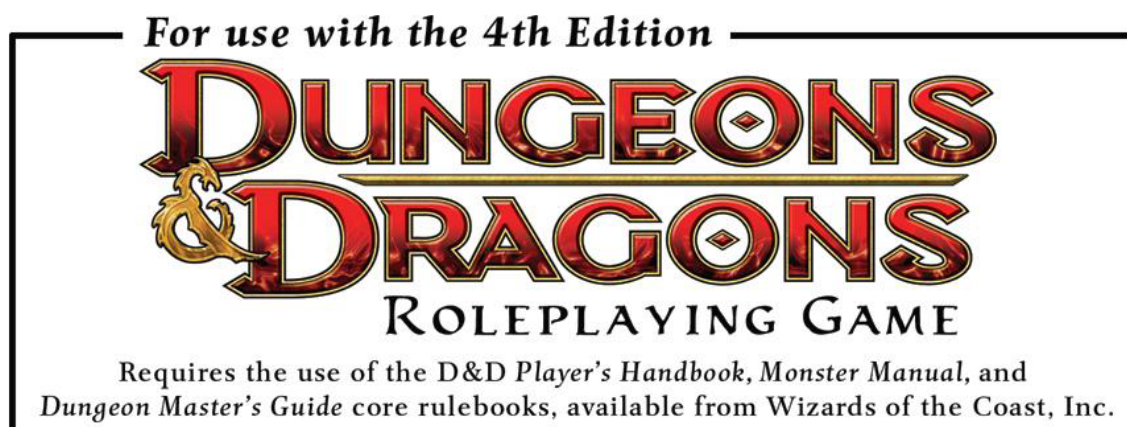
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# The Elkram

*Swift, ethereal defenders of the natural world.*

## Racial Traits

**Average Height:** 5' 11" - 7' 0"

**Average Weight:** 170-220 lbs.

**Ability Scores:** +2 Str, +2 Wis

**Size:** Medium

**Speed:** 7

**Vision:** Low-Light

**Languages:** Common, Elven

**Skill Bonuses:** +2 Insight, +2 Nature

**Bounding Assault:** When you charge, you ignore the movement penalties imposed by difficult terrain.

**Spiritually Attuned:** You get a +2 racial bonus to skill checks in order to perform or assist in a ritual that uses the Nature skill.

**Clash Horns:** When targeted by a charge, you can shift one square toward the charger as an immediate interrupt.



## Ethereal Jaunt

Elkram Racial Power

*You move as a spirit, ethereal and quick, like a ghost on the wind.*

**Encounter**

**Minor Action**

**Personal**

**Effect:** Until the start of your next turn, you enter a ghost-like form, and gain a +2 power bonus to speed and the insubstantial property. While in this form, you cannot make attacks. You can end this form as a free action.

Born out of nature's sorrow incarnate, the elkram are a cold, cunning, and paranoid race of stag-like humanoids who defend the wilds of the natural world. They walk as ghosts, closely tied to the spirit world, always answering the cry of the wilderness and ready to answer its call of suffering. They value the preservation of the natural world over that of almost anything else.

Play an elkram if you want...

- ❖ to be a cunning, calculated defender of the wild.
- ❖ to be ethereal in nature—part real, part unreal.
- ❖ to play a headstrong defender or powerful ranger.

## PHYSICAL QUALITIES

The elkram earned their mythical name from their appearance: elk who walk to two feet, with long, sharp antlers and cloven hooves. They are typically very tall, ranging anywhere from five and a half feet for the females, to six and a half, sometimes seven feet for the males of the species. They generally seem like cruel, cold, and lithe creatures who prefer to be neither seen nor heard. The male physique is sturdy and strong despite their trim appearance, and the females tend to be more agile.

Typically, an elkram stag (as the males are called) reaches a fighting age around 13 years, when his antlers first appear, and he is considered an adult. For the females, called doe, this age comes later, around the age of 18. The females, however, do not grow antlers.



Elkram typically seek out dangerous lifestyles in the line of their duty and tend to perish before reaching old age, but an elder can live on to be many hundreds of years old. Elkram typically wear hides, woven fabrics, and handcrafted adornments, such as beaded jewelry, or piece made of carved wood or stone.

## PLAYING A ELKRAM

The elkram are a cruel, suspicious race who live secluded lives in the deepest forests of the world. To most, they are considered borderline mythological, and extremely rare to witness taking part in regular society. They live tucked away in isolated communities in the woods and wilderness, and are seldom seen outside their secluded realms. Many cultures believe them to be wicked spirits of vengeance and cruelty, but these stories only tell half of the truth.

Closely tied to the spirit realm, they are dedicated defenders of the natural world. By tribal law every elkram, elk or doe, must spend a period of time serving in his intrinsic duty of defending his homeland from the scars upon nature that infect the world, such as aberrations, undead, and other evil humanoids who would put nature in harm's way. They are a stoic and suspicious people with only the barest trust of most other races.

Their link to the primal energies of the world allows them the unique ability to shed their physical forms and become an incorporeal aspect of themselves. They are powerful and wise beings, but against those they suspect to be either corrupt or unnatural, they are cruel and without mercy. Their zealotry to defend the world in secrecy is essential to the elkram attitudes towards most of the outside world, and can often lead to disaster for those who those who simply enter the wrong part of their woods without the proper precautions.

## HEROIC TIER FEATS

### NATURE'S REVENGE [ELKRAM]

**Prerequisite:** Elkram

**Benefit:** You gain a +2 racial bonus to attack rolls against monsters with the Aberration keyword.

### SWIFT RESPONSE [ELKRAM]

**Prerequisite:** Elkram

**Benefit:** You do not grant combat advantage during a surprise round. You get a +2 bonus to your initiative if taken by surprise.

### ELKRAM HUNTSMAN [ELKRAM]

**Prerequisite:** Elkram

**Benefit:** You gain proficiency with greatswords and longbows.

## PARAGON TIER FEATS

### ETHEREAL SHIFT [ELKRAM]

**Prerequisite:** Elkram

**Benefit:** When in the ghost-form granted by your Ethereal Jaunt ability, you also gain the phasing quality.

### HUNTER'S REFLEXES [ELKRAM]

**Prerequisite:** Elkram, Swift Response

**Benefit:** When acting during a surprise round, you may take a full set of actions.

## ELKRAM ORIGINS

In the cosmology of the universe, there are unfathomable entities, immortal beings, and primeval powers that constantly threaten the natural world. Oftentimes, the world suffers catastrophes at the hands of wicked undead, ruthless titans, or aberrations from beyond the boundaries of what is known. These creatures are a plague on the comparatively defenseless forces of the wild, leaving sorrow and corruption behind like fetid scars upon the face of land. This calibur of threat can even come from residents of the world itself, such as a baron who would fell an entire forest, or cities that would choke whole rivers and lakes with pollution and disease. But like all living things, where there is infection, there is an antibody.

The elkram are just that; reactionary agents against the contagion of disorder imposed by the forces of the arcane and otherworldly. As the vengeful spirits of nature gather, that energy eventually begins to collect and take form. At first, they are ethereal beings, without the capacity to take form, but as the spirits begin to increase in power, they become cognizant and develop into physical beings. These beings are the beginning of an elkram society.

For smaller transgressions against nature, only a few of these entities will manifest. These elkram will live in small groups, defending their homes and spending many years seeking out corruption and destroying it, then returning to nature by dissipating into their component spirits once again after their mission is complete. Other times, in response to greater calamities, whole elkram societies will emerge. These villages and glades grow into great, active communities,



and will breed for generations, sometimes traveling far beyond the reaches of their community to seek out and destroy evil wherever it lies.

## PHYSIOLOGY

**Development:** Although many communities of elkram are born directly out of the call of the wild, many communities of elkram exist and thrive by the traditional method of producing offspring. Elkram find their mates in a subtle and stoic way, searching out for the most likely compatible soul.

Doe give birth to a single elkram child at a time. When an elkram is born, it is quickly introduced as a respected member of the community, revered as a new brother amongst stags. All elkram are raised as equal, be they male or female. Doe make incredibly capable leaders, and are usually more cool-headed than the more impetuous males. There are frequently as many female sentinels of elkram society, though as the elkram grow into old age, the men will often travel or become wandering sages while the females take on the role of community elders, leaders, and teachers.

Around the age of thirteen, an elkram will begin to enter his adult form. During this time, a young stag's antlers will arrive, thin and sharp. Stags and doe both begin to sense their latent ethereal abilities, and will begin their adult journey, finding their own way along the Path. Beginning their first winter as an adult, the elkram will be responsible for learning their more dangerous responsibilities of protecting their land and slaying the wicked and corrupt. The rest of their life, an elkram subscribes to a belief called the Path, their interpretations of which will determine how they live and behave.

An elkram tribesman's life goes on this way until he undergoes a process called the Passing, a spiritual journey an elkram undergoes internally, finally ending with the "death" of the elkram. Once it is complete, their body fades away, their spirits returning to the wild. Some elkram decide to remain for a long while in the natural world, living practically indefinitely in order to continue their life's mission.

**The Path:** The Path is the set of beliefs and precepts that govern an elkram's purpose and existence. More of a common belief than a set of rules, the Path dictates a call of duty above-and-beyond what is typical of other races to seek out and exterminate anything that would do harm to the natural world and its glory. The Path is a dedication to purity, with no room for any of those who would stand in the way of this pursuit.

It is not, however, something that is set in stone. The goal remains the same, but methods in pursuit of the Path are different from elkram to elkram. It exists in varying degrees, and depending on upbringing and personality, two elkram can have drastically varying (sometimes even conflicting) interpretations of the Path.

Devoutly following the Path isn't a dedication all elkram make. Most elkram at some point or another spent time dedicated to their own pursuit of the path, while some leave it to the stronger among the community altogether. The Path, to elkram, is much like how many other cultures treat the concept of patriotism; some acknowledge it reverently from afar, while some dedicate their lives unyieldingly to its noble pursuits.

**The Spirit:** Because of their origins and their intrinsic link to the primal energies, their bodies have a metaphysical composure that allows them to shed their physical shell and exist only as their ethereal spirit. It requires a great force of will to perform this feat, as it is an act of pushing the whole of their mortality through boundaries between the real and the insubstantial. It is a turbulent experience that enhances the senses beyond that available to those confined to the corporeal world, and is an important part of what makes an elkram who they are.

For the typical elk, they can put themselves in this form for only brief periods of time. Others, however, such as sentinels and elders, can sustain this longer, and have trained their concentration and will to exist for extended periods of time in this state. Additionally, some elkram, as part of a way of exploring the Path, partake in what some call Path Rituals. Controversial among the more conservative of the species, these rituals involve taking spirit-form—sometimes for hours—and result in enhanced connection with the primal world and visitations by untold spirits. Oftentimes these rituals include secluding one's self in an enclosed tent or shelter and burning herbs and incenses. It is a brutal, young form of spiritual meditation that is largely untested, and often leaves practitioners feeling worn and tired.

**The Passing:** The goal of the Passing is to determine whether an elkram's life is done and that he has fulfilled his purpose in the natural world; it is the final rite of an elkram's existence. Once an elkram has determined it time to Pass, they seclude themselves in a place of beauty and silence in order to reflect upon their existence. After a period of hours, even days, sometimes, they rejoin nature, their body fading and their consciousness dissipating softly back into the





spirit world. Even though the body becomes older and slower, an elkram can live on indefinitely until the time of their Passing comes.

Elkram can choose the time of their passing, but for the most part, this comes intuitively. Some find that their Path is complete, and that they've fulfilled their mission of cleansing the world. There are some old elkram who become elders, choosing apprentices and living on until their legacy and wisdom is inherited by the younger generation. Others hold on indignantly, choosing to live on destroying and hunting until they themselves are destroyed.

The nature of the Passing itself is a morbid contrast to most other races. Most beings live their life in spite of death, fearing or ignoring it's looming inevitability. The elkram, however, live cognizant of their ability to choose their time to leave. An elkram lives his or her life with death as a reminder to stay true to their priorities, their community, and their quest. Above all, the reminder of death to an elkram is a call to arms; a rallying cry to finish the task of living.

## ELKRAM SOCIETY

**Organization:** Elkram society is unique in that there is no hierarchy of power. All members of society are given tasks delegated to them by parents, respected elders, or sentinels, or simply chosen themselves. These jobs would resemble the occupations in the villages and cities of other races, but in elkram communities, there is no pretense of authority. Even the chiefs of an elkram settlement are meant for settling disputes, and hold no station of command or law over any other stag. Decision making is an office respectfully given to those with most knowledge in a given subject, and modesty is most highly valued.

All in elkram society chip in in their own way. Those who are cut out for being guardians and warriors hunt or become craftsman. The injured and old often take to cooking, looking after the young, and other trades. Although elkram have a high regard for those who follow the rigid ways of the Path to violent ends, there is also great reverence for those who live lives of peace, and support their brothers from inside

the community.

**Culture:** Elkram are a subtle, suspicious, and modest people. They have a calm, careful way of approaching unexpected problems or events that many would find unsettling. Most elkram keep to their own kind, deferring to others within their community when seeking help or knowledge. There are some elkram, however, that break away from this mold, and choose travel and the companionship of others as their way along the Path.

Though they have a devout respect for the pure and natural, they're able to compromise when hunting for food and animal pelts. Elkram find no objection from the hunt, as long as they refrain from killing in excess or for sport. For these reasons, elkram clothing is typically made from tanned leather or hides. Elkram also use bone for the making of weapons and arrows, but it's more likely that to find elkram using weapons hewn either from wood or stone, or other weapons taken from those who have wandered too far into their forest.

While being cruel arbiters of the wild, they also have a soft appreciation for things of aesthetic and natural beauty. Elkram clothing tends to be simple, with woven patterns and beads decorating their clothing and belongings. Certain older stags will even hang beads and precious stones from their antlers, giving an air of dignity and stateliness to their already majestic visage.

Although the Elkram prefer to keep to the ground, they have great respect for birds of prey, such as the eagle and the hawk. These creatures represent the demeanor and instinct that the elkram aspire to in their following of the Path, and it is common for such a bird to appear in emblems and insignia of elkram communities or organizations.

**Sentinels:** Certain elkram go well beyond the simple call to arms of combating contagion and corruption. Certain individuals choose to become Sentinels; elite warriors who live stoic lives of constant vigil against the forces of chaos. These warriors experiment with Path Rituals and struggle to connect more deeply with the spirit world. Elkram Sentinels mostly live as respected installations in an elkram settlement, but some travel, bringing their vindication with them.

Sentinels are typically brutal, quick, and merciless in their methods, and operate as the front line of elkram forces. Most Sentinels have a strict interpretation of the path, which dictates that they do everything in their power to bring to justice those who would wrong their community or homeland. To dedicate

oneself to the way of the Sentinel is a life choice that is seen as most honorable in elkram society, and is silently revered by all with an almost religious respect and dedication.

**Elders:** An elder is an elkram individual who even in their old age has either not received the call or has actually decided not to Pass. They are those whose power and wisdom is still needed even beyond their martial service to their community. Often, larger communities may have anywhere from two to five elders, although the very rare settlements that contain many hundred elkram may have councils of up to ten or more. Elkram elders are deferred to constantly for advice ranging from the mundane, everyday tasks in elkram society to critical decisions of the highest order. Oftentimes, these elders will take on one or more apprentices who will learn what there is to be preserved from an elder's experience before the final arrival of his time of Passing.

**Other Races:** Though seclusion is the way of most elkram, one can't avoid the peoples and populations of the world forever. For the civilized races such as humans and halflings, elkram hold very little respect, seeing them as the warmongering, more corruptible races. They keep their distance from elves and other forest creatures, holding silent respect from a distance for those who share their love of the wild. They have a great fear of most other intelligent fey, however, seeing the otherworldly creatures as a strange sort of threat to their efforts.

There are certain creatures with whom the elkram have good relationships. Treants, dryads, and other being of the forest are considered brothers and allies to the elkram. Most of these creatures see the elkram as a sort of brutal necessity, and for that reason will often view the elkram as a blessing. Overall, however, the elkram are a controversial subject among most of these creatures.

Sometimes, natural forest beings will take residence in elkram communities, and vice versa. A young community of elkram might seek leadership from a treant, or a group of dryads might accept an elkram Sentinel. These are usually amicable relationships, and sometimes the elkram serve as guards or legions for the most wise and vulnerable entities of the woods. In fact, there is a lost rumor that speculates as to whether the treants might know of some ritual that would summon the elkram into existence when the natural world is most in need of their assistance...



## ELKRAM CHARACTERS

**Origin:** Creating an elkram character is an easy as knowing there answers to a couple of simple questions. For example, how does your character feel about the Path, and why have you left your community?

It's possible your liberal feelings about the Path have brought you out of the forest, tracking your aberrant quarries across the world while seeking the assistance and perspective of members of other races. Alternatively, perhaps your character doesn't see eye to eye with the more strict interpretations, and his unwillingness to do away with those he thought to be innocent in the struggle caused him to be exiled from his community.

Another question is: what kind of community are you from? Some elkram come from larger villages, and are sent out on missions across the world by those older and wiser than themselves. Some, however, only exist as small groups of five to ten. It's even possible that over time and through many skirmishes, you are the only one left of your community, and you have left your homeland to seek out others like you to support your cause or give you companionship.

Not all elkram hold to the Path so rigidly—or at all for that matter! Perhaps you've wholly rejected the zealotry common in your race. This has caused a great fissure between you and the settlement you're from, perhaps leading to your being deemed an enemy of your own people.

**Roleplaying:** Portraying an elkram character can be an awesome, engaging experience. As an elkram, you prescribe to a set of morals and beliefs that other races would find strange and unfamiliar. Unlike these races, you are not likely to have generations of traveling and world experience under your belt. Every experience is one of learning, and each strange new sight to take in is a way to expand your knowledge of the world. Moments of beauty and compassion are warming, but tragedy and disaster only lend cynicism to your cold understanding of the world and its harsh reality.

Elkram are modest, but when you have occasion to speak, keep things simple, and speak softly. Elkram are also inquisitive, however, especially when given the opportunity to seek a new quarry or dedicate themselves to some new mission. They are typically not well-adjusted to humor and carousing, but most elkram try their best to enjoy themselves around other races and peoples. Be amicable to those who seem harmless or helpful, but always on alert for those who might wrong you.

Above all, elkram are loyal to their companions. A trusted ally who has proven his mettle to you should be given unyielding support and respect, as long as it is mutual. A friend in battle can be like a brother to a stag. You meet challenges with untold bravery, rushing headlong to defend those whom you keep close.

**Adventuring:** While most elkram live in isolated communities, there are plenty of those who would travel across the world in order to truly find themselves. The elkram quest is one of great purpose, and each elkram adventurer seeks purpose in his or her own way. While many prefer to go alone, there are those elkram who forcefully defy the lonely way of their race and take up companionship with those they believe can aid them in their quest.

Elkram make great companions and fierce foes. They tend to fall into the defender role, or take on the path of the ranger. Either way, they are frontline fighters, always rushing headlong into a charge to vanquish the foe and defend their allies. They are able-bodied companions who are seldom prone to treachery, and although some see their fellow adventurers as a means to an end, most elkram are of noble intention, and can be counted on through the thickest of situations.

## PARAGON PATH

### Sentinel

*“There are some who go beyond the call of duty. And then there are those few who truly understand duty; who personify and ennoble it.”*

**Prerequisite:** Elkram; Strength 15

You've dedicated yourself to a higher calling. You're a defender of the wild, and a swift executor of the natural order. Over time, you've learned new ways of accessing your ethereal spirit form, and with this power you've grown stronger and more capable.

## SENTINEL CLASS FEATURES

**Sentinel's Action (11th level):** When you spend an action point to make an extra attack, you may charge as part of that attack, regardless of whether or not that attack could normally be used while charging.

**Spirit Runner (11th level):** You gain the Ethereal Shift feat. In addition, whenever you are in the spirit-form granted by your Ethereal Jaunt ability, you do not provoke opportunity attacks.

**Bulwark of Order (16th level):** You can continue to take actions during a turn in which you've already charged. In addition, whenever you gain an ongoing





effect from an attack with the psychic or necrotic keyword that a saving throw would end, you can immediately attempt to save against that effect.

## SENTINEL EXPLOITS

### Rend Spirit

Sentinel Attack 11

*You swing your weapon as it slices through your enemy, attacking not their flesh and bone, but their very soul.*

Encounter ❖ Martial, Weapon

Standard Action Melee weapon

Target: One creature.

Attack: Wisdom vs. Will

Special: You can use this attack while in the spirit form granted to you by your ethereal jaunt ability.

Hit: 2[W] + Wisdom modifier damage.

Effect: If the enemy is undead or aberrant, they are weakened (save ends).

### Spiritual Obstruction

Sentinel Utility 12

*You stave off a furious assault, and brace your soul against the foul energy.*

Encounter

Immediate Reaction Personal

Trigger: An enemy hits you with an ability that has the Psychic or Necrotic keyword.

Effect: Until the end of the encounter, the attacker cannot use the triggering attack again while they are adjacent to you. You gain resist 10 to damage from attacks with the Psychic or Necrotic keyword until the end of your next turn.

### Incorporeal Assault

Sentinel Attack 20

*You charge your enemy headlong, tearing through the border between the spirit world and your own, carving viciously through your foe.*

Daily ❖ Martial, Weapon

Standard Action Melee weapon

Target: One creature.

Attack: Strength vs. AC

Special: You must charge as part of this attack. During this charge, you have the phasing property and do not provoke opportunity attacks.

Hit: 2[W] + Strength modifier damage, and the target is stunned (save ends).

Miss: Half damage, and the target is dazed instead of stunned (save ends).

Effect: You can shift to any square adjacent to the enemy.

## FIGHTING THE EKLAM

The elkrum make a fierce enemy, and therefore they make a great addition to any combat encounter! For that reason, we've brought you a set of elkrum enemies to populate your campaign with. Along with a set of low paragon tier level monster entries, we've also included a couple of excellent elkrum personalities for easy inclusion into your campaign.

While the elkrum consider themselves among the most noble of races, their preferred method of strike is a surprise attack when the enemy is vulnerable. The sentinels will lead an attack from all sides while hunts-

men scatter their prey with well-grouped bow fire.

Elkrum all have Ethereal Jaunt, which works like the racial power. They'll use this ability for when it would provide them an opportunity to slip behind enemy lines and deliver vital blows to their forces. Huntsmen and Spirit Guides are most likely to save this ability however, using it to give themselves breathing room between attackers to manage to get too close.

### Elkrum Guardian

Level 11 Minion

Medium natural humanoid

XP 150

Initiative +8 Senses Perception +9; low-light vision

HP 1; a missed attack never damages a minion

AC 23; Fortitude 22, Reflex 21, Will 20

Speed 7

⬇️ Greatsword (standard; at-will) ❖ Weapon

+15 vs. AC; 6 damage.

Ethereal Dodge (immediate interrupt, when hit by a ranged attack; at-will)

The elkrum guardian phases quickly through the corporeal world, and can immediately make a saving throw to avoid being hit by this attack.

Stag

During a charge, the elkrum guardian ignores the effects of difficult terrain. In addition, when the elkrum guardian is the target of a charge, it can elect to shift one square toward the attacker as an immediate interrupt.

Alignment Unaligned Languages Common, Elven

Skills Insight +14, Nature +14

Str 21 (+10) Dex 18 (+9) Wis 19 (+9)

Con 17 (+8) Int 16 (+8) Cha 15 (+7)

Equipment hide armor, greatsword

## EKLAM GUARDIAN TACTICS

Elkrum guardians stand tough against their foes, and protect the stronger allies against initial attacks by using *ethereal dodge* to get close to their enemies.

### Elkrum Huntsman

Level 12 Artillery

Medium natural humanoid

XP 700

Initiative +12 Senses Perception +11; low-light vision

HP 95 Bloodied 47

AC 23; Fortitude 24, Reflex 25, Will 24

Speed 7

⬇️ Longsword (standard; at-will) ❖ Weapon

+19 vs. AC; 1d8+5 damage.

🏹 Greatbow (standard; at-will) ❖ Weapon

Ranged 20/40; +19 vs. AC; 3d6+5 damage.

❄️ Scatter the Foe (standard; recharge ⏏️ ⏏️) ❖ Weapon

Area burst 1 within 10; make a greatbow attack against each enemy in burst.

Ethereal Jaunt (minor; encounter)

The elkrum huntsman enters an incorporeal form and gains a movement speed of 9 and is insubstantial until the start of its next turn. It cannot make attacks of any kind while in this form, but may end this form as a free action.



<b>Alignment</b> Unaligned	<b>Languages</b> Common, Elven	
<b>Skills</b> Insight +16, Nature +16, Stealth +17		
<b>Str</b> 19 (+10)	<b>Dex</b> 23 (+12)	<b>Wis</b> 20 (+11)
<b>Con</b> 17 (+9)	<b>Int</b> 19 (+10)	<b>Cha</b> 16 (+9)
<b>Equipment</b> robes, longsword, greatbow		

### ELKRAM HUNTSMAN TACTICS

Elkram huntsmen prefer to attack when hidden, and seek out clustering enemies as viable targets for *scatter the foe*.

<b>Elkram Stalker</b>	<b>Level 13 Skirmisher</b>
<b>Medium natural humanoid</b>	<b>XP 800</b>
<b>Initiative</b> +12	<b>Senses</b> Perception +11; low-light vision
<b>HP</b> 131	<b>Bloodied</b> 65
<b>AC</b> 27; <b>Fortitude</b> 26, <b>Reflex</b> 25, <b>Will</b> 25	
<b>Speed</b> 7	
⬇ <b>Longsword</b> (standard; at-will) ❖ <b>Weapon</b>	
+18 vs. AC; 2d6+5 damage.	
⬇ <b>Short Sword</b> (standard; at-will) ❖ <b>Weapon</b>	
+18 vs. AC; 1d8+5 damage.	
⬇ <b>Eviscerate</b> (standard; at-will) ❖ <b>Weapon</b>	
The elkram hunter makes one longsword attack and one short sword attack against the same target.	
<b>Risky Maneuvering</b> (immediate interrupt, when targeted by an opportunity attack; at-will)	
The elkram hunter has -2 AC against this attack. If the attack misses, the elkram hunter can make a melee basic attack against the target.	
<b>Ethereal Jaunt</b> (minor; encounter)	
The elkram stalker enters an incorporeal form and gains a movement speed of 9 and is insubstantial until the start of its next turn. It cannot make attacks of any kind while in this form, but may end this form as a free action.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common, Elven
<b>Skills</b> Insight +16, Nature +16, Stealth +15	
<b>Str</b> 21 (+10)	<b>Dex</b> 18 (+9)
<b>Con</b> 17 (+8)	<b>Wis</b> 19 (+9)
<b>Int</b> 16 (+8)	<b>Cha</b> 15 (+7)
<b>Equipment</b> hide armor, longsword, short sword	

### ELKRAM STALKER TACTICS

Elkram stalkers will generally use their *ethereal jaunt* early in order to wade into the center of the battle, provoking attacks with *risky maneuvering*.

<b>Elkram Sentinel</b>	<b>Level 14 Soldier</b>
<b>Medium natural humanoid</b>	<b>XP 1000</b>
<b>Initiative</b> +14	<b>Senses</b> Perception +12; low-light vision
<b>HP</b> 140	<b>Bloodied</b> 70
<b>AC</b> 30; <b>Fortitude</b> 27, <b>Reflex</b> 26, <b>Will</b> 26	
<b>Speed</b> 6	
⬇ <b>Greatsword</b> (standard; at-will) ❖ <b>Weapon</b>	
+21 vs. AC; 2d8+6 damage.	
⬇ <b>Spirit Rend</b> (standard; at-will) ❖ <b>Weapon</b>	
+19 vs. Will; 2d8+6 damage, and the target is weakened.	
<b>Ethereal Jaunt</b> (minor; encounter)	
The elkram sentinel enters an incorporeal form and gains a movement speed of 8 and is insubstantial until the start of its next turn. It cannot make attacks of any kind while in this form, but may end this form as a free action.	

<b>Stag</b>		
During a charge, the elkram sentinel ignores the effects of difficult terrain. In addition, when the elkram sentinel is the target of a charge, it can elect to shift one square toward the attacker as an immediate interrupt.		
<b>Alignment</b> Unaligned	<b>Languages</b> Common, Elven	
<b>Skills</b> Insight +17, Nature +17		
<b>Str</b> 23 (+13)	<b>Dex</b> 21 (+12)	<b>Wis</b> 21 (+12)
<b>Con</b> 20 (+12)	<b>Int</b> 18 (+11)	<b>Cha</b> 17 (+10)
<b>Equipment</b> hide armor, greatsword		

### ELKRAM SENTINEL TACTICS

The elkram sentinel is the sturdy warrior of elkram society. They are frontline fighters, and use *spirit rend* on a vulnerable foe before making their final strike.

<b>Elkram Spirit Guide</b>	<b>Level 14 Controller (Leader)</b>	
<b>Medium natural humanoid</b>	<b>XP 1000</b>	
<b>Initiative</b> +12	<b>Senses</b> Perception +14; low-light vision	
<b>HP</b> 137	<b>Bloodied</b> 68	
<b>AC</b> 28; <b>Fortitude</b> 25, <b>Reflex</b> 26, <b>Will</b> 28		
<b>Speed</b> 7		
⬇ <b>Staff</b> (standard; at-will) ❖ <b>Weapon</b>		
+19 vs. AC; 1d10+6 damage.		
❖ <b>Ravenous Thorns</b> (standard; at-will)		
Area burst 1 within 10; +18 vs. Reflex; 2d8+6 damage and the target is slowed and takes ongoing 5 poison damage (save ends both).		
<b>Spiritual Refuge</b> (standard; encounter)		
Close burst 5; Each ally in burst is regains 10 hit points and is insubstantial until the end of the elkram spirit guide's next turn.		
<b>Ethereal Jaunt</b> (minor; encounter)		
The elkram spirit guide enters an incorporeal form and gains a movement speed of 9 and is insubstantial until the start of its next turn. It cannot make attacks of any kind while in this form, but may end this form as a free action.		
<b>Alignment</b> Unaligned	<b>Languages</b> Common, Elven	
<b>Skills</b> Insight +19, Nature +19, Heal +19		
<b>Str</b> 16 (+10)	<b>Dex</b> 20 (+12)	<b>Wis</b> 24 (+14)
<b>Con</b> 17 (+10)	<b>Int</b> 18 (+11)	<b>Cha</b> 18 (+11)
<b>Equipment</b> staff		

### ELKRAM SPIRIT GUIDE TACTICS

An elkram spirit guide generally leads from the back, casting *grasping thorns* to prevent their enemies from advancing too quickly. They'll wait until their allies are weary before using *spiritual refuge* as a last stand.





## Otaktay, the Cold One

It is seldom that a stag should grow so ruthless as to be shunned by his own people. One famous case however is Otaktay, a ranger of the Path whose sadistic obsession with rooting out evil has made him a frightening individual, even to other elkram. His story has become almost a parable among elkram: a sign of the careful threshold one must respect, and that is the threshold between vigilance and madness.

Though he is a strange pariah among his kind, he is seen by like minds as a hero. Otaktay has a small gathering of other stags who see him as a wise teacher, and who follow him and do his deranged bidding. Otaktay gets his title “Cold One” from his demeanor. He hardly speaks if at all, except to his one companion, Kwahu. A majestic, battle-worn eagle, Kwahu is always with Otaktay. They are like predators who have fought beside each other as a symbiotic pair.

Kwahu		Level 14 Lurker
Small natural beast		XP 1000
<b>Initiative</b> +17	<b>Senses</b> Perception +11	
<b>HP</b> 110	<b>Bloodied</b> 55	
<b>AC</b> 28; <b>Fortitude</b> 27, <b>Reflex</b> 26, <b>Will</b> 25		
<b>Speed</b> 3, fly 10 (hover), overland flight 13		
⬇ <b>Bite</b> (standard; at-will) +19 vs. AC; 3d6+6 damage.		
⬇ <b>Distraction</b> (standard; at-will) Kwahu flies up to 10 squares, and makes an attack at +17 vs. Reflex at any point during the move without provoking an opportunity attack from the target. On a hit, the target is dazed, and an ally adjacent to the target can make a melee basic attack against the target as a free action.		
<b>Alignment</b> Unaligned		<b>Languages</b> —
<b>Str</b> 22 (+13)	<b>Dex</b> 23 (+13)	<b>Wis</b> 18 (+11)
<b>Con</b> 20 (+12)	<b>Int</b> 6 (+5)	<b>Cha</b> 17 (+10)

Otaktay, the Cold One		Level 15 Elite Skirmisher
Medium natural humanoid		XP 2400
<b>Initiative</b> +15	<b>Senses</b> Perception +12; low-light vision	
<b>HP</b> 294	<b>Bloodied</b> 147	
<b>AC</b> 30; <b>Fortitude</b> 27, <b>Reflex</b> 30, <b>Will</b> 27		
<b>Saving Throws</b> +2		
<b>Speed</b> 7		
<b>Action Points</b> 1		
⬇ <b>Longsword</b> (standard; at-will) ❖ <b>Weapon</b> +20 vs. AC; 2d8+6 damage.		
⬇ <b>Short Sword</b> (standard; at-will) ❖ <b>Weapon</b> +20 vs. AC; 1d10+6 damage and ongoing 5 poison damage.		
⬇ <b>Viscerate</b> (standard; at-will) ❖ <b>Weapon</b> Otaktay makes one longsword attack and one short sword attack against the same target. Otaktay can use this in place of a melee basic attack during a charge.		
<b>Deadly Evasion</b> (immediate interrupt, when targeted by an opportunity attack; at-will) Otaktay misdirects the attacker, and may choose any adjacent enemy other than the attacker as the new target of the opportunity attack.		
<b>Unnatural Speed</b> (immediate reaction, when an adjacent enemy shifts; at-will) Otaktay can immediately shift one square.		
<b>Ethereal Jaunt</b> (minor; encounter) Otaktay enters an incorporeal form and gains a movement speed of 9 and is insubstantial until the start of its next turn. He cannot make attacks of any kind while in this form, but may end this form as a free action.		
<b>Stag</b> During a charge, Otaktay ignores the effects of difficult terrain. In addition, when Otaktay is the target of a charge, he can elect to shift one square toward the attacker as an immediate interrupt.		



<b>Alignment</b> Unaligned	<b>Languages</b> Common, Elven	
<b>Skills</b> Insight +17, Nature +17, Stealth +18		
<b>Str</b> 23 (+13)	<b>Dex</b> 22 (+13)	<b>Wis</b> 21 (+12)
<b>Con</b> 19 (+11)	<b>Int</b> 17 (+10)	<b>Cha</b> 19 (+11)
<b>Equipment</b> hide armor, longsword, short sword		

## OTAKTAY & KWAHU'S TACTICS

Otaktay is a fierce enemy who wastes no time jumping into the fray. He wades into battle with *unnatural speed*, and evades opportunity attacks with *deadly evasion*. Kwahu assists him by providing him the flank, and using *distraction* to give Otaktay extra attacks.

## Great Father Ahote

Among the elders of ancient elkram societies, there are few who are so revered as Great Father Ahote. A cruel and staunch leader of his kind, he is a massive stag, heavily adorned with beads and ornaments. He's an ancient elder who seldom remains in one place for long, traveling under cloak of night with a retinue of apprentices. Ahote travels intuitively, going where his sage knowledge of the foul creatures of the world is needed most.

The Great Father also has a terrible secret. Although he has tried on numerous occasions, Ahote is unable to partake in the Passing. Always rejected, no one among his very close retinue is certain if this is because nature has no wish for his spirit's return, or if the world is still in need of his services, keeping him alive so that he may perform one more terrible or great task in his lifetime...

<b>Great Father Ahote</b>	<b>Level 16 Elite Controller</b>
<b>Medium natural humanoid</b>	<b>XP 3200</b>
<b>Initiative</b> +12	<b>Senses</b> Perception +15; low-light vision
<b>HP</b> 308	<b>Bloodied</b> 154
<b>AC</b> 30; <b>Fortitude</b> 27, <b>Reflex</b> 28, <b>Will</b> 33	
<b>Saving Throws</b> +2	
<b>Speed</b> 5	
<b>Action Points</b> 1	
⬇ <b>Staff of Natural Order</b> (standard; at-will) ❖ <b>Weapon</b> +21 vs. AC; 1d10+7 damage.	
✈ <b>Thorny Roots</b> (standard; at-will) Ranged 10; +20 vs. Reflex; 2d8+7 damage, and the target takes 5 ongoing damage and is slowed (save ends both). <i>First Failed Save:</i> The target is immobilized instead of slowed (save ends).	
↔ <b>Consecrated Circle</b> (standard; sustain minor; encounter) ❖ <b>Zone</b> Close burst 3; this power creates a zone of consecrated ground. All enemies who begin their turn in this zone are weakened (see <i>spiritual assault</i> ). Ahote must be within the zone to sustain it.	

<b>Spiritual Assault</b> (immediate reaction, when an enemy enters the zone created by <i>consecrated circle</i> ; recharge Ⓜ Ⓜ) ❖ <b>Charm</b> +20 vs. Will; The target is dominated (save ends).
<b>Ethereal Jaunt</b> (minor; encounter) Otaktay enters an incorporeal form and gains a movement speed of 7 and is insubstantial until the start of its next turn. He cannot make attacks of any kind while in this form, but may end this form as a free action.
<b>Alignment</b> Unaligned <b>Languages</b> Common, Elven <b>Skills</b> Insight +20, Nature +20, Heal +19 <b>Str</b> 16 (+11) <b>Dex</b> 19 (+12) <b>Wis</b> 25 (+15) <b>Con</b> 18 (+12) <b>Int</b> 21 (+13) <b>Cha</b> 20 (+13) <b>Equipment</b> staff of natural order

## GREAT FATHER AHOTE'S TACTICS

Great Father Ahote is slow in his old age, but he remains very powerful. He'll hold to the back of the fight and cast *thorny roots*. If approached, he'll gather his allies close to defend him while he creates a *consecrated circle* and uses *spiritual assault* on any who draw near.

Ahote carries an intricate, gnarled staff known as The Staff of Natural Order. This is a powerful relic of the wild, dedicated to the purging of the unnatural and impure. Feel free to offer this as a treasure item in it's various incarnations to your players!

<b>Staff of Natural Order</b>				<b>Level 12+</b>	
<i>This gnarled old staff exudes sylvan majesty and authority.</i>					
<b>Lvl 12</b>	+3	13,000 gp	<b>Lvl 21</b>	+5	225,000 gp
<b>Lvl 17</b>	+4	65,000 gp	<b>Lvl 27</b>	+6	1,625,000 gp
<b>Implement (Staff)</b>					
<b>Enhancement:</b> Attack rolls and damage rolls					
<b>Critical:</b> +1d6 damage per plus					
<b>Property:</b> While wielding this staff, you do not suffer the effects of an enemy's aura.					
<b>Power (Daily, Zone):</b> Minor Action. Close burst 3; All undead and aberrant creatures who begin their turn in this zone take 5 damage and are weakened until the end of their turn. Moving in any way ends the effects of this zone.					

## ENCOUNTER GROUPS

Elkram tend to travel in small, stealthy groups in order to gain the surprise on their enemies. One or two sentinels will grace most parties, and a particularly important reconnaissance group might contain a Spirit Guide. Most elkram encounter groups will contain one central figure who acts as leader to the rest, whom the whole group will defend vigilantly.



### Level 11 Encounter (3000 XP)

- ❖ 4 elkram guardians (level 11 minions)
- ❖ 2 elkram huntsmen (level 12 artillery)
- ❖ 1 elkram sentinels (level 14 soldiers)

### Level 13 Encounter (4250 XP)

- ❖ 3 elkram guardians (level 11 minions)
- ❖ 1 elkram stalker (level 13 skirmisher)
- ❖ 2 elkram sentinels (level 14 soldier)
- ❖ 1 elkram spiritual (level 14 controller)

### Level 15 Encounter (6500 XP)

- ❖ 1 elkram huntsman (level 12 artillery)
- ❖ 3 elkram stalkers (level 13 skirmisher)
- ❖ Otaktay, the Cold One (level 15 elite skirmisher)
- ❖ Kwahu (level 14 lurker)

### Level 16 Encounter (6700 XP)

- ❖ 6 elkram guardians (level 11 minion)
- ❖ 3 elkram sentinels (level 14 soldier)
- ❖ Great Father Ahote (level 16 elite controller)

## ELKRAM IN CAMPAIGNS

**Elkram Players:** Elkram players are great for any group, but where they shine most is when you're dealing with primal themes, characters, or campaigns. Elkram characters are easy to incorporate, and are great for all playing styles. Those looking for a more reserved character will be comfortable, and players who want more involved back-story and roleplaying opportunities will find plenty of allowances as well.

**Elkram NPCs:** The elkram are an excellent people to include as part of a campaign that leads players into majestic sylvan environments, or pits them against vile demons and cultists. The elkram make for mysterious allies, and tracking down or finding an elkram settlement or character can be the object of an entire level's worth of adventuring.

There are many reasons why players would seek out or encounter the elkram, one obvious reason being the need for guidance. Elkram elders, or larger elkram communities have generations of knowledge regarding the destruction of abyssal and aberrant forces. The artifacts, mysteries, rituals, and techniques could prove invaluable to anyone.

Alternatively, the elkram can be used as an important political faction in an area with a large woodland area. Entire kingdoms are often meant to contend with elkram and their lethal stewardship of the woodlands

of the area. Characters might be sent to parley with the elkram on behalf of villages, towns, or even lords.

**Elkram Villains:** Elkram villains are easy to incorporate on a variety of scales. Anyone who does something so simple as wandering too deeply into the wrong forest can draw the attention of hostile forces. This can be either someone the players are sent to find, someone who has something of great interest to them, or even the players themselves. Elkram aren't above killing trespassers and taking the spoils of their quarry, or alternatively, taking prisoners for indefinite periods of time.

Alternatively, you could have your players wander haplessly into the crosshairs of overzealous elkram sentinels and hunters. Those who would vigilantly hunt the corrupt can often become misguided. If your heroes have any contact at all with aberrations, undead, or those who would befoul nature, even if it is in fighting them, this can be misconstrued to great extremes by those looking for someone to take responsibility. Otaktay, the Cold One is a great example of his (see "Fighting the Elkram" above).

## ADVENTURE HOOKS

**Into The Woods:** A dangerous criminal, cultist, or other villain has escaped and fled to the nearby forest. These forests, however, are said to play host to a small settlement of elkram sentinels. The villain absolutely must be found, either because he's stolen something, or he's needed for some other purposes. Do the players follow him in, and deal with the wardens of the wood, or will they work with the elkram to bring him to justice? And what if the elkram have already imposed their own justice on the unfortunate trespasser?

**The Assassin:** The royal guard of a nearby king (or even a lesser noble) foiled an assassination attempt on the king and his advisors. The assassin was an elkram who managed to infiltrate quite deeply into the palace before being caught. He is in captivity, and refuses to utter a word. Rumor has it, however, that the elkram attempted to bring charges of treason and heresy against the king and his retinue. The players will have to investigate the reasons behind the assassin's attempt, and whether or not there may be some merit to the elkram's claim...

**Last Hope:** The players have been up against an insurmountable foe; an enemy of the natural world, be it a vile necromancer or a horrid abomination. Time and time again they are unable to defeat it, and it looks like the last hour is quickly approaching for the main characters. They stumble upon one last rumor, howev-



## ELKRAM SETTLEMENTS

The following are examples you can use as plugs to help you better fit the elkram into your campaign.

### LOCATIONS

**Highmoon Glade:** The forest that houses Highmoon glade has been under attack for hundreds of years from dark forces on all sides. Led by a wise treant named Syltathris, the sylvan creatures of the wood gathered for a last ditch effort, summoning a tribe of elkram from the distraught spirits of the forest. At that moment, Highmoon Glade was established. Under the leadership of Syltathris and the elkram elders, Highmoon Glade is a safe haven for all manner of forest dwellers, from elves to dryads, satyrs and centaurs.

**The Skytorn Monastery:** The Skytorn Monastery exists entirely in secret, due almost entirely to its location high in the treetops. Obscured from above and below by thick branches, the structure is composed of robust round houses that surround between ten and twelve treetops, connected by serene rope bridges. The elkram monks of the Skytorn Monastery employ deadly huntmen to protect any who might discover its location, perhaps hiding the truth behind what might need to be kept so thoroughly hidden.

**Stalker's Rest:** There are many secret glades and hidden vales where the elkram hold court. Seldom is there an elkram hideout as well cloaked as Stalker's Rest, home of The Silent Accord (see "Sample NPCs"). This open glade is marked aboveground by an odd formation of large stones. Underneath, a grotto dug deep beneath the surface is home to the dedicated leaders of the Silent Accord. It is said that once a year, The Unmerciful arrives under cloak of night to check in with his faithful servents. Often, druids will arrive in the area in order to pay tribute to the spirits gathered there, but in truth they are making visits to Stalker's Rest, offering information and intelligence the the leaders of the Accord.

### SAMPLE NPCs

**Kaliska:** Kaliska used to be a part of a powerful enclave of hundreds of elkram tribesman, until her entire community was killed in the night by the thralls of a vicious vampire lord. She is a powerful doe sentinel who leads a group of refugees quietly across the world, seeking a proper home. This is not always an easy journey, for the elkram people have a deadly reputa-

tion, and not many places are willing to take in such a risk as a refugee train of dangerous mythical zealots hunted by a vampire and his hellish spawn.

**Wryndar the Iron-Willed:** Wryndar has never known the rest of elkram society. Raised among men, he grew without knowledge of the path and was looked upon with fascination as he grew up as a solitary member of his race among strangers. Wryndar proved himself strong, and grew to be a powerful force of justice and might in a land plagued by darkness and ruin. He is a knight — a towering commander of men who strikes fear and awe in the common people who know his reputation as a warrior for peace. Though he has no knowledge of his ancestry or native people, he feels the higher calling of his nature and longs for belonging in a world that more fears him than admires him.

**Ulnuam:** Ulnuam grew up in a small elkram community like many others. He was always reluctant to contribute to the rest of his tribe, and without the guidance of his community, began to pursue the Path to excessive, sadistic ends. Shunned from his home, he now travels from place to place, finding odd jobs or places of work. He'll pose as a kind traveler looking for work in the stables or an apprentice carpenter looking to learn from the local master, but in truth, he'll spend every night stalking and killing raucous tavern patrons and other innocents he deems "unfit for this world".

**The Silent Accord:** Ruin and terror often come in the form of diabolical villains and horrid monsters. Sometimes, however, corruption wears a much kinder mask; that of nobility, honesty, and lordliness. When the powerful fall under the infection of ruinous powers, there is only one fate remaining for them. For this, there is the Silent Accord. They are tyrant hunters, led by a single elkram who calls himself "The Unmerciful", the organization is made of many members from a collection of races, all of whom operate in silence and shadow. The name of the accord is never spoken, and its members hardly have interaction with more than one other member. Cells act isolated from one other, orders coming down via cryptic messages from unknown sources.

