

BOW & BLADE

A GUIDEBOOK TO WOOD ELVES



BY CHRIS THOMASSON & JESSE DECKER

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BOW & BLADE

A GUIDEBOOK TO WOOD ELVES

A RACES OF RENOWN SOURCEBOOK FOR THE D20 SYSTEM

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INTRODUCTION

YOU WILL FIND SOMETHING MORE IN WOODS THAN IN BOOKS.
TREES AND STONES WILL TEACH YOU THAT WHICH YOU CAN
NEVER LEARN FROM MASTERS.

Saint Bernard—Epistle

The **d20 System**® puts the tools to build great roleplaying experiences in the hands of the players. With this ideal in mind, *Bow & Blade* brings players and Gamemasters (GMs) alike the tools to build great wood elf characters and cultures. The book contains new game elements such as feats, prestige classes, spells, and equipment you can use to enrich your games, and new cultural information and ideas to inspire your portrayal of wood elf characters. You can use this material to enrich, expand, and occasionally change what wood elves can do, all with the aim of making any subrace of elves in a roleplaying game more fun. This book should not define the limits of what wood elves can be; rather, let it serve as a foundation for your fantastic visions of wood elfen nature.

NEW GAME ELEMENTS AND EXISTING CHARACTERS

Most of the material in this book is usable by characters of any level, within the bounds of class and race. However, there are bound to be elements that players and GMs wish to incorporate into an ongoing campaign that, had a player been aware of earlier, might have caused an existing character to make different choices. New material should never punish a player for choices made at early levels. With that in mind, there is plenty of flexibility in the **d20 System** for GMs and players to change the requirements for using new material or even make slight changes to existing characters. For example, requirements for a prestige class might be changed slightly to allow access to the class without starting an entirely new character. In all such cases, the GM is the final arbiter of the rules in the campaign. Whenever you integrate this material into your campaign in an interesting way, please share your ideas on the message boards at www.greenronin.com.

ABOUT THE AUTHORS

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 until recently the editor-in-chief of *DRAGON Magazine*, and now works as an RPG designer at Wizards of the Coast. His writing credits include *Hammer and Helm* and *The Avatar's Handbook* for Green Ronin Publishing, as well as work on the new *Fiend Folio* and other products for Wizards of the Coast.

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 co-author Jesse Decker's proposal to be part of *Bow & Blade*. Chris's next character is going to be an elf. Problem solved. The Yellow Dart has also contributed to the new *Fiend Folio*, Green Ronin's *The Avatar's Handbook*, and *DRAGON Magazine*, was until recently the editor-in-chief of *DUNGEON Magazine*, and now spends his days editing *DRAGON Magazine*, the coolest job there is.

THE VILLAGE OF CORWYL

The Village of Corwyl, Green Ronin's upcoming companion book to *Bow & Blade*, fully details a wood elfen village designed to fit easily into any game world. The remote tree-top village makes an excellent home base for a wilderness-based campaign, or an exotic place for existing characters to visit. The current political and religious crisis offers a starting point for play, while the many adventure seeds and plot hooks ensure that Corwyl will remain interesting for the life of the campaign.

From the creative team that produced *The Village of Briarton* (honorable mention, 2003 GenCon EN World D20 System Awards), *The Village of Corwyl* will be released in early 2004.



CHAPTER ONE

THE WAY OF THE FOREST

Bow & Blade gives you ways to build great wood elf characters, create unique encounters, and make a forest environment more vibrant. This chapter begins the work of character and world design. Take the information as you find it here and in the following chapters or use it as inspiration for your own creations.

• USING THIS BOOK •

This book presents many options and possibilities for incorporating wood elves (along with other elf subraces) more prominently into your games. While GMs have more control over the game world than players, the following suggestions can help you begin building interesting and diverse elf characters.

The simplest way to incorporate this book's ideas and game elements into a campaign is to just start doing it. Grab your GM (or your players if you're the GM), and start talking about wood elves. If you agree on elements that would make a good addition to your game, go ahead and use them. If not, a little brainstorming can usually produce solutions that make both player and GM happy. GMs, of course, can also include elements of the book in their games as a surprise to the players. Although nearly all of the material in *Bow & Blade* was created with good or neutral characters in mind, GMs can create new and interesting foes for their players with just a little work. Few players are likely to forget game sessions set in a forest filled with undead lifeweavers and half-fiend soul archers.

ELVES AND ELF SUBRACES

With so much written about them, elves play an integral part in the history of almost every campaign world. Such a wealth of material can only benefit gamers, equipping players and GMs alike with a long list of ideas to choose from when shaping elven cultures. Although much of the material in this book is geared toward the wood elven mindset and the deep forest, it is a ready toolkit for creating unique and diverse elves.

Simply choosing one element in this book and changing the description slightly can lead to a large number of fresh ideas. For example, a player wants his character to eventually enter the speardancer prestige class (see **Chapter Three: Prestige Classes**), but he also wants that character to have

been born and raised within a strong human city in the most prominent nation of the campaign. After a short discussion, the player and GM decide that the speardance is actually a new tradition—the small elf population of the city is only now perfecting its greatest techniques, shaping their cultural identity in the process. It might take the character a long time to gain the trust of elves outside the city, thus highlighting societal differences.

There are several equally valid approaches to using elf subraces, including the new ones presented in this chapter.

USE THEM ALL

In most traditions, elves are a reclusive people, and this secrecy leaves room for as many subraces as the GM and players care to include. Most elf subraces get along reasonably well with one another—with the obvious and striking exception of the drow. The great elf cities can easily house large populations that include multiple subraces. Indeed, such blended elf civilizations are more vibrant and capable than communities containing just one subrace, as each group brings different abilities and talents into the society.

In campaigns with this approach, each elf subrace sees the others as allies and honored cousins. Relations need not be perfectly peaceful, however, and within any community rivalries and power struggles play an important role. Players must define their elf characters' feelings about these diverse groups, but there are few cultural restrictions. In this kind of campaign, material from this book might be freely available to any elf.

ELF DEVOLUTION

One interesting variant on subraces is that of an ancient people tragically fallen from cultured architects of civilization

to feral embodiments of primal energies. This idea puts all elf subraces in a love-hate relationship with one another. High elves see themselves as the “true” ones, rightful heirs of their race’s power. Even so, they know that they have fallen far from the heights of their predecessors and often become lost in dreams of past greatness. The high elves both pity and fear the other elf subraces, whom they see as both wayward children and unwelcome reminders of their people’s decline. How many generations, they wonder, before the most enlightened and educated elves resemble the wood elves of today, and how long after that will only the barbaric feral elves remain?

Caught in the middle of this cultural landslide, wood elves see themselves as manifesting nature’s will. Although they have lost the mightiest arcane secrets and no longer inhabit the great cities of antiquity, they have replaced such things with a stronger bond to nature. Their forest fastnesses remain unsullied by the decadent traditions of the high elves, and they do not cling to faded glory but instead pursue the secrets of the wild, aligning themselves with the other inhabitants of the deep forest. They look down on feral elves as bestial creatures wholly given over to existence in the wild.

The feral elves think little of such matters, but when they do, they laugh at their cousins’ claims that magic and culture are signs of strength. They do not have to huddle in cities and hunt in groups—their powerful bodies are hardier than those of other elves, and they need fear nothing. Let their weaker cousins lament the traditions of ancient days. Memories might provide valuable information and skills, but ensuring the tribe’s continuing survival is far more important.

MAKING WOOD ELVES UNIQUE

Preconceived notions about wood elves abound. They live in the forest, as their name implies, and they excel at the use of bow and sword. These simple assumptions might not seem like much, but they can lock both players and GMs into thinking that wood elves are a done deal, the same in every campaign. True, they are closely tied to their environment, but forests are huge and varied places. Wood elves’ relationship with their homes can be as compelling and rich as the dark elves’ relationship with the deep places of the world and the dwarves’ bond with their mountains.

There are several ways to make wood elves unique and compelling, just like any other race or culture in the campaign. All of these techniques, however, boil down to giving the race a memorable flavor. This book concentrates on using game mechanics to bring out such flavor: Prestige classes like the speardancer and the lifeweaver give wood elves martial and magical traditions unlike that of any other race, new creatures provide them unique mounts and allies, and so on. With a few judicious choices and a bit of consistent descriptive language, a GM can enliven players’ and characters’ view of wood elves, making them a living part of the world, shaping and shaped by the forests in which they dwell. Making different choices for a subsequent game or a different tribe of wood elves reinforces the idea that their culture is not a monotone but a vibrant, interesting thing.

You can also choose from a tremendous number of minor cosmetic changes to make wood elves fit in better with a campaign world or seem special. These include naming traditions, details of dress or physical appearance, speech patterns, and so on, that bring wood elf culture to life.

• WOOD ELVES •

Wardens of the forest, defenders of their ancient lands, wood elves are the civilized race that is closest to nature’s pure power and will. They are physically strong (especially in comparison to other elf subraces), and although they are not as intellectually gifted and sophisticated as some, their druids are a match for the world’s most powerful arcane and divine spellcasters.

PERSONALITY

Wood elves rarely interact with those not wholly dedicated to the forest and peaceful life within its shelter. They can enjoy the company of others, but they prefer solitude and make little effort to hide their preference. Like other elves, they tend to be amused rather than excited, their long lives giving them a perspective unlike that of other races. But where other elves are quietly reserved, wood elves seem aloof and even cold.

PHYSICAL DESCRIPTION

Lithe and surprisingly strong, wood elves are graceful and deadly warriors. Their hair color ranges from yellow to a deep coppery red, and they have light skin. Their eyes range from a pale blue or green to more exotic and striking shades such as violet or gold. Although they possess a wild, unkempt beauty, their standoffish attitude tends to overshadow their physical appearance.

Wood elves favor dark shades of green, brown, and other earth tones to better blend with their forest homes, but they also adorn their clothing with feathers, intricate leather braids, and other decorative items found in the forest. These long-lived folk have deeper memories than members of most races, and they often carry small reminders with them. Many of the trinkets a wood elf wears have special significance to the individual or her family: A feather hanging from a braid

of hair is a treasured memento of a giant owl or eagle that the elf befriended, the silvery band worn at the wrist a loop of an allied dryad's hair, and so on.

RELATIONS

To the reclusive wood elves, humans are dangerous interlopers, halflings silly wanderers, dwarves rigid bores, and everyone else a threat to the forest. Wood elves can set aside such opinions when the need arises, and they know the difference between a civilized people and brutish monsters, but they prefer their own company to that of others.

Conversely, the animals and fey of the woodlands have few friends as capable and understanding as the wood elves, and many such creatures make their homes in or near wood elf communities. The elves regard their animal friends as equals rather than pets or livestock, while powerful and intelligent fey blend naturally into wood elf society.

ALIGNMENT

Despite their isolationist tendencies, wood elves are kind at heart and harm only those who would hurt themselves, the forest, or other good folk. They love freedom as other elves do, and they value self-expression and personal choice very highly. Nature's innate neutrality tends to pervade their thinking more than it does that of other elfen subraces, accounting in part for their views of others.

RELIGION

Most wood elves have a stronger bond with nature than with a specific deity, but they share some beliefs with other elf subraces and often choose to worship the same lesser deities. Many of the most powerful wood elf spellcasters are druids, and this strongly shapes their culture and beliefs. Depending on the campaign, these druids gain their power from a faceless force of nature, an earth mother figure, or even the dominant elfen war god. Whatever aspect of nature is most pervasive likely forms their chief deity. Elemental elves (see page 8) have their own systems of belief; if

you include them in a campaign, wood elves too might pay homage to their deities as the purest embodiments of nature's power.

LANGUAGE

Wood elves share the Elven tongue with the other elf subraces. Subtle and full of beauty, Elven is the preferred language of poets and minstrels. Wood elves inclined to master another language almost always choose Sylvan. Although most know the Common tongue, many refuse to speak it unless the other person makes at least some attempt to use Elven first.

NAMES

Wood elves favor lyrical names that remind them of the forests and other natural places that they love. Like other elves, wood elves choose a name after passing into adulthood. They also have long family names that describe a partial history of the clan or name some important ancestor.

ADVENTURERS

Wood elf adventurers leave the shelter of the forest for many reasons. Young wood elves may be struck with wanderlust, and they move throughout the world looking for natural secrets and allies to aid their people. Others bring battle to foes of their people or hunt all those who would exploit the wealth of the forest.

WOOD ELF RACIAL TRAITS

- **+2 Strength, +2 Dexterity, -2 Constitution, -2 Intelligence:** Wood elves are physically adept, but they tire quickly and lack the mental acuity of their gray elf kin.
- **Medium:** As Medium creatures, wood elves have no special bonuses or penalties due to their size.

• Wood elf base land speed is 30 feet.



- Immunity to magic sleep effects, and a +2 racial saving throw bonus against enchantment spells or effects.
- **Low-Light Vision:** A wood elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.
- **Weapon Proficiency:** Wood elves receive the Martial Weapon Proficiency feats for the longsword, rapier, longbow (including composite longbow), and shortbow (including composite shortbow) as bonus feats. Elves esteem the arts of swordplay and archery, so all elves are familiar with these weapons.
- **+2 racial bonus on Listen, Search, and Spot checks:** A wood elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if he were actively looking for it. A wood elf's senses are so keen that he practically has a sixth sense about hidden portals.
- **Automatic Languages:** Common and Elven. Bonus Languages: Draconic, Gnoll, Gnome, Goblin, Orc, and Sylvan. Elves commonly know the languages of their enemies and friends, as well as Draconic, the language commonly found in ancient tomes of secret knowledge.
- **Favored Class: Ranger.** A multiclass wood elf's ranger class does not count when determining whether he takes an XP penalty for multiclassing. Wood elves are at home in the forest, and they are often accompanied by giant owls, leopards, or pumas.

• NEW ELF SUBRACES •

The following alternative visions of elves can exist in your campaign as separate races living side by side with wood elves, or as subraces of one elf people. The elemental elves in particular are very different from traditional visions of the race, so GMs and players should carefully consider whether such divergence is desirable in the campaign.

ELEMENTAL ELVES

Elemental elves arose from the wood elves' aptitude for magic combined with their fascination with the natural elements of the world, as defined by their beliefs and religion. They were born thousands of years ago from experimentation with elementals and strong transmutation magic. Since that time, their descendants have gradually evolved so that their contemporary forms are less elflike and more elemental. There are four different kinds of elemental elves: fire, metal, wind, and water. They share an elemental heritage but are also quite different from one another. (In some views, the wood elves too have an elemental quality; see Wood Elves as Elemental Elves on page 16.)

Deeply spiritual, elemental elves hold absolute reverence for their respective elements in their raw forms. Their chief deity, Prielghari (pree-el-gar-ee), is a god of many facets, also known as the Elemental Storm or The Five-in-One. (See Wood Elven Religion starting on page 20 for more about this deity.) Each subgroup of elemental elves places its own aspect of the god ahead of the others. Fire elves revere the flaming hands of Prielghari, which bring action where passivity reigned before. Wind elves favor the feet, creators of motion. Water elves revere the head, since the mind cuts a channel through the mire of indecision. Metal elves respect the chest as seat of the heart, which they believe to be the strongest part of the body—when all else fails, the heart can still prevail. Wood elves who are also elemental elves single out no particular

portion of Prielghari for worship but compare the deity to a great tree: The legs are the roots, the head and chest the trunk, and the arms the branches. To them, all parts must function as one for life to flourish.

Elemental elves all share the elf knack for magic, but not necessarily for the arcane (despite its role in their creation). Their devotion to Prielghari's many aspects has led to a greater emphasis on divine magic. Elemental elf settlements revolve around ceremonies and temples devoted to that deity, reinforcing their devotion and reverence.

FIRE ELVES

Fire elves tend to live in small communities of their own kind or wander individually among the other races. Even their communities are nomadic; fire elves don't seem capable of staying in one place for too long. They have little difficulty adapting to different environments, although they favor hotter climates and avoid colder ones, for obvious reasons. Individuals within a community might wander off for years at a time to see and explore the world, returning to visit occasionally, or even joining another group of fire elves. When different communities meet, members move between the groups as they desire.

PERSONALITY

Quick in everything they do, this group has been likened to humans by high elves. They are passionate and temperamental, reveling in life's challenges. Fire elves are also unpredictable, like the element whose nature they share.

PHYSICAL DESCRIPTION

Fire elves stand around 5 to 5 1/2 feet tall, much like high elves, and weigh on average 120 to 130 pounds. Their hair

varies in color from the pale gray of ash through several shades of blond, orange, and red. Skin ranges from dark gray to charcoal black. Their eyes tend to be dark, but they flicker with an orange glow when a fire elf grows anxious or excited. Fire elves rarely sit still; inactivity only makes them irritable. To curb this trait, they frequently keep their hands busy with some intricate activity, such as shuffling a deck of cards, knitting, or practicing simple sleight of hand.

RELATIONS

Fire elves get along better with humans, halflings, half-elves who favor their human parent, and even half-orcs than with other elves—especially high elves, who shake their heads in bemusement at the speed and passion with which they live. Fire elves are more tolerant of other types of elemental elves, for they share a faith. Subterranean races are confusing to fire elves, who love the sun. Thus, dwarves and gnomes tend to rub them the wrong way. Wood elves and wild elves see a kindred spirit in the fire elves, though, and often find homes in their communities (and vice versa).

ALIGNMENT

Fire elves are nearly always chaotic. They have neither time nor patience for laws or regulations, and their veneration for freedom is second only to their devotion to action.

RELIGION

Fire elves worship the hands of Prielghari. Action and change define their belief system, and their rituals typically consist of wild dances around and within massive fires. During the summer solstice, when the day is longest and Prielghari's flame burns brightest, they build large fires around a massive stone, feeding it with ever-stronger fuel for hours, accompanied by feasts and dancing. Eventually, the heated stone cracks, signaling the triumph of fire and action over immobility, as well as the end of the ritual.

LANGUAGE

Fire elves speak Elven and Ignan, although their frequent travels enable them to pick up many other languages as they are exposed to new cultures and races.

NAMES

Fire elves prefer names that mimic the sounds of flame. Hard consonant sounds and multiple sibilants are equally popular. Sample male names include Krinik, Sethissirk, or Crissick. Sample female names include Priekis, Aliloruk, Ssarahak, or Vienisik.

ADVENTURERS

More fire elves become adventurers than any other folk. Their natural thirst for action makes them perfect for the lifestyle. They might retire from the adventuring life for a time, but most fire elves spend some portion of their lives seeking fame and glory.

FIRE ELF RACIAL TRAITS

- **+4 Dex, -2 Wis, +2 Cha:** Fire elves are incredibly quick and athletic, although hasty in their judgment. Though quick to anger, they are also quick to smile and usually quite personable.
- **Medium:** As Medium creatures, fire elves have no special bonuses or penalties due to their size.
- **Fire elf base land speed** is initially 30 feet. On reaching 10th level, a fire elf's base speed increases by 10 feet. This stacks with any increases granted by other racial, class, or magical abilities.
- **Immunity to Fire:** Fire elves take no damage from natural or magical fire.
- **Low-Light Vision:** A fire 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:** Fire elves receive the Martial Weapon Proficiency feats for the longsword, rapier, longbow (including composite longbow), and shortbow (including composite shortbow) as bonus feats. Elves esteem the arts of swordplay and archery, so all elves are familiar with these weapons.
- **Ignition (Su):** Once per day as a free action, a fire elf of 7th or higher character level can ignite a weapon she wields, surrounding it with a pale nimbus of flames.



This effect lasts for 1 round per level. The weapon gains the flaming special ability, as if it were a magic weapon, dealing an extra 1d6 points of fire damage on a successful hit. The weapon must stay in contact with the activating fire elf for the duration of the effect. If the fire elf drops the weapon or is disarmed, the flames are instantly extinguished and ability is expended for the day. This ability cannot be used with natural weapons.

At 12th level, the ignition ability grows even more powerful. The nimbus of flames surrounds not only the weapon but also the fire elf's entire body. Her natural attacks now gain the flaming ability; alternatively, she can make a melee touch attack to deal 1d6 points of fire damage. This damage stacks with any damage normally dealt by a melee touch attack through a spell or other effect. Finally, whenever a creature touches the fire elf (with an unarmed or natural attack, by grappling, and so on) it automatically takes 1d6 points of fire damage. For example, a troll that strikes an ignited 12th-level fire elf with its bite and two claws takes 3d6 points of fire damage.

- **Dance of Flame (Su):** a fire elf of 9th or higher character level becomes naturally elusive and unpredictable in battle. Her penalty to AC for charging is reduced by 1, making it -1. At 15th level, this AC penalty is eliminated altogether.
- **Spell-Like Abilities:** Fire elves gain a number of spell-like abilities as they increase in experience. At 1st level, a fire elf can produce *burning hands* once per day. At 8th level, she has more potent spell-like abilities: 2/day—*burning hands*; 1/day—*heat metal*, *fire shield*, *protection from energy*. At 15th level, these increase once more: 2/day—*burning hands*, *heat metal*, *protection from energy*; 1/day—*fire shield*, *quench*, *wall of fire*. Caster level equals the fire elf's character level; save DC = 10 + spell level + fire elf's Charisma modifier.
- **+2 racial bonus on Intimidate checks:** Fire elves have a naturally imposing temperament and appearance.
- **+2 racial bonus on Search checks:** Fire elves share some of their elf cousins' natural aptitude for finding hidden things, although they do not have a "sixth sense" about secret portals.
- **+2 racial bonus on Survival checks:** Fire elves are wanderers and have learned how to get along in the wild.
- **Automatic Languages:** Elven and Ignan. **Bonus Languages:** Any (other than secret languages, such as Druidic). Fire elves encounter all manner of peoples in their wanderings.
- **Favored Class:** Barbarian. A multiclass fire elf's barbarian class does not count when determining whether she takes an XP penalty for multiclassing. Many fire elves

take levels in fighter, bard, or ranger, and a few become sorcerers or wizards specializing in fire magic.

- **Level Adjustment:** +3.

METAL ELVES

The elves embody precise, methodical patience. Most are as hard and unyielding as the element they represent. Metal elves live in orderly towns and cities built on the frontiers of other civilizations, mining and crafting exquisite tools, weapons, and art objects from various metals. Some leave the cities of their birth to live among other peoples: The more lawful the city, the more likely it is to have metal elf residents. While generally peaceful, metal elves frequently come into conflict with chaos-loving creatures such as orcs, as well as bandits who mistakenly believe them easy targets.

Metal elf communities nearly always boast at least one monastery devoted to the heart of Prielghari, since the ordered lifestyle of the monk suits the metal elf temperament. Most children grow up attending monastic schools, learning their people's history and the mysteries of the world around them, and gaining at least a limited understanding of the martial arts.

PERSONALITY

Introspective and somber, metal elves carefully deliberate over every decision. Although slow to anger, they are nevertheless quick to act once they have decided on a course of action. Metal elves never break a deal, honoring the terms of their agreements to the letter.

PHYSICAL DESCRIPTION

Metal elves stand taller than most of their cousins. Their average height is between 5 1/2 and 6 feet tall, and they are a hardy and robust folk, as thick and muscular as dwarves. The average metal elf weighs between 180 and 200 pounds. Hair can be of many shades, although it is always the color of some pure, refined metal, ranging from leaden to shiny gold. Their skin color can be anything from pale silver to dull gray, and their eyes range from earthen brown to a deep black.

RELATIONS

Metal elves don't mix well with other elves, with one surprising exception: They often welcome fire elves into their communities. They value the element of fire second only to their own, for while it can be dangerous and unpredictable, it can also be harnessed to a productive purpose. Not unsurprisingly, metal elves get along best with dwarves. With a common interest in mining and smithing, along with the shared lawful bent, the two races frequently trade and sometimes even form mixed communities. Metal elves tolerate gnomes, but the capricious and nomadic halflings bewilder this stoic people.

ALIGNMENT

Metal elves are nearly universally lawful. Rogues are few and far between among them, although not unheard of.

RELIGION

Metal elves revere the heart of Prielghari, although they also have a great deal of respect for the hands. To them, the heart symbolizes the core of an individual. Failure is not certain as long as the physical heart still beats. The metaphorical heart must be hard and cold as adamantine at times; at others, it must show mercy and be soft, like gold. But even in its more malleable state, it still has the durability to last, just like a well-forged weapon or a lovingly crafted sculpture.

LANGUAGE

Metal elves speak Elven and Terran, although many of their artisans speak the Common tongue to better facilitate dealings with nonelves.

NAMES

Metal elves prefer names that grind in the back of the throat, like a sword being sharpened on a grindstone, or that ring in the air, like a hammer striking an anvil. Sample male names include Rintolin, Greggorrin, Aggellik, or Ongor. Sample female names include Prininkler, Charngin, or Biegolir.

ADVENTURERS

Metal elf adventurers are not uncommon. Some leave their communities in search of new frontiers to settle. Others travel to learn metal-shaping techniques, and still others seek out masters of a particular fighting style or weapon. A much rarer breed grow weary of the ordered, rigid lifestyle of the community and strike out on their own to find a different path.

METAL ELF RACIAL TRAITS

- **-2 Dex, +4 Con, +2 Wis:** Metal elves are extraordinarily tough and resilient, although not very nimble. They also consider their actions thoroughly before deciding on a course.
- **Medium:** As Medium creatures, metal elves have no special bonuses or penalties due to their size.

- Metal elf base land speed is 30 feet. When metal elves reach 12th level and their claws harden into adamantine (see below), they gain a natural climb speed of 20 feet. They gain a +8 racial bonus on all Climb checks and can choose to take 10 while climbing, even when rushed or threatened.

- **Immunity to Electricity:** Metal elves take no damage from electricity. Their bodies conduct it harmlessly into the ground and air around them.

- **Darkvision:** Metal elves can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise just like normal sight, and metal elves can function just fine with no light at all.

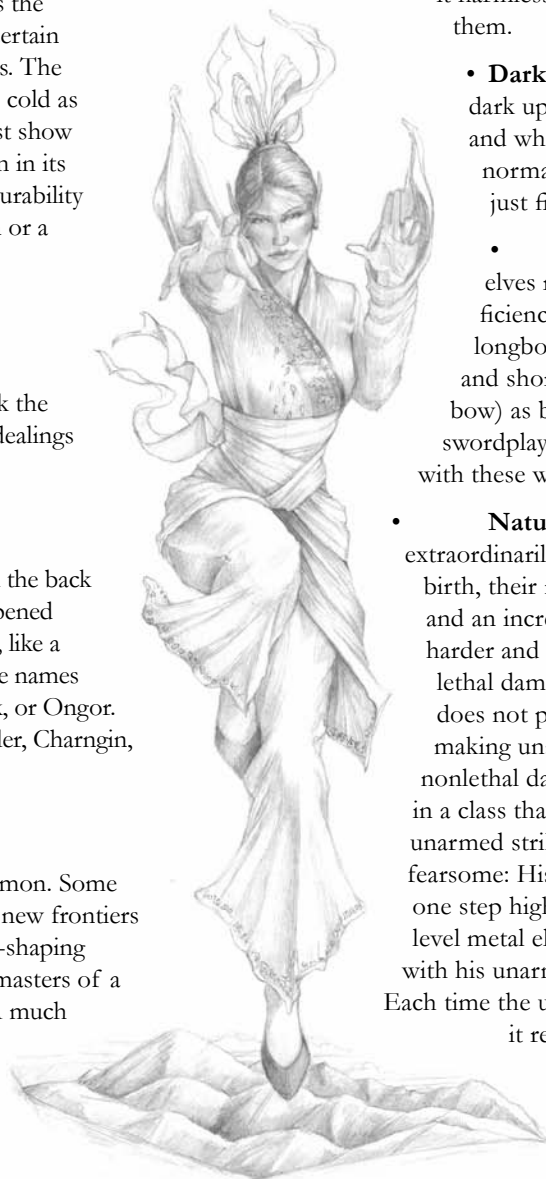
- **Weapon Proficiency:** Metal elves receive the Martial Weapon Proficiency feats for the longsword, rapier, longbow (including composite longbow), and shortbow (including composite shortbow) as bonus feats. Elves esteem the arts of swordplay and archery, so all elves are familiar with these weapons.

- **Natural Weapons:** Metal elves possess extraordinarily dense bones and tissues. From birth, their fingernails have a metallic sheen and an incredible sharpness. These claws grow harder and sharper with age. A metal elf deals lethal damage with an unarmed strike, and he does not provoke an attack of opportunity for making unarmed attacks, even if he opts to deal nonlethal damage. A metal elf who takes levels in a class that increases the base damage die for unarmed strikes (such as the monk) is even more fearsome: His unarmed strikes deal base damage one step higher than normal. For example, a 1st-level metal elf monk deals 1d8 points of damage with his unarmed strike, up one step from 1d6. Each time the unarmed damage die increases again, it remains one step above normal.

Once the metal elf reaches 12th character level, his claws transform completely into adamantine.

- **Damage Reduction (Ex):** At 5th level, a metal elf gains damage reduction 1/—. This stacks with any damage reduction gained from other class abilities. At 10th level, the damage reduction increases to 2/—, at 15th level it increases to 3/—, and at 20th level it increases to 4/—.

- **Spell-Like Abilities:** Metal elves, like other elemental elves, gain a number of spell-like abilities as they increase



in experience. At 1st level, a metal elf can produce *magic stone* once per day. At 8th level, he has more potent spell-like abilities: 2/day—*magic stone*; 1/day—*meld into stone*, *protection from energy*, *stone shape*. At 15th level, these increase once more: 2/day—*magic stone*, *meld into stone*, *protection from energy*; 1/day—*call lightning*, *stone shape*, *wall of stone*. Caster level equals the metal elf's character level; save DC = 10 + spell level + metal elf's Charisma modifier.

- **+2 racial bonus on Concentration checks:** Metal elves have an uncanny ability to focus on an important task under distracting circumstances.
- **+2 racial bonus on Craft (armorsmithing), Craft (blacksmithing), and Craft (weaponsmithing) checks:** Metal elves have a natural aptitude for working with metal.
- **+2 racial bonus on Search checks:** Metal elves share some of their elven cousins' natural aptitude for finding hidden things, although they do not have a "sixth sense" about secret portals.
- **Automatic Languages:** Elven and Terran. **Bonus Language:** Common.
- **Favored Class:** Monk. A multiclass metal elf's monk class does not count when determining whether he takes an XP penalty for multiclassing. Most metal elves don't multiclass, preferring to focus their abilities rather than diversify. Some become clerics, fighters, paladins, or wizards, but they rarely become bards or sorcerers.
- **Level Adjustment:** +3.

WATER ELVES

The water elves are probably the most spiritual of the elemental elves. They usually live in small communities near or within bodies of water, seeking to grow closer to their preferred element and learn the mysteries of Prielghari. Water elves sometimes spend days on end adrift in the water, letting the currents take them where they will. Other times, in answer to some unheard call, they engage in a flurry of activities both meaningful and spiritual. They are alternately distant,

lost in their thoughts, and furiously intense. They share their wind elf cousins' relaxed attitudes to others, but these swings in temperament are uniquely their own. Regardless of their mood, water elves always pay close attention to the world around them, looking for signs of the mysteries of their faith.

PERSONALITY

Water elves are a secretive race. They rarely speak of their beliefs to those not of their kind, believing such subjects to be beyond the ken of others. Water elves are extraordinarily quiet, lending them a contemplative and insightful air. They would rather observe and learn than speak, although they freely answer questions about themselves if asked. These elves have an uncanny ability to concentrate on a task at hand, to the point of seeming blinkered. But they rarely fail to perceive everything around them, and a focused water elf has often surprised those who thought he had failed to observe a secret movement.

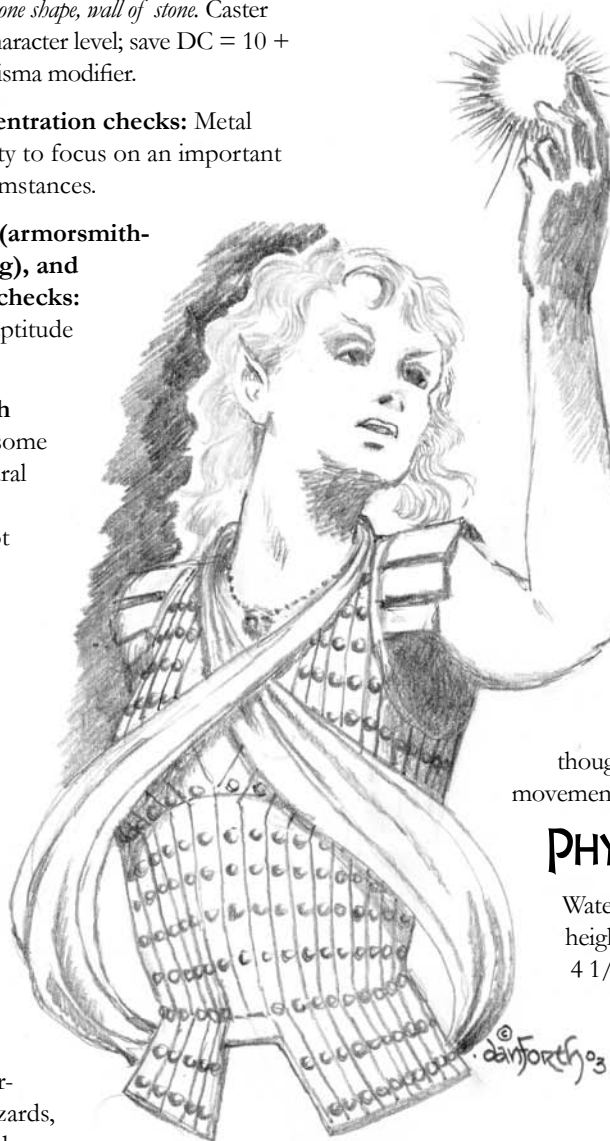
PHYSICAL DESCRIPTION

Water elves average a slightly smaller height than high elves. They stand in the 4 1/2-foot range, rarely reaching 5 feet tall. Their solid, muscular bodies are thicker than their height and race suggests. Still, they remain lighter than the average high elf, usually weighing between

115 and 125 pounds. Water elfen skin ranges from the off-white of sea foam through many shades of watery blue and green, as do their hair and eyes. Pigment isn't the only unusual thing about a water elf's skin. It has an almost liquid quality, as if only minimal surface tension keeps the elf together. Though the strange motion of their skin makes them look even more exotic, water elves are quite solid.

RELATIONS

Most people think water elves distant and strange. Their quiet, introspective demeanors are difficult to read; even other elves find them alien. However, metal elves get along well with them. They share the water elves' general temperament, and both groups tend to be calm under pressure. Water elves are also



on good terms with wood elves, but they frequently clash with fire elves. They can often be found in the company of any races' clerics. Deeply spiritual, they respect any faith, and many water elves seek out the churches of other races to gain a better understanding of religious and spiritual practices. For the most part, humans mix well with water elves, although some mistake their mysterious ways for the “worst” traits of high elves.

ALIGNMENT

Water elves are nearly always neutral in some aspect of their alignment, and they are most commonly neutral.

RELIGION

Water elves spend a great deal of time trying to understand the mysteries of life. They focus their spiritual beliefs on the head of Prielghari. The head guides the rest of the body and focuses its energy. It possesses the most potent sensory organs: the eyes and ears, which cut through deception and reveal the truth. It was the head that led Prielghari to create the elemental elves, according to the water elves. To them, important decisions must be undertaken only after every avenue has been carefully explored and considered. But once having made a decision, one must not hesitate. This moment of decision manifests itself in intense activity that seems to lack focus to everyone but the water elves, for whom this is the culmination of a long period of reflection and meditation.

LANGUAGE

Water elves speak Aquan and Common. Many learn Elven as well.

NAMES

Water elves prefer names that burble and ripple off the tongue, or those that drone like the waves. Long “e” sounds are common, as are names with syllables that crash and surprise the ear. Sample male names include Careegan, Qoraneekrit, Livorkeen, or Jeevingor. Sample female names include Eevertine, Koralefik, Haaheenor, or Larreeporik.

ADVENTURERS

Many water elves travel when they feel a need to seek out new religions. Others become adventurers when they find contemplation of Prielghari in one place leads to only a partial understanding of life's mysteries—the senses must be open to other experiences and places.

WATER ELF RACIAL TRAITS

- **+2 Dex, –2 Con, +4 Wis:** Water elves are a perceptive and intuitive people. They share the natural agility of many of their cousins, and like them, also tend to be frail.
- **Medium:** As Medium creatures, water elves have no special bonuses or penalties due to their size.
- **Water elf base land speed is 30 feet.** In addition, all water elves have a swim speed of 30 feet. At 10th level, this swim speed increases to 40 feet. Water elves can move through the water at their swim speed without making Swim checks and gain a +8 racial bonus on all Swim checks to perform some special action or avoid a hazard. They can run while swimming, provided they move in a straight line.
- **Immunity to Cold:** Water elves take no damage from cold attacks or effects. They have grown accustomed to the frigid depths of the ocean. This, combined with their elemental heritage, has given them the ability to completely ignore the bitterest cold.
- **Darkvision:** Water elves can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise just like normal sight, and water elves can function just fine with no light at all.
- **Water Breathing (Ex):** At 3rd level, a water elf gains the ability to breathe water as easily as air.
- **Weapon Proficiency:** Water elves receive the Martial Weapon Proficiency feats for the longsword, rapier, longbow (including composite longbow), and shortbow (including composite shortbow) as bonus feats. Elves esteem the arts of swordplay and archery, so all elves are familiar with these weapons.
- **Body of Water (Su):** Water elves have such an affinity with their element that they can alter the physical nature of their bodies. Once per day as a free action, water elves of 5th level can make their bodies semiliquid. This effect lasts for 1 round per level and affects only the activating water elf. While the effect is active, the water elf's skin becomes translucent, revealing a fine tracery of blue veins that vaguely outline his now semifluid internal organs. The water elf gains a +2 dodge bonus to Armor Class, as attacks that might normally wound him instead hit only the watery parts of his body.

At 11th level, the water elf can assume an even more watery form for the duration of the effect. His dodge bonus to AC increases to +3 and he gains a +5 circumstance bonus on Balance and Escape Artist checks.

At 16th level, the water elf's body can become entirely liquid when he activates this ability. He is completely translucent (although the properties of clothing and gear do not change). His dodge bonus to AC increases to +4, and the bonus on Balance and Escape Artist checks increases to +10. In addition, the water elf can alter his shape to better squeeze through tight spaces. Treat the water elf as a Fine creature for this purpose. For example, he can slip beneath a normal door (with

a clearance of half an inch or so) or even through a normal-sized keyhole. While in liquid form, the water elf cannot make attacks, his base land speed drops by half, and his swim speed increases by 20 feet. Attacks against a water elf in this form affect him normally.

- **Spell-Like Abilities:** Water elves, like other elemental elves, gain a number of spell-like abilities as they increase in experience. At 1st level, a water elf can produce *bless water* once per day (or *curse water*, depending on his alignment). At 8th level, he has more potent spell-like abilities: 2/day—*bless/curse water*; 1/day—*control water*, *protection from energy*, *quench*, *water walk*. At 15th level, these increase once more: 2/day—*bless/curse water*, *control water*, *protection from energy*, *water walk*; 1/day—*freedom of movement*, *sleet storm*, *solid fog*. Caster level equals the water elf's character level; save DC = 10 + spell level + metal elf's Charisma modifier.
- **+2 racial bonus on Concentration checks:** Water elves, like metal elves, have the ability to focus under pressure.
- **+2 racial bonus on Escape Artist checks:** Water elves are as elusive as a handful of water.
- **+2 racial bonus on Knowledge (nature) checks as they relate to aquatic environments:** Water elves are completely at home in any body of water.
- **+2 racial bonus on Listen and Spot checks:** Water elves, appearances to the contrary, are quite perceptive.
- **Automatic Languages:** Aquan and Common. **Bonus Language:** Elven.
- **Favored Class:** Cleric. A multiclass water elf's cleric class does not count when determining whether he takes an XP penalty for multiclassing. Water elves are nearly as often druids as they are clerics. Many others take ranger or monk levels, and a select few who hear the call of arcane magic singing in their blood become wizards, often transmuters.
- **Level Adjustment:** +3.

WIND ELVES

Wind elves are as flighty and carefree as metal elves are practical and precise. These free-spirited creatures roam the land, following their natural curiosity and individual whims. They almost never live in communities of their own. Wind elves love diversity and bustle, typically finding homes in cities—the bigger the better. They don't stay in one place for long; they grow bored quickly and usually move on to explore new places. They don't have much patience for rules and regulations, a trait they share with their fiery cousins, but their reaction to an order they don't agree with is more likely to be a shrug than a grumble. Laid back in the extreme, these elves delight in exploring the cultures and traits of new races.

They're happiest when they discover a unique secret to share with the rest of the world.

PERSONALITY

The wind elves are a capricious folk. They live from moment to moment, rarely planning their next meal, let alone their next day. Like metal elves, they rarely grow angry (virtually the only trait they share with their elemental cousins) and prefer to avoid unnecessary conflict when possible. Easily distracted, a wind elf frequently interrupts conversations if her mind wanders, or simply walks off if she grows bored. Members of other races often mistake this attitude for haughtiness, although wind elves rarely intend insult.

PHYSICAL DESCRIPTION

Wind elves are of average height, for elves. They stand between 4 1/2 and 5 feet tall and weigh between 130 and 140 pounds. Skin ranges in color from pale white to a stormy gray. Their hair, in contrast, is always a shade of blue, ranging from the pale of a dawn sky to the near-violet of twilight. Their eyes are usually pale blue, black, or gray. A fresh breeze seems to follow wind elves wherever they go, stirring their clothing and hair almost imperceptibly.

RELATIONS

Wind elves mix well with nearly all other races, although they have a special affinity for fire elves and halflings. Their passion for freedom is similar to that of fire elves, but unlike that fierce people, wind elves especially enjoy the company of halflings. Not only do the nomadic small folk enjoy the freedom and travel that stimulates wind elves, but the two races also share the same inquisitiveness.

On the rare occasions when a wind elf stays put for an extended period of time, she can usually be found in the company of halflings. As for others, wind elves find metal elves rigid, water elves odd, and high elves sedentary and boring. They get along well with wood elves, and they think feral elves are fun for short periods of time. Humans and wind elves mix fairly well, although the elven mystique and the strange behavior of wind elves puts many humans off.

ALIGNMENT

Wind elves favor chaos over law, although in its more gentle aspects. Freedom and personal choice far outweigh any social structure.

RELIGION

Wind elves revere the feet of Prielghari. The body must follow wherever they go, so the feet rule the other organs and tissues. They also take the body to new and exciting places. The feet can run like the wind, carrying one to safety, or creep slowly and quietly, enabling one to observe that which is hidden.

LANGUAGE

Wind elves speak Elven and Common. They have no language of their own and long ago neglected the elemental tongues since Common proved so much more useful in their travels. Many wind elves learn Auran, though, especially those who gain the ability to glide or fly (see below).

NAMES

Wind elves prefer names that whisper like the wind or howl like the storm. Sibilants are common, as are extended “o” and “u” sounds. Sample male names include Sithir, Elookiul, Voolink, or Oolars. Sample female names include Ssuulin, Uuliney, Ssisserif, or Whirriiul.

ADVENTURERS

Most wind elves spend some portion of their lives as explorers and adventurers. Their temperaments are eminently suited for the career, with an insatiable curiosity, strong wanderlust, and a willingness to bend the rules when necessary. Others leave adventuring to the daring and brave, preferring instead to travel less dangerous countrysides where they listen to stories and carry them to the next community. These wandering storytellers live the adventuring life vicariously through tales of others.

WIND ELF RACIAL TRAITS

- +2 Dex, –2 Con, +4 Cha: Wind elves are quick and nimble, but not physically tough. They are also easygoing and good-natured.
- **Medium:** As Medium creatures, wind elves have no special bonuses or penalties due to their size.
- Wind elf base land speed is 30 feet. When a wind elf reaches 7th level, she gains a glide speed equal to her base land speed (as modified by any class abilities, magic abilities, feats, or other powers), with average maneuverability. See **Chapter Four: Creatures** for a description of the glide movement mode. The elf’s body doesn’t change when she gains this ability. When she reaches 13th level, she loses her glide speed but gains an equal

fly speed with the same maneuverability. Her skin takes on a more bluish hue, and flaps of skin grow between her fingers and beneath her arms. The skin is vestigial and serves no purpose.

- **Immunity to Sonics:** Wind elves take no damage from sonic attacks or effects. Such energy attacks simply flow around them.
- **Low-Light Vision:** A wind 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:** Wind elves receive the Martial Weapon Proficiency feats for the longsword, rapier, longbow (including composite longbow), and shortbow (including composite shortbow) as bonus feats. Elves esteem the arts of swordplay and archery, so all elves are familiar with these weapons.

- **Aura of Wind (Su):** Wind elves can summon a beneficial wind as a free action, once per day. The effect lasts for 1 round per character level and affects only the activating wind elf. While the effect is active, the wind elf’s hair and clothing billow with erratic gusts of wind. She gains a +1 deflection bonus to Armor Class against all ranged attacks, as well as a +1 circumstance bonus on ranged attacks she makes.

At 8th level, the bonuses to AC and ranged attacks increase to +2, and the wind elf can activate this ability twice per day. At 16th level, the bonuses to AC and ranged attacks increase to +3, and the wind elf can activate this ability three times per day. The effect can be dismissed at will, but that use of the ability is expended for the day.

- **Spell-Like Abilities:** Wind elves, like other elemental elves, gain a number of spell-like abilities as they increase in experience. At 1st level, a wind elf can produce *obscuring mist* once per day. At 8th level, she has more potent spell-like abilities: 2/day—*obscuring mist*; 1/day—*protection from energy*, *shout*, *wind wall*. At 15th level, these increase once more: 3/day—*obscuring mist*;

2/day—*protection from energy, shout, wind wall*; 1/day—*control winds, mislead, solid fog*. Caster level equals the wind elf's character level; save DC = 10 + spell level + metal elf's Charisma modifier.

- **+2 racial bonus on Balance checks:** Wind elves possess an intuitive sense of poise.
- **+2 racial bonus on Bluff checks:** Wind elves have glib tongues.
- **+2 racial bonus on Listen and Spot checks:** Wind elves have keen ears and eyes, and they possess a natural curiosity that keeps them constantly alert.
- **+2 racial bonus on saving throws against fear effects:** Wind elves' curiosity makes them extremely resistant to fear.
- **Automatic Languages:** Elven and Common. **Bonus Language:** Auran.
- **Favored Class:** Bard. A multiclass wind elf's bard class does not count when determining whether she takes an XP penalty for multiclassing. Wind elves often take levels in sorcerer, ranger, or rogue. A select few find the path of the barbarian suits them. Wind elves almost never become monks or paladins.
- **Level Adjustment:** +3.

WOOD ELVES AS ELEMENTAL ELVES

Elemental elves and wood elves tend to share the same cosmological views. If you wish, you can treat wood elves as elemental elves linked to wood.

ALTERNATIVE WOOD ELF RACIAL TRAITS

Elemental wood elves retain the usual wood elf characteristics unless otherwise noted and gain the additional racial traits listed below.

- **+4 Strength, +4 Dexterity, -2 Constitution, -2 Intelligence, -2 Charisma:** Elemental wood elves are physically powerful, but they still tire quickly and lack the Intelligence and verve of humans. (These replace the usual wood elf ability score adjustments.)
- **Resistances:** Elemental wood elves have no immunity to any energy form, but they have some resistance to those associated with the other elemental elves. Wood elves have resistance to cold 10 and sonic 10, and resistance to electricity 5 and fire 5. (These replace the normal immunity to sleep and resistance to enchantment effects.)
- **Wooden Flesh:** Elemental wood elves resemble their element more and more as they increase in experience. At 1st level, they have a +2 natural armor bonus to Armor Class. At 10th level, this bonus improves to +3.
- **Tree Walk (Su):** Beginning at 10th level, elemental wood elves become remarkably familiar with trees and can use them to travel great distances. Once per day, an elemental wood elf can

travel between two trees with which she is bonded (see below). She simply steps into one tree and emerges from the other, much as with a *transport via plants* spell. Both trees must be living and must have girth at least equal to the wood elf's, but they need not be of the same kind. The trees can be any distance apart, as long as they have both been bonded by that elf and are on the same plane.

ALTERNATIVE ELEMENTAL ELF CONCEPTS

Elemental elves are much more powerful than high elves or wood elves and thus merit high level adjustments. If you like the concept but don't want to play a character with a level adjustment, you can easily alter the elemental elves to be equal in power to normal wood elves or high elves. Dropping the elemental elves' supernatural and spell-like abilities is a good start, as is making their ability score adjustments more balanced. However, this can potentially destroy their unique flavor.

You can retain a lot of flavor by using the information provided in the racial descriptions. But if you want the character to preserve some physical aspect of being an elemental elf, consider one of the following suggestions. Each of these minor alterations can replace a normal elf trait and sets the elemental elves apart while keeping them on par with other player character races.

- Instead of immunity, give the elemental elf resistance 5 to the appropriate energy type.
- Keep some minor form of the elemental elf's special movement mode. For example, fire elves might have a base land speed increase of 5 feet, while metal elves might have a climb speed of 10 feet, water elves a swim speed of 10 feet, and wind elves a glide speed of 10 feet. Each of these abilities is fun and useful, but not so powerful as to require a level adjustment.
- Retain the elemental elf's racial skill bonuses.

Forming a bond with a tree is a simple process. The elemental wood elf studies the tree for 10 minutes and then pours some of her own blood at its base (taking 1 point of damage). She can bond to one tree for every four character levels she has and can freely move between any two of them. She can also take up to 50 pounds per character level of equipment or companions on a tree walk. The wood elf and any living creatures simply join hands and walk in single file.

- **Natural Camouflage (Su):** Elemental wood elves develop an uncanny ability to fade into their natural backgrounds. They seem to blend with the trees and undergrowth around them, making them difficult to make out, even in direct light or occupying a square adjacent to the observer. At 3rd level, an elemental wood elf gains a +4 racial bonus on Hide checks in these surroundings. At 6th level, the bonus increases to +6, and the wood elf always has minor concealment in wooded areas (10% miss chance). At 12th level, the Hide bonus increases to +10, and the wood elf has concealment in forested areas (20% miss chance). This ability is always active, but the elemental wood elf can suppress or reactivate it at will as a free action.
- **Spell-Like Abilities:** Elemental wood elves, like other elemental elves, gain a number of spell-like abilities as they increase in experience. At 1st level, an elemental wood elf can produce *entangle* once per day. At 8th level, she has more potent spell-like abilities: 2/day—*entangle*; 1/day—*protection from energy*, *speak with plants*, *warp wood*. At 15th level, these increase once more: 2/day—*entangle*, *protection from energy*, *speak with plants*; 1/day—*commune with nature*, *control plants*, *ironwood*. Caster level equals the wood elf's character level; save DC = 10 + spell level + wood elf's Charisma modifier.
- **+2 racial bonus on Balance checks:** Elemental wood elves spend a great deal of time on the limbs of trees, giving them a natural sense of balance.
- **+4 racial bonus on Climb checks:** Elemental wood elves take to the trees at an early age, and they are sure-footed and agile climbers.
- **+2 racial bonus on Listen, Search, and Spot checks:** Elemental wood elves are naturally observant, but they do not share their kindred's ability to automatically notice secret doors.
- **Level Adjustment:** +3.

FERAL ELVES

Wood elves see themselves as having a true grasp of the natural world. They think the high elves have lost touch with their roots and grown soft through civilization. But another species of elf (actually an offshoot of the wood elves) has

a similar opinion about the wood elves themselves. These savage beings live in the darkest, oldest parts of the land, mostly in the forests, but also in the mountains, swamps, and deserts. The few travelers who have encountered them have labeled them “feral elves” for their seemingly primitive and animalistic ways. The truth, however, is far different than anyone—elf or otherwise—suspects.

Feral elves, who call themselves *Annua Thaa* (“the favored few,” in Elven) are clannish and secretive. Their existence is even more remote and insulated than that of the wood elves. They eschew all forms of civilization but view cities less as a blight on the land than as a form of weakness. They believe that elves must reject material trappings and seek a “truer” existence struggling with, and ultimately surrendering to, the natural world.

These elves live in small, mobile communities, numbering no more than sixty members. They never build permanent structures—in fact, they rarely build any structures at all. Feral elven clans typically sleep in the open, harvesting the wild vegetation and hunting nearly every day for fresh meat. When not simply trying to survive, these elves practice various crafts. This seemingly frivolous pursuit actually has a practical purpose: The feral elves barter with other cultures, typically wood elves, for weapons. They long ago learned the value of iron, and being nothing if not practical, they allow themselves this one “luxury.” Feral elves haven't the resources (or interest) to build their own forges, but they've found that other folk—especially high elves—are infatuated with their woodcarving and other products of their craft.

Feral elves worship a fierce and primal god called Worranak (see page 21 for more on this deity) and believe that other elven subraces have lost touch with the truth of living. In fact, it is because of this belief that feral elves have opted to shun the trappings of civilization, not because they are too stupid or primitive to understand them. They place great value on the bonds of community and family but do not necessarily think themselves above the other elven races, nor do they prize isolationism for its own sake. To the *Annua Thaa*, such attitudes themselves indicate a weakness of character.

PERSONALITY

Feral elves consider every action before it is taken, basing decisions on the weaknesses of those with whom they deal—much as a wolf evaluates potential prey before moving to attack. In this regard they resemble predatory animals, but their calm demeanor disturbs other folk. Most expect ravening beast-men or stinking savages but find unblinking intelligence instead, which only works to the advantage of the feral elves when bargaining.

This sober consideration goes only so far. When it is time to act, feral elves do so unhesitatingly. In conversations they tend to be brusque and to the point. They despise dissimulation and rarely lie (although they may omit the truth when it serves

them). In the wilds, feral elves seem as much a part of their environment as any tree or animal, but if forced into a city, they grow quickly uncomfortable and can react violently if they feel confined.

PHYSICAL DESCRIPTION

Feral elves typically have dark hair and eyes, and their skin tone ranges from dark to pale brown. Of course, climate can have an influence on their appearance. Those feral elves living in hotter environments tend to have darker skin and lighter hair, while the opposite is true of those who inhabit colder regions.

Feral elves wear the clothing provided them by nature. They skin the animals they hunt, and they have developed alchemical compounds to turn leaves into a type of fabric. The elves tattoo their bodies liberally, usually in natural patterns that resemble their home environment (so the tattoos of desert dwellers might look like rocks and sand, while mountain inhabitants choose patterns that recall streams and cliffs). They rarely adorn themselves with anything that might rattle or snag on underbrush, so body piercings are rare, as are trophies of past victories.

RELATIONS

feral elves are not the most social sort. These reclusive people rarely deal with others except on a mercantile basis—and those encounters are primarily with wood elves. But on the rare occasions that they do meet, feral elves get along fairly well with a few races. Halflings and some humans find them interesting, as do gnomes. Dwarves respect their sense of honor, although the freedom-loving feral elves don't understand the dwarven devotion to order. Feral elves tolerate elemental elves, although they think their spiritual beliefs short-sighted, but they can't stand high elves. To the *Annua Thaa*, the high elves are traitors to the elven ideal, seduced by the lies of civilization.

ALIGNMENT

Feral elves prize freedom above nearly everything else and are nearly always chaotic. They are never lawful unless raised outside their own society.

RELIGION

The feral elves worship the deity Worranak, who to them embodies the most constant and true aspects of nature: raw ferocity and unpredictability. They believe that true spirituality lies in the abandonment of want. Only those things needed for survival are truly important: food and water, warmth, and companionship. The other “necessities” of life must be recognized for what they are—empty desires—and discarded. To succumb to the wild is to be truly alive. These beliefs are passed down not just orally but biologically, in the ferocious aspect the feral elves call *nugaran* (see below).

LANGUAGE

Feral elves speak a dialect of Elven that incorporates elements of each of the elemental tongues—Aquan, Auran, Ignan, and Terran. They can understand standard Elven, however, and speakers of that language easily comprehend the feral elven dialect.

NAMES

Feral elves have no particular naming convention. They typically name themselves with Elven words for creatures, weapons, or naturally occurring phenomena. Only when the feral elf reaches adulthood, typically around the age of forty, does he choose this “life name.” Until that time, he is called by a “child name”—only his immediate family or very close friends could get away with calling an adult feral elf by his child name without provoking a fight. Feral elves name women and men in the same fashion. Sample male or female names include Strongbow, Shadowbark, Metal-Claw, Bison-Horn, Bear Grappler, or Puma Stalker.

ADVENTURERS

A few feral elves make friends outside their own people, usually through wood elf connections, and explore the world with them. Some seek to understand the life their clans have chosen to reject. Others take up a campaign against civilization, believing city dwellers and their ilk should be punished for their ravage of the land.

FERAL ELF RACIAL TRAITS

- **+2 Dex, +2 Con, –2 Int, –4 Cha:** Feral elves are quick and tough, but they lack the education and social graces of other races.
- **Medium:** As Medium creatures, feral elves have no special bonuses or penalties due to their size.
- Feral elf base land speed is 30 feet.
- **Arcane Spell Resistance (Ex):** Feral elves have rejected any arcane magical heritage they might have once had, believing it to be a tool of the civilized world. As a result, they are less subject to its effects. Against arcane magic, a feral elf has spell resistance equal to 5 + character level.
- **+2 racial bonus on saving throws against poison:** Feral elves have long exposed themselves to natural toxins, which increases their resistance to poisons of all types.
- **Low-Light Vision:** A feral elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.
- **Weapon Proficiency:** Feral elves receive the Martial Weapon Proficiency feats for the longsword, battleaxe,

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

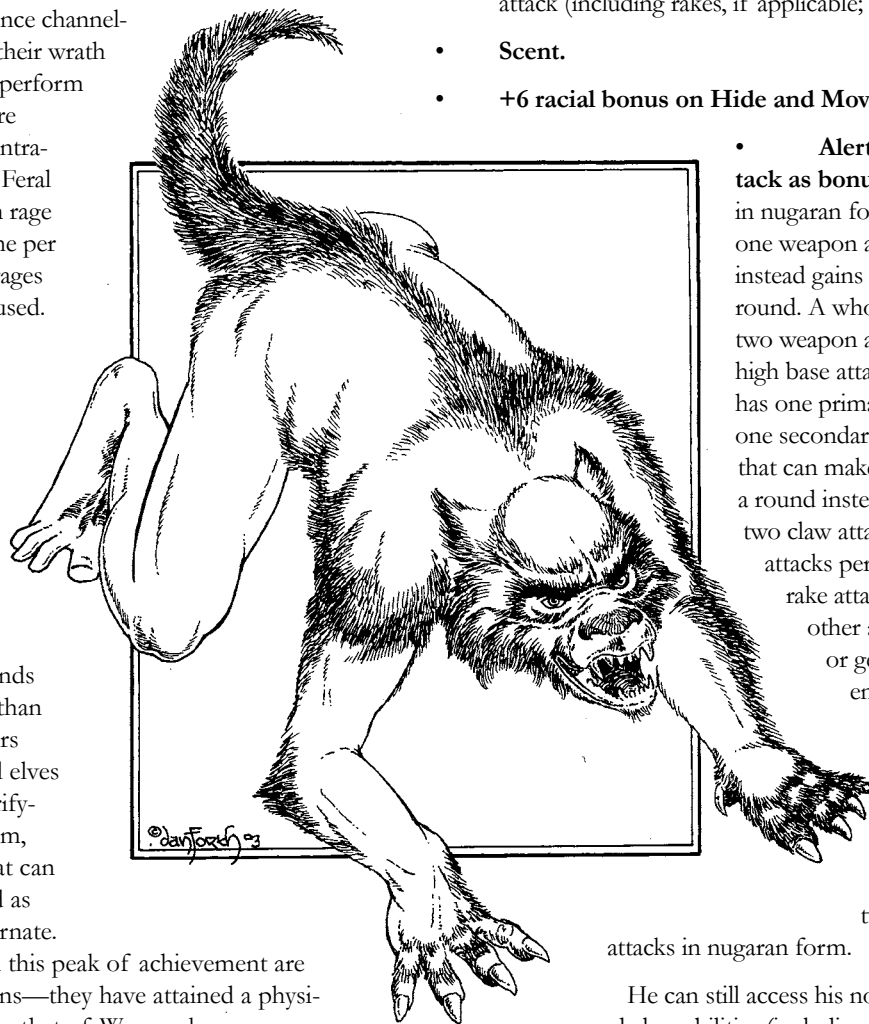
- **Feral elves receive Track as a bonus feat.**
- **Focused Rage (Ex):** All feral elves have the ability to enter a rage once per day, identical to that of a barbarian (+4 Strength, +4 Constitution, +2 Will saves, -2 AC fatigued afterward). It lasts for a number of rounds equal to 3 + the feral elf's newly increased Constitution modifier. However, feral elves have such experience channeling and focusing their wrath that they can still perform actions that require patience or concentration while raging. Feral elf barbarians can rage one additional time per day, and all their rages are treated as focused.

- **Nugaran Form (Su):** Legends among other elves whisper that newly born feral elves do not look like elves but rather resemble some sort of beast. These legends have more truth than the rumormongers know: Some feral elves can assume a terrifying predatory form, called *nugaran*, that can only be described as nature's fury incarnate.

Those who reach this peak of achievement are viewed as paragons—they have attained a physical form closest to that of Worranak.

At 8th level, a feral elf gains the ability to assume nugaran form once per day as the *shapechange* spell from an 18th-level caster. The form is the same, even in different feral elves. It looks like no earthly creature but instead seems to comprise the physical traits of nature's most powerful predators. In this form, the feral elf retains his Hit Dice, base attack bonus, and base saving throw bonuses, and gains the following characteristics (much like acquiring a template).

- **Abilities increase as follows:** Str +6, Dex +4, Con +4, Int -4, Cha -4.



- Base speed increases by 10 feet, and the transformed elf gains a climb speed of 30 feet. He has a +8 racial bonus on Climb checks and can always take 10 when climbing, even when rushed or threatened.
- **Natural armor improves by +4.**
- **Natural Attacks:** Bite (damage 1d8), claw (damage 1d4). The number of available attacks increases with level as described below.
- **Pounce:** When the nugaran charges, it can make a full attack (including rakes, if applicable; see below).
- **Scent.**
- **+6 racial bonus on Hide and Move Silently checks.**

- **Alertness and Multiattack as bonus feats.** A feral elf in nugaran form who can make one weapon attack in a round instead gains one bite attack per round. A who can normally make two weapon attacks in a round for high base attack bonuses instead has one primary bite attack and one secondary claw attack. One that can make three attacks in a round instead has a bite and two claw attacks. One with four attacks per round gains two rake attacks in addition to its other attacks, if it pounces or gets a hold on an enemy (damage 1d4 points + nugaran's Strength bonus). For example, an 11th-level feral elf fighter has a primary bite and two secondary claw

attacks in nugaran form.

He can still access his normal feats and racial and class abilities (including the ability to enter a focused rage) in nugaran form, although he cannot speak nor cast spells unless he has other special abilities that allow this.

- **+2 racial bonus on Hide and Move Silently checks in nonurban environments:** Feral elves learn early on how to blend into their surroundings as they track prey.
- **+2 racial bonus on Listen and Spot checks:** Feral elves have keen eyes and ears.
- **+2 racial bonus on Climb checks.** Feral elves are almost as comfortable swinging through the boughs of trees

or climbing along sheer cliff faces as they are on flat ground.

- **Automatic Languages:** Elven (feral elf dialect).
Bonus Languages: None.
- **Favored Class:** Druid (or shaman, if you are using *The Shaman's Handbook*). A multiclass feral elf's druid or

shaman class does not count when determining whether he takes an XP penalty for multiclassing. Many feral elves also take levels in barbarian, ranger, or sometimes fighter, and a few choose to take rogue levels. Almost none take levels in bard, sorcerer, or wizard due to their rejection of arcane magic.

- **Level Adjustment:** +2.

• WOOD ELVEN RELIGION •

The religious beliefs of wood elves are as complex as any race. However, certain themes pervade wood elven spiritual life, and a select few deities have risen to prominence. The following description is very general, not even naming deities in some cases. It is a good starting point if you are pressed for time; it works fine on its own but is also ripe for expansion.

The elven high deity, commonly referred to as the Lord of the Forest, represents the race's highest ideals. He is most often worshiped by high elves, although most wood elves still hold a certain amount of reverence for this deity. The Lord of the Forest is chaotic good, and his domains are Chaos, Good, Protection, and War. His favored weapon is the longsword.

But more and more, wood elves have turned to worship of another deity: Prielghari, the five-part god of the elemental elves (see below). Wood elves long ago realized that the popular human conceit of four elements of existence (air, earth, fire, and water) was false. Their experiences led them to conclude that the world held more than these substances. Prielghari revealed himself to a select few who were ready to hear the truth: The components of existence are those that contribute primarily to the wood elven life cycle. These elements, embodied by Prielghari, are fire, metal, water, wind, and wood.

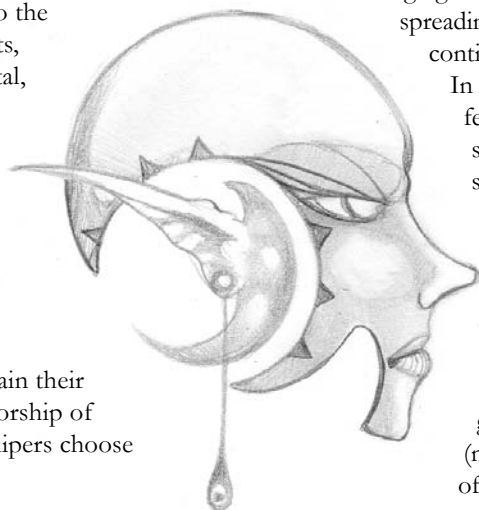
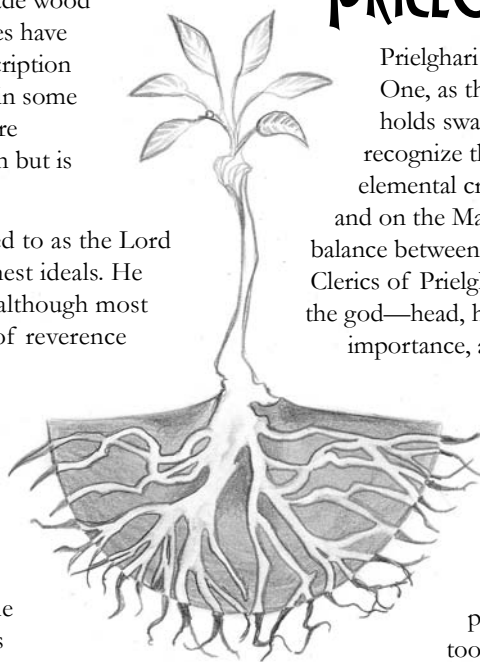
Many wood elves also worship an entity that isn't even a specific figure within the elven mythos—in fact, it is more of a concept than an actual deity. This is the idea of the ancient, deepest forest—older than any elf, and truly worthy of reverence. Some clerics gain their divine spellcasting ability through worship of this entity, but more often, its worshipers choose the path of the druid.

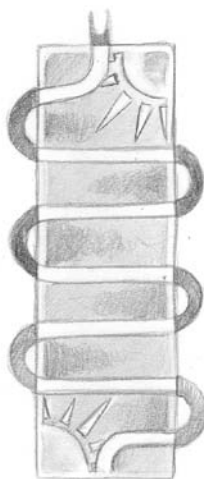
PRIELGHARI

Prielghari is a god of many faces. The Five-in-One, as the deity is also known, is neutral and holds sway over the elements as wood elves recognize them. Prielghari nurtures and guards elemental creatures, both on their native planes and on the Material Plane, and preserves the delicate balance between these often opposite forces of nature. Clerics of Prielghari nearly always hold some aspect of the god—head, heart, hands, or feet—above the others in importance, although they revere the whole as well.

A few wood elves place no emphasis on any particular portion of the body, choosing instead to worship the balance Prielghari represents. Some high elves also revere this deity, believing that Prielghari represents all that is true, magical, and particularly elven about the world. They too honor no one part of the god's nature above the rest. To these worshipers, Prielghari's entirety is a great tree (and by extension, wood) encapsulating all the other elements within it. The roots delve deep into the earth and absorb the minerals that form metal. Water runs through the limbs, trunk, roots, and leaves, bringing life and nutrients. Fire cleanses the forest, spreading the tree's seeds on the capricious wind to continue the natural cycle of life in new homes. In wood elf depictions of Prielghari, the god's feet are planted in the earth, the body stands straight and tall, while arms and crown stretch forth to the sun.

Prielghari's combined nature translates into a unique way of granting spells to various clerical factions. To those who worship the hands (usually fire elves), the god's domains are Fire, Strength, and Sun, and the favored weapon is the greataxe. Those who worship the heart (metal elves) have access to the domains of Earth, Protection, and War, with the





warhammer as the favored weapon. To those who worship the head (water elves), Prielghari's domains are Healing, Knowledge, and Water, and the favored weapon is the trident. And finally, worshipers of the feet (wind elves) access the domains of Air, Luck, and Travel, with whip the favored weapon. For those who revere the deity as a whole, the Five-in-One grants access to the Air, Earth, Fire, Protection, Water, and Wood domains (see **Chapter Five: Spells and Magic** for information on the Wood domain), and the favored weapon is the quarterstaff.

ELEMENTAL SECTS OF PRIELGHARI

Over time, as the religion of Prielghari grew, sects splintered off from the core church. Individuals within these sects, in an effort to grow closer to Prielghari, found ways to merge with their element of choice, giving rise to the elemental elves. Each sect has its own dogma.

FIRE

Fire is the consumer of all, and the ultimate purifier. It cleanses the land, making it ready for new life to flourish. Fire should not be feared but respected, as should all of Prielghari's creatures.

METAL

Metal is the earth's gift. It shapes the tools that harvest food and build homes, providing peace and security. It also forms weapons to defend the land and its chosen people. Metal is strong, but it can be bent to serve any purpose.

WATER

Water is the lifegiver. Without it, the world would be a barren wasteland. Water is also the destroyer. It can wear

away stone over millennia or it can crash from the sea and heavens, erasing in seconds what took days, weeks, or years to construct. Water is unpredictable and fickle, but it is in everything.

WIND

Wind moves the air, traveling over the land, exploring new places, and seeking new knowledge. It carries the seeds of life to far-off destinations. The wind must be honored because it sees more of the world than anyone can, even the long-lived elves.

WOOD

Wood is the body of the tree, the sum of all elements. Fire gives it a chance to reproduce, metal in the earth helps it grow, wind carries its seed and its voice, and water feeds its tallest branches and its deepest roots. Wood brings all else together in harmony.

WORRANAK

Worranak (*war-an-nok*) is the chaotic neutral embodiment of nature's impartial fury and unpredictability. Worshiped only by the mysterious feral elves, his domains are Destruction, Strength, and Wild (see **Chapter Five: Spells and Magic** for information on the Wild domain), and his favored weapon is the greatsword.

Worranak and his followers work to preserve the balance of the natural world. They know they cannot eliminate civilization, but they can minimize its effects on the last truly wild regions. Worranak teaches his children to embrace savagery, to heed the fury of their hearts and not temper it, thus keeping the civilizing influence at bay. Worranak despises high elves as failures who chose not live up to the race's potential, and he barely tolerates contact between his chosen and the wood elves.



CHAPTER TWO: SKILLS & FEATS

Wood elves take pride in their skill with bow, sword, and spear, their mastery of nature, and their understanding of the woodlands. They can be serene and welcoming to those who do not intend ill toward themselves or the forest, but ruthless and cunning when defending their homes.

• SKILLS •

This chapter introduces a number of new uses for old skills. These were developed to better represent the aspects of wood elven culture, but all could be handy in any campaign.

DISGUISE (CHA)

Most wood elves do not specialize enough in the Disguise skill to convincingly pass themselves off as members of a different race or as specific individuals, but they can use paints and natural materials to blend in with their surroundings.

PREPARE CAMOUFLAGE

You can create simple camouflage to aid your Hide attempts in an area. This requires 1 minute of preparation and a DC 15 Disguise check. On a success, you gain a +2 synergy bonus on Hide checks within that area.

Typically, within wilderness areas you can gain this bonus within a radius of 1 mile or more (at the GM's discretion). Underground areas typically are more limited, usually allowing camouflage that affects no more than one small cavern complex. Urban areas are generally too varied for this purpose, but in rare cases your GM might allow camouflage to work in a single room, a small park, or an alleyway.

HANDLE ANIMAL (CHA)

With the Handle Animal skill, characters can teach animals many specific tricks that help in combat or adventuring situations. Wood elves, with their long association with the creatures of the forest, have developed a number of specialized tricks and training techniques. Because the wood elves have practiced these techniques for so long and taught them to others, members of other races are equally able to use these.

NEW TRICKS

You can teach an animal one of the following tricks with one week of work and a successful Handle Animal check against the indicated DC.

SNEAK (DC 20)

The animal remains as quiet and concealed as possible while moving beside you, making Hide and Move Silently checks each round. Depending on the distance moved, the animal might incur penalties for movement. If circumstances permit, it takes 10 on both checks. If the animal knows both the tricks sneak and stay, you can direct it to stay in one place and hide to the best of its ability.

UNDERSTAND SPELL EFFECTS (DC 25)

The animal understands that at certain times it gains unusual abilities. With each successful mastery of this trick, the animal can understand three effects. The spell must have a duration other than instantaneous and not be harmful to the animal. Many spells, such as *invisibility* or *blur*, confer beneficial effects that do not require the animal to understand them, so this trick usually covers those that improve its movement or combat capabilities. Common examples are *air walk*, *expeditions retreat*, *fly*, *jump*, *spider climb*, *water breathing*, and *water walk*.

The animal does not automatically identify spells being cast on it; it must be given a command and see the caster to understand that it is gaining a magical effect.

AID MELEE ATTACK (DC 15)

The animal can distract an opponent to aid another's melee attacks, granting a +2 bonus on the attack roll. You must designate both the recipient of the aid and the opponent to be distracted.

AID MELEE DEFENSE (DC 15)

The animal can aid another's melee defense to grant a +2 bonus to Armor Class. You must designate both the recipient of the aid and the opponent to be distracted.

DISTRACT SPELLCASTER (DC 25)

The animal can ready a standard action to disrupt the designated opponent's spellcasting. If it is within 5 feet of that opponent, the animal readies an attack; if farther away than 5 feet, it readies a charge. It uses its readied action only if the opponent begins casting a spell with verbal or somatic components (so most spell-like and supernatural abilities do not trigger this). The animal also makes attacks of opportunity against the target if possible.

FLANK (DC 15)

The animal can flank an opponent in melee. If the animal knows both the tricks flank and aid melee attack, you can command it to do both in the same round, allowing it to move to the proper position (if possible) and make an aid another attempt.

NEW PURPOSES

Rather than teaching an animal individual tricks, you can simply train it for a general purpose. Essentially, an animal's purpose represents a preselected set of known tricks that fit into a common scheme. The animal must meet all the normal prerequisites for all tricks included in the training package. If the package includes more than three tricks, the animal must have an Intelligence score of 2. An animal can be trained for only one general purpose, although if it is capable of learning additional tricks (above and beyond those included in its general purpose), it may do so.

SCOUT'S COMPANION (DC 25)

An animal trained as a scout's companion knows the tricks attack, come, defend, down, heel, and sneak. Training an animal as a scout's companion takes four weeks.

SPELLCASTER'S MOUNT (DC 25)

An animal trained to bear a spellcaster as a rider knows the tricks attack, come, defend, down, heel, and understand spell effects. Training an animal as a spellcaster's mount takes six weeks. You may also "upgrade" an animal trained for riding to one trained as a spellcaster's mount by spending three weeks and making a successful DC 25 Handle Animal check. Alternatively, you may "upgrade" an animal trained for combat riding to one trained as a spellcaster's mount by spending one week and making a successful DC 25 Handle Animal check. The new general purpose and tricks completely replace the animal's previous purpose and any tricks it once knew.

TANDEM MELEE (DC 20)

An animal trained for tandem melee knows the tricks aid melee attack, aid melee defense, attack, defend, down, and flank. Training an animal for tandem melee takes four weeks.

SPELLCRAFT (INT)

Many wood elves believe that arcane magic, divine magic, and the life force are one and the same, a great power called the Lifeweave. Lifeweavers (see **Chapter Three: Prestige Classes**), meditating for ages in groves suffused with mystical power, do not distinguish between arcane and divine magic. Their teachings ring true in the ears of many, and even those not devoted to the lifeweaving tradition can gain access to spells of another discipline if they are steeped enough in the lore of magic. Such learning is called spellblending.

SPELLBLENDING

You can gain access to a spell not normally available to your class. This requires a week's study and a successful Spellcraft check, according to the following table. Whenever you attempt to cast that spell, you must make a Spellcraft check of the listed DC. On a failure, the spell fails and is ruined.

You can normally gain access to spells of up to 2nd level. If you have the Improved Spellblending feat (see that entry on page 31) you can gain access to



spells of 3rd through 5th level. If you have the Greater Spellblending feat (see that entry on page 30) you can gain access to spells of any level.

You can never use spellblending to gain a spell of a higher level than you can cast

If you are attempting to gain or cast a spell from a prohibited school, increase the Spellcraft DC by 10.

You can reduce the Spellcraft DC to cast a spell by treating it as a higher-level spell when gaining access to it. You must make a Spellcraft check at the higher level (the DC must be at least 5 above the spell's normal DC) when attempting to gain it; if successful, you lower the DC required to cast the spell by the same amount it increased. You cannot use this option if the higher Spellcraft DC applies to spells of a higher level than you can cast.

SPELLBINDING.

Spell level	Spellcraft DC
1st	25
2nd	30
3rd*	30
4th*	35
5th*	40
6th**	40
7th**	45
8th**	50
9th**	55

*Requires Improved Spellblending.

**Requires Greater Spellblending.

You can never use spellblending to gain a spell that is already on your caster list. For example, a sorcerer cannot learn *suggestion* as a 2nd-level spell from the bard spell list because it is already on his list as a 3rd-level spell.

SURVIVAL (WIS)

Wood elves have developed a healthy appreciation for the size and power of some of the forest's denizens, and they know how to quickly size up the size and general population of large predators.

ESTIMATE LOCAL PREDATORS

You can estimate the size and general range of the largest local predator. This takes 10 minutes and requires moving about relatively freely (at least half speed) while looking for signs of prey animals, game trails, and similar details.

• FEATS •

Long life spans and an innate bond with the forest have helped wood elves to develop impressive talents with spells, weapons, even enhancing their blood and souls. The feats that follow represent some of the unique abilities the wood elves have discovered.

A few feats (Spear Wind and Sword Wind, plus their related mastery feats) are based on a particular weapon type. It is easy to extrapolate other, similar feats based around groups of weapons. For example, a group of dwarven monks might have perfected the Axe Wind style, and so on for other cultures and groups of weapons.

BLOOD MAGIC FEATS

Wood elves and their less civilized cousins, the feral elves, have developed feats to enhance their spellcasting ability through a personal sacrifice of fresh blood. Only the blood of the caster suffices for this purpose. Using this blood magic, spellcasters can increase the potency of their spells or freely modify a few with metamagic feats they already possess.

But blooded spells, as they are called by those who practice this difficult craft, take a toll. Practitioners suffer slight hemorrhages whenever they cast blooded spells, with symptoms that get progressively worse (and deal more damage) the more powerful the spell. Those who master more advanced forms of the art stretch their bodies to their limits; some even die from the extreme stress. In the most potent forms of blood magic, the strain on the caster is not just on the body, but on her very soul.

SOULBOND FEATS

Over the ages, wood elves have developed a series of rituals that can bind the spirit of one creature to that of another. This bonding can have powerful and varied effects, and even the greatest wood elf shamans have never completely understood the nature and limits of the bond. They do know, through research and divinations spanning thousands of years, that such a bond (called a soulgift) confers upon a creature whose spirit is so bound both wondrous benefits and dangerous vulnerabilities. It also opens the way to even more powerful abilities, called soulbond feats.

Before you can take any soulbond feat, you must complete a soulgift ceremony with the creature to whom you wish to bind your soul (see below). Only dragons, humanoids, magical beasts, monstrous humanoids, and outsiders can donate a soulgift, although the recipient may be of any type, and both donor and recipient must have Intelligence and Charisma scores of at least 4.

In general the wood elves, and those few others to whom they've taught the soulgift ceremony, have used the powers of the soulgift responsibly. However, evil individuals—especially evil outsiders—sometimes trick or coerce good creatures into granting them their soulgift and then use this to manipulate, corrupt, and even destroy the donors. Such creatures often take the Consume Soulgift feat (see that entry on page 27), tempting mortals with the benefits of the soulgift, helping them rise

in power as long as they are useful, and then consuming the soulgift when the mortals' usefulness has ended.

THE SOULGIFT CEREMONY

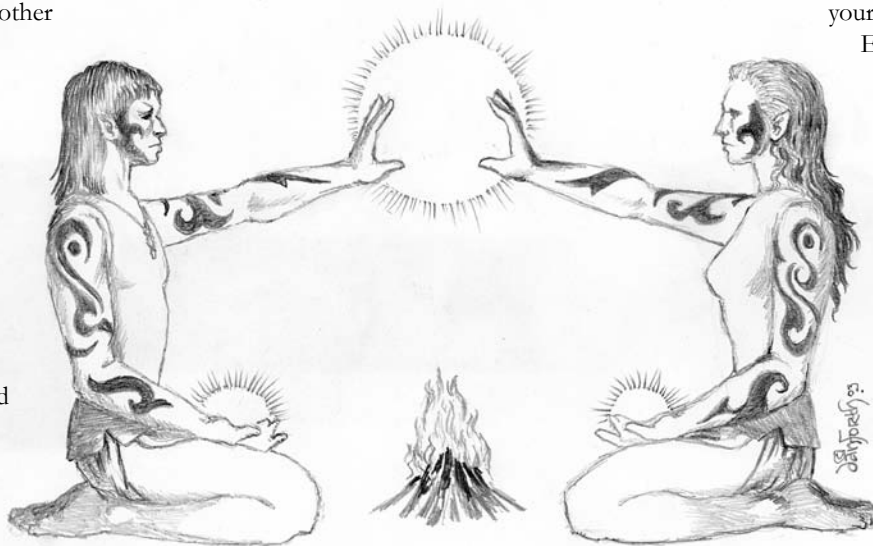
This ritual is represented by the Soulgift feat (see that entry on page 32). A soulgift ceremony is an intense, week-long ordeal that requires complete attention.

Each soulgift ceremony requires 1,000 gp worth of ceremonial materials, usually in the form of incense, tattooing inks, and other elaborate components. They pull at the very essence of those undergoing them, draining 500 XP from the donor at the end of the ceremony.

While undergoing a soulgift ceremony, you and the recipient must devote 8 hours a day to the ritual during the week of its duration. Both are always considered fatigued when not directly engaged in the ceremony and take all the normal penalties (-2 Strength and Dexterity, cannot run or charge). You can perform simple tasks such as talking and walking during the week but cannot fight

or participate in any other strenuous activity without ruining the ceremony. In addition, if the ceremony is disturbed or if either participant fails to spend at least 8 hours in a 24-hour period involved in it, the process is ruined, and all materials used and XP spent are wasted.

If either the recipient or the donor of the soulgift dies, the bond is severed; returning the dead creature to life does not restore it. If the recipient dies, you gain none of the soulgift's benefits (including those of related soulbond feats) but still count as having taken the feats. If you die and are raised from the dead, you must go through a new soulgift ceremony to regain these benefits, but you need not take the Soulgift feat a second time.



FEAT DESCRIPTIONS

The following feats are presented in alphabetical order.

BETWEEN THE FEET [GENERAL]

You are expert at battling larger creatures and have developed 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: Without this feat, when moving out of or within a creature's threatened area, only the first square does not provoke an attack of opportunity.

BLOOD MAGIC [BLOOD]

You gain access to the potent wood elven blood magic (see Blood Magic Feats, on page 25). Blooded spells are more powerful than normal spells but take a toll on the caster.

Prerequisites: Prime ability score 15 (varies by spellcasting class), caster level 1st.

Benefit: You can use your own blood to make some of your spells more powerful.

Each day, you can cast one blooded spell per available spell level. For example, a 5th-level wizard could prepare and cast up to four blooded spells per day, one for each of levels 0 through 3rd (she need not prepare blooded spells at all levels). Casters who prepare spells, such as wizards and clerics, must prepare any

blooded spells when they prepare their other spells. Spontaneous casters, such as sorcerers and bards, can declare a spell to be blooded as it is cast, although they still can cast only one blooded spell per spell level.

Add +1 to the Difficulty Class for all saving throws against a blooded spell, if it allows a save. This stacks with save DC increases provided by other feats or abilities, such as Spell Focus. In addition, you gain a +1 bonus on caster level checks to overcome spell resistance when casting a blooded spell. This stacks with similar bonuses provided by other feats and abilities, such as Spell Penetration.

Finally, blooded spells that deal damage deal an additional 1 point of magic damage per caster level (maximum 20). For example, a blooded *magic missile* spell cast by a 3rd-level wizard deals 2d4+5 points of damage, and a blooded *fireball* cast by a 5th-level

wizard deals 5d6+5 points of damage. The additional “blooded damage” is dealt regardless of any saves or special abilities (such as evasion) to reduce or avoid the spell’s damage. Thus, a creature that makes its Reflex save against the blooded *fireball* in the above example takes half of 5d6 points of fire damage, plus 5 points of blooded damage. A rogue with evasion who makes her Reflex save still takes 5 points of blooded damage. Creatures still take no damage from a blooded spell if they have immunity to its energy type or if the caster fails to overcome their spell resistance. Blooded damage is increased by metamagic feats or abilities (such as Empower Spell) that increase the damage of a spell. Simply increase the blooded damage in the same way as the base spell damage, rounding down. For example, in the blooded *fireball* example above, empowering the spell would cause it to deal 5d6 points of damage, multiplied by 1 1/2, plus 7 additional points of blooded damage.

Casting blooded spells comes with a price. You take 1d6 points of damage + 1 point of additional damage per level of the blooded spell. This damage cannot be reduced or avoided in any way, although it can be healed normally. If you prepare a blooded spell but do not cast it, you do not take any damage.

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 Armor Class.

Normal: Without this feat, when you charge you take a –2 penalty to AC until the beginning of your next turn.

Special: A fighter may select this feat 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 your Armor Class if you succeed at the required Concentration check.

A condition that makes you lose your Dexterity bonus to AC (if any) also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of 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 every hostile creature within 30 feet that can hear you (they need not see you to be affected). Each such creature must make a Will save (DC 10 + 1/2 your character level + your Charisma 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 this feat as one of his fighter bonus feats.

CONSUME SOULGIFT [GENERAL]

You can consume the soulgift conferred on you by another creature (see Soulbond Feats, above), gaining a surge of temporary power.

Prerequisites: Cha 13, soulgift recipient.

Benefit: As a full-round action, you can consume a soulgift of which you are the recipient. You gain a +4 enhancement bonus to any three ability scores of your choice. These bonuses last for 1 day per Hit Die of the soulgift’s donor. Once a soulgift is consumed, that soulbond is broken and permanently lost.

The creature whose soulgift you consume immediately takes 2d6 points of Intelligence drain, 2d6 points of Charisma drain, 2d6 points of Wisdom drain, and 1d6 points of Constitution drain. This damage cannot be reduced or avoided in any way (although it can be recovered with *restoration* spells) and occurs regardless of distance between the two creatures—even if they are on different planes.

COUNT COUP [GENERAL]

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

Prerequisites: Bluff or Intimidate 8 ranks, Weapon Focus (weapon of choice).

Benefit: As a standard action, you can “count coup” by striking an opponent with the chosen melee weapon and dealing nonlethal damage (taking the normal penalties if your weapon does not normally deal nonlethal damage). If the attack is successful, you gain a +1 bonus on attack rolls against that opponent for the remainder of that combat. In addition, you permanently gain a +4 bonus on Bluff and Intimidate checks against that opponent until it counts coup against you (if it is able to do so). You can count coup against only one opponent per encounter, but the skill bonuses against that opponent persist even if you count coup against another opponent in a later battle.

Special: You can count coup with any weapon with which you have Weapon Focus. A fighter may select this feat 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 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. 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.)

Make an attack roll when you first fire the arrow and compare the result to the AC of a target when one becomes available. You must also specify a firing arc as you shoot the arrow. This is a half-circle that restricts the direction of fire, and it cannot be changed later. You can't set delayed arrows to launch at a target beyond one range increment of the weapon used. Someone can attempt to pull the arrow from the air while it hovers. Doing so requires a Strength check (DC 20). Failure means the arrow does not budge from its position.

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 not a specific individual (the arrow cannot differentiate between separate creatures). For example, you can set the arrow to launch when a creature rounds a corner, or after a set number of rounds at any creature.

Manual: This second trigger method allows more control. The arrow launches on your command at a target of your choosing. Designating a target is a free action. You must be within 30 feet of the arrow to give it the command; if you move farther away, you must return to within range before the effect's duration expires.

DOORCRUSHER [GENERAL]

You can strike objects with incredible force.

Prerequisites: Str 18, Improved Sunder, Power Attack.

Benefit: When you strike an object, treat the item's hardness as 5 lower (minimum 0) when determining the total damage dealt.

Special: A fighter may select this feat as one of his fighter bonus feats.

FIRE ELF BLOODLINE [GENERAL]

Somewhere in your family's background, a fire elf contributed to your bloodline.

Benefit: Once per day, you can make a melee weapon you wield spring alight with flames, as the ignition ability innate to fire elves (see Fire Elves in **Chapter One**). This effect lasts for 1 round per two character levels (minimum 1 round).

GHOST BLADE [GENERAL]

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

Prerequisites: Base Will save +3, Iron Will, Weapon Focus (weapon of choice), Weapon Specialization (weapon of choice).

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. Once activated, the ability can be deactivated at will as a free action. The rounds of use must be continuous, however, so once the ability is activated, it cannot be activated again until the following day.

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

Special: A fighter may select this feat as one of his fighter bonus feats.

GREATER BLOOD MAGIC [BLOOD]

You can perform greater feats of blood magic and prepare more blooded spells, but at a greater cost to your body and spirit.

Prerequisites: Blood Magic, Lesser Metamagic Blooding, caster level 9th.

Benefit: You can cast two blooded spells per day per available spell level, with the normal benefits and costs of blood magic.

In addition, you can prepare and cast blooded spells as lower-level spells by spending 100 XP + 10 XP per level of the original spell. (Spontaneous casters make this choice and pay the XP cost at the time of casting.) For example, a 9th-level wizard can prepare one 5th-level blooded spell in a 4th-level spell slot by spending 150 XP. The new slot can be no more than one level lower (minimum 1st-level). The spell's effective

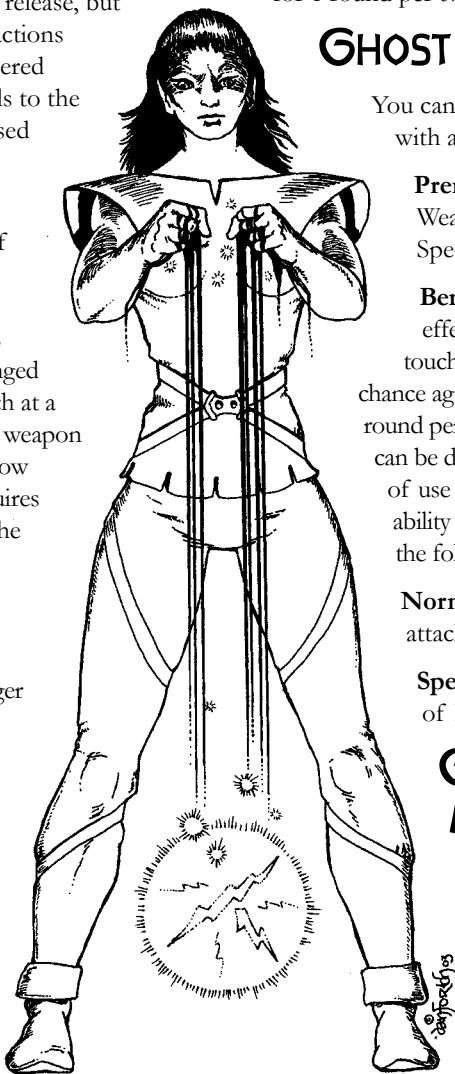


TABLE 2-1: FEATS

General Feats	Prerequisites	Benefit
Between the Feet	Dex 17, Dodge, Mobility	Move an additional 5 feet without drawing attacks of opportunity from Large creatures
Canny Charge ¹	Dex 13, Int 13, Combat Expertise, Dodge	Charge without penalty to AC
Cautious Casting	Concentration 5 ranks, Combat Casting defensively	+2 dodge bonus to AC when casting
Improved Cautious Casting	Concentration 10 ranks, Cautious Casting defensively	+4 dodge bonus to AC when casting
Clash of Blades ¹	Cha 17, Intimidate 8 ranks, Combat Expertise	Clash melee weapon to dishearten enemies
Consume Soulgift	Cha 13, soulgift recipient	Consume a soulgift to gain temporary benefits
Count Coup ¹	Bluff or Intimidate 8 ranks, Weapon Focus (weapon of choice)	Deal nonlethal damage with chosen melee weapon to gain +1 bonus on attacks and +4 bonus on Intimidate and Bluff checks
Delay Arrow	Dex 17, Point Blank Shot, Precise Shot, Weapon Focus (any bow), caster level 1st	Delay an arrow's flight up to 1 round/level
Doorcrusher ¹	Str 18, Improved Sunder, Power Attack	Ignore some of object's hardness
Fire Elf Bloodline	—	Ignite chosen weapon as fire elf 1/ day
Ghost Blade ¹	Base Will save +3, Iron Will, Weapon Focus	Treat chosen weapon as ghost touch 1/day (weapon of choice), Weapon Specialization (weapon of choice)
Improved Rapid Shot ¹	Rapid Shot, Weapon Focus	Additional Rapid Shot attack (longbow/shortbow)
Improved Spellblending	Knowledge (arcana) 5 ranks, Knowledge (religion) 5 ranks, Knowledge (nature) 5 ranks	Spellblend spells of up to 5th level
Greater Spellblending	Improved Spellblending, caster level 8th	Spellblend spells of any level
Metal Elf Bloodline	—	Unarmed damage increases one die type
Monkey Climb	Dex 13, Climb 8 ranks, Dodge, Mobility	Climb more quickly; charge while climbing; take 10 on all Climb checks
Nimble Feet	Tumble 8 ranks, Dodge	+2 bonus on Tumble checks, +4 bonus on trip checks when defending
Rapid Bardic Music	Bardic music ability, Concentration 5 ranks, Perform 5 ranks	Start or maintain bardic music as a move action
School Spell Resistance ²	Iron Will, base Will save +3	Gain spell resistance against a school of magic
Sniper ³	Dex 13, Wis 13, Point Blank Shot	Sneak attacks, Point Blank Shot gain 10-ft. range
Spear Wind ¹	Dex 13, Weapon Focus (any spear), base attack bonus +4	One extra melee attack with a spear
Spear Wind Mastery ¹	Spear Wind, base attack bonus +8 using Spear Wind	+2 dodge bonus to AC when making a full attack
Spellsinging	Bardic music ability, Perform 12 ranks, caster level 3rd	Allies gain +1 effective caster level
Improved Spellsinging	Perform 15 ranks, Spellsinging	Spellsinging benefits last longer, and add +1 to save DCs against allies' spells
Stick and Fire ¹	Dodge, Point Blank Shot, Precise Shot	Stab with an arrow, then fire the arrow
Superior Trip ¹	Combat Expertise, Improved Trip	Additional +2 bonus on trip attempts; no return trip attempt when you fail a trip
Sword Wind ¹	Dex 13, Weapon Focus (any sword), base attack bonus +4	One extra melee attack with a sword
Sword Wind Mastery ¹	Sword Wind, base attack bonus +8	+2 dodge bonus to AC when making a full attack using Sword Wind
Venomous Blood	Con 13, Great Fortitude	Poisonous blood; +2 innate bonus on Fortitude saves against natural poisons
Water Elf Bloodline	—	Breathe water as water elf 1/ day
Wind Elf Bloodline	—	Glide as wind elf 1/ day

TABLE 2-1: FEATS (CONTINUED)

Blood Magic Feats	Prerequisites	Benefit
Blood Magic	Prime ability score 15, caster level 1st	Cast one blooded spell/spell level per day
Greater Blood Magic	Blood Magic, Lesser Metamagic Blooding, caster level 9th	Cast two blooded spells/spell level per day
Lesser Metamagic Blooding	Blood Magic, any metamagic feat that the effective level of the spell by +1 or +2, caster level 3rd	Freely use one metamagic feat that increases effective level by +1 or +2
Greater Metamagic Blooding	Lesser Metamagic Blooding, any metamagic feat that increases the effective level of the spell by +3 or more, caster level 7th	Freely use any one metamagic feat
Superior Metamagic Blooding	Prime ability score 17, , Greater Metamagic Blooding, any metamagic feat, caster level 9th	Freely use any one metamagic feat more often, but take Constitution damage instead
Metamagic Feats	Prerequisites	Benefit
Toxic Blooded Spell	Prime ability score 15, Con 13, Blood Magic, Great Fortitude, Venomous Blood, caster level 1st	Blooded spells deal additional poison damage
Weaponbond Spell	Base attack bonus +4, caster level 3rd	Deliver touch spells through a melee weapon
Soulbond Feats	Prerequisites	Benefit
Soulgift	Int 4, Cha 4, soulgift ceremony	Grant soulgift to another creature
Soulbond of Martial Excellence	Soulgift, base attack bonus +3	+1 bonus on melee damage and reduced nonproficiency penalty within 10 feet of soulgift recipient
Soulbond of Martial Prowess	Soulbond of Martial Excellence, base attack bonus +6	+1 bonus on melee attacks and no nonproficiency penalty within 10 feet of soulgift recipient
Soulbond of Martial Mastery	Soulbond of Martial Prowess, base attack bonus +9	Additional melee attack with a -8 penalty within 10 feet of soulgift recipient
Soulbond of Spells	Soulgift, caster level 3rd	Casting spells does not provoke attacks of opportunity within 10 feet of soulgift recipient
Soulbond of Spell Potence	Soulbond of Spells, caster level 6th	+2 bonus on caster level checks to overcome spell resistance within 10 feet of soulgift recipient
Soulbond of Spell Mastery	Soulbond of Spell Potence, caster level 9th	Add +2 to the save DCs against your spells within 10 feet of soulgift recipient

¹A fighter may select this feat as one of his fighter bonus feats. ²You 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. ³You can take this feat multiple times. Its effects stack.

level does not change. Only one blooded spell per available spell level can be altered in this way.

GREATER METAMAGIC BLOODING [BLOOD]

You can freely alter a blooded spell with a metamagic feat.

Prerequisites: Lesser Metamagic Blooding, any metamagic feat that increases the effective level of the spell by +3 or more, caster level 7th.

Benefit: Once per day per 5 caster levels, you can alter one of your blooded spells with any metamagic feat you know. The spell's effective level does not change. Even spellcasters

who prepare spells can spontaneously alter a blooded spell in this way without taking a full-round action. The blooded spell otherwise has all the normal benefits and costs of blood magic.

Normal: Without this feat, a metamagic spell may take up a higher-level spell slot and requires a full-round action for spontaneous casters.

GREATER SPELLBLENDING [GENERAL]

You understand the inmost secrets of the lifeweavers so that all magic is available to you.

Prerequisites: Improved Spellblending, caster level 8th.

Benefit: You can use the Spellcraft skill to gain access to spells of any level that are not on your spell list.

Normal: You can normally use spellblending to gain access to spells of up to 2nd level.

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 at the required Concentration check. This bonus stacks with the one from Cautious Casting (see that entry on page 27).

A condition that makes you lose your Dexterity bonus to AC (if any) also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of 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 a bow for which you have Weapon Focus, you get a second ranged attack in addition to the extra attack you get 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 make a full attack to use this feat.

Special: You do not need to take this feat multiple times to use it with different weapons, as long as each is the same type of bow for which you have taken the Weapon Focus feat. A fighter may select this feat as one of his fighter bonus feats.

IMPROVED SPELLBLENDING [GENERAL]

You better understand the teachings of the lifeweavers and can gain access to spells of higher level that are not normally available to you.

Prerequisites: Knowledge (arcana) 5 ranks, Knowledge (religion) 5 ranks, Knowledge (nature) 5 ranks.

Benefit: You can use the Spellcraft skill to gain access to spells of up to 5th level that are not on your spell list.

Normal: You can normally use spellblending to gain access to spells of up to 2nd level.

IMPROVED SPELLSINGING [GENERAL]

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

Prerequisites: Perform 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. An affected ally receives a +1 bonus to effective caster level and adds +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 bardic music.

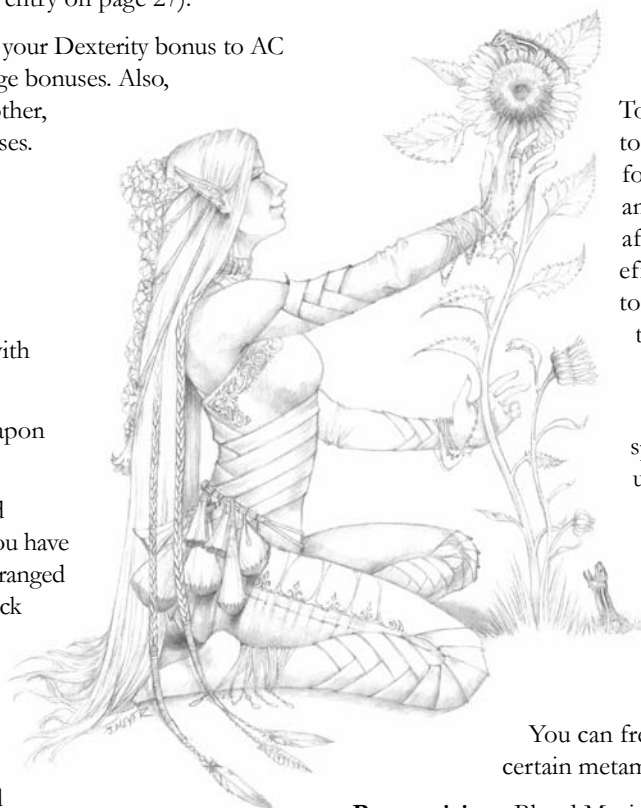
LESSER METAMAGIC BLOODING [BLOOD]

You can freely alter a blooded spell with certain metamagic feats.

Prerequisites: Blood Magic, any metamagic feat that increases the effective level of the spell by +1 or +2, caster level 3rd.

Benefit: Once per day per 5 caster levels, you can alter one of your blooded spells with a metamagic feat you know that increases the effective level of the spell by +1 or +2. The spell's effective level does not change. Even spellcasters who prepare spells can spontaneously alter a blooded spell in this way without taking a full-round action. The blooded spell otherwise has all the normal benefits and costs of blood magic.

Normal: Without this feat, a metamagic spell may take up a higher-level spell slot and requires a full-round action for spontaneous casters.



METAL ELF BLOODLINE [GENERAL]

Somewhere in your family's background, a metal elf contributed to your bloodline.

Benefit: Once per day as a free action, you can make your fingers grow sharp and as hard as adamantine. This effect lasts for 1 round per two character levels (minimum 1 round). While the effect is active, your unarmed strike damage is lethal damage and increases by one die type (1d4 becomes 1d6, 1d6 becomes 1d8, and so on) as a metal elf (see Metal Elves in **Chapter One**). Your unarmed strikes are also treated as adamantine for the purpose of overcoming damage reduction. The rounds of use must be continuous.

MONKEY CLIMB [GENERAL]

You can move along vertical surfaces with incredible agility.

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

Benefit: When climbing a chimney, corner, or 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 choose an accelerated climb, you move at full speed and make a single Climb check at a -5 penalty. In addition, you can make a vertical charge attack against an opponent at the top or bottom of the area to be scaled. Finally, you can always take 10 on Climb checks, even when distracted or threatened.

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 and 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 songs while continuing to fight or concentrate on another task.

Prerequisites: Bardic music ability, Concentration 5 ranks, Perform 5 ranks.

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

Normal: Starting or concentrating on a bardic music ability requires a standard action.

SCHOOL SPELL RESISTANCE [GENERAL]

Choose a school of magic, such as evocation. You gain spell resistance against spells from that school.

Prerequisite: Iron Will, base Will save +3

Benefit: You gain spell resistance equal to 5 + your character level against all spells cast from the chosen school of magic.

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 farther away than normal.

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 take this feat up to three times (to a maximum range of 60 feet for sneak attacks and Point Blank Shot). Its effects stack.

SOULGIFT [SOULBOND]

You bind your soul to another creature, gaining special benefits and vulnerabilities.

Prerequisites: Int 4, Cha 4, soulgift ceremony.

Benefit: You and the recipient of your soulgift always know the general distance and direction to each other as long as both of you are on the same plane. In addition, once per day per character level, you can add a +4 insight bonus to any attack, save, or check as long as you are within 10 feet of the recipient of your soulgift.

Whenever you and the recipient of your soulgift are required to make a saving throw against the same effect, you take a -2 penalty on the save.

You take a -8 penalty on all saving throws made to resist spells cast by the recipient of your soulgift.

If you are ever the target of a *raise dead*, *reincarnation*, *resurrection*, *true resurrection*, or similar spell, the recipient of your soulgift (not you) decides whether or not you are willing to be raised.

Special: To take this feat, you must complete a soulgift ceremony with the creature to whom you wish to bind your soul (see Soulbond Feats on page 25).

SOULBOND OF MARTIAL EXCELLENCE [SOULBOND]

When you are near to the recipient of your soulgift, you deal more damaging blows and readily understand the use of almost any weapon.

Prerequisites: Soulgift, base attack bonus +3.

Benefit: While you are within 10 feet of the recipient of your soulgift, you gain a +1 bonus on melee damage. In addition, when you are within 10 feet of the recipient of your soulgift you take only a –2 penalty (rather than the normal –4) when wielding a weapon with which you are not proficient.

Special: To gain the benefits of this feat, your soulgift must be intact.

SOULBOND OF MARTIAL MASTERY [SOULBOND]

When you are near to the recipient of your soulgift, you become greatly skilled at melee combat.

Prerequisites: Soulbond of Martial Prowess, base attack bonus +9.

Benefit: Whenever you are within 10 feet of the recipient of your soulgift and you make a full attack, you can make one additional melee attack at your highest base attack bonus but with a –8 penalty on the roll.

Special: To gain the benefits of this feat, your soulgift must be intact.

SOULBOND OF MARTIAL PROWESS [SOULBOND]

When you are near to the recipient of your soulgift, you become faster and deadlier in combat.

Prerequisites: Soulbond of Martial Excellence, base attack bonus +6.

Benefit: While you are within 10 feet of the recipient of your soulgift, you gain a +1 bonus on melee attacks. In addition, you can wield weapons up to one size category different from your own with no penalty (full penalties apply to weapons more than one size category different).

Special: To gain the benefits of this feat, your soulgift must be intact.

SOULBOND OF SPELL MASTERY [SOULBOND]

When you are near to the recipient of your soulgift, your spells become much more effective.

Prerequisites: Soulbond of Spell Potence, caster level 9th.

Benefit: While you are within 10 feet of the recipient of your soulgift, add +2 to the Difficulty Class of all saving throws against spells you cast.

Special: To gain the benefits of this feat, your soulgift must be intact.

SOULBOND OF SPELLS [SOULBOND]

When you are near to the recipient of your soulgift, you can shape magic with ease and precision.

Prerequisites: Soulgift, caster level 3rd.

Benefit: While you are within 10 feet of the recipient of your soulgift, you do not provoke attacks of opportunity for casting spells in a threatened area.

Special: To gain the benefits of this feat, your soulgift must be intact.

SOULBOND OF SPELL POTENCE [SOULBOND]

When you are near to the recipient of your soulgift, your spells become more effective.

Prerequisites: Soulbond of Spells, caster level 6th.

Benefit: While you are within 10 feet of the recipient of your soulgift, you gain a +2 bonus on caster level checks made to overcome spell resistance.

Special: To gain the benefits of this feat, your soulgift must be intact.

SPEAR WIND [GENERAL]

You know the basics of the spear wind combat style, allowing you to attack with unusual speed.

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

Benefit: You can make one extra melee attack per round with one spear with which you have 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 make a full attack to use this feat.

Special: A fighter may select this feat 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 make a full attack 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. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Special: A fighter may select this feat as one of his fighter bonus feats.

SPELLSINGING [GENERAL]

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

Prerequisites: Bardic music ability, Perform 12 ranks, 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. An affected ally receives a +1 bonus to effective caster level. Spellsinging is a mind-affecting ability.

Special: Each minute of spellsinging counts as three daily uses of bardic music.

STICK AND FIRE [GENERAL]

You can stab an enemy with an arrow, then fire the arrow.

Prerequisites: Dodge, Point Blank Shot, Precise Shot.

Benefit: If you have a bow ready, as a free action once per round, you can make a single melee attack with an arrow against an opponent within melee reach, provided your next action that round is to make a ranged attack with your bow against a target within range. This can be a single attack or a full attack, and you can take a 5-foot step first.

The arrow is treated as an improvised light 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 this feat as one of his fighter bonus feats.

SUPERIOR METAMAGIC BLOODING [BLOOD]

You can perform more feats of blood magic, but at a potentially greater cost to your body.

Prerequisites: Prime ability score 17 (varies by spellcasting class), Greater Metamagic Blooding, caster level 9th.

Benefit: Once per day per 3 caster levels, you can alter one of your blooded spells with any metamagic feat you know. This does not change the effective level of the spell. Even spellcasters who prepare spells can spontaneously alter a blooded spell in this way without taking a full-round action.

The blooded spell otherwise has all the normal benefits of blood magic, but you don't take damage in the normal way. Instead, you must make a successful Fortitude save or take 1 point of Constitution damage per spell level. The save DC is equal to 10 + modified spell level (what the spell's level would be after application of the metamagic feat) + primary spellcasting ability modifier (Intelligence for wizards, Wisdom for clerics, and so on). A successful save halves the amount of Constitution damage, to a minimum of 1 point.

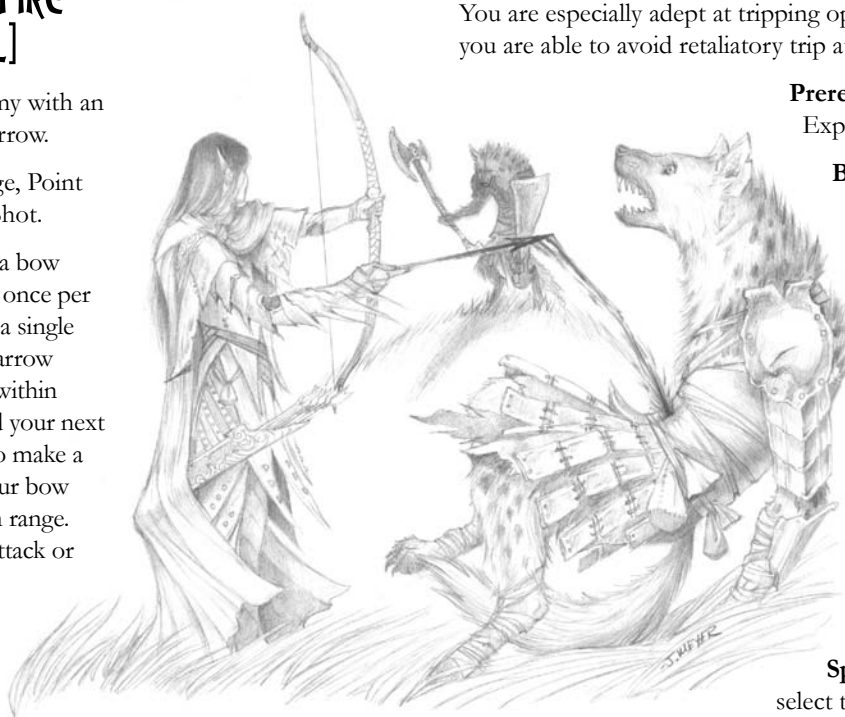
SUPERIOR TRIP [GENERAL]

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

Prerequisites: Combat Expertise, Improved Trip.

Benefit: When you fail a trip attempt, your opponent doesn't get a chance to trip you in return, nor do you have to drop your weapon (if using one to attempt a trip) to avoid a retaliatory trip attempt. You also gain a +2 bonus on all trip attempts. This bonus stacks with the one from Improved Trip.

Special: A fighter may select this feat as one of his fighter bonus feats.



SWORD WIND [GENERAL]

You know the basics of the sword wind combat style, allowing you to attack with unusual speed.

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

Benefit: You can make one extra melee attack per round with any one sword for which you have 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 make a full attack to use this feat.

Special: A fighter may select this feat 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 make a full attack 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. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Special: A fighter may select this feat as one of his fighter bonus feats.

TOXIC BLOODED SPELL [BLOOD, METAMAGIC]

Your damaging blooded spells deal additional poison damage.

Prerequisites: Prime ability score 15 (varies by spellcasting class), Con 13, Blood Magic, Great Fortitude, Venomous Blood, caster level 1st.

Benefit: You can designate a blooded spell that deals damage as a toxic blooded spell by infusing it with the venom flowing through your veins. This metamagic feat cannot be used to alter a nondamaging spell. When the spell damages an opponent, that individual is exposed to the venom in your bloodstream. The poison deals 1d6 points of initial and secondary Strength damage (Fortitude save DC = 10 + 1/2 your Hit Dice + your Constitution modifier), in addition to the damage normally dealt by the spell.

A toxic blooded spell uses up a spell slot two levels higher than the spell's actual level.

VENOMOUS BLOOD [GENERAL]

You have a natural affinity with venomous creatures, and perhaps a venomous ancestor, giving you toxic blood.

Prerequisites: Con 13, Great Fortitude.

Benefit: Your blood is venomous. You gain a +2 innate bonus on Fortitude saves against natural poisons.

Three times per day, you can poison one weapon by dealing 1d6 points of damage to yourself and applying your blood to it. This is an injury poison that deals 1d6 points of initial and secondary Strength damage (Fortitude save DC = 10 + 1/2 your Hit Dice + your Constitution modifier). Once applied, the poison stays fresh for 1 hour per character level. A creature that drains your blood is also exposed to the poison.

WATER ELF BLOODLINE [GENERAL]

Somewhere in your family's background, a water elf contributed to your bloodline.

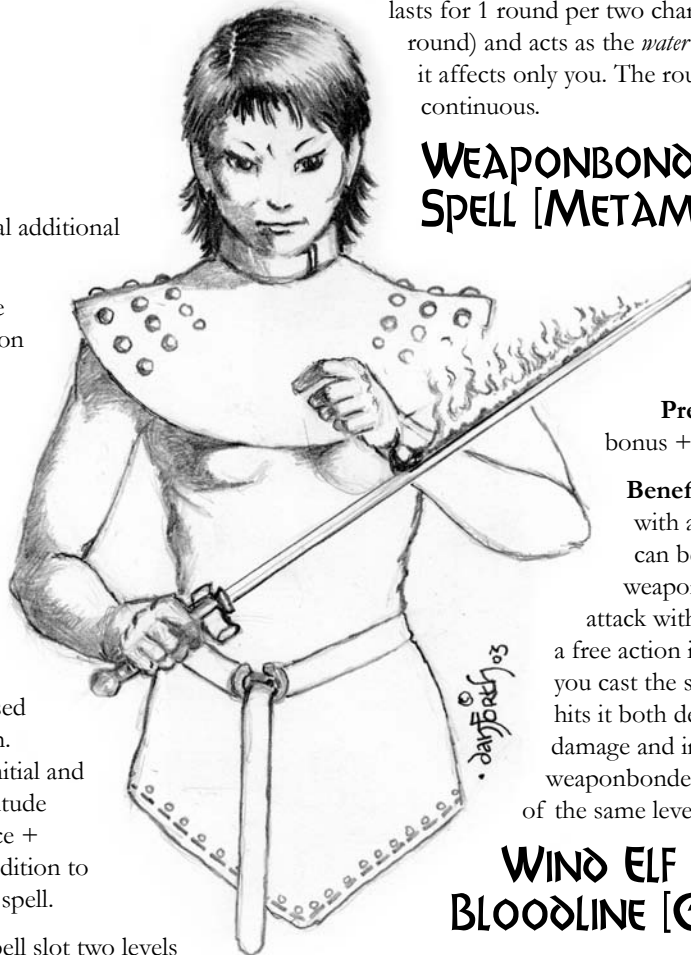
Benefit: Once per day, you can breathe water as your water elf ancestor (see Water Elves in **Chapter One**). This ability lasts for 1 round per two character levels (minimum 1 round) and acts as the *water breathing* spell, although it affects only you. The rounds of use must be continuous.

WEAPONBOND SPELL [METAMAGIC]

Using this feat, you can deliver touch spells through a melee weapon.

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

Benefit: You can alter a spell with a range of touch so that it can be delivered with a melee weapon attack. You make a single attack with the chosen weapon as a free action in the same round that you cast the spell, and if the attack hits it both deals the weapon's normal damage and imparts the spell's effects. A weaponbonded spell uses up a spell slot of the same level as the spell's actual level.



WIND ELF BLOODLINE [GENERAL]

Somewhere in your family's background, a wind elf contributed to your bloodline.

Benefit: Once per day, you can call upon the blood of your wind elf ancestor to gain a glide speed of 30 feet with average maneuverability (see Wind Elves in **Chapter One**). This effect lasts for 1 round per two character levels (minimum 1 round). For a description of the glide movement mode, see **Chapter Four: Creatures**. The rounds of use must be continuous.

• MAGICAL AND MARTIAL • ARTS STYLES

Over the many centuries of their existence, wood elves have developed specialized and intricate combat and spellcasting styles.

A character pursuing a given style need only take all the required feats to gain the benefits of mastery. Mastery of magical and martial arts styles grants benefits that resemble free special feats. The feats need not be taken in order, but all their prerequisites must be met.

MAGICAL ARTS STYLE

Masters of wood elf magical arts styles treat one type of energy as intertwined with magical ability. Although the flame dance style is the only one presented here, it's easy to extend this idea to other energy types simply by changing the required spells and the affected energy type.

FLAME DANCE

The flame dancer believes that magic and flame are indistinguishable and that fire is the natural end of all things. Spellcasters devoted to the Ashen Path (see **Chapter Three: Prestige Classes**) often pursue mastery of the Flame Dance style.

Prerequisites: Knowledge (arcana) 10 ranks, Perform (dance) 5 ranks, Spell Focus (evocation), any one metamagic feat, ability to cast 5 or more spells with the fire descriptor.

Mastery Benefit: Whenever you deal damage with a fire spell, you deal an additional 1 point of fire damage per two caster levels.

MARTIAL ARTS STYLES

Masters of wood elf martial arts styles exploit their relationships with the forest and its denizens, and with exotic elf weaponry.

ANIMAL FRIEND

Wood elf druids and rangers often fight alongside powerful animal companions and allies. Working with the natural fighting instincts of these friends leads to mastery of the Animal Friend combat style and allows wood elves to anticipate and aid the natural reactions of their animal allies.

Prerequisites: Animal companion, Handle Animal 10 ranks, Knowledge (nature) 5 ranks, Spot 5 ranks, Survival 5 ranks, Animal Affinity.

Mastery Benefit: Whenever you and an allied animal flank an opponent, you both gain a +2 competence bonus on melee damage dealt to the flanked opponent.

ARROWS OF THE GHOST WOOD

The stealthiest archers and scouts among the wood elves—the arrows of the ghost—range along the borders of the forest, stealing close to any who intend harm and unleashing a barrage of lethal arrows from within the enemy's own ranks.

Prerequisites: Hide 10 ranks, Move Silently 10 ranks, Point Blank Shot, Precise Shot, Sniper*, Weapon Focus (any bow, no crossbows).

Mastery Benefit: Whenever you hit with a ranged attack with a bow (but not a crossbow) against a flat-footed opponent within 30 feet, you deal an additional 1d6 points of damage. This bonus damage stacks with that granted by the sneak attack ability. Creatures immune to critical hits are not subject to this additional damage.

LONGARROW

Wood elf scouts and snipers pursue mastery of the Longarrow style, choosing vantage points among the tops of the greatest trees and dealing with foes from afar.

Prerequisites: Craft (bowmaking) 5 ranks, Spot 10 ranks, Far Shot, Skill Focus (Craft [bowmaking]), Sniper, Weapon Focus (any bow, no crossbows).

Mastery Benefit: Whenever you wield a bow (but not a crossbow), treat the weapon's range increment as 20 feet greater.

RAGE OF THE FOREST

The forest is not a thinking creature, but nonetheless it is aware of being less than it once was, and it is filled with anger. Wood elves, attuned to the forest and its moods, share this rage, and their most passionate warriors learn to call upon this fury to enhance their own ability to defend it.

Prerequisites: Ability to rage, Knowledge (nature) 5 ranks, Survival 10 ranks, Cleave, Power Attack, Run.

Mastery Benefit: When you use the Power Attack feat while raging, you gain a +2 bonus on melee damage.

TABLE 2-2: MARTIAL AND MAGICAL ARTS STYLES

Style	Prerequisites	Mastery Benefit
<i>Magical Arts Style</i>		
Flame Dance	Knowledge (arcana) 10 ranks, Perform (dance) 5 ranks, Spell Focus (evocation), any one metamagic feat, ability to cast 5 or more spells with the fire descriptor	Deal additional damage with fire spells
<i>Martial Arts Styles</i>		
Animal Friend	Animal companion, Handle Animal 10 ranks, Knowledge (nature) 5 ranks, Spot 5 ranks, Survival 5 ranks, Animal Affinity	You and allied animal gain +2 bonus on damage to flanked opponent
Arrows of the Ghost Wood	Hide 10 ranks, Move Silently 10 ranks, Point Blank Shot, Precise Shot, Sniper*, Weapon Focus (any bow, no crossbows)	Deal additional 1d6 damage with a bow against a flat-footed opponent within 30 feet
Longarrow	Craft (bowmaking) 5 ranks, Spot 10 ranks, Far Shot, Skill Focus (Craft [bowmaking]), Sniper, Weapon Focus (any bow, no crossbows).	Bow's range increment increases 20 feet
Rage of the Forest	Ability to rage, Knowledge (nature) 5 ranks, Survival 10 ranks, Power Attack, Run	+2 bonus on melee damage with Power Attack feat while raging
Stelleaf Wardance I	Balance 10 ranks, Tumble 10 ranks, Exotic Weapon Proficiency (elven light spear), Two-Weapon Fighting, Weapon Focus (elven light spear), base attack bonus +5	Reduce two-weapon fighting penalties by 2 when wielding two spears
Stelleaf Wardance II	Stelleaf Wardance Mastery, Point Blank Shot, Precise Shot, Improved Two-Weapon Fighting, Quick Draw	Full Strength bonus with thrown spear when wielding two spears

STELLEAF WARDANCE I

The Stelleaf Wardance is the wood elves' athletic and mystical approach to combat. Related to both the elven bladesong tradition and the dark dance tradition of the drow, the stelleaf wardance is a deadly blend of performance, beauty, and martial prowess. Unlike the martial traditions of other elven subraces, however, the Stelleaf Wardance style is devoted to the mastery of one specific weapon: the elven light spear.

Prerequisites: Balance 10 ranks, Tumble 10 ranks, Exotic Weapon Proficiency (elven light spear), Two-Weapon Fighting, Weapon Focus (elven light spear), base attack bonus +5.

Mastery Benefit: If you wield an elven light spear in each hand, you take penalties for fighting with two weapons

as though you were using a one-handed weapon and a light weapon. (See **Chapter Six: Equipment** for more information about the elven light spear.)

STELLEAF WARDANCE II

As wood elves grow in their mastery of the Stelleaf Wardance style, they turn the battlefield into a hail of spears, spinning through the fight and throwing with deadly force from either hand.

Prerequisites: Stelleaf Wardance Mastery, Improved Two-Weapon Fighting, Point Blank Shot, Precise Shot, Quick Draw.

Mastery Benefit: If you wield an elven light spear in each hand, you apply your full Strength bonus to damage from a light spear thrown from either hand (off-hand melee attacks still apply one-half of your Strength bonus, however).

CHAPTER THREE: PRESTIGE CLASSES

Many are the paths of the forest, and ancient are their ways and wanderings. The wood elves—friends, stewards, and disciples of the woodlands—have long practiced the arts of spell and blade within the shelter of these ancient paths. With their long life spans and natural physical abilities, wood elves are drawn to prestige classes that give them more power to shape their homes in harmony with the forest's own will and that help them bring swift death to enemies.

ENTRY PATHS

Several of the prestige classes in this chapter introduce a new concept: multiple sets of requirements for entry. These different sets of requirements, called entry paths, each lead to

the same prestige class through different routes. The class is open to anyone who has completed one of the entry paths.

In most cases, completing multiple entry paths offers some small advantages, such as a broader list of class skills or access to additional class abilities. Characters need not complete multiple entry paths before entering the prestige class; they can continue to acquire alternative requirements and gain related benefits even after taking levels in the class. Each prestige class that includes multiple entry paths describes when and how such additional abilities are gained. If a character completes another entry path after already having taken levels in the prestige class, any new class skills count only for levels taken after completing that entry path.

• INITIATE OF THE • ASHEN PATH

Fire—the forest death, the life-killer, the source of glory. In instances of great evil and fiery power, some wood elves have perverted their love of the forest into worship of the flames that it can fuel. The teachings of this corrupted passion, called the Ashen Path by its adherents, speak to those lost and desperate souls who have seen a conflagration great enough to warp their hearts. In the dogma of the Ashen Path, fire is the origin of all beauty and truth. As it burns away one's home, chars the living, and in the most holy of holy moments, brings ruin to the ancient heart of the forest, fire reveals the path to enlightenment.

The initiates of the Ashen Path are more than simple pyromaniacs. They know that mighty creatures and individuals guard the secret places of power. The Ashen Path aims to burn even these, in the belief that consuming such ancient and powerful life will give birth to a new, purer version of the world. Because of this, its adherents are patient, laying each twig and branch in its proper place to light the great pyre.

Would-be initiates of the Ashen Path must donate 1,000 gp worth of true flame (see Alchemical Item Descriptions in **Chapter Six: Equipment**) to undergo a grueling ceremony

called the ritual of flame. The would-be initiate and five other devotees of the Ashen Path gather at the site of an important or devastating fire (typically one that consumed ancient trees or powerful plant creatures). Over the course of the 8-hour ritual, the would-be initiate is forced to consume half of the true flame, burning him repeatedly and horribly.

Hit Die: d10.

REQUIREMENTS

To qualify to become an initiate of the Ashen Path (Ash), a character must fulfill all the following criteria.

Alignment: Any evil.

Base Attack Bonus: +4.

Feats: Great Fortitude.

Special: The character must undergo the ritual of flame (see above).

CLASS SKILLS

The initiate of the Ashen Path's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (any

TABLE 3-1: THE INITIATE OF THE ASHEN PATH

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Flame burst (1d6, 5 ft.), blazing ardor
2nd	+1	+3	+0	+3	Scars of ruin
3rd	+2	+3	+1	+3	Resistance to fire 5
4th	+3	+4	+1	+4	Flame burst (free action)
5th	+3	+4	+1	+4	Flame burst (2d6)
6th	+4	+5	+2	+5	Resistance to fire 10
7th	+5	+5	+2	+5	Flame burst (10 ft.)
8th	+6	+6	+2	+6	<i>Flame strike</i>
9th	+6	+6	+3	+6	Resistance to fire 15
10th	+7	+7	+3	+7	Flame burst (3d6, 15 feet)

except for woodworking) (Int), Heal (Wis), Intimidate (Cha), Jump (Str), and Profession (Wis).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the initiate of the Ashen Path prestige class.

WEAPON & ARMOR PROFICIENCY

Initiates of the Ashen Path gain no proficiency with any weapon or armor.

FLAME BURST (SU)

Once per day per two class levels, an initiate of the Ashen Path can cause a burst of flame to erupt from his own body, dealing 1d6 points of fire damage to himself and creatures and objects within a 5-foot radius.

Beginning at 3rd level, the initiate of the Ashen Path can suppress his resistance to fire (see below) to take the flame burst damage normally, so that he can activate his blazing ardor ability (see below).

Beginning at 4th level, the initiate can activate his flame burst ability as a free action once per round.

When the initiate attains 5th level, the flame burst deals 2d6 points of damage.

When the initiate attains 7th level, the flame burst's radius increases to 10 feet.

When the initiate attains 10th level, the flame burst deals 3d6 points of damage and has a radius of 15 feet.

NONINITIATE DEVOTEES OF THE ASHEN PATH

Although every initiate of the Ashen Path follows the precepts of its burning truth, the movement encompasses many who do not take levels in the prestige class. Evil fire creatures and elementals, clerics of evil fire gods, and other evil creatures revel in purging world with a great flame, and so they follow the Ashen Path. Other evil creatures, especially those from the Lower Planes, are not adherents themselves but gain great joy in leading good creatures to its false truths and watching them labor to destroy with fire what in truth they should love. Some Underdark races, believing that a surface holocaust would leave them unharmed and dominant, work to promote the Ashen Path. The drow are particularly attracted to this deceitful practice, because they view wood elves as worthless and feral creatures of less use than common animals.

BLAZING ARDOR (EX)

Whenever the initiate of the Ashen Path takes fire damage, he is filled with an overwhelming combination of euphoria and rage. As the joy of burning courses through the initiate, so too does his fury that the rest of the world does not likewise burn. When in the throes of blazing ardor, the initiate gains a +2 bonus to Strength and Dexterity, and deals an extra 1d6 points of fire damage with each melee attack (whether using natural or manufactured weapons). The blazing ardor lasts a number of rounds equal to 3 + the initiate's Constitution modifier. The initiate can use this ability a maximum

number of times per day equal to half his class level.

The initiate of the Ashen Path can activate this ability as a free action whenever he takes fire damage, even out of turn. If the initiate does not activate this ability immediately after taking

the fire damage, he loses that opportunity and must wait until he takes fire damage again to enter blazing ardor.

If spells or innate resistances negate the damage taken from fire, the initiate cannot use his blazing ardor ability. (However, beginning at 3rd level, the initiate can choose to suppress his class resistance to fire, as noted under Flame Burst above.)

SCARS OF RUIN (EX)

Scarred and blackened by flame, the initiate of the Ashen Path's appearance is frightening to most beings. Fire creatures, on the other hand, know that they have an ally in the initiate and usually react favorably to his requests. At 2nd level, the initiate of the Ashen Path gains a +4 bonus on Intimidate checks and a -4 penalty to Diplomacy checks made to influence creatures without the fire subtype. When dealing

with creatures having the fire subtype, he gains a +4 bonus on Diplomacy checks instead of a -4 penalty.

RESISTANCE TO FIRE (EX)

At 3rd level, the initiate of the Ashen Path's obsessive exposure to fire and devotion to the Ashen Path make him immune to small amounts of fire damage, granting resistance to fire 5. At 6th level this resistance increases to 10, and at 9th level it increases to 15.

FLAME STRIKE (SP)

At 8th level, the initiate of the Ashen Path can call upon the essence of fire to produce *flame strike* once per day. This ability functions exactly like a *flame strike* spell cast by a druid with a level equal to the initiate's character level. The save DC is Wisdom-based.

• LIFEWEAVER •

In the most ancient roots of the forest, magic and life combine, weaving together to form a force both pure and terrifying. The wise of the wood elf race have long studied this power, naming it the Lifeweave and developing their most sacred spellcasting tradition by studying the unified truth of these apparently disparate forces. Lifeweavers think of life force, divine magic, and arcane magic as different faces of the same power, and they silently work to bring others to this same belief.

Lifeweavers do not scoff at spellcasters devoted to only one tradition; rather, they quietly lament the fact that the artificial gulf between arcane and divine spellcasting widens with each passing generation. Many lifeweavers believe that this separation of traditions allowed evil into the world, pulling those devoted to life away from their full potential and pulling those devoted to arcane power away from the tempering compassion of life.

Most lifeweavers learn the basics of wizardry and druidic spellcasting before combining their studies to contemplate the Lifeweave,

but some travel different paths, developing sorcerous talent or learning the precepts of life as a cleric of a nature deity. A rare few members of lesser spellcasting classes, such as bards and rangers, take up the study of the Lifeweave, but they rarely reach the heights of power or wisdom that more focused spellcasters attain.

Hit Die: d6

REQUIREMENTS

To qualify to become a lifeweaver (Lfw), a character must fulfill one of the following entry paths.

PATH OF THE LIFEGLYPH

Skills: Knowledge (arcana) 9 ranks, Knowledge (nature) 9 ranks, Spellcraft 9 ranks.

Special: Able to cast 2nd-level arcane and divine spells.

PATH OF THE LIFEPRAYER

Skills: Heal 9 ranks, Knowledge (nature) 9 ranks, Spellcraft 9 ranks.

Special: Able to cast 2nd-level arcane and divine spells.

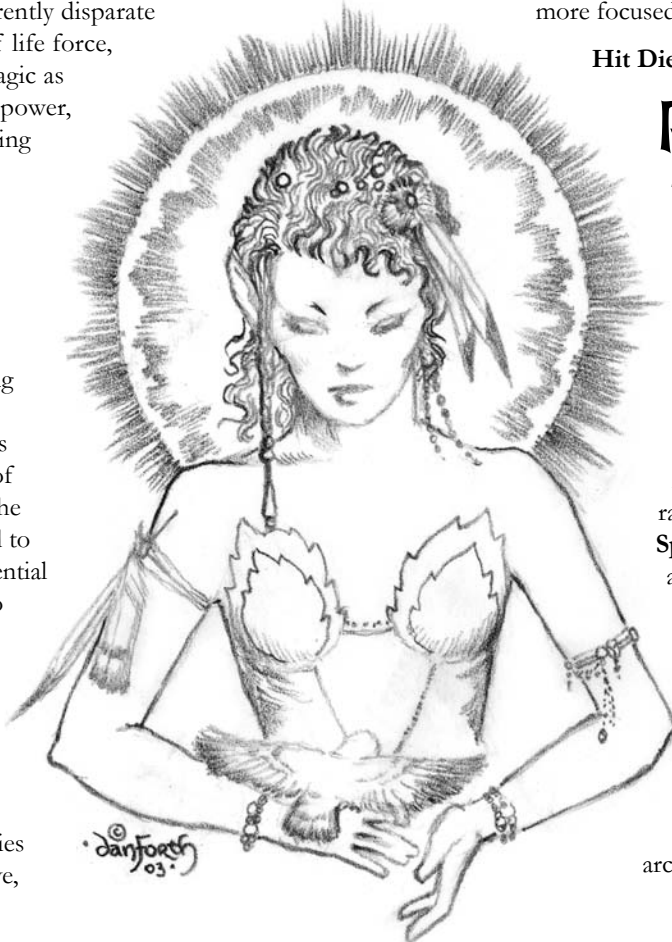


TABLE 3-2: THE LIFEWEAVER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Arcane lifebond	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3	Spellweave 2/day	+1 level of existing divine spellcasting class
3rd	+1	+1	+1	+3	Lifesense 20 ft.	+1 level of existing arcane and divine spellcasting class
4th	+2	+1	+1	+4	Spontaneous cure (light)	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	Spellweave 4/day	+1 level of existing divine spellcasting class
6th	+3	+2	+2	+5	Lifesense 40 ft.	+1 level of existing arcane and divine spellcasting class
7th	+3	+2	+2	+5	Spontaneous cure (moderate)	+1 level of existing arcane spellcasting class
8th	+4	+2	+2	+6	Spellweave 6/day	+1 level of existing divine spellcasting class
9th	+4	+3	+3	+6	Lifesense 60 ft.	+1 level of existing arcane and divine spellcasting class
10th	+5	+3	+3	+7	Spontaneous cure (serious)	+1 level of existing arcane and divine spellcasting class
11th	+5	+3	+3	+7	Spellweave 8/day	+1 level of existing arcane and divine spellcasting class
12th	+6	+4	+4	+8	Lifesense 80 ft.	+1 level of existing arcane and divine spellcasting class
13th	+6	+4	+4	+8	Spontaneous cure (critical)	+1 level of existing arcane and divine spellcasting class
14th	+7	+4	+4	+9	Purity of life	+1 level of existing arcane and divine spellcasting class

CLASS SKILLS

The lifeweaver's class skills (and the key ability for each skill) are Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Heal (Wis), Knowledge (nature) (Int), Listen (Wis), Ride (Dex), Spot (Wis), Survival (Wis), and Swim (Str).

Each completed entry path allows the lifeweaver to treat additional skills as class skills. If the lifeweaver has completed the path of the lifeglyph, she adds Knowledge (arcana) (Int) and Spellcraft (Int) to her list of class skills. If she has completed the path of the lifepriest, she adds Knowledge (religion) (Int) and Spellcraft (Int) to her list of class skills.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

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

WEAPON & ARMOR PROFICIENCY

Lifeweavers gain no proficiency with any weapon or armor.

SPELLS PER DAY

When a new lifeweaver level is gained, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in an arcane or divine spellcasting class she belonged to before adding the prestige class.

At certain levels she gains new spells per day as if she had gained a level in both an arcane and a divine spellcasting class that she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (bonus metamagic or item creation feats, wild shape abilities, turn or rebuke undead, and so on).

If the character had more than one spellcasting class of the appropriate kind before she became a lifeweaver, she must decide to which class she adds that level of lifeweaver for the purpose of determining spells per day.

ARCANE LIFE BOND (EX)

While wearing nonmetallic armor, the lifeweaver's arcane spell failure chance is reduced by 10%.

SPELLWEAVE (EX)

Beginning at 2nd level, the lifeweaver can blend arcane and divine magic, channeling the full might of both spellcasting traditions into a single spell. When a lifeweaver using the spellweave ability casts a spell, the caster level is the sum of her arcane and divine spellcasting levels (for most lifeweavers of 3rd level and higher, this is higher than the character level). Using this ability is a free action. The lifeweaver must declare this just before casting the affected spell and during that round (or the round that casting begins, for spells that take longer than 1 round to cast).

At 2nd level, a lifeweaver can use the spellweave ability twice per day. This increases to four times per day at 5th level, and six times per day at 8th level, and eight times per day at 11th level.

LIFESENSE (SU)

At 3rd level and higher, a lifeweaver automatically detects the presence of any living creature within 20 feet. This does not reveal the exact location of any of the creatures through this ability (although other senses might do so), only the number of living creatures somewhere within range. The range of this ability increases to 40 feet at 6th level, 60 feet at 9th level, and 80 feet at 12th level.

SPONTANEOUS CURE

Beginning at 4th level, the lifeweaver can channel stored spell energy of any kind into healing spells that she did not prepare ahead of time. The lifeweaver can “lose” any prepared spell or unused spell slot (either arcane or divine) of 1st level or higher to cast *cure light wounds*. As usual, domain spells cannot be converted in this way. At 7th level, the lifeweaver can lose a prepared spell or spell slot of 2nd level or higher to cast *cure moderate wounds*; at 10th level she can lose a prepared spell or spell slot of 3rd level or higher to cast *cure serious wounds*; and at 13th level she can lose a prepared spell or spell slot of 4th level or higher to cast *cure critical wounds*. The *cure* spells are always cast as if by a cleric with a level equal to the lifeweaver’s total divine caster levels.

PURITY OF LIFE (EX)

At 14th level, the lifeweaver’s understanding of life and magical energy manifests itself in the purity of her own body. She gains immunity to all diseases (including supernatural and magical ones, such as mummy rot and lycanthropy) and to poisons. Additionally, she no longer takes penalties to her ability scores for aging and cannot be magically aged. Any such penalties that she has already taken, however, remain in place. Bonuses still accrue, and the lifeweaver still dies of old age when her time is up.

• METALLURGIC SAVANT •

The earth gives many gifts, but none is more precious than hard, unyielding metal. It makes the tools that till the earth to provide life to civilized lands. And it builds the armaments of war to crush one’s enemies and defend one’s home. The forging and shaping of metal sets sentient life apart from lesser creatures—or so believe some wood elves who have developed their affinity with metal to a spectacular degree. To them (and those of other races who study with them), metal represents the elven soul. It can be heated, tested, and bent, but it is difficult to break. And even if the metal shatters, it can be recast and reforged, stronger and truer than before. These metallurgic savants study metals of all sorts in all their forms, from the mine to the forge. Metal elf fighters and other weapon wielders often follow this path, as do wood elves and even some fire elves.

Metallurgic savants aren’t just blacksmiths or weaponsmiths. They immerse themselves in knowledge of metal. They mine it from the earth in its raw ores, smelt it into a workable, molten form, cast it into shape, and reshape and forge it with loving care. Metallurgic savants are usually master smiths, and they always have some knowledge of mining. They spend most of their time in the forge, though, seeking to perfect their art and craft the most exquisite weapons and tools they can. On the battlefield, few warriors are more feared than metallurgic savants. Their intimate awareness of the nature of metal grants them an uncanny ability to adapt to any situation.

Such power over metal is not easily gained. To these disciples, it comes only after a great sacrifice. Before he can embark on the path of the metallurgic savant, an applicant must forge a masterwork weapon entirely of metal. He then must take the lovingly crafted piece into the wilds and break it, using nothing but the tools he finds there. This task is a symbolic reversal of the path the metal took from the mine to the forge, and it demonstrates the respect and understanding to be gained by pursuing the savant’s way.

Hit Die: d8.

REQUIREMENTS

To qualify to become a metallurgic savant (Mta), a character must fulfill all the following criteria.

Base Attack Bonus: +6.

Skills: Craft (weaponsmithing) 10 ranks, Profession (miner) 3 ranks, Spot 4 ranks.

Feats: Doorcrusher*, Improved Sunder, Power Attack, Skill Focus (Craft [weaponsmithing]). *See **Chapter Two: Skills and Feats**.

Special: The character must forge a masterwork weapon of metal, then take it into the wild and break it with his bare hands or found tools.

CLASS SKILLS

The metallurgic savant's class skills (and the key ability for each skill) are Climb (Str), Craft (armorsmithing) (Int), Craft (weaponsmithing) (Int), Jump (Str), Profession (Wis), Spot (Wis), Survival (Wis), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the metallurgic savant prestige class.

WEAPON & ARMOR PROFICIENCY

Metallurgic savants gain no proficiency with any weapon or armor.

RECAST THE SOLID FORM (SU)

Once per day, a 1st-level metallurgic savant can alter the physical makeup of a weapon he wields, transforming it into a silver weapon. Recasting the weapon is a free action, and the weapon remains in its silver form for 1 hour per class level or until the savant dismisses the ability. A recast weapon is real silver in every way and can overcome the damage reduction of creatures susceptible to silver. It gains the hardness, appearance, and other traits of silver while the ability is active, and its hit points alter accordingly. If the recast weapon leaves the savant's possession, it reverts to its normal form in 1 minute (10 rounds).

At 3rd level, the metallurgic savant gains an additional daily use of this ability, which he can use only to transform a wielded weapon into cold iron. At 5th level, the metallurgic savant can additionally transform a wielded weapon into mithral once per day. Finally, at 7th level, the metallurgic savant can additionally transform a wielded weapon into adamantine once per day. These abilities are otherwise identical to the 1st-level ability.

Once used, recast the solid form is not available again for 24 hours.

STRENGTHEN WEAPON (SU)

The metal portions of any melee weapon wielded by the metallurgic savant are stronger and more resilient than normal. The hardness of the metal increases by 2, and it gains 10 bonus hit points. These bonus hit points are subtracted first when calculating any damage dealt to the weapon. In addition, the metal of the weapon is completely immune to rust or rusting effects, such as those from a rust monster or the *rusting grasp* spell.

INTENSIFY WEAPON (SU)

On reaching 2nd level, the metallurgic savant chooses one weapon special ability equivalent to a +1 enhancement bonus (such as flaming, ghost touch, or keen). This ability cannot be changed later. Once per day, the savant can add the chosen ability to a melee weapon of +1 or higher enhancement bonus that he wields. This ability can be activated only with a weapon made of metal at least in part; a weapon magically modified to resemble metal, such as with an *ironwood* spell, does not count. If the weapon leaves the metallurgic savant's hand, it immediately

loses the ability. A special ability cannot be added to a weapon that would violate its requirements. For example, if the savant has chosen the keen special ability and currently wields a warhammer, he cannot intensify that weapon. Activating intensify weapon is a move action, and the ability lasts for 1 minute per metallurgic savant level.

A 4th-level metallurgic savant chooses one weapon special ability equivalent to a +2 enhancement bonus (such as disruption, flaming burst, or holy) to add to his repertoire. (If he desires, he can choose another +1-equivalent ability instead.) This ability can be accessed once per day in addition to the previously chosen weapon ability and can stack with it. It otherwise functions exactly as described above.

A 6th-level metallurgic savant chooses one weapon special ability equivalent to a +3 enhancement bonus (such as speed) to add to his repertoire. (If he desires, he can choose a +1- or +2-equivalent ability instead.)

This ability can be used once per day in addition to the previously chosen weapon abilities and can stack with them. It otherwise functions exactly as described above.

The intensified weapon is treated as though it always had the chosen special ability. For example, if that ability would

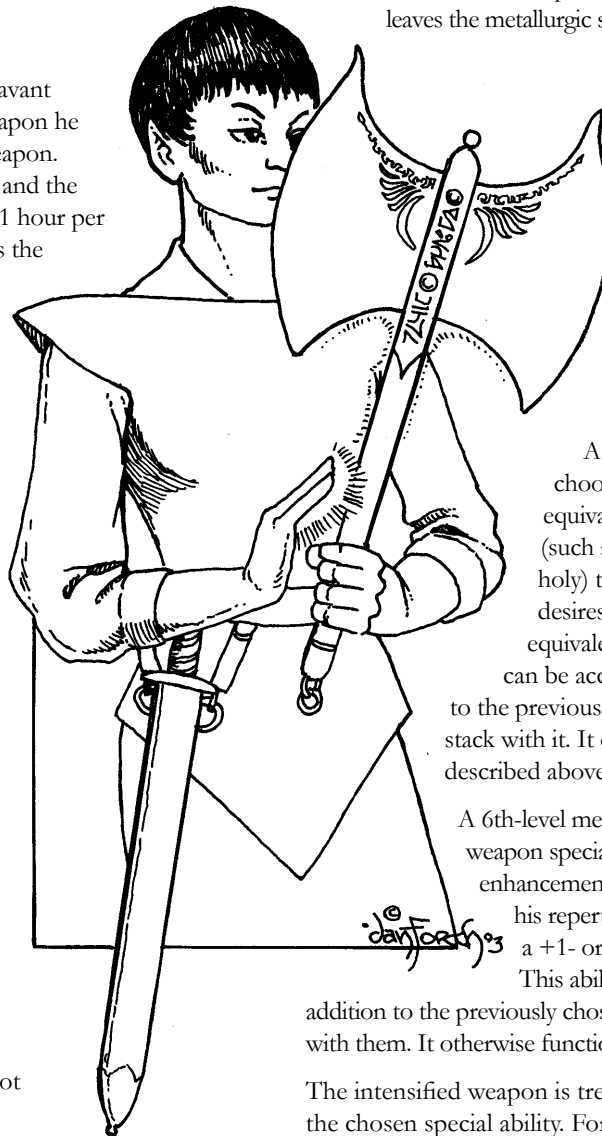


TABLE 3-3: THE METALLURGIC SAVANT

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Recast the solid form (silver), strengthen weapon
2nd	+2	+3	+0	+0	Intensify weapon I
3rd	+3	+3	+1	+1	Recast the solid form (cold iron)
4th	+4	+4	+1	+1	Intensify weapon II
5th	+5	+4	+1	+1	Recast the solid form (mithral)
6th	+6	+5	+2	+2	Intensify weapon III
7th	+7	+5	+2	+2	Recast the solid form (adamantine)
8th	+8	+6	+2	+2	<i>Repel metal</i>
9th	+9	+6	+3	+3	Crystallize metal
10th	+10	+7	+3	+3	Chameleon weapon

bestow negative levels on the savant because of alignment restrictions, those effects apply to him while he wields the weapon. A *detect magic* spell reveals a magic aura matching that of the chosen weapon ability.

REPEL METAL (SP)

One reaching 8th level, the metallurgic savant can repel metal as the spell *repel metal* or *stone* twice per day. This ability affects only metal, not stone, but otherwise functions as the spell cast by a druid of the savant's character level.

CRYSTALLIZE METAL (SU)

At 9th level, the metallurgic savant can attempt to turn metal into one of the most brittle of substances: pure glass. Once per day, he can make a melee touch attack against a metal object (weapon, armor, or something else). The metal must be in one piece and weigh no more than 10 pounds per class level. An attended or magic item can make a Fortitude saving throw. If the save is

successful, the ability has no effect. If the item fails its save, it instantly becomes glass (hardness 1, 1 hp per inch of thickness). Any sharp blow against or by the item instantly shatters it if the blow would deal more damage than the item's current combined hardness and hit points. Items partially made of metal can also be affected. Nonmetallic portions (such as the haft of an axe or a lock on a chest) retain their natural state, even if the metal is transmuted.

This transmutation effect is permanent, but a *break enchantment*, *limited wish*, *wish*, or *miracle* spell can reverse the effect, restoring the metal to its former state.

CHAMELEON WEAPON (SU)

On reaching 10th level, the metallurgic savant can treat a weapon he wields as having the chameleon special ability (see Magic Weapons in **Chapter Six: Equipment**). He can use this ability up to three times per day. Each use lasts for 1 minute per class level. A *detect magic* spell reveals a magic aura matching that of the chameleon weapon ability.

• SOUL ARCHER •

To use a bow is elven, but to live through the bow, to truly become one with it, is to be a soul archer. To most elves, the bow is a weapon of war and defense. It is useful as a tool but nothing more. Wood elves, like all elves, are renowned for their superior marksmanship and archery skills. All learn the bow as children, and even simple food gatherers or crafters have some ability to use it effectively. But for some, the bow is an extension of their very being.

To these few, one bow is not the same as another. They find the truth and power within their bows and set it free. Such an archer sees her bow as a part of herself, like an arm or foot. She spends hours tending to her bow—not just weather-treating it, making sure the string is sure and that the balance is right, but meditating on it, trying to find a mystical connection to the weapon that transcends normal archery.

Some succeed, becoming soul archers. Wood elf rangers and fighters often pursue this path, as do feral elves, fire elves, and wind elves of the same classes. Rogues sometimes make good soul archers as well.

The soul archer can perform incredible feats of accuracy. But before she can walk this path, she must first craft her own bow, seeing to every aspect of the creation process (excluding any magical additions). She must then meditate deeply on her weapon, but only after reaching advanced proficiency with it. She learns every knot and whorl in the grain of its wood, every twist in its string, under the guidance of someone trained in the arts of the soul archer. This ritual takes three complete days, after which the new, exhausted soul archer has fully bonded with her weapon.

Hit Die: d8.

REQUIREMENTS

To qualify to become a soul archer (Soa), 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; no crossbows).

Special: The would-be soul archer must craft a masterwork bow and find a soul archer willing to teach her the bonding ritual (this typically costs 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).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

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

WEAPON & ARMOR PROFICIENCY

Soul archers gain no proficiency with any weapon or armor.

BONDED BOW (Su)

Once the soul archer has completed the bonding ritual, she becomes bonded to her bow. A soul archer can be bonded to only one bow at a time. This grants her a number of benefits. The soul archer gains a +2 bonus on all attack and damage rolls

made with the bonded bow (but not with other bows). Creatures that are immune to critical hits are immune to this damage. In addition, the soul archer can never be disarmed when wielding the bonded bow, and she can redirect to herself all damage dealt by sunder attacks to the bow while she wields it. (Treat the damage as dealt directly to the soul archer, applying any damage reduction or other special abilities). Finally, 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, the soul archer takes 5d6 points of damage immediately (no save). She can also voluntarily break the bond to form a new bond with a different bow at any time. She then crafts a new masterwork bow and undergoes the soul-bonding ritual once more (requiring another expenditure of 500 XP). Another person can enhance or magically imbue the soul archer's bow using the Craft Magic Arms and Armor feat; this can be done before or after the ritual, but not during it. 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; the soul archer can then break any existing bond (taking the normal 5d6 points of damage) and establish a new bond through the bonding ritual (spending another 500 XP).

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, and then activate a magical sensor to view the area surrounding it. The arrow in all respects is identical to an *arcane eye arrow* (see Specific Magic Arrows in **Chapter Six: Equipment**).

GREATER MAGIC WEAPON (Sp)

At 3rd level, the soul archer can use this ability once per day, only with her bonded bow. Its caster level is equal to the soul archer's character level.

TABLE 3-4: THE SOUL ARCHER

Class 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

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 the arrow travels 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 modifiers, but otherwise the attack is rolled normally. Using this ability is a standard action (and shooting the arrow is part of the action).

GREATER BONDED BOW (Su)

At 5th level, the soul archer's bond with her bow grows even deeper. Its attack and damage bonuses increase to +3. In addition, the bow's hardness increases by 5, and any sunder attacks against it subtract this hardness even if the soul archer then redirects the damage to herself. In addition, the bonded bow gains resistance to acid 5, cold 5, electricity 5, fire 5, and sonic 5.

HOMING ARROW (Sp)

At 6th level, the soul archer combines elements of the *seeker arrow* and *arcane eye arrow* into this potent ability. As with the *seeker arrow*, she can launch an arrow once per day at a target known to her within range. Once the arrow is fired, the soul archer sees from its perspective (as with the *arcane eye arrow*) and can control it in flight, guiding it to the target. This ability negates cover and concealment modifiers, 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.

ARROW TAG (Su)

Beginning at 7th level, once per day, the soul archer can declare that she is going to "tag" an opponent. She fires an arrow from

her bonded bow, adding her Charisma bonus (if any) to the attack roll and dealing 1 extra point of damage per class level. If the attack hits, in addition to dealing the damage, all further attacks the soul archer makes with the bonded bow against the struck opponent gain a +1 insight bonus per three class levels. This bonus lasts for the duration of the encounter. Using this ability is a standard action that includes firing the arrow. If the arrow tag attempt misses, its use is wasted for the day.

HAIL OF ARROWS (Sp)

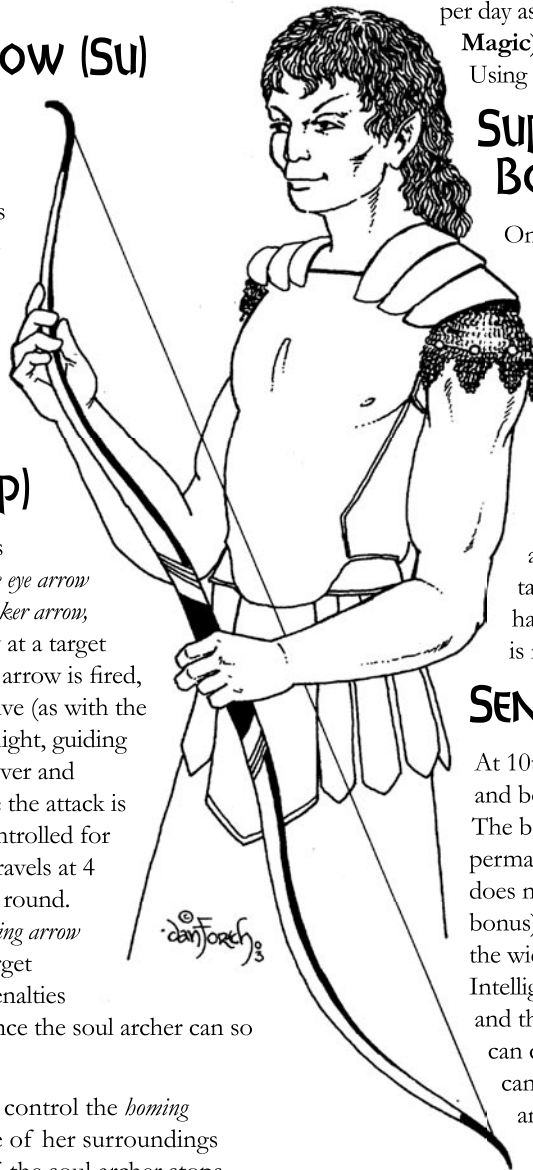
An 8th-level soul archer can perform a *hail of arrows* once per day as the spell (see **Chapter Five: Spells and Magic**), using her class level as the caster level. Using this ability is a standard action.

SUPERIOR BONDED BOW (Su)

On attaining 9th level, the soul archer achieves a phenomenal bond with her bow. Its attack and damage bonuses increase to +5. In addition, the bow's hardness increases by an additional 5 (for a total increase of 10) and its energy resistance increases to 10 in all categories. Finally, anyone attempting to sunder the bonded bow is forced to feel some of its pain at the blow. If the soul archer opts to redirect the damage, she takes only half (after applying the bow's hardness). The other half of the damage is redirected to the sundering opponent.

SENTIENT BOW (Su)

At 10th level, the bond between soul archer and bow reaches its ultimate expression. The bow becomes intelligent. It gains a +1 permanent enhancement bonus (this bonus does not stack with any higher enhancement bonus). The bow's alignment becomes that of the wielder. Two of its mental ability scores—Intelligence, Wisdom, and Charisma—are 17 and the third is 10 (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 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). The soul archer can transfer this sentience should she bond a new bow, but once established, the personality, voice, and any other quirks of the sentience are transferred as well.



• SPEARDANCER •

Like the bladesingers of other surface elves and the dark dancers of the drow (see *Plot & Poison* for more about this prestige class), the speardancers of the wood elves combine blade and beauty in one deadly martial tradition. With grace and speed, the speardancer moves through the ranks of the enemy, striking and twisting away before a foe can react.

In battle, speardancers dive through the ranks of the enemy, bringing chaos and confusion wherever they go, leaping in and out of the fray too quickly to follow.

As with several of the wood elves' most effective martial and magical traditions, characters come to the way of the speardancer through more than one path. Fighters and barbarians often follow the path of the spearbrute, turning the swift movements of the speardance into brutal and bloody death. Rangers and rogues usually follow the path of the spearghost, slipping unnoticed through the boughs of the forest to take the enemy unaware. Monks, fledgling spellcasters, and martial combatants with a flair for the contemplative follow the path of the spearminde, becoming one with the speardance for its own sake.

Hit Die: d8.

REQUIREMENTS

To qualify to become a speardancer (Spr), a character must fulfill one of the following entry paths.

PATH OF THE SPEARBRUTE

Base Attack Bonus: +5.

Feats: Cleave, Great Fortitude, Power Attack, Weapon Focus (any spear).

PATH OF THE SPEARGHOST

Base Attack Bonus: +4.

Skills: Hide 7 ranks, Move Silently 7 ranks.

Feats: Dodge, Lightning Reflexes, Weapon Focus (any spear).

PATH OF THE SPEARMIND

Base Attack Bonus: +4.

Skills: Concentration 3 ranks.

Base Will Save: +5.

Feats: Blind-Fight, Iron Will, Weapon Focus (any spear).

CLASS SKILLS

The speardancer's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Escape Artist (Dex), Jump (Str), Survival (Wis), Swim (Str), and Tumble (Dex).

Each completed entry path allows the speardancer to treat additional skills as class skills. If the speardancer has completed the path of the spearbrute, he adds Intimidate (Cha) to his list of class skills. If he has completed the path of the spearghost, he adds Hide (Dex) and Move Silently (Dex) to his list of class skills. If he has completed the path of the spearminde, he adds Listen (Wis) and Spot (Wis) to his list of class skills.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

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

WEAPON & ARMOR PROFICIENCY

Speardancers gain no proficiency with any weapon or armor.

SAVING THROW PROGRESSION

The saving throw progression for a speardancer depends on which entry path the character followed. If he completed the path of the spearbrute, he uses the "good save" progression for base Fortitude save bonuses and the "poor save" progression for the other saves; if he completed the path of the spearghost, he uses the good save progression for base Reflex save bonuses;

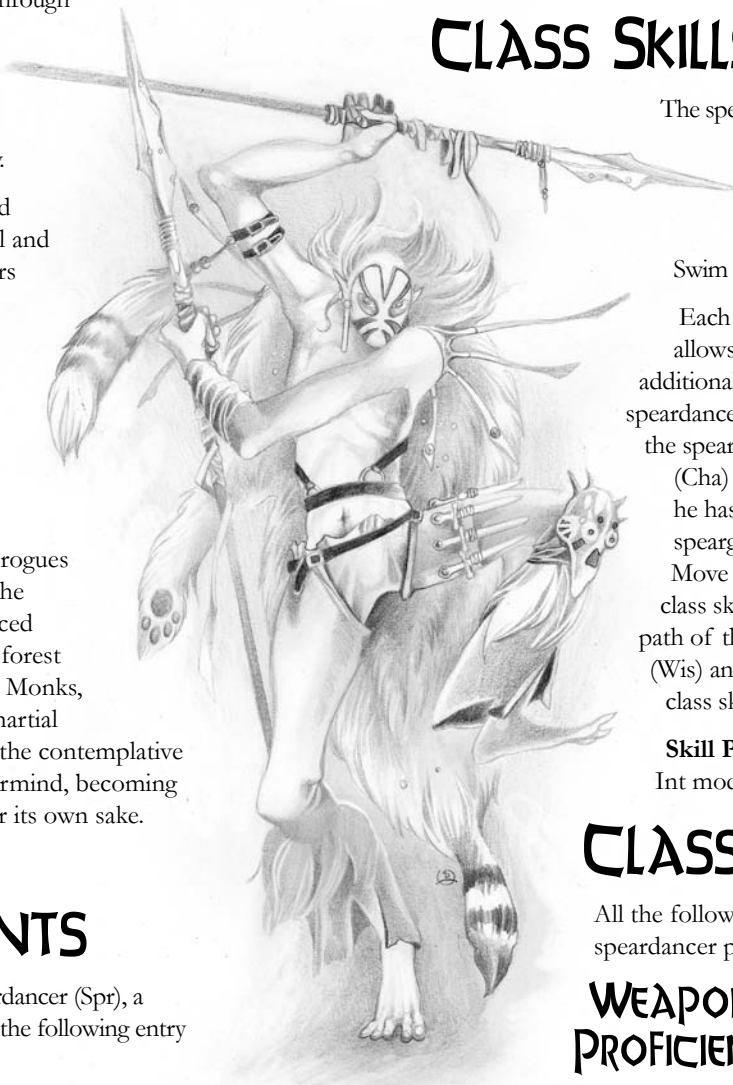


TABLE 3-5: THE SPEARDANCER

Class Level	Base Attack Bonus	Good Save	Poor Save	Special
1st	+0	+2	+0	Saving throw progression
2nd	+1	+3	+0	Speardance (slashing, bludgeoning)
3rd	+2	+3	+1	Improved critical (19–20)
4th	+3	+4	+1	Speardance (defensive dance)
5th	+3	+4	+1	Chargebreaker
6th	+4	+5	+2	Speardance (close fighting)
7th	+5	+5	+2	Improved critical (18–20)
8th	+6	+6	+2	Speardance (dance of avoidance)
9th	+6	+6	+3	Impale
10th	+7	+7	+3	Speardance (whirlwind), improved critical (17–20)

and if he completed the path of the spearmind, he uses the good save progression for base Will save bonuses. Speardancers who have completed more than one entry path can have multiple good saving throws. Completing a second or third entry path after having taken levels in the speardancer class allows the character to improve other base saves, but only for those levels attained after completing the path in question.

SPEARDANCE (EX)

The tradition of the speardance is the focus of the speardancer's devoted study, in the belief that its twisting movements lead to true physical perfection. As he progresses, he gains access to speardancing abilities. All of these abilities require that the speardancer be wielding a spear in melee. The speardancer chooses one of the following abilities at the beginning of a round, and its effects apply for that entire round.

SLASHING

At 2nd level, the speardancer gains the ability to deal slashing damage with his spear rather than piercing damage. He does not gain the benefits of the Improved Critical (spear) feat if he has it.

BLUDGEONING

At 2nd level, the speardancer gains the ability to deal bludgeoning damage with his spear rather than piercing damage. He does not gain the benefits of the Improved Critical (spear) feat if he has it.

DEFENSIVE DANCE

At 4th level, the speardancer gains the ability to gain a +1 dodge bonus to AC.

CLOSE FIGHTING

At 6th level, the speardancer gains the ability to threaten opponents in adjacent squares when wielding a long spear,

as well as those 10 feet away. Creatures larger than Medium threaten only one additional square with this ability; for example, a Large creature wielding a long spear threatens only opponents who are 10, 15, and 20 feet away.

DANCE OF AVOIDANCE

At 8th level, the speardancer gains the ability to gain an additional +1 dodge bonus to AC when fighting defensively. In addition, if he opts for total defense, his movement for the round does not provoke attacks of opportunity.

WHIRLWIND

At 10th level, the speardancer gains this ability. When making a full attack, he can give up his regular attacks and instead make one melee attack at his full base attack bonus against each opponent within reach. This includes opponents that he threatens with the close fighting ability (see above). He forfeits any bonus or extra attacks granted by other feats or abilities, such as the Cleave feat or the *haste* spell.

IMPROVED CRITICAL (EX)

Beginning at 3rd level, the speardancer improves the threat range of any type of spear he is wielding, including new exotic spears described in **Chapter Six: Equipment**. The spear's threat range is 19–20 (or the spear's normal threat range, whichever is greater). At 7th level, the threat range improves to 18–20, and at 10th level it improves again to 17–20.

This improved threat range does not stack with those granted by the Improved Critical feat and the *keen* special ability.

CHARGEBREAKER (EX)

At 5th level, whenever the speardancer makes an attack of opportunity with his spear against a charging opponent, he deals double damage on a successful attack against that opponent, just as if he had readied an action to set his spear against the charge.

IMPALE (EX)

At 9th level, whenever the speardancer scores a successful critical hit with his spear, he has a chance to impale that opponent. After resolving damage normally, he and the opponent make opposed grapple checks. If the speardancer wins the grapple check, he impales the opponent, who is treated as grappled. He does not enter the opponent's square

and does not incur the normal penalties and restrictions of grappling, but if the speardancer moves more than 5 feet away (or 10 feet if using a long spear), the opponent is no longer impaled.

The speardancer can make an opposed grapple check to damage an impaled opponent as in a normal grapple, but he deals damage with his spear rather than an unarmed strike. An impaled opponent can break free with a successful grapple check.

• WILDHEART FANATIC •

Even among the most savage and warlike groups of wood elves, wildheart fanatics are held apart, the subject of fear, awe, and occasionally envy. The wild warriors of barbaric tribes can barely understand the wildheart fanatic's devotion to rage as an end in itself. His anger is his way of life, and the more savage and feral he becomes, the more he revels in his own glorious fury. As a wildheart fanatic advances in level he gains martial ability at a tremendous rate, but intelligent creatures were not meant to remain filled with such anger indefinitely, and the rage takes its toll on body and spirit.

Most find their way to this strange and dangerous path from beginnings in primitive tribes, but occasionally fighters and rangers with a chaotic bent become so obsessed with anger that they become wildheart fanatics. Occasionally a wildheart fanatic is the result of a curse.

Hit Die: d4.

REQUIREMENTS

To qualify to become a wildheart fanatic (Whf), a character must fulfill all the following criteria.

Alignment: Any chaotic.

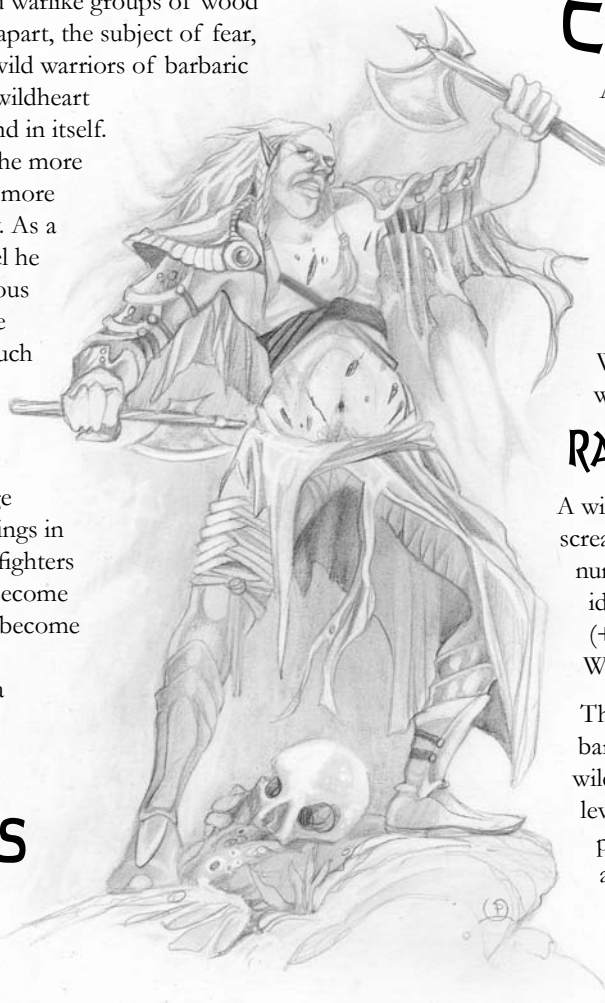
Skills: Knowledge (nature) 6 ranks, Survival 6 ranks.

Feats: Power Attack.

CLASS SKILLS

The wildheart fanatic's class skill (and the key ability for each skill) is Survival (Wis).

Skill Points at Each Level: 2 + Int modifier.



CLASS FEATURES

All the following are class features of the wildheart fanatic prestige class.

WEAPON & ARMOR PROFICIENCY

Wildheart fanatics gain no proficiency with any weapon or armor.

RAGE (EX)

A wildheart fanatic can fly into a screaming blood frenzy a certain number of times per day. This is identical to the barbarian's rage ability (+4 Strength, +4 Constitution, +2 Will saves, -2 AC, fatigued afterward).

This rage is otherwise identical to the barbarian's rage class ability. If the wildheart fanatic also has barbarian levels, both class levels stack for purposes of benefits from the rage ability (such as greater rage).

CHARISMA LOSS

At 1st level, the fanatic is so consumed with rage that his self-awareness suffers. His Charisma score is permanently reduced by 2. This loss cannot be countered, overcome, or removed in any way. At 3rd level, the wildheart fanatic's Charisma score is again permanently reduced by 2.

CONSTITUTION LOSS

By 2nd level, the strain of such fury ravages the wildheart fanatic's health. His Constitution score is permanently reduced by 2. This loss cannot be countered, overcome, or removed in any way.

TABLE 3-6: THE WILDHEART FANATIC

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+0	+0	Charisma loss (-2), rage 1/day
2nd	+3	+0	+0	+0	Constitution loss (-2)
3rd	+5	+1	+1	+1	Charisma loss (-4), rage 2/day

• WILDSINGER •

Uniquely blending the best of bards and rangers, wildsingers use music to explore and protect the wilderness, especially the forest. They readily befriend animals, fey, and many plant creatures who inhabit the lands they travel through. 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 ambassadors to the world outside the forest and travel among other races and civilizations for a time.

Wildsingers are almost exclusively made up of multiclassed ranger/bards, along with a few druid/bards. A few single-classed rangers and barbarians make their way into the class, but they are rarely as effective as those with an equal blend of bardic and martial ability. Although wood elves created the wildsongs, and the first wildsingers were all wood elves, individuals of many races feel the call and have followed this path.

Hit Die: d6.

REQUIREMENTS

To qualify to become a wildsinger (Wsn), a character must fulfill one of the following entry paths.

PATH OF THE HEARTSONG

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

Language: Sylvan.

Special: Bardic music class ability.

PATH OF THE LEAFSONG

Skills: 5 ranks in Knowledge (nature) and Perform, 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).

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,

TABLE 3-7: THE WILDSINGER

Class 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 <i>Forest Lost</i>
10th	+7	+3	+3	+7	Echoes of the <i>Forest Lost</i>

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 the following are class features of the wildsinger prestige class.

WEAPON AND ARMOR PROFICIENCY

Wildsingers gain no proficiency with any weapon or armor.

ANIMAL COMPANION (EX)

At 1st level, a wildsinger gains an animal companion selected from the following list: badger, camel, dire rat, dog, riding dog, 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 the alternative lists of animal companions just as a druid can. If the wildsinger has levels of ranger or druid, those levels stack with wildsinger levels to determine the power of the animal companion. As normal, a ranger's effective druid level for purposes of this ability is one-half his ranger level.

BARDIC MUSIC

A wildsinger has the bardic music ability of a bard with a level equal to her wildsinger level plus her bard level (if any) and gains an extra daily use of bardic music with each new wildsinger level. Her wildsinger levels add to her bard levels (if any) for purposes of bardic music, giving her a collective pool to draw from for either bardic music effects or wildsinger class abilities.

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, plus 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.

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 "cost" one or more daily uses of the 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 sing. The effect lasts for as long as the ally hears the wildsinger sing, to a maximum of 2 hours per wildsinger level. Affected allies can move through any sort of terrain as if on a more favorable road: They treat trackless wilderness as a road or trail, and a road or trail as a highway. However, this grants no ability to avoid or evade 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 able to hear the wildsinger. She 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 3-8: 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 + 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 the wildsinger approaches within 10 feet of them, they overcome being turned and can attack 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.

TABLE 3-8: 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)

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.

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 cast by a druid with a level equal to 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 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 cause allied plant creatures to magically increase in size. This otherwise works just like the *wildsong of animal growth* except that it affects only plant creatures.

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); affected allies gain 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.

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 trees unspeakably old lost to fire and war, stirs images of nature's perfect peace forever broken, and resonates with magic, the elements, and nature itself combined into one living whole. 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 totaling 1d8 + wildsinger 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 + wildsinger's Charisma 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 apex 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 *Forest Lost* (see above) for up to 1 round per 2 wildsinger levels, affecting creatures within hearing each round. This uses up five 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.



CHAPTER FOUR: CREATURES

The sylvan homes of the wood elves teem with creatures both deadly and fair. Where other races carve their tiny plots of land out of the great wilderness areas, wood elves roam and live at one with the forest and its other inhabitants. Animals, plants, and elusive fey live and fight beside their elven friends. The creatures presented in this chapter can populate any forest area in your campaign world, and several have more varied habitats. They can serve as allies and companions to your characters, or simply provide clues to the nature of the foes your GM will unleash.

CHILDREN OF THE WOOD (TAEI-GALMOR)

Small Fey

Hit Dice: 6d6 (21 hp)

Initiative: +1

Speed: 20 ft.

Armor Class: 14 (+1 size, +1 Dex, +2 natural), touch 12, flat-footed 13

Base Attack/Grapple: +3/−3

Attack: Short sword +2 melee (1d4−2/19−20); or shortbow +5 ranged (1d4−2/×3)

Full Attack: Short sword +2 melee (1d4−2/19−20); or shortbow +5 ranged (1d4−2/×3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Spell-like abilities or spellcasting

Special Qualities: Low-light vision, *treescrying*, woodland stride

Saves: Fort +4, Ref +6, Will +6

Abilities: Str 6, Dex 13, Con 10, Int 12, Wis 12, Cha 12

Skills: Diplomacy +3, Handle Animal +10, Hide +14*, Knowledge (nature) +10, Listen +12*, Move Silently +10*, Ride +3, Sense Motive +10, Spot +12*, Survival +1 (+3 aboveground)

Feats: Alertness, Dodge, Great Fortitude

Environment: Any forest

Organization: Solitary

Challenge Rating: 6

Treasure: Standard

Alignment: Usually neutral

Advancement: By character class

Level Adjustment: +2

Of a size with halflings, these reclusive beings are light green to tan in color, including eyes and hair. They have long, delicate features and limbs, and a comely appearance, although they are not so ethereally beautiful as some fey. Their simple garb is fashioned from plants and living vines.

Among the fey creatures that fill the deep forests, the children of the wood at once embody their deepest mysteries and form the wood elves' most reliable allies in their defense.

Children of the wood move through their sylvan demesnes with ease, and they have little trouble spying out and scaring away most intruders. They often share communities with reclusive bands of wood elves, although the closer a community lives to the edge of the forest, the less likely it is to include children of the wood among its members. Although gentle in both appearance and deed, the *Tael-Galmor* are deadly foes of any who would threaten the forest.

Children of the wood develop spell-like abilities that grant them power over their woodland homes, but about one-third of the adults manifest true druidic spellcasting instead. This dual nature puzzles individuals of other races, but it seems entirely natural to the children of the wood; those capable of the more versatile spellcasting understand their bond with the forest differently than most. Children of the wood who manifest spellcasting ability often continue to grow in power, eventually taking levels in the druid class and attaining positions of authority in their communities. These form the majority of those few children of the wood who venture outside the forest's boundaries.

Children of the wood speak Common, Elven, and Sylvan.

COMBAT

Children of the wood seldom fight unless forced. When they do enter combat, they prefer to gather in numbers, strike from cover, and then vanish as a group back into the deep forest. Few who encounter a group of children of the wood even see them. In a fight, children of the wood call upon their allies for aid, both wood elves and spirit cats (see that entry, on page 59), knowing that they serve the forest best by remaining behind more physically capable allies.

Thus protected, they usually attempt to *entangle* foes and then pepper them with well-aimed arrows.

Spellcasting: A few children of the wood cast spells as 6th-level druids and do not have access to the spell-like abilities listed below. They never have both. These spellcasting levels stack with druid levels for purposes of determining spells per day and caster level.

Spell-Like Abilities: 3/day—*invisibility*; 1/day—*entangle*, *goodberry*, *pass without trace*, *spike growth*. Caster level 6th; save DC 11 + spell level. The save DC is Charisma-based.

Treescreying (Sp): A child of the wood can scry, as the *scrying* spell, on any living tree it has touched. The tree does not get a saving throw against this ability. Initiating the scrying takes 10 minutes, just as though casting a spell with a casting time of 10 minutes. The child of the wood can see the surrounding area exactly as if it were standing in the tree's location. Creatures within 20 feet of the tree with an Intelligence of 12 or more can make a DC 20 Intelligence check to detect the magical sensor. Unlike with normal scrying attempts, the sensor produced by *treescreying* can be moved once established. This requires a standard action, and allows the child of the forest to shift the sensor to any living tree that it has touched within 120 feet of the original tree. The child of the wood can use this ability twice per day, for a maximum of 10 minutes per Hit Die with each use. The spells *arcane sight*, *darkvision*, *see invisibility*, and *true seeing* function normally through the sensor.

Woodland Stride (Ex): Children of the wood may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at their normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect them. If such magical effects grant a saving throw, a child of the wood gains a +4 competence bonus on the appropriate save.

Skills: *Children of the wood gain a +4 racial bonus on Hide, Move Silently, Listen, and Spot checks in terrain with substantial vegetation (typically any growth thick enough to impede the movement rate of a normal human is sufficient to grant this bonus).

TABLE 4-1: THE CHILD OF THE WOOD

Level	Hit Dice	Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	Special	Spell-like Abilities/ Spellcasting
1st	1d6	+0	+0	+2	+2	(6 + Int mod) × 4	Woodland stride	<i>Entangle</i> 1/day, <i>pass without trace</i> 1/day/As 1st-level druid
2nd	2d6	+1	+0	+3	+3	6 + Int mod	+1 natural armor	<i>Goodberry</i> 1/day/As 2nd-level druid
3rd	3d6	+1	+1	+3	+3	6 + Int mod	Woodland stealth	<i>Invisibility</i> 1/day/As 3rd-level druid
4th	4d6	+2	+1	+4	+4	6 + Int mod		<i>Invisibility</i> 2/day/As 4th-level druid
5th	5d6	+2	+1	+4	+4	6 + Int mod	+1 natural armor	<i>Invisibility</i> 3/day/As 5th-level druid
6th	6d6	+3	+2	+5	+5	6 + Int mod	<i>Treescreying</i>	<i>Spike growth</i> 1/day/As 6th-level druid

THE CHILD OF THE WOOD MONSTER CLASS

Alternatively, if your GM allows it, you can play a child of the wood character using the monster class described below. This allows the character to begin as a young creature and mature to its full capabilities. The only way to take a level of this class is to be a child of the wood. For example, a human fighter could not multiclass as a child of the wood (although the child of the wood could later take levels in the fighter class). The class progression shown on Table 4–1: The Child of the Wood describes when the character gains Hit Dice, base attack bonus, skill points, saving throw bonuses, and special abilities. The child of the wood gains feats and ability score increases exactly like characters of standard classes. A child of the wood cannot multiclass until it has fully progressed in the monster class. When appropriate, this class imposes an experience point penalty for multiclassing just as other classes do.

Children of the wood share a deep and everlasting bond with their woodland homes. They are most effective when combined with druid levels, although their normal spell-like abilities can combine to make them effective rogues or rangers. In general, children of the wood make poor physical combatants, but they can develop effective ranged attacks with a careful selection of feats and equipment.

RACIAL TRAITS

- Starting Ability Score Adjustments: –4 Str, +2 Dex, +2 Int, +2 Wis, +2 Cha. Though physically weak, children of the wood are graceful and mentally adept.
- Small size: +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, lifting and carrying limits 3/4 those of Medium characters.
- Children of the wood base land speed is 20 feet.
- Low-Light Vision.
- Automatic Languages: Elven, Sylvan.
- Favored Class: Child of the wood. The best multiclassing choices for children of the wood are druid and rogue.

CLASS SKILLS

The child of the wood's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Handle Animal (Cha), Hide (Dex), Listen (Wis), Knowledge (arcana) (Int), Knowledge (nature) (Int), Move Silently (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spellcraft (Int), and Spot (Wis)

CLASS FEATURES

All of the following are class features of the child of the wood monster class.

Weapon and Armor Proficiency: Children of the wood are proficient with all simple weapons and shortbows, and with light armor.

Spell-Like Abilities/ Spellcasting: Most children of the wood gain spell-like abilities as they advance in level. A child of the wood can use the listed spell-like abilities a number of times per day as indicated on Table 4–1: The Child of the Wood. Caster level for these abilities is always equal to the child of the wood class level, and save DCs are Charisma-based. Certain children of the wood advance in spellcasting levels as a druid with a level equal to their Hit Dice. They gain no other abilities of the druid class. Should a child of the wood multiclass as a druid after completing the monster class level progression, the spellcasting levels from the child of the wood monster class and the druid class stack for purposes of determining spells per day and caster level. A child of the wood who gains spellcasting ability does not also gain spell-like abilities.

Woodland Stride (Ex): As described in the monster entry above.

Woodland Stealth (Ex): On reaching 3rd level, children of the wood gain a +4 racial bonus on Hide, Move Silently, Spot, and Listen checks while in terrain with substantial vegetation.

Treescrying (Sp): At 6th level, the child of the wood can scry, as the *scrying* spell, on any living tree he has touched. See the full description of this ability in the monster entry above.

CHILDREN OF THE WOOD AS CHARACTERS

Children of the wood characters possess the following racial traits.

- –4 Strength, +2 Dexterity, +2 Intelligence, +2 Wisdom, +2 Charisma.
- **Small size.** +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, lifting and carrying limits 3/4 those of Medium characters.
- A child of the wood's base land speed is 20 feet.
- **Low-light vision.**
- **Racial Hit Dice:** A child of the wood begins with six levels of fey, which provide 6d6 Hit Dice, a base attack bonus of +3, and base saving throw bonuses of Fort +2, Ref +5, and Will +5.
- **Racial Skills:** A child of the wood's fey levels give it skill points equal to $9 \times (6 + \text{Int modifier [minimum 1]})$. Its class skills are Bluff, Craft, Handle Animal, Hide, Listen, Knowledge (arcana), Knowledge (nature), Move Silently, Profession, Search, Sense Motive, Spellcraft, and Spot.
- +4 racial bonus on Hide, Move Silently, Listen, and Spot checks in terrain with substantial vegetation.
- **Racial Feats:** A child of the wood's fey levels give it three feats.
- +2 natural armor bonus.
- **Special Attacks (see above):** Spellcasting or spell-like abilities.
- **Special Qualities (see above):** Treescrying, woodland stride.
- **Automatic Languages:** Elven, Sylvan.
- **Favored Class:** Druid.
- Level Adjustment: +2.

LERAYUL

Large Animal

Hit Dice: 4d8+8 (26 hp)

Initiative: +8

Speed: 40 ft., climb 30 ft., glide* 40 ft. (average)

Armor Class: 17 (–1 size, +4 Dex, +4 natural), touch 13, flat-footed 13

Base Attack/Grapple: +3/+10

Attack: Bite +5 melee (1d6+3); or tongue +6 ranged (1d6+3)

Full Attack: Bite +5 melee (1d6+3) and 2 claws +0 melee (1d4+1); or tongue +6 ranged (1d6+3)

Space/Reach: 10 ft./10 ft. (30 ft. with tongue)

Special Attacks: Improved grab, pounce

Special Qualities: Natural camouflage, scent

Saves: Fort +6, Ref +8, Will +2

Abilities: Str 16, Dex 19, Con 14, Int 2, Wis 12, Cha 10

Skills: Climb +8, Hide +7**, Listen +3, Spot +3

Feats: Alertness, Improved Initiative

Environment: Warm or temperate forests

Organization: Solitary or pair

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: 5–8 HD (Large); 9–12 HD (Huge)

Level Adjustment: —

This lizardlike creature has rough, ridged, green skin. Two eyes protrude from the sides of its head, and it has a wide mouth capable of swallowing a halfling. A long, tapering tail hangs from its hindquarters, and it has round, sticky pads on its toes that aid it in climbing the smoothest tree trunks. Most notable, though, are the membranous folds of resilient skin that bunch and gather along the creature's sides.



NEW MOVEMENT MODE: GLIDE

A creature with a glide speed is unable to achieve prolonged flight but can travel through the air over limited distances. A glider of average maneuverability or better can take a move action through the air, but it must begin and end each move on a solid surface. The maximum height reached in a glide is always equal to the distance traveled (so a creature with a glide speed of 30 feet must reach a height of 30 feet at the apex of the glide to travel the full distance). If unable to reach a height equal to the distance it wishes to travel, the glider can move only as far as its maximum allowable height. A creature with a glide speed can take a double glide move, but it must still begin each move on a solid surface, reaching its destination in a series of two hops. A creature cannot run while gliding. If the glider begins its move on ground higher than that which it will land, it can glide for longer distances, effectively increasing its glide speed temporarily. The increase is 10 feet for each 10 feet of difference in elevation between the starting and the end points. Thus, a creature with a glide speed of 30 feet that starts a move at an elevation 20 feet higher than the ending elevation can reach a total distance of 50 feet in a single glide.

Elusive and canny forest denizens, lerayuls are great lizards that mostly keep to themselves in the wild. They never form groups or packs, preferring to hunt and live alone except during the fall mating season.

Some brave (or foolish) hunters try to hunt lerayuls, but few are successful. The lizards' natural domain in the upper forest canopies makes them difficult to track, let alone spot. Lerayuls are thought to be distant cousins of the common chameleon, although they are able to withstand colder climates, having a thick layer of insulating fat just below the skin. Membranes of skin gathered along its sides stretch tight when the lizard extends its legs in mid-leap, enabling it to glide for short distances from tree to tree.

Lerayuls avoid the companionship of other creatures, even those of their own kind. They lurk in the canopy, grazing on tender greens and small mammals. They prefer monkeys, if available, snatching the unsuspecting animals from the trees with their long, sticky tongues. Lerayul are patient hunters, blending in with the background and waiting for hours, if necessary.

The lizards are skittish and speedy, but wood elves have domesticated them to serve as mounts for their elite treetop cavalry. Many wood elven communities support these units, which roam the canopy, ready to strike at a threat quickly from above.

COMBAT

Encountered alone, lerayuls attack only when they feel threatened. They typically strike from higher ground, using their tongues to lash enemies from a distance. They then skitter up higher into the trees, out of reach of melee retaliation. Lerayuls' patience comes into play here. They are perfectly comfortable hiding and waiting for an advantageous moment to strike again.

Riders mounted on lerayuls use the lizards' natural abilities to different advantage. They typically attack from above, but there the similarity in tactics ends. The lerayuls' mobility makes them ideal for ride-by attacks, and they can charge an enemy from nearly any angle. With their tough hides and natural evasiveness, they are difficult to hit in melee, so riders rarely hesitate to take advantage of all their mounts' natural attacks.

Improved Grab (Ex): To use this ability, a lerayul must hit with its tongue attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold. A successful hold does not deal any additional damage. Each successful grapple check it makes during successive rounds automatically deals tongue damage. When a lerayul gets a hold, it pulls the opponent 10 feet closer to the space it occupies each round the hold is maintained (provoking no attacks of opportunity), unless that creature breaks free. This requires a DC 19 Escape Artist check or a DC 15 Strength check. The check DCs are Strength-based, and the Escape Artist DC includes a +4 racial bonus. A lerayul can even move (possibly carrying away the opponent), provided it can drag the opponent's weight. It can drag in a creature within 10 feet of itself and bite with a +4 attack bonus on the same round. The tongue has 10 hit points and can be severed with a successful sunder attempt. Attacking the lerayul's tongue does not provoke an attack of opportunity. If the tongue is currently grappling a target, the lerayul takes a -4 penalty on its opposed attack roll to resist the sunder attempt. Severing the tongue otherwise deals no damage to the lerayul, although it is no longer able to grab opponents in this way.

Pounce (Ex): If a lerayul charges a foe, it can make a full attack.

Natural Camouflage (Ex): A lerayul has the ability to quickly shift the coloration of its skin, allowing it to blend in with any background. This ability grants a lerayul concealment (20% miss chance) from any ranged attacks that target it. In addition, the lerayul can always take 10 on Hide checks.

Skills: Lerayuls have a +8 racial bonus on Climb checks. They can always choose to take 10 on Climb checks, even if rushed or threatened. **They gain a +10 racial bonus on Hide checks when using their natural camouflage ability (see above).

NUGARIK

Large Magical Beast

Hit Dice: 7d10+21 (hp 59)

Initiative: +3

Speed: 50 ft., climb 30 ft.

Armor Class: 20 (–1 size, +3 Dex, +8 natural), touch 12, flat-footed 17

Base Attack/Grapple: +7/+16

Attack: Bite +11 melee (2d6+5) or claw +11 melee (1d6+2)

Full Attack: Bite +11 melee (2d6+5) and 2 claws +9 melee (1d6+2)

Space/Reach: 10 ft./10 ft.

Special Attacks: Furious blow, pounce, rage, rend 2d6+7

Special Qualities: Ferocity, regeneration 5, scent

Saves: Fort +8, Ref +8, Will +4

Abilities: Str 20, Dex 17, Con 16, Int 4, Wis 14, Cha 15

Skills: Climb +13, Hide +11, Listen +6, Move Silently +13, Spot +6

Feats: Multiattack, Power Attack, Weapon Focus (bite)

Environment: Any

Organization: Solitary

Challenge Rating: 7

Treasure: No coins; 50% items; 50% goods

Alignment: Always chaotic evil

Advancement: 8–16 HD (Large); 17–21 HD (Huge)

Level Adjustment: —

It is a hulking beast that looks like no natural animal, but it seems to possess many of the deadliest traits of several predators. Its unnaturally large mouth, like that of a crocodile, is filled with more teeth than should fit, and hot drool drips on the ground between its huge paws. Long, black claws dig deep furrows into the earth from long, almost prehensile toes, and bristling black fur sprouts from the creature's body, much like the coat of a great wolf. Its eyes gleam redly with a sinister intelligence, and its long, whiplike, bushy tail lashes eagerly in anticipation of the kill.

Legends among the feral elves say that when one of the *Annua Thaa* came to rely too much on the form of the *nugaran* (see Feral Elves in **Chapter One: The Way of the Forest**), nature's fury would fully enter his body and drive out that which separates elves from beasts. These poor creatures succumbed to the dark side of nature, losing themselves not only in glorious savagery and rage but also in brutality and indiscriminate violence. To these lost feral elves, the line between friend and enemy disappeared, and any creature could serve as the beast's next meal. Their souls forever corrupted, they became the nugariks.

Nugariks love the hunt, but they live for the kill. They roam the deepest forests near the homes of feral elves, preying on whatever they can find. Although they do eat a tremendous amount, nugariks do not hunt solely for food but for the sheer pleasure of it. The trail of grisly remains left in one's wake can motivate entire clans of feral elves to relocate. Nugariks do not give up the chase once on the trail. Only death or relocation to a great distance can force one to abandon its chosen prey. A feral or wood elf who has attracted the attention of a nugarik and managed to escape is typically sent to live in a distant community while a group of experienced hunters tracks the corrupted beast down.

All elves fear these monsters, but anything that hunts so implacably must also be respected. To the feral elves, the death of a nugarik is a cause for great mourning. Many do not believe the legend of the creatures' creation, but tradition dictates that the body of the terrible beast be treated with all the respect due any feral elf on passing to the next life.



COMBAT

Nugariks are patient and careful stalkers. Once they have located prey, they might sit for hours or even days watching it, heightening the thrill of the kill. When one attacks, it typically leaps on an opponent from above, pouncing and rending with its wickedly sharp claws. Once its prey is wounded, a nugarik's furious blow typically keeps that creature from even trying to flee. Nugariks almost always fight to the death.

Furious Blow (Su): When a creature is bitten by a nugarik, it must make a successful Will save (DC 15) or succumb to a terrible, blinding rage. The save DC is Charisma-based. The effects are identical to a barbarian's rage (+4 Strength, +4 Constitution, +2 Will saves, -2 AC, fatigued afterward), except that the target creature cannot end the rage prematurely. The rage lasts for 5 rounds, during which time the affected creature refuses to flee from battle with the nugarik. Nothing short of a magic compulsion or physical removal from the area will keep it from fighting to the finish. The affected creature attacks anyone, even allies, who attempts to remove it from battle, lashing out with its best attacks until it is released or slain, or the rage ends.

Pounce (Ex): If a nugarik charges a foe, it can make a full attack.

Rage (Ex): Twice per day, a nugarik can fly into a rage exactly like that of a barbarian (+4 Strength, +4 Constitution, +2 morale bonus on Will saves, -2 AC penalty). The rage lasts for 5 rounds, and the nugarik is fatigued afterward (-2 Strength, -2 Dexterity, can't charge or run).

Rend (Ex): If a nugarik hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+7 points of damage.

Ferocity (Ex): A nugarik is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

Regeneration (Ex): A nugarik takes lethal damage from adamantite and good-aligned weapons, and from spells or effects with the good descriptor.

Skills: Nugariks have a +8 racial bonus on Climb checks. They can always choose to take 10 on Climb checks, even if rushed or threatened. They have a +10 racial bonus on Hide and Move Silently checks.

SPIRIT CAT (TELTHAEL)

	JUVENILE	ADULT
	Medium Magical Beast	Large Magical Beast
Hit Dice:	6d10+6 (39)	12d10+24 (90)
Initiative:	+8	+11
Speed:	40 ft.	50 ft.
Armor Class:	20 (+4 Dex, +6 natural), touch 14, flat-footed 20	26 (-1 size, +7 Dex, +10 natural), touch 16, flat-footed 26
Base Attack/Grapple:	+6/+10	+12/+23
Attack:	Claw +10 melee (1d6+4)	Claw +18 melee (1d6+7)
Full Attack:	2 claws +10 melee (1d6+4) and bite +5 melee (1d4+2)	2 claws +18 melee (1d6+7) and bite +13 melee (1d8+3)
Space/Reach:	5 ft./5 ft.	10 ft./10 ft.
Special Attacks:	Improved grab, pounce, rake 1d6+2	Improved grab, pounce, rake 1d6+3
Special Qualities:	Evasion, scent, spell-like abilities, improved uncanny dodge	Evasion, scent, spell-like abilities, improved uncanny dodge
Saves:	Fort +6, Ref +9, Will +2	Fort +10, Ref +15, Will +5
Abilities:	Str 18, Dex 18, Con 12, Int 8, Wis 10, Cha 10	Str 24, Dex 24, Con 14, Int 10, Wis 12, Cha 12
Skills:	Hide +6, Jump +6, Listen +2, Move Silently +6, Spot +1	Hide +9, Jump +15, Listen +7, Move Silently +13, Spot +7
Feats:	Dodge, Improved Initiative, Track	Dodge, Improved Initiative, Mobility, Spring Attack, Track

	JUVENILE	ADULT
Environment:	Any forests and underground	Any forests and underground
Organization:	Solitary or pair	Solitary or pair
Challenge Rating:	4	8
Treasure:	None	None
Alignment:	Usually neutral	Usually neutral
Advancement:	7–11 HD (Medium)	13–16 HD (Large); 17–36 HD (Huge)

This creature resembles other great cats but is sleeker and has a ghostly appearance, seemingly fading into its surroundings. Its whitish fur is streaked with gray patterns, and its frame is lean and muscular.

Spirit cats have long been friends of the wood elves, and the two have benefited greatly from each other's friendship. Named for their close association with the Ethereal Plane, spirit cats provide their wood elf allies with intelligent and mobile mounts of great power, and in return have access to the treasury of elven lore, the shelter of wood elf communities, and the guidance of powerful individuals. The *telthael* often share such bonds with fey creatures as well, and they have occasionally served as emissaries from wood elves to those reclusive folk.

Spirit cats often aid worthy wood elves by carrying them into battle. Indeed, before any pitched battle begins in wood elfen territory, the opposing force must contend with lightning-fast raids by wood elf scouts and spellcasters mounted on swift spirit cat allies. As these raiders hit and then retreat into the forest, treetop snipers cover their withdrawal, often mounted themselves on lerayuls (see that entry, above). The spirit cats see themselves as equal to the wood elves whom they agree to carry, and often it is the *telthael*, not the rider, who leads such raids. (In fact, many spirit cats are smarter than their riders!)

In every generation, great friendships arise between individual spirit cats and individual elves, and often the two travel together outside of their forest home. Spirit cats have life spans similar to those of elves, so such friendships might last for a thousand years or more.

Spirit cats speak Elven.

COMBAT

Smart, tough, and as agile as any cat, a *telthael* can be a dangerous foe in any situation, even more so if it has room to run. If facing slower opponents, a spirit cat engages in a series of quick, slashing charges, pouncing on a foe, launching a flurry of attacks, and then darting into the forest. If its opponents cannot keep up, it stalks them and prepares another ambush. Even when facing powerful and mobile foes, spirit cats can take advantage of this tactic by slipping into the Ethereal Plane.

Like their wood elf and fey allies, spirit cats have developed a slight distrust for races and individuals from outside the forest's boundaries. When roused to anger, spirit cats battle fiercely to protect their isolation from other cultures.

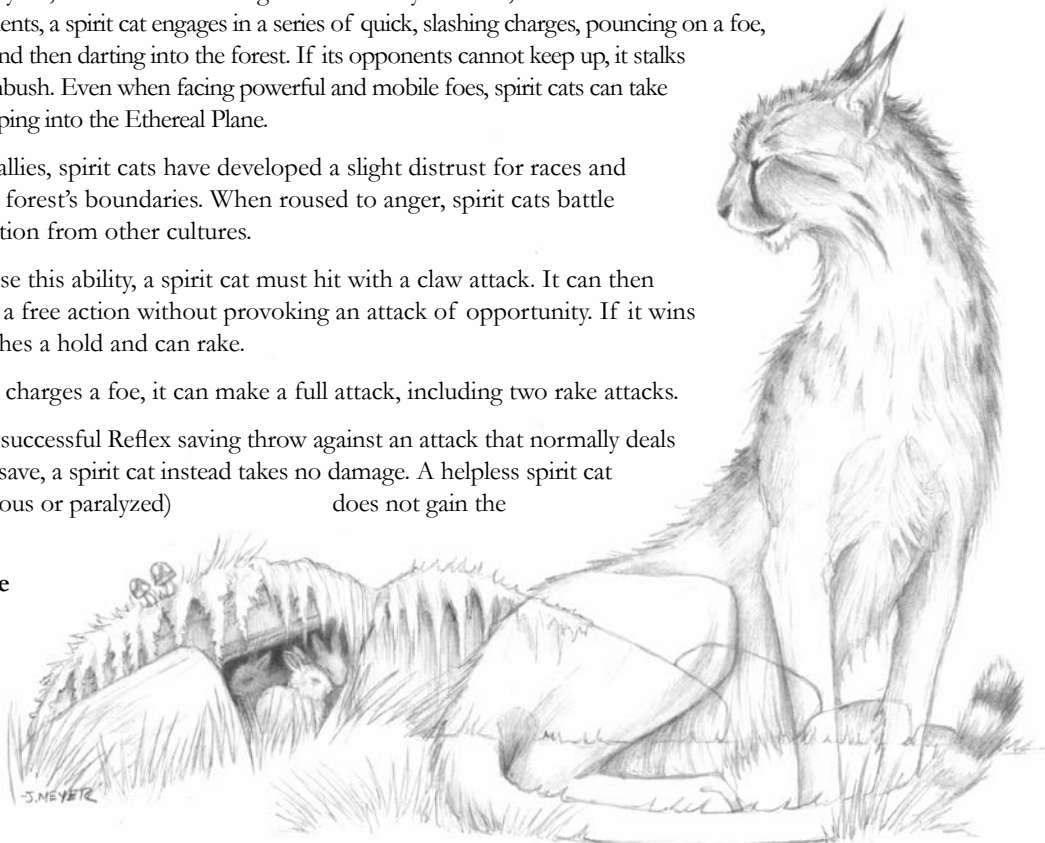
Improved Grab (Ex): To use this ability, a spirit cat must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a spirit cat charges a foe, it can make a full attack, including two rake attacks.

Evasion (Ex): If it makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, a spirit cat instead takes no damage. A helpless spirit cat (such as one that is unconscious or paralyzed) does not gain the benefit of evasion.

Improved Uncanny Dodge

(Ex): A spirit cat retains its Dexterity bonus to AC even if it is caught flat-footed or struck by an invisible attacker. It cannot be flanked; it can react to opponents on opposite sides of it as



easily as it can react to a single attacker. This defense denies a rogue the ability to sneak attack the spirit cat by flanking it, unless the attacker has at least four more rogue levels than the spirit cat's HD.

JUVENILE SPIRIT CAT

Juvenile spirit cats seldom attack alone, preferring instead to work with adults and more powerful elves to bring down foes.

Rake (Ex): Attack bonus +10 melee, damage 1d6+2.

Spell-Like Abilities: At will—*obscuring mist*, *pass without trace*; 1/day—*ethereal jaunt* (self only). Caster level 6th; save DC 10 + spell level. The save DC is Charisma-based.

ADULT SPIRIT CAT

Adult spirit cats are staunch allies of the wood elves, leading groups of them as scouts and captains as often as they act as mounts for elven cavalry.

Rake (Ex): Attack bonus +18 melee, damage 1d6+3.

Spell-Like Abilities: At will—*obscuring mist*, *pass without trace*; 3/day—*ethereal jaunt* (self and rider only). Caster level 12th; save DC 11 + spell level. The save DC is Charisma-based.

SPIRIT CAT ALLIES

Although they sometimes aid wood elves as mounts and comrades-in-arms, spirit cats are never sold. Wood elves and spirit cats alike will go to great lengths to free *telthael* forced to serve as mounts or treated as mere animals. Wood elf PCs can easily create opportunities to interact with spirit cats in the following ways.

SUMMON

Juvenile spirit cats can be summoned with a *summon nature's ally V* spell. Adult spirit cats can be summoned using a *summon nature's ally VIII* spell.

PALADIN'S SPECIAL MOUNT

Small paladins of 10th level or higher can call a juvenile spirit cat as a special mount (GM's option). Because of adult spirit cats' spell-like abilities and substantial physical powers, a Medium paladin must be 16th level before she can call one as a special mount.

COHORT

Wood elves, especially spellcasters, can have a spirit cat cohort using the Leadership feat. A juvenile counts as a 9th-level cohort, and an adult counts as a 14th-level cohort.

TREESKINNER WORM

Huge Vermin

Hit Dice: 12d8+36 (hp 90)

Initiative: +1

Speed: 60 ft., climb 60 ft.

Armor Class: 23 (–2 size, +1 Dex, +14 natural), touch 9, flat-footed 22

Base Attack/Grapple: +9/+24

Attack: Bite +14 melee (2d8+7 plus 1d6 acid) or claw +14 melee (1d6+3)

Full Attack: Bite +14 melee (2d8+7 plus 1d6 acid) and 4 claws +9 melee (1d6+3)

Space/Reach: 15 ft./10 ft.

Special Attacks: Death throes, improved grab, swallow whole

Special Qualities: Blindsight 60 ft., fast healing 5

Saves: Fort +11, Ref +5, Will +4

Abilities: Str 25, Dex 12, Con 17, Int —, Wis 10, Cha 12

Skills: Climb +15

Environment: Any forests

Organization: Solitary

Challenge Rating: 10

Treasure: None

Alignment: Always neutral

Advancement: 13–26 HD (Huge);
27–39 HD (Gargantuan)

This horror at first resembles a monstrous segmented worm. But each segment is supported by a pair of black, bony, scythelike legs that dig deep furrows as the beast shifts its weight. Its body is covered in thick, chitinous plates the sickly green- and-yellow color of rotting vegetation. A pair of jagged black mandibles sprout from either side of a large, gaping maw, from which a foul green ichor drips and sizzles as it strikes the forest floor.

The massive treeskinner worm is not really a worm at all but more like a caterpillar, with a long, segmented body. Treeskinner worms prowl the deepest forests, climbing up the trunks of trees or along the ground, searching for their next meal.

These creatures were not named only for their appearance. Multiple clawed legs shred the bark of any tree the creature climbs, leaving huge gouges that grow over, with time, to resemble massive battle scars. Acidic slime continuously drips from its mandibles, leaving a trail of spotty, burned foliage in the creature's wake, in addition to the devastation caused by the passage of its monstrously large body.

Ravenous and quicker than its appearance suggests, a treeskinner worm spends nearly all its time hunting. It prefers fresh meat but will scavenge if forced to do so. Instinctively aware that its huge bulk makes it a less efficient hunter, it prefers to climb into the lower limbs of large trees and wait for suitable prey—elk, moose, elves, or anything of a similar size—to pass beneath. It then drops onto the food, snatches it up, and lets its acidic slime dissolve the meal before slurping up the liquefied remains.

Wood elves fear and avoid treeskinner worms, but if one begins encroaching on their territory, they send out large parties of the most experienced hunters to deal with it. Once it encounters resistance, the worm will not back down; its small mind takes the presence of attacking creatures to mean only that food is near. It cannot be driven away, even after sustaining massive damage. To be rid of a treeskinner worm requires destroying it.

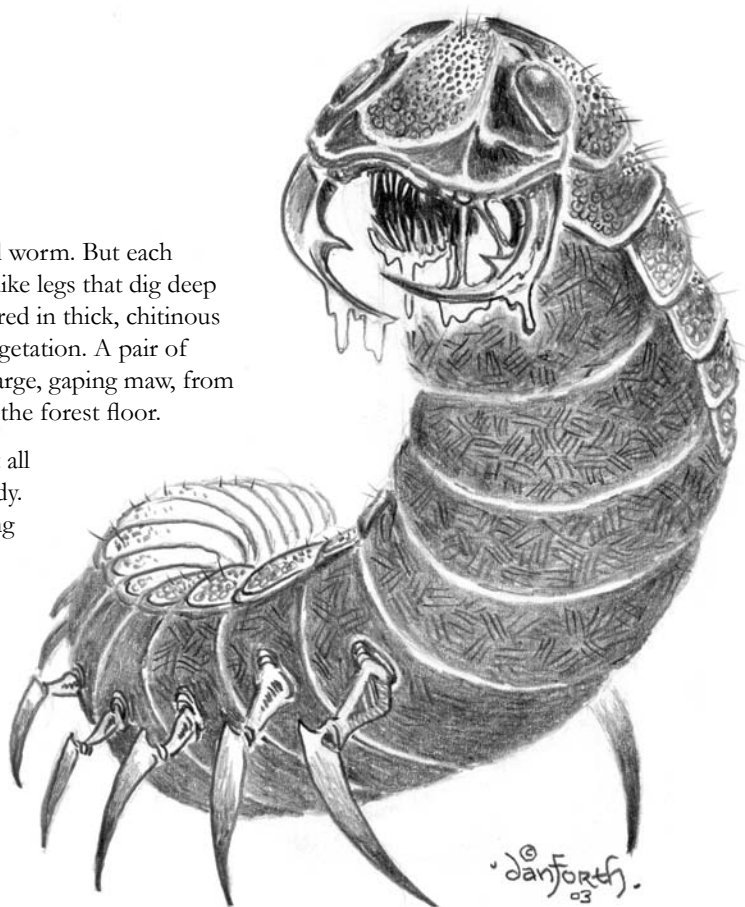
COMBAT

Treeskinner worms mindlessly pursue any perceived source of food until they catch it or something stops them. They don't typically try to swallow prey whole, although they are perfectly capable of doing so; they'd prefer to let their acid liquefy it. But if presented with several food sources at once, a treeskinner worm happily swallows two or three creatures, taking advantage of the abundant resources while it can. If faced with stiff resistance, a worm also doesn't hesitate to grab a creature, gulp it down, and flee. Once safely ensconced in a sturdy tree, it regurgitates the food and consumes it at leisure.

Death Throes (Ex): When killed, a treeskinner worm explodes in a burst of acidic flesh and slime that deals 10d6 points of acid damage to everything within 30 feet (Reflex DC 19 half). The save DC is Constitution-based.

Improved Grab (Ex): To use this ability, a treeskinner worm must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the prey on the following round.

Swallow Whole (Ex): A treeskinner worm can try to swallow a grabbed opponent by making a successful grapple check. Once inside, the opponent takes 2d8+7 points of crushing damage plus 10 points of acid damage per round from the creature's gizzard. A swallowed creature can cut its way out by using a light piercing or slashing weapon to deal 25 points of damage to



the digestive tract of the worm (AC 17). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Huge treeskinner worm's interior can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, and 512 Diminutive or smaller opponents.

Blindsight (Ex): A treeskinner worm can ascertain all foes within 60 feet through scent and vibration. It has simple insectile organs that act as eyes and ears, but its blindsight is its most effective hunting tool.

Skills: Treeskinner worms have a +8 racial bonus on Climb checks. They can always choose to take 10 on Climb checks, even if rushed or threatened.

VINE-CORRUPTED

The guardians of the forest are not all pure of heart and intent. Some embody its power and ancient strength even as they are filled with darkness and hate. The vine-corrupted, creatures twisted and broken by the very soul of the forest, defend their environment with psychotic zeal and find no greater pleasure than dragging good creatures down to feed the soil.

Wood elves hunt vine-corrupted creatures whenever they appear and expend many resources to learn how such abhorrent beings come into existence.

SAMPLE VINE-CORRUPTED CREATURE

Vine-Corrupted Dire Bear

Large Plant (Augmented Animal)

Hit Dice: 12d8+72 (126 hp)

Initiative: +2

Speed: 40 ft., climb 40 ft.

Base Attack/ Grapple: +9/+24

Armor Class: 22 (-1 size, +2 Dex, +11 natural), touch 11, flat-footed 20

Attack: Claw +20 melee (2d4 +11); or tendril +14 melee (1d8+5)

Full Attack: 2 claws +20 melee (2d4 +11) and bite +14 melee (2d8+5) and 2 tendrils +14 melee (1d8+5)

Space/Reach: 10 ft./10 ft. (15 ft. with tendril)

Special Attacks: Improved grab

Special Qualities: Low-light vision, plant traits, scent

Saves: Fort +14, Ref +10, Will +9

Abilities: Str 33, Dex 15, Con 23, Int 2, Wis 12, Cha 10

Skills: Climb +19, Hide -2*, Listen +10, Move Silently +2*, Spot +10, Swim +13



Feats: Alertness, Endurance, Run, Toughness, Weapon Focus (claw)

Environment: Any

Organization: Solitary

Challenge Rating: 8

Treasure: None

Alignment: Always evil (usually neutral evil)

Advancement: 13–16 HD (Large); 17–36 HD (Huge)

This beast looks like an extremely large bear with a feral visage, elongated claws and fangs, and sickly tendrils of vine entwined in its fur. The vines reach out from all sides of the creature and twist themselves into two long, powerful tendrils.

The vine-corrupted dire bear is a fearsome and crazed defender of its forest home. It seeks out and attacks anything that it perceives as a threat to itself or its territory. It retains almost none of an animal's natural wariness around other creatures, and it often attacks on sight.

Vines are entwined in its fur, skin, and even bones. The vines themselves are animate, twisting and grasping everything within reach. They form long tendrils capable of entangling a strong human. The vines twist and warp the creature's mind as well as its flesh.

COMBAT

A vine-corrupted dire bear prefers to ambush prey from the treetops, speeding through the canopy at a pace that only the fastest climbers can match. Although it is too big to move with much stealth, it travels fast enough through thick forest and undergrowth that it can often be upon prey before even the most wary sentries notice its approach.

Improved Grab (Ex): To use this ability, a vine-corrupted dire bear must hit with its claw or tendril attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Skills: Vine-corrupted dire bears have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. *They gain a +8 racial bonus on Hide and Move Silently in natural surroundings.

CREATING A VINE-CORRUPTED CREATURE

"Vine-corrupted" is an acquired template that can be added to any corporeal animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, or vermin (referred to hereafter

DAMAGE

Size	Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

SIZE/REACH

Size	Reach
Small or smaller	5 ft.
Medium	10 ft.
Large	15 ft.
Huge	15 ft.
Gargantuan	20 ft.
Colossal	25 ft.

as the base creature), although the vast majority of vine-corrupted creatures were once humanoids or animals.

A vine-corrupted creature uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to plant. Do not recalculate Hit Dice, base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Change all current and future Hit Dice to d8s.

Speed: Same as the base creature, plus the vine-corrupted creature gains a climb speed of 40 feet. If the creature already has a climb speed, use this climb speed or its original climb speed +20 feet, whichever is higher.

Armor Class: The base creature's natural armor bonus improves by +4.

Attack: A vine-corrupted creature retains all the attacks of the base creature and also gains two tendril attacks if it didn't already have them. If the base creature can use weapons, the vine-corrupted creature retains this ability. A creature with natural weapons retains those weapons. Even if the base creature already has a tentacle or tendril attack form, it gains two additional tendril attacks. A vine-corrupted creature fighting without weapons uses either its tendril attacks or its primary natural weapon (if it has any). A vine-corrupted creature armed with a weapon uses its tendrils or a weapon, as it desires.

Full Attack: A vine-corrupted creature fighting without weapons uses either its tendril attacks or its natural weapons (if it has any). If armed with a weapon, it usually uses the weapon along with a tendril or another natural weapon as a natural secondary attack.

Damage: Vine-corrupted creatures have tendril attacks. If the base creature does not have this attack form, use the appropriate damage value from the table below according to the vine-corrupted creature's size. Creatures that have other kinds of natural weapons retain their old damage values or use the appropriate value from the table below, whichever is better.

Space/Reach: A vine-corrupted creature's long tendrils have reach based on the creature's size as noted below. The reach of the base creature's normal natural weapons is not affected.

Special Attacks: A vine-corrupted creature retains all the special attacks of the base creature and also gains those described below.

Improved Grab (Ex): If a vine-corrupted creature hits with a tendril attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. Unless otherwise noted, improved grab works only against opponents at least one size category smaller than the creature. The vine-corrupted creature has the option to conduct the grapple normally, or simply use its tendril to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on grapple checks, but it is not considered grappled itself; the creature does not lose its Dexterity bonus to AC, still threatens an area, and can use its remaining attacks against other opponents. A successful hold does not deal any extra damage unless the vine-corrupted creature also has the constrict special attack. If the vine-corrupted creature does not constrict, each successful grapple check it makes during successive rounds automatically deals tendril damage. Otherwise, it deals constriction damage as well. When a creature gets a hold after an improved grab attack, it pulls the opponent into its space. This act does not provoke attacks of opportunity. It can even move (possibly carrying away the opponent), provided it can drag the opponent's weight. If the base creature already has the improved grab ability, its normal improved grab supersedes this ability, except that a successful tendril attack also allows it to use its improved grab ability.

Special Qualities: A vine-corrupted creature retains all the special qualities of the base creature and also gains those described below.

Plant Traits (Ex): A vine-corrupted creature has immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), poison, sleep effects, paralysis, polymorph, and stunning. It is not subject to critical hits. Vine-corrupted creatures gain low-light vision if they did not have it before.

Abilities: Increase from the base creature as follows: Str +2, Dex +2, Con +4.

Skills: Vine-corrupted creatures have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. They have a +8 racial bonus on Hide and Move Silently checks made in natural surroundings.

Organization: Solitary.

Challenge Rating: Same as base creature +1.

Alignment: Always evil (usually neutral evil).

Level Adjustment: +4.

USING VINE-CORRUPTED CREATURES

There are many ways to include vine-corrupted creatures in a campaign, either as a player or as a GM.

LOCATION

Certain dark places in the depths of the forest can twist and corrupt those who come there. Some of these sites were once pure or filled with nature's power, but great magic or terrible deeds infected them with evil.

Creatures entering such foul sites must make a Fortitude saving throw (DC 25) or the corrupted vines start to grow within them. Each day after the initial corruption, the creature must make another Fortitude saving throw (DC 25) or gain the vine-corrupted template and become an evil plant creature.

CURSE

Evil deeds, especially those inimical to forest life or those done to the detriment of fey or wood elves, might carry the penalty of corruption as well. The forces of nature and the forest, whether through divine power or some other means, reach out to strike down the offender, cursing it with the corruption of the vine. Creatures so cursed must make a Fortitude saving throw (DC 25) each day or succumb to the curse that grows within them.

SUMMONING

A vine-corrupted creature can be summoned using *summon nature's ally* spells. Choose a creature that the template can be applied to and that can normally be summoned by such a spell, and use a spell one level higher than normal. For example, a dire bear can normally be summoned by *summon nature's ally VI*, so the vine-corrupted dire bear described above requires a *summon nature's ally VII* spell. A *summon nature's ally* spell that summons a vine-corrupted creature can be of the evil type or not (caster's choice).

The vine-corrupted template does not allow the summoning of creatures not normally available for a *summon nature's ally* spell.

ANIMAL COMPANIONS

Evil druids, rangers, and other characters can choose a vine-corrupted creature (augmented animal) as their animal companion. Treat the vine-corrupted creature as if it were in the next higher-level animal companion lists of those classes. For example, a riding dog is available as an animal companion for a 1st-level druid. A vine-corrupted riding dog is on the list of companions available to 4th-level druids (it gains extra Hit Dice and abilities as if the druid were three levels lower).



CHAPTER FIVE: SPELLS & MAGIC

Elves wield magic with skill and subtlety that few races can match. They 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—especially wood elves—do not hesitate to defend their homes. They might cause gentle spells to sing through leaf and branch when they have the luxury of time, but against a threat they can bring to bear in an instant all the force of their magic and their bond with the forest. For this reason wood elves seem both fair and fell in the eyes of others.

Wood elves have also developed a potent form of spellcasting that requires the personal sacrifice of the caster's own blood. See **Chapter Two: Skills and Feats** for more information on blood magic.

Some of the new spells described in this chapter are suitable for use with the shaman and witch core classes detailed in *The Shaman's Handbook* and *The Witch's Handbook*, two of the books in Green Ronin Publishing's **Master Class™** series. These spells list "Sha" for shamans and "Wit" for witches in their level entries. For more information on the **Master Class** series, visit www.greenronin.com.

ELF AFFINITY SPELLS

The spells described in this chapter are open to spellcasters of any race, within the constraints of class and level. Many

of them, however, were developed and perfected by elven spellcasters, and through centuries of association, these spells are available to elf characters of any spellcasting class. These spells are noted with "Elf" in the level entry. For example, if the level entry for a spell lists "Elf 3," any elf who can cast 3rd-level spells can learn or prepare the spell normally. A 6th-level elf sorcerer could learn it as a 3rd-level arcane spell, and a 12th-level elf ranger could prepare it as a 3rd-level divine spell, even if the spell is not normally on their spell lists.

Elf affinity spells are still either arcane or divine when cast, as determined by the elf's spellcasting class. For example, even though an elf sorcerer can learn *forest walk* (usually a divine spell; see that entry, below), he casts it as an arcane spell. An elf cleric is likewise able to prepare *forest walk* but casts it as a divine spell. The two cast the same spell, but if one crafted a scroll or wand containing the spell, the other could not use that item because it uses a type of magic that character cannot cast.

If a spellcaster prepares an elf affinity spell requiring a divine focus as an arcane spell, that component requirement does not apply to that spellcaster.

The level of an elf affinity spell can never be lower than the lowest spell level for a normal spellcasting class. For example, a 2nd-level sorcerer spell that is also a 3rd-level druid spell must be at least a 2nd-level elf affinity spell (although it could be a higher-level spell).

• SPELL LISTS •

Bow and Blade adds many new spells to various classes.

BARD SPELLS

4TH-LEVEL BARD SPELLS

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

CLERIC SPELLS

2ND-LEVEL CLERIC SPELLS

Detect Sentience: Notice the presence of sentient creatures.
Eyes of Prielghari: Creates pool of water.

3RD-LEVEL CLERIC SPELLS

Lost: Group of creatures becomes lost in the wilderness.
Magic Investiture, Lesser: Next spell cast gets minor boost.

4TH-LEVEL CLERIC SPELLS

Heart of the Gazelle: Creature gains speed and elusiveness of the gazelle.
Watery Air: Water thickens around creatures, making them fight as if underwater.

6TH-LEVEL CLERIC SPELLS

Earth Barrier: A swirling barrier of rocks and earth

surrounds you, deflecting attacks.

Magic Investiture: Next spell cast gets a boost.

7TH-LEVEL CLERIC SPELLS

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

8TH-LEVEL CLERIC SPELLS

Prison of Stone: Creates grasping hands of stone to grapple and imprison creatures.

9TH-LEVEL CLERIC SPELLS

Magic Investiture, Greater: Next spell cast gets major boost.

DRUID AND SHAMAN SPELLS

1ST-LEVEL DRUID/SHAMAN SPELLS

Detect Sentience: Notice the presence of sentient creatures.

Fareyes: Negates distance penalties on Spot checks.

2ND-LEVEL DRUID/SHAMAN SPELLS

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

Eyes of Prielghari: Creates pool of water.

Leaf Shield: Plants provide cover.

Natural Fighting: Your natural attacks become more effective.

Sacred Source: Heightens spells in large area.

Scent: Target creature gains scent.

Spellbraid: Link two spells to be cast simultaneously.

Wildheart: Target gains ability and speed bonuses; more effective on elves and fey.

3RD-LEVEL DRUID/SHAMAN SPELLS

Forest Walk: Move through undergrowth.

Halt Plant: Holds plant creatures immobile.

Horns: Grow horns as natural weapons.

Lost: Group of creatures becomes lost in the wilderness.

Magic Investiture, Lesser: Next spell cast gets minor boost.

Predatory Stealth: A group of creatures becomes much more difficult to detect.

Troll Arms: Creature gains increased Strength and reach.

Wardance: Allies gain dodge bonus to AC and use Dexterity to attack.

4TH-LEVEL DRUID/SHAMAN SPELLS

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

Heart of the Gazelle: Creature gains speed and elusiveness of the gazelle.

Plant Body: You change into a plant.

Primal Scream: Cone of sonic damage; instills fury.

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

5TH-LEVEL DRUID/SHAMAN SPELLS

Blood to Sap: Transforms creature's blood into sap.

Earth Barrier: A swirling barrier of rocks and earth surrounds you, deflecting attacks.

Elfhome: All creatures in large area gain Climb; fey and elves move faster.

Woodland Sanctuary: Infuses location with natural power.

6TH-LEVEL DRUID/SHAMAN SPELLS

Dire Plant Growth: Plants entangle and damage foes.

Hail of Arrows: Conjures flight of arrows to damage foes.

Magic Investiture: Next spell cast gets a boost.

7TH-LEVEL DRUID/SHAMAN SPELLS

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

8TH-LEVEL DRUID/SHAMAN SPELLS

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

Prison of Stone: Creates grasping hands of stone to grapple and imprison creatures.

9TH-LEVEL DRUID/SHAMAN SPELLS

Magic Investiture, Greater: Next spell cast gets major boost.

Wake the Forest Primeval: Plants grab foes and deal more damage.

ELF AFFINITY SPELLS

2ND-LEVEL ELF AFFINITY SPELLS

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



Leaf Shield: Plants provide cover.

Natural Fighting: Your natural attacks become more effective.

Sacred Source: Heightens spells in large area.

Scent: Target creature gains scent.

Spellbraid: Link two spells to be cast simultaneously.

Wildheart: Target gains ability and speed bonuses; more effective on elves and fey.

3RD-LEVEL ELF AFFINITY SPELLS

Forest Walk: Move through undergrowth.

Predatory Stealth: A group of creatures becomes much more difficult to detect.

4TH-LEVEL ELF AFFINITY SPELLS

Heart of the Gazelle: Creature gains speed and elusiveness of the gazelle.

Plant Body: You change into a plant.

Primal Scream: Cone of sonic damage; instills fury.

5TH-LEVEL ELF AFFINITY SPELLS

Elfhome: All creatures in large area gain Climb; fey and elves move faster.

Woodland Sanctuary: Infuses location with natural power.

6TH-LEVEL ELF AFFINITY SPELLS

Dire Plant Growth: Plants entangle and damage foes.

Hail of Arrows: Conjures a large flight of arrows to damage foes.

7TH-LEVEL ELF AFFINITY SPELLS

Tellian's Magnificent Archery: You gain significant bonuses on ranged attacks.

8TH-LEVEL ELF AFFINITY SPELLS

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

9TH-LEVEL ELF AFFINITY SPELLS

Wake the Forest Primeval: Plants grab foes and deal more damage.

RANGER SPELLS

1ST-LEVEL RANGER SPELLS

Fareyes: Negates 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.

Scent: Target creature gains scent.

3RD-LEVEL RANGER SPELLS

Forest Walk: Move through undergrowth.

Horns: Grow horns as natural weapons.

Wildheart: Target gains ability and speed bonuses; more effective on elves and fey.

4TH-LEVEL RANGER SPELLS

Halt Plant: Holds plant creatures immobile.

Heart of the Gazelle: Creature gains speed and elusiveness of the gazelle.

SORCERER AND WIZARD SPELLS

2ND-LEVEL SORCERER AND WIZARD SPELLS

Conj **Eyes of Prielghari:** Creates pool of water.

Div **Detect Sentience:** Notice the presence of sentient creatures.

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

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

Wildheart: Target gains ability and speed bonuses; more effective on elves and fey.

3RD-LEVEL SORCERER AND WIZARD SPELLS

Ench **Lost:** Group of creatures becomes lost in the wilderness.

Illus **Predatory Stealth:** A group of creatures becomes much more difficult to detect.

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

Wardance: Allies gain dodge bonus to AC and use Dexterity to attack.

Univ **Magic Investiture, Lesser:** Next spell cast gets minor boost.

4TH-LEVEL SORCERER AND WIZARD SPELLS

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

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

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

Heart of the Gazelle: Creature gains speed and elusiveness of the gazelle.

6TH-LEVEL SORCERER AND WIZARD SPELLS

Conj **Hail of Arrows:** Conjures flight of arrows to damage foes.

Trans **Blood to Sap:** Transforms creature's blood into sap.

Univ **Magic Investiture:** Next spell cast gets a boost.

7TH-LEVEL SORCERER AND WIZARD SPELLS

- Ench** **Calculated Wrath:** Inspires a beneficial fervor in allies and a detrimental fury in enemies.
- Trans** **Tellian's Magnificent Archery:** You gain significant bonuses on ranged attacks.

8TH-LEVEL SORCERER AND WIZARD SPELLS

- Trans** **Prison of Stone:** Creates grasping hands of stone to grapple and imprison creatures.

9TH-LEVEL SORCERER AND WIZARD SPELLS

- Univ** **Magic Investiture, Greater:** Next spell cast gets major boost.

WITCH SPELLS

1ST-LEVEL WITCH SPELLS

- Detect Sentience:** Notice the presence of sentient creatures.
- Fareyes:** Negates distance penalties on Spot checks.

2ND-LEVEL WITCH SPELLS

- Eyes of Prielghari:** Creates pool of water.
- Leaf Shield:** Plants provide cover.
- Sacred Source:** Heightens spells in large area.
- Scent:** Target creature gains scent.
- Spellbraid:** Link two spells to be cast simultaneously.
- Wildheart:** Target gains ability and speed bonuses; more effective on elves and fey.

3RD-LEVEL WITCH SPELLS

- Forest Walk:** Move through undergrowth.
- Halt Plant:** Holds plant creatures immobile.
- Lost:** Group of creatures becomes lost in the wilderness.
- Magic Investiture, Lesser:** Next spell cast gets minor boost.

4TH-LEVEL WITCH SPELLS

- Predatory Stealth:** A group of creatures becomes much more difficult to detect.
- Primal Scream:** Cone of sonic damage; instills fury.
- Watery Air:** Water thickens around creatures, making them fight as if underwater.

5TH-LEVEL WITCH SPELLS

- Elfhome:** All creatures in large area gain Climb; fey and elves move faster.
- Woodland Sanctuary:** Infuses location with natural power.

6TH-LEVEL WITCH SPELLS

- Dire Plant Growth:** Plants entangle and damage foes.
- Magic Investiture:** Next spell cast gets a boost.

8TH-LEVEL WITCH SPELLS

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

9TH-LEVEL WITCH SPELLS

- Magic Investiture, Greater:** Next spell cast gets major boost.

• NEW DOMAINS •

The deities Worranak and Prielghari grant access to two new domains: the Wood domain and the Wild domain.

WOOD DOMAIN

Deity: Prielghari.

Granted Power: Once per day, you can confer the resilience of wood on a touched creature, granting it hardness 5. This ability lasts 1 minute per cleric level.

- 1 *Shillelagh*
- 2 *Barkskin*
- 3 **Forest Walk:** Move through undergrowth.
- 4 **Plant Body:** You change into a plant.
- 5 *Tree Stride*
- 6 *Ironwood*
- 7 *Transmute Metal to Wood*
- 8 **Pocket Arborea:** Extradimensional paradise provides secure haven, food, and water.
- 9 **Wake the Forest Primeval:** Plants grab foes and deal more damage.

WILD DOMAIN

Deity: Worranak.

Granted Powers: Add Knowledge (nature) and Survival to your list of cleric class skills. You gain the wild empathy ability, identical to that of a druid.

- 1 *Pass without Trace*
- 2 **Canopy Walk:** Creatures can tread on plants as if on solid ground.
- 3 **Lost:** Group of creatures becomes lost in the wilderness.
- 4 **Primal Scream:** Cone of sonic damage; instills fury.
- 5 *Call Lightning Storm*
- 6 *Liveoak*
- 7 **Calculated Wrath:** Inspires a beneficial rage in allies and a detrimental rage in enemies.
- 8 *Whirlwind*
- 9 *Shapechange*

• NEW SPELL DESCRIPTIONS •

The following new spells and descriptions are presented in alphabetical order.

BLOOD TO SAP

Transmutation

Level: Drd/Sha 5, Sor/Wiz 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. *Blood to sap* can target only living creatures with a discernable anatomy and a bloodstream. Constructs, elementals, oozes, plants, and undead are all immune to its effects.

An affected creature's limbs immediately stiffen, and its reaction time slows down. It also suffers excruciating pain as the blood in its veins thickens. The creature takes 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.

At the same time, the creature's skin hardens and becomes more resilient, improving its natural armor bonus by +2. Also, it can't be the subject of critical hits and sneak attacks (or other effects that depend on having a discernable anatomy), since the creature's 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).

Material Component: A small, hard ball of tree sap, or a piece of amber.

CALCULATED WRATH

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 7, Drd/Sha 7, Sor/Wiz 7, Wild 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 a blinding and detrimental wrath in your enemies. 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 are filled with fervor and gain potent physical abilities. They each gain a +2 bonus to Strength and Constitution, and a +2 morale bonus on Will saves. They also gain a -2 penalty on AC. Unlike the effect of a barbarian rage, however, they can still perform actions that require focus and concentration, such as spellcasting, using Combat Expertise, and Charisma-, Dexterity-, or Intelligence-based skills. The wrath is focused on the 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 (such as 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, just like raging barbarians.

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: Drd/Sha 2, Elf 2, Rgr 2, Sor/Wiz 2, Wild 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creatures touched (up to 1 creature per 2 caster levels)

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The affected creatures gain the ability to stride 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.

DETECT SENTIENCE

Divination

Level: Clr 2, Drd/Sha 1, Sor/Wiz 2, Wit 1

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 1 min./level (D)

Saving Throw: None

Spell Resistance: No

You can sense the presence of intelligent life (creatures with Intelligence 3 or higher). The amount of information depends on how long you study a particular area or subject.

1st Round: Presence or absence of intelligent creatures.

2nd Round: Number and location of mental auras (intelligent creatures) within the area. If an aura is outside your line of sight, then you discern its direction but not its exact location.

3rd Round: The power of each mental aura.

Aura Power: A mental aura's power depends on the Intelligence score of the creature that you're detecting; see the table below.

DETECT SENTIENCE

Intelligence score	Aura Strength
3–5	Dim
6–9	Faint
10–13	Moderate
14–17	Strong
18 or higher	Very strong

Each round, you can turn to detect intelligent creatures in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

DIRE PLANT GROWTH

Transmutation

Level: Drd/Sha 6, Elf 6, Wit 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, much as though affected by the *entangle* spell, but with much more deadly consequences.

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.

A creature can also escape by dealing damage to the plants. They are considered wooden objects, with a hardness of 5 and hit points equal to 5 times your caster level. A creature that moves adjacent to the trapped creature and deals damage equal to the plants' hit points frees it 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.

At the beginning of your turn, each entangled creature must make an opposed grapple check against the entwining plants. Treat the plants as a Large creature with a base attack bonus equal to your caster level and a Strength score of 24. Thus, its grapple bonus is equal to your caster level + 11. 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 the opponents die or escape.

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

EARTH BARRIER

Abjuration

Level: Clr 6, Drd/Sha 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 appears and spins rapidly around you. The *earth barrier* gives you cover and absorbs damage directed at you, effectively giving you a temporary hardness of 8. Damaging spells, spell-like abilities, supernatural abilities, and the like affect you normally, but you subtract the hardness from any damage dealt. 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 attack you in melee, even with a reach weapon. Any creature striking you with its body or a melee weapon deals normal damage, but at the same time the attacker takes 1d6 points of bludgeoning damage from the whirling stones. Creatures that move into your square (such as grappling opponents or Tiny and smaller creatures), or that pull you into their squares, 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.

ELFHOME

Transmutation

Level: Drd/Sha 5, Elf 5, Wit 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 affected 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.

EYES OF PRIELGHARI

Conjuration (Creation)

Level: Clr 2, Drd/Sha 2, Sor/Wiz 2, Wit 2

Components: V, S

Casting Time: 1 standard action

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

Area: 100 cu. ft. + 100 cu. ft./level (S)

Duration: 1 minute/level (D)

Saving Throw: Reflex negates (see text)

Spell Resistance: No

When you cast this spell, you create a tremendous pool of water. The pool must appear on the ground or on a solid surface that acts as the ground, but the water actually forms in an extradimensional space temporarily created by the spell. For example, if you create this effect on a 1-foot-thick stone floor, a creature that falls in does not drop through to the level below but into water as deep as you and the spell allow.

The volume of water created can take any shape you wish. It can form a 10-foot-deep pool with a large surface area, or a 10-foot-by-10-foot pool with a great depth. You determine the exact dimensions at the time of casting; once set, they cannot be altered.

If you wish, you can position the effect beneath the feet of creatures. With a successful Reflex saving throw, a creature in the spell's area throws itself to safety on dry ground, provided it was no farther than 5 feet from the edge. Otherwise, it automatically falls in.

The water is calm, requiring a DC 10 Swim check to make progress. A swimming creature that reaches the edge of the pond can pull itself out with a successful Climb check (DC 20 due to the slippery edge of the extradimensional space). Creatures that fail their Swim checks by 5 or more sink beneath the water and could begin to drown.

The water in the pond is normal in every respect and can be controlled or otherwise affected by magic that alters water (such as *control water*).

FAREYES

Transmutation

Level: Drd/Sha 1, Rgr 1, Wit 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. (That is, you take a –1 penalty on Spot checks per 40 feet of distance, rather than the normal –1 per 10 feet.) Your vision can still be blocked by cover and concealment, 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: Drd/Sha 3, Elf 3, Rgr 3, Wit 3, Wood 3

Components: V, S, DF

Casting Time: 1 standard action

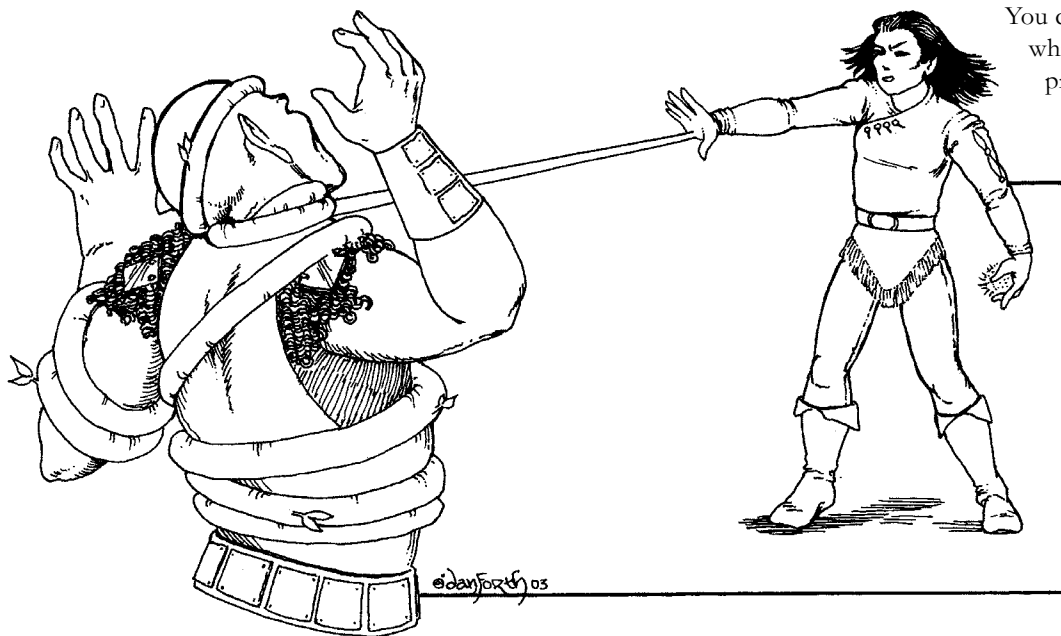
Range: Personal

Target: You

Duration: 1 hour/level

You become much more adept at moving through the forest. You may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at your normal speed and without taking damage or suffering any other impairment. However, 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 (at the GM's discretion), and a +5 competence bonus on all Diplomacy checks made to influence plant creatures or fey.



You can still cast other spells while the vine is in the process of grappling, (spells with somatic or material components require your other hand to remain free), but this is more than a little difficult. Casting a spell while the vine is grappling or attempting to grapple (but not if it is writhing freely) requires a Concentration check (DC 15 + spell level).

The vine has hardness 5 and 10

GRAPPLING VINE

Conjuration (Creation)

Level: Drd/Sha 4, Sor/Wiz 4

Components: V, S, F

Casting Time: 1 standard action

Target: One creature within 30 feet

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, making 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 a Large creature with a Strength of 18 and your base attack bonus (so its grapple bonus is 8 + your base attack bonus). The vine maintains the grapple by itself, so you don't have to move into the opponent's space, and you can make other attacks while the vine continues to grapple. You can't move more than 30 feet from the opponent without releasing it or dispelling the vine, although you can move freely within the 30-foot range; the vine contracts and expands as needed. The round following a successful grapple, the vine automatically attempts to pin the opponent. It deals 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 the same opponent or a new one. You can continue to do this until the spell expires or is dispelled.

hit points per 2 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)

Level: Drd/Sha 6, Elf 6, Sor/Wiz 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 magical arrows rains down on the area, dealing 1d6 points of piercing damage per 2 caster levels (maximum 10d6) to every creature within the area.

Elf and fey spellcasters may modify the damage dealt by *hail of arrows* to penetrate certain kinds of damage reduction. When casting, such a spellcaster can add one of the following qualities: 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.) This modification affects only how the damage from the spell interacts with damage reduction—the spell does not gain any of the other special effects of the material or type chosen.

Material Component: A flint arrowhead.

HALT PLANT

Transmutation

Level: Drd/Sha 3, Rgr 4, Sor/Wiz 4, Wit 3

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. A nonintelligent plant creature, such as a violet fungus, gets no saving throw; an intelligent plant creature does. If the spell is successful, it renders the plants 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: Clr 4, Drd/Sha 4, Elf 4, Rgr 4, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: 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 granted by class or level abilities, but not with bonuses from other spells or magic items, such as *expeditious retreat* or *boots of striding and springing*. The subject gains a +4 enhancement bonus to Dexterity, a +2 enhancement bonus to Constitution, and a +5 competence bonus on Jump checks. Finally, it gains the benefits of the Run feat.

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

HORNS

Transmutation

Level: Drd/Sha 3, Rgr 3

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

You grow sharp and dangerous horns, allowing you to attack with a gore as a natural weapon. This attack deals damage and overcomes damage reduction according to caster level, as described on the table below.

HORNS

Caster Level	Gore Damage*	Overcomes DR
5th–8th	1d6	As silver
9th–12th	1d8	As above, plus magic
13th–16th	2d6	As above, plus cold iron
17th–20th	2d8	As above, plus adamantite

*These values are for Medium casters. For spellcasters of different sizes, the damage scales as for weapons.

The gore follows all the normal restrictions for natural weapons, so you cannot make additional attacks with it for having a high attack bonus, and you can apply only half your Strength bonus to damage on a secondary attack. You can make a full attack with a melee weapon and a secondary attack with the gore at a –5 penalty on the attack bonus.

Material Component: A small shaving from a bull's horn.

LEAF SHIELD

Transmutation

Level: Drd/Sha 2, Elf 2, Rgr 2, Wit 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.

LOST

Enchantment [Mind-Affecting]

Level: Clr 3, Drd/Sha 3, Sor/Wiz 3, Wild 3, Wit 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 they wander randomly. Creatures who 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). The creatures 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 then move away in a random direction on the next round once combat is over, until the spell's effect ends. Shaking or otherwise attempting to disturb affected creatures has little effect—they 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 success, the creature is dazzled for 1 round as it suddenly becomes aware of its surroundings once more (–1 penalty on attack rolls, Spot checks, and Search checks).

MAGIC INVESTITURE

Universal

Level: Clr 6, Drd/Sha 6, Sor/Wiz 6, Wit 6

Components: V, S

Casting Time: 1 standard action

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

Target: One living creature

Duration: 1 round/level or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You infuse the subject with magical power, increasing the effect of the next spell that the creature casts. The spell is augmented as though by effects or metamagic feats of the subject's choice from the list below, totaling up to 5 effective levels. Each effect or metamagic feat can be applied only once to a given spell.

MAGIC INVESTITURE

Effect/Metamagic Feat	Effective Levels
Add +1 to save DC	1
Add +2 to caster level checks against SR	1
Empower Spell	2
Enlarge Spell	1
Extend Spell	1
Heighten Spell	# of levels spell is heightened (maximum 4)
Maximize Spell	3
Quicken Spell	4
Silent Spell	1
Widen Spell	3

A creature can have more than one *magic investiture* spell active at one time (including *lesser magic investiture* and *greater magic investiture*), but a single spell can benefit from only one *magic investiture* effect.

Magic investiture augments only spells—it has no effect on spell-like or supernatural abilities.

MAGIC INVESTITURE, GREATER

Universal

Level: Clr 9, Drd/Sha 9, Sor/Wiz 9, Wit 9

As *magic investiture*, except that the target may choose up to seven effective levels in effects or metamagic feats from the table below.

GREATER MAGIC INVESTITURE

Effect/Metamagic Feat	Effective Levels
Add +1 to save DC	1
Add +2 to caster level checks against SR	1
Empower Spell	2
Enlarge Spell	1
Extend Spell	1
Heighten Spell	# of levels spell is heightened (maximum 7)
Maximize Spell	3
Quicken Spell	4
Silent Spell	1
Widen Spell	3

MAGIC INVESTITURE, LESSER

Universal

Level: Clr 3, Drd/Sha 3, Sor/Wiz 3, Wit 3

As *magic investiture*, except that the target may choose up to two effective levels in effects or metamagic feats from the table below.

LESSER MAGIC INVESTITURE

Effect/Metamagic Feat	Effective Levels
Add +1 to save DC	1
Add +2 to caster level checks against SR	1
Empower Spell	2
Enlarge Spell	1
Extend Spell	1
Heighten Spell	Number of levels spell is heightened (maximum 2)
Silent Spell	1

NATURAL FIGHTING

Transmutation

Level: Drd/Sha 2, Elf 2

Components: V, S

Casting Time: 1 minute

Range: Personal

Target: You

Duration: 1 min./level

Your natural weapons increase in size, dealing more damage with a successful attack.

Damage you deal with your natural weapons increases as if you were one size category larger (for example, a bite that normally deals 1d6 points of damage now deals 1d8 points). In addition, you gain a +2 competence bonus on melee attacks made with all your natural weapons.

This increase in damage also applies to temporary natural weapons (for example, from wild shape or the *horns* spell described above). Many wood elf druids cast this spell on themselves before entering combat in a wild shape form.

PLANT BODY

Transmutation

Level: Drd/Sha 4, Elf 4, Wood 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, granting you a number of benefits.

Your natural armor bonus improves by +4, and you gain hardness 5, equal to that of wood. Your body shape doesn't change, although your appearance acquires a wooden texture. You gain all the benefits of the plant type while the spell is in effect: 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, like the wildsong of plant turning (see page 51).

Focus: A piece of petrified wood wrapped in soft bark and sealed in hardened sap.

POCKET ARBOREA

Conjuration (Creation)

Level: Drd/Sha 8, Elf 8, Wit 8, Wood 8

Components: V, S, F

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, 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 creatures appear real, anyone who interacts with one realizes that it is actually a figment. 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 gain the benefits of a *heroes' feast* spell. The feast can feed up to fifteen people.

Focus: A piece of petrified wood, carved into the shape of a twisting vine, and a clear piece of natural crystal (worth 50 gp).

PREDATORY STEALTH

Illusion (Glamer)

Level: Drd/Sha 3, Elf 3, Sor/Wiz 3, Wit 4

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)

You mask the presence of yourself and your allies. The selected creatures gain a +5 competence bonus on Hide checks and cannot be automatically detected by scent. Creatures with the scent ability must make Spot or Listen checks to detect the individual subjects (including items they carry) as if they lacked that ability. Creatures with the blindsense ability are likewise unable to detect the subjects' presence; 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: Drd/Sha 4, Elf 4, Wild 4, Wit 4

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: See text

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

Spell Resistance: Yes

You unleash a scream filled with primal energy. The scream deals 1d8 points of sonic damage per 2 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 to Constitution, and you can move up to three times your speed before making an attack when making a charge (as opposed to the normal double speed).

PRISON OF STONE

Transmutation

Level: Clr 8, Drd/Sha 8, Sor/Wiz 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 in contact with the ground or another earthen or stone surface, or within 10 feet of the ground (in the case of flying or climbing creatures). Creatures higher than 10 feet cannot be affected, unless they are climbing an 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, using your own base attack bonus. Treat the hands as Large size and having a Strength score of 22; thus their melee attack bonus is 5 + your base attack bonus. The opponents do not get an attack of opportunity against the hands. 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 (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—almost like wet mud—into a hard sphere of solid rock. One full round after the creature is pinned, it is completely encapsulated in a solid sphere of rock. 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 with a Strength check (DC 30); companions can aid this check or make their own Strength checks. After the sphere of stone 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 as soon as it leaves the affected area or be *slowed* for 3 rounds.

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

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



SACRED SOURCE

Transmutation

Level: Drd/Sha 2, Elf 2, Wit 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 nature's power, increasing the effectiveness of spells cast by elves or fey in the area. Although this spell can be quite powerful, wood elves and fey alike are careful with its use because each time it is cast, it temporarily drains the area of some of its magical essence.

While *sacred source* lasts, it heightens the effective level of each spell cast in the area by 2, as long as the caster is an elf or a fey creature. 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.

SCENT

Transmutation

Level: Drd/Sha 2, Elf 2, Rgr 2, Wit 2

Components: V, S

Casting Time: 1 standard action

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

Target: One living creature

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You sharpen the target's sense of smell. A creature without the scent ability gains it for the duration of the spell. If the affected creature already has scent, the ability's effective range increases by 30 feet. This extended range is doubled when downwind of an odor and halved when upwind. Strong smells can be detected at double the extended range, and overwhelming odors triple the extended range.

SPELLBRAID

Evocation

Level: Drd/Sha 2, Elf 2, Sor/Wiz 2, Wit 2

Components: V, S, M

Casting Time: 1 minute

Range: Personal

Target: You

Duration: 10 min./level or until discharged

You can link two spells so that they can be cast with one action. These must be spells that you currently have prepared (or for which you have open spell slots) and that take no longer than one standard action to cast. You must choose the spells at the time you cast *spellbraid*, and you cannot unlink them during its duration; at any time until 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. 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, such as two *fireballs*, 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 another spell, such as *invisibility* (both because she is restricted to only two spells and because their combined levels would exceed 6). Nor can she link the *fireball* in the first *spellbraid* with an *invisibility* spell in another (although she could link a different casting of *fireball* with *invisibility* in a second *spellbraid*).

You can choose to cast one of the linked spells without casting the other. In this case you retain the second spell (or spell slot), but the *spellbraid* is discharged. You can choose to spontaneously cast a *cure* spell by "losing" one of the linked spells; you retain the second spell or 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: Elf 7, Sor/Wiz 7

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

You become a master archer—accurate, coordinated, and amazingly skilled with bows and crossbows. Your mindset changes so that you relish combat and you can't cast spells, even from magic items.

You gain a +6 enhancement bonus to Dexterity and proficiency with all bows and crossbows (including the new exotic bows described in **Chapter Six: Equipment**), and your base attack bonus equals your character level when using a bow of any kind (which may give you multiple attacks).

In addition, you gain the benefits of the Point Blank Shot, Precise Shot, Rapid Shot, and Far Shot feats.

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: Drd/Sha 3, Sor/Wiz 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 creature must have arms or armlike appendages; the spell has no effect otherwise. The subject gains a +2 bonus to Strength, and its natural reach increases by 5 feet.

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

WAKE THE FOREST PRIMEVAL

Transmutation

Level: Drd/Sha 9, Elf 9, Wood 9

Components: V, S, XP

Saving Throw: None

You cause the ancient wrath of the forest to stir, and the trees themselves seem to come alive, grappling and crushing nearly everything in the area. This spell functions as *dire plant growth*, with the following differences.

The Strength check to break free has a DC of 30 and the Escape Artist check has a DC of 45. An affected creature gets no save to avoid the entangle effect. Treat the grappling

vegetation as a Huge creature with a base attack bonus equal to your caster level and a Strength score of 38. Thus, its grapple check modifier is equal to your caster level + 22. 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.

WARDANCE

Transmutation

Level: Drd/Sha 3, Sor/Wiz 3

Components: V, S, F

Casting Time: 1 standard action

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

Target: One creature/level, no two of which may be more than 30 ft. apart

Duration: 1 round/level or 1 min/level (see text)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You imbue the target creatures with the ancient grace and deadly martial skill of the wood elf wardance. Subjects of this spell can use their Dexterity modifier in place of their Strength modifier for all melee attacks, even if they are not wielding light weapons, and gain a +1 competence bonus on attacks and damage with swords, bows, and spears. They gain a +2 dodge bonus to Armor Class any round in which they move more than 5 feet, and an additional +2 dodge bonus to Armor Class against attacks of opportunity caused when they move out of or within a threatened area.

Focus: A small, finely crafted wooden drum worth 50 gp.

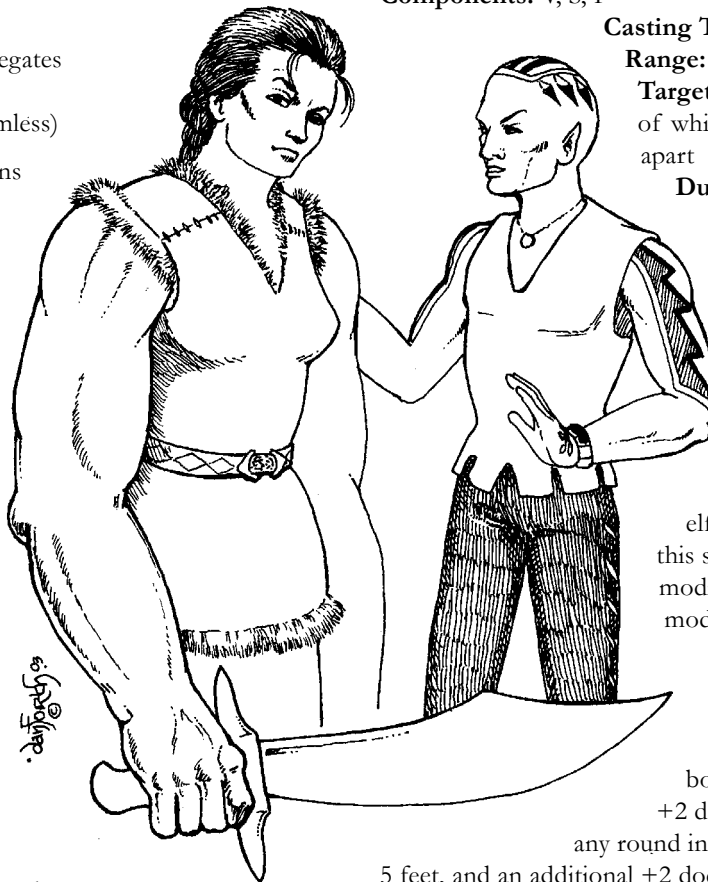
WATERY AIR

Evocation [Air]

Level: Brd 4, Clr 4, Drd/Sha 4, Sor/Wiz 4, Wit 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, gaining the consistency of water. They have no trouble breathing, but their speed is half normal, as though moving and fighting underwater with firm footing. Attacks they make with slashing and bludgeoning weapons, as well as tail attacks, take a –2 penalty and deal half damage. (Attacks made with piercing melee weapons take no penalty.) Thrown weapons are ineffective; 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 each round they must make a Swim check (DC 10) to move through the air as if trying to swim through calm water. On a success, 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, but it is otherwise affected as described above.

Affected 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; creatures with a swim speed can move through the air normally in that mode. Attacks and damage rolls are altered as described above. A flying creature that has a swim speed and a tail attack, however, can use its tail in melee with no penalties.

Spellcasting is unaffected by *watery air*.

Freedom of movement dispels and counters *watery air*.

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

WILDHEART

Transmutation

Level: Drd/Sha 2, Elf 2, Rgr 3, Sor/Wiz 2, Wit 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. The target of this spell is infused with some of this power, gaining 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 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: Drd/Sha 5, Elf 5, Wit 5
Components: V, S, M
Casting Time: 24 hours
Range: Touch
Area: 100-ft./level-radius emanating from the point touched by caster
Duration: Instantaneous
Saving Throw: See text
Spell Resistance: No

Woodland sanctuary infuses a large region of wilderness terrain with the raw power of nature. This magical infusion has four major effects.

First, elves, fey, and animals gain a +2 resistance bonus on all saving throws while in the affected area.

Second, elves, fey, and animals gain a +4 enhancement bonus on Hide, Listen, Move Silently, Spot, and Survival checks while in the affected area.

Third, the base land speed of elves, fey, and animals increase by 10 feet while in the affected area. This increase applies to other movement modes, such as Climb and Swim, provided they are innate—it does not apply to those granted by a spell or other effect.

Finally, 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 normal duration and area or effect. 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*.

CHAPTER SIX: EQUIPMENT

Although other elf subraces have a greater reputation for creating finely crafted items, especially magic weapons and armor, wood elves are careful and talented artisans. Skilled crafters of nearly any item, they take particular pride in shaping natural materials to suit their purpose without causing undue harm to their environment.

• NEW WEAPONS •

Wood elves diligently defend their forests, and they consider martial skill one of the highest virtues attainable. Because of these two interests, they have developed a number of specialized weapons tailored to their swift and athletic fighting techniques.

DUAL GRIP WEAPONS

As their name implies, dual grip weapons can be held in more than one effective position for combat. By shifting the way that he holds it, the wielder of a dual grip weapon 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 6–1: New 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 +2 or better can combine a shift in grip with a move action just as they can combine a move action with drawing a weapon.

NEW ARROWS

Wood elves have developed many kinds of new arrows. The wilderness is a varied and dangerous place, and wood elf bowmakers and alchemists have devised many new arrows that give them a unique advantage. Some grant a benefit in battle; others can be used for more peaceful purposes.

WEAPON DESCRIPTIONS

The weapons found on **Table 6–1: New Weapons** are described below, along with any options the wielder (“you”) has for their use.

BLADE BOW

You need at least two hands to use a bow, regardless of its size. A blade bow is a longbow, typically crafted of bone or wood. 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 below) but not a regular blade bow.

A blade bow hides a thin metal rapier that can be drawn forth as a move action. The rapier has the same enhancement bonus, if any, of 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 due to their metal cores. Treat their hardness as 1 higher than normal wood (hardness 6 instead of 5).

BLADE BOW, COMPOSITE

You need at least two hands to use a bow, regardless of its size. You can use a composite blade bow while mounted. Composite blade bows follow all of the normal rules for composite bows, including strength ratings.

For purposes of 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, 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.

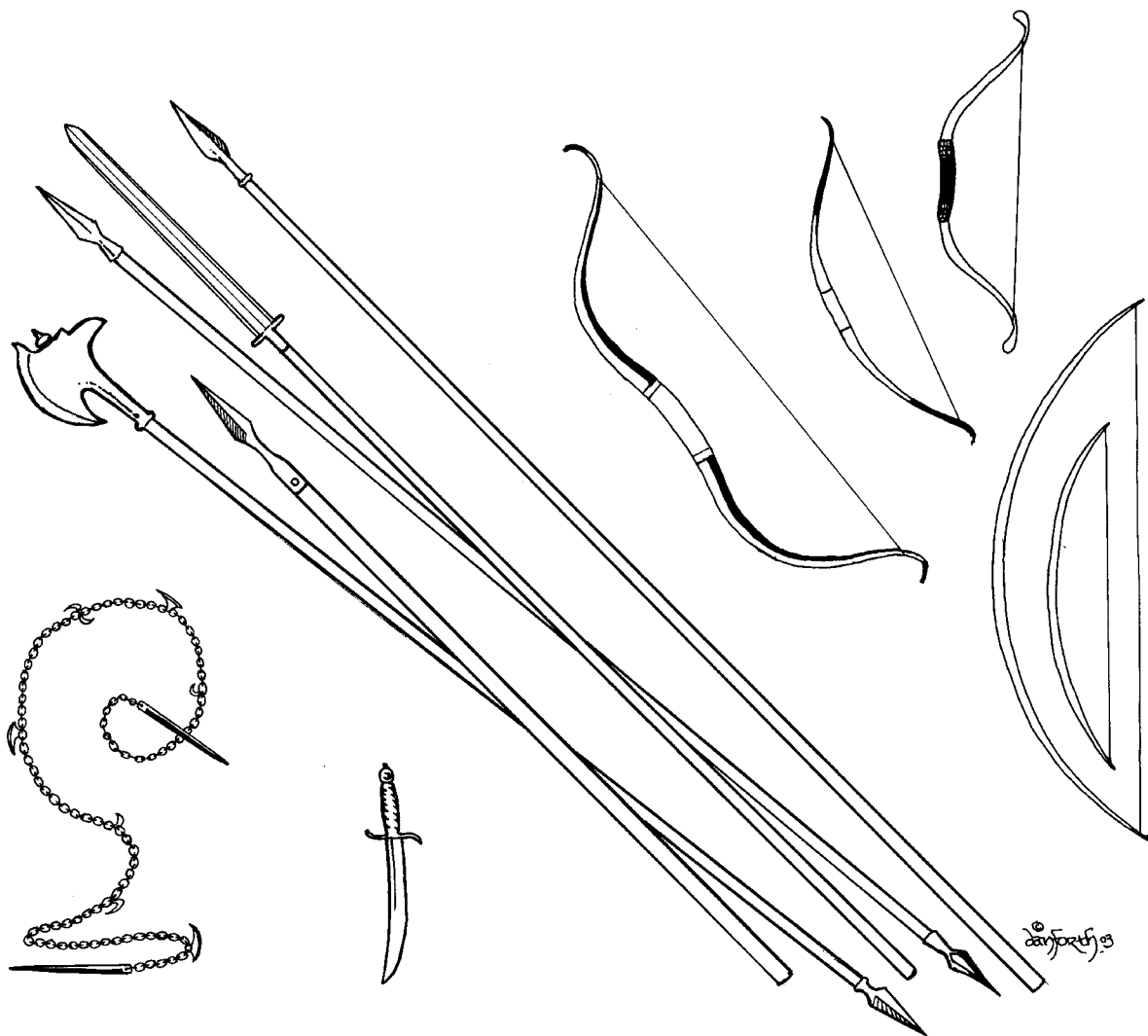
TABLE 6-1: NEW WEAPONS

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						
Far grip ⁵		1d6	1d8	×2	—	6 lb.	Piercing
Double grip ⁶		1d6/1d4	1d8/1d6	×2	—	6 lb.	Piercing
Greatspear ⁵	25 gp	1d8	1d10	×3	—	13 lb.	Piercing
Long chain, elven ⁴	55 gp						
Far grip ⁵		1d4	1d6	×2	—	6 lb.	Bludgeoning
Double grip ⁶		1d4/1d4	1d6/1d6	×2	—	6 lb.	Bludgeoning
Spear-axe ⁴	65 gp						
Far grip ⁵		1d6	1d8	×2	—	18 lb.	Piercing
Single grip		1d10	1d12	×2	—	18 lb.	Slashing
<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
Rapier, blade bow	—	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
Ammunition	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight ¹	Type ²
Boomerang arrows (20)	10 gp	As bow	As bow	As bow	As bow	3 lb.	Slashing
Bouncing arrows (20)	30 gp	As bow	As bow	As bow	As bow	3 lb.	Piercing
Screaming arrows (20)	15 gp	As bow-1	As bow – 1	As bow	As bow – 10 ft.	4 lb.	Piercing
<i>Alchemical Arrows</i>							
Cable arrows (20)	25 gp	As bow	As bow	As bow	50 ft.	5 lb.	—
Double arrows (20)	50 gp	As bow	As bow	As bow	As bow – 20 ft.	6 lb.	Piercing
Net arrows (20)	50 gp	—	—	—	Half normal	4 lb.	—
Stretch arrows (20)	40 gp	—	—	—	As bow	4 lb.	—
Zip arrows (20)	35 gp	—	—	—	50 ft.	5 lb.	—

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

²When 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.”

³Factored into weapon weight provided for the blade bow. ⁴Dual-grip weapon. ⁵Reach weapon. ⁶Double weapon.



DOUBLE SPEAR

A double spear is a dual grip weapon. (See the description of dual weapons at the beginning of this chapter for more information on how they work.) 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 end. 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 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

You need at least two hands to use a bow, regardless of its size. A farbow 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 a farbow. If you have a bonus for high Strength, you can apply it to damage rolls when you use a composite elven farbow (see below) but not a regular elven farbow.

FARBOW, ELVEN COMPOSITE

You need at least two hands to use a bow, regardless of its size. You can use a composite elven farbow while mounted. Composite elven farbows follow all of the normal rules for composite bows, including strength ratings.

For purposes of 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

You need at least two hands to use a bow, regardless of its size. Although most elf scouts and hunters prefer the smaller size and greater range of the longbow, groups of select wood 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 below) but not a regular greatbow.

GREATBOW, COMPOSITE

You need at least two hands to use a bow, regardless of its size. A composite greatbow is too unwieldy to use while mounted. Composite greatbows follow all of the normal rules for composite bows, including strength ratings.

For purposes of 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 wood elf spearfighters prefer the standard longspear or the bladespear, a few speardancers (see **Chapter Three: Prestige Classes**) favor this weapon because they can use all of their expertise with a spear and still carry a shield in their off hands. Masters of the Steelleaf Wardance martial arts styles (see **Chapter Two: Skills and Feats**) can wield elven light spears in their off hands as if they were light weapons.

If you ready an action to set a double 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 description of dual weapons at the beginning of this chapter for more information on how they work.)

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 get 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. Wood elf hunters and assassins favor this weapon because of its great versatility and small size.

LONGBOW, HORSE ARCHER'S

You need at least two hands to use a bow, regardless of its size. 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 a circumstance, reducing the penalties for firing 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 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 longbow (see below) but not a regular horse archer's longbow.

The bow is so uniquely balanced that its range increment increases by 20 feet, whether fired from a mount or not. Taking the Exotic Weapon Proficiency (horse archer's bow)

feat grants the wielder proficiency with either the longbow or the shortbow and with their composite forms.

LONGBOW, HORSE ARCHER'S, COMPOSITE

You need at least two hands to use a bow, regardless of its size. A horse archer's longbow is too unwieldy to use while mounted. Composite horse archer's longbows follow all of the normal rules for composite bows, including strength ratings.

For purposes of weapon proficiency and similar feats, a composite horse archer's longbow is treated as a horse archer's longbow.

SHORTBOW, HORSE ARCHER'S

You need at least two hands to use a bow, regardless of its size. 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 a circumstance, reducing the penalties for firing 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 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 shortbow (see below) but not a regular horse archer's shortbow.

The bow is so uniquely balanced that its range increment increases by 20 feet, whether fired from a mount or not. Taking the Exotic Weapon Proficiency (horse archer's bow) feat grants the wielder proficiency with either the longbow or the shortbow and with their composite forms.

SHORTBOW, HORSE ARCHER'S, COMPOSITE

You need at least two hands to use a bow, regardless of its size. A horse archer's shortbow is too unwieldy to use while mounted. Composite horse archer's shortbows follow all of the normal rules for composite bows, including strength ratings.

For purposes of weapon proficiency 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 description of dual weapons at the beginning of this chapter for more

information on how dual grip weapons work. The spear-axe is essentially a greataxe with an elongated haft and a spearpoint at the top of the axe head. This makes it function much like a longspear 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.

ARROW DESCRIPTIONS

The new kinds of ammunition found on Table 6-1: New Weapons are described below, along with any options for their use. Constructing these arrows requires a successful Craft (bowmaking) check (DC 20), requiring the expenditure of one-third their price in raw materials, and produces a batch of 20 arrows.

BOOMERANG ARROW

These odd-looking projectiles do not look like traditional arrows. The only similarities they have to normal arrows are their length and the fact that they're fired from a bow. 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.

A boomerang arrow returns to the archer who launched it after striking its target. It lands in a random direction $1d3-1$ squares away from its launch point, ready to be picked up and used again. In the hands of a user who is not proficient with that bow, the arrow still deals slashing damage, but the wielder takes the normal nonproficiency penalty and the boomerang arrow returns to a point $1d3$ squares away from the archer.

BOUNCING ARROW

These odd arrows have wavy, twisting shafts. Sleeker and longer than normal, they are used by wood elves to strike concealed foes. When fired, a bouncing arrow seems to bounce and weave through the air. Its erratic flight makes it less accurate, imposing a -2 penalty on the attack roll, but it helps the arrow twist through partial obstructions such as dense undergrowth. This eliminates the 20% miss chance normally associated with concealment.

Targets with greater degrees of concealment still gain some benefit, at the GM's discretion. In general, subtract 20 from any miss chance greater than 20%. These arrows do not avoid the miss chance granted by total concealment, nor do they

bypass the effects of concealment from magical effects or abilities such as *blur*.

SCREAMING ARROW

Used to sound alarms and startle foes in ambushes, these unique arrows have long, 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 amplified eagle's cry. The noise can be heard up to 1/2 mile away in moderately wooded terrain, and up to 1 mile in open terrain.

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

ALCHEMICAL ARROWS

Crafting alchemical arrows costs twice the normal price in raw materials and takes twice as much time (that is, Craft check × DC must total twice the arrow's market price in *sp*) as other sorts of nonmagical arrows. In addition, the creator must supply the alchemical ingredients, which requires an expenditure of 10 gp per 20 arrows and a DC 20 Craft (alchemy) check. Someone who wishes to make an alchemical arrow but has no skill in Craft (alchemy) can purchase the required alchemical ingredients for 20 gp per twenty arrows.

Crafting alchemical arrows requires a successful Craft (alchemy) check (DC 25) in addition to the requisite Craft (bowmaking) check. However, if either check fails by 5 or more, it ruins not only half the raw materials of the arrow but also all the alchemical ingredients.

CABLE ARROW

Constructed with an alchemical process similar to that for net arrows (see that entry, below), cable arrows are intended for crossing gaps or gullies in the earth. An unfired cable arrow looks like a normal arrow with a slight twist to its shaft and what appears to be a second arrowhead on the nock end, split so that it can still be strung and fired. When launched, this twist causes the arrow to spin sideways. This motion, combined with air resistance, causes the arrow to expand into a 50-foot-long cable. The spinning motion of the arrow sends the nock end into the ground at the archer's feet, while with a successful attack roll, the head strikes its target and embeds itself there. An adhesive in each head further secures the newly formed cable, which can hold up to 200 pounds without breaking or coming free at either end.

DOUBLE ARROW

Thicker and heavier than normal arrows, double arrows (or split arrows, as they're often called) are actually two thin arrow

shafts and heads bonded with the same substance used to hold net arrows together (see that entry, below). By firing the arrow while giving it a subtle twist, a skilled archer can generate a certain amount of friction that dissolves the bond, resulting in two arrows flying where one was released. An archer who is not proficient with that bow cannot produce this effect.

The archer designates two targets, both of whom must be within 10 feet of each other, and must be at least 50 feet away from each. Make a single attack roll for both arrows and compare it to the Armor Class of each target. Both parts of a double arrow cannot target the same opponent. Even in the hands of a proficient archer, attacks made with double arrows take a –2 penalty.

Enhancing double arrows, like enhancing double weapons, costs twice the normal amount.

NET ARROW

These are not really arrows at all, but alchemically treated nets compacted into the shape of arrows, then fletched for flight. Close inspection reveals the strands of thin, strong, fibrous twine used to construct the net, but a casual glance might readily mistake them for the grain of wood. When the arrow is released, friction from the wind dissolves the alchemical bonds that hold the netting together. Hitting a target with a net arrow requires a successful ranged touch attack. The now open net entangles the target, according to the normal rules for using a net. Although a net arrow does not have a trailing rope that can be used to control the target, all other normal penalties and restrictions apply to the entangled creature.

Net arrows halve the range increment of the bow used to fire them. When shot by an archer who is not proficient with that bow, they have a 50% chance of opening prematurely or late in addition to the usual nonproficiency penalty. A misfired net arrow neither deals damage nor entangles a foe.

STRETCH ARROW

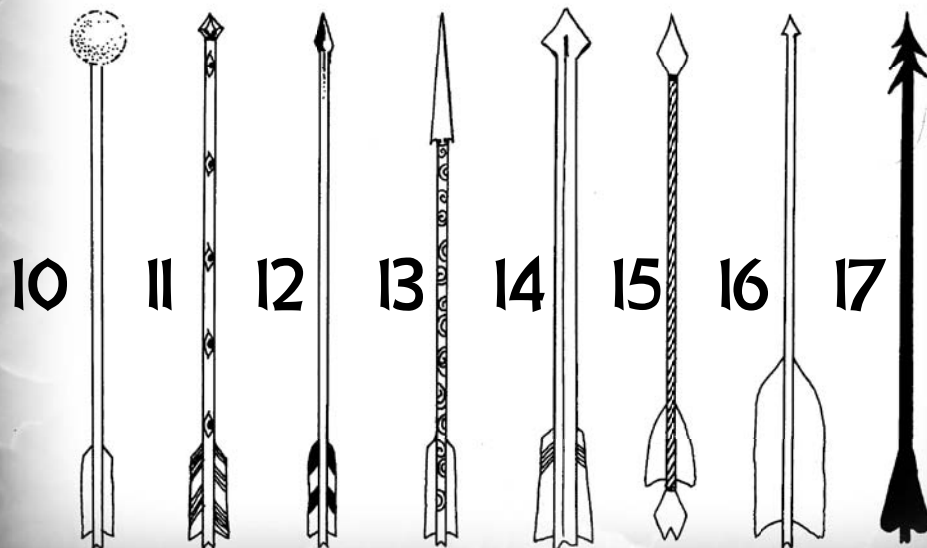
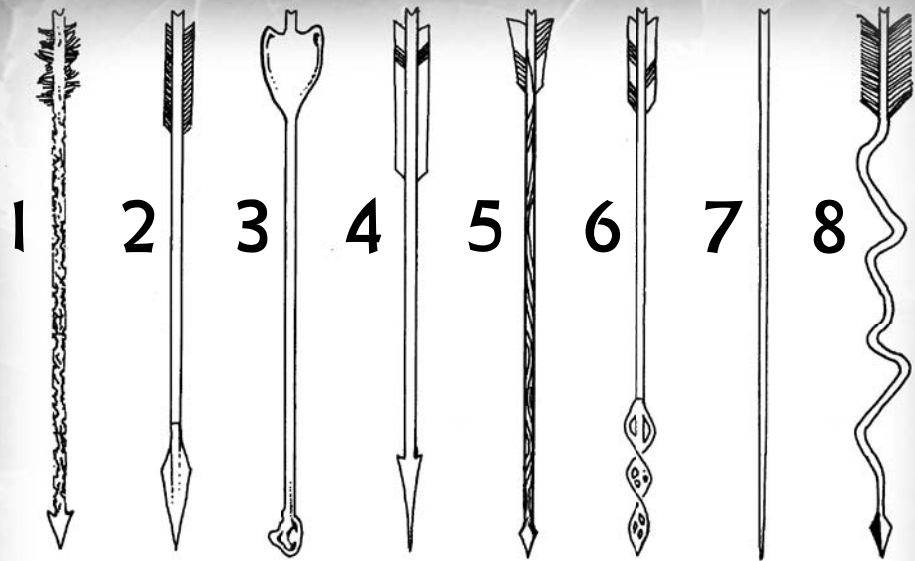
Soaked with an alchemical solution that softens wood, these arrows can be used to make ranged trip attacks. When handled, a stretch arrow resembles a normal arrow, except that its head is a spongy ball. Firing a stretch arrow causes air friction to heat the alchemical fluid, stretching and elongating the wooden shaft so it becomes flexible and slightly sticky. With a successful attack, the arrow deals no damage, but the target must win an opposed trip check or fall prone. Treat the arrow's Strength bonus on this trip attack as +10, +1 per point of Strength bonus the bow can apply to damage (if using a composite bow). If the arrow is magically enhanced, add its enhancement bonus to this check. A tripped target can unwrap the arrow with a move action.

An archer who is not proficient with that bow takes the normal penalties to the attack roll when firing stretch arrows, which also apply to the opposed trip check.

NEW ARROWS

The following arrows are described on pages 86 to 89, and pages 93 and 94

1. Rot Arrow
2. Grounding Arrow
3. Suffocating Arrow
4. Spell Striking Arrow
5. Net Arrow
6. Screaming Arrow
7. Boomerang Arrow
8. Bouncing Arrow
9. Stretch Arrow
10. Zip Arrow
11. Arcane Eye Arrow
12. Retrieving Arrow
13. Spell Turning Arrow
14. Double Arrow
15. Cable Arrow
16. Feather Falling Arrow
17. Fear Arrow



ZIP ARROW

Zip arrows combine the compacting process of cable and net arrows with the alchemical wood treatment of stretch arrows (see those entries, above), and are intended to help in the ascent of steep surfaces. One of these arrows resembles a normal arrow, albeit with a spongy ball in place of an arrowhead as on a stretch arrow (see above). When fired toward a higher elevation, the nock end melts instantly into a pseudopod of goo that strikes the firing hand of the archer and secures there. The rest of the arrow elongates to a distance of 50 feet, similar in effect to a cable arrow but more elastic. The head, when it strikes its target, sticks firmly.

On the following round, this stretchy cord retracts, drawing the archer quickly into the air as a free action to the spot where the head is stuck. He can then find purchase at the new height (possibly requiring a Climb or Balance check), if a suitable hold is available. If the archer cannot establish a handhold, she descends back to the ground but launches up again at the beginning of the next round. (The cable dissolves after 6 rounds automatically on a “down bounce.”)

Once having got a purchase, the archer can secure herself with a successful Strength check (DC 18). The zip cable can hold a combined weight of 200 pounds. More weight breaks it, dealing 1d6 points of bludgeoning damage to any creature or creatures attached (in addition to any falling damage). Wielding a two-handed weapon while “bouncing” on a zip cable is impossible.

• NEW ARMOR •

Wood elves have learned to craft remarkable armor from the natural materials that surround them.

ARMOR DESCRIPTIONS

The new kinds of armor found on Table 6–2: New 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 breakaway carapaces typically climb into hidden vantages 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.

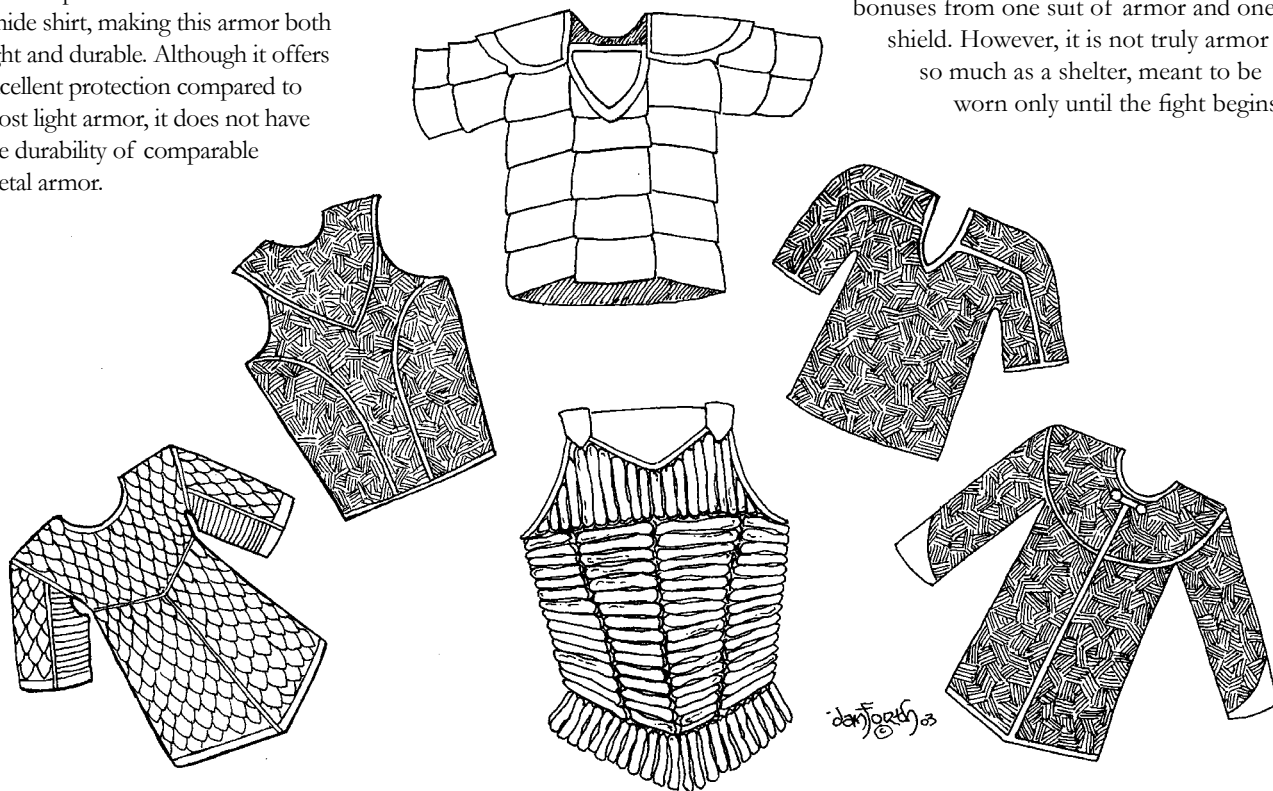


TABLE 6-2: NEW ARMOR

Armor	Cost	Armor Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Speed (30 ft.)	(20 ft.)	Weight ¹
<i>Light Armor</i>								
Bone exoskeleton ²	1,300 gp	+3	+6	-2	15%	30 ft.	20 ft.	15 lb.
Elven leafweave ²	1,350 gp	+2	+6	-2	10%	30 ft.	20 ft.	10 lb.
Heartwood shirt ²	4,500	+5	+4	-3	25%	30 ft.	20 ft.	25 lb.
<i>Medium Armor</i>								
Woodweave coat ²	1,500 gp	+4	+3	-3	25%	20 ft.	15 ft.	15 lb.
<i>Extras</i>								
Breakaway carapace	150 gp	+4 ³	—	-9	85%	15 ft.	10 ft.	25 lb.

¹Weight 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.

²Can be worn by druids without penalty.

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

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 free action.

ELVEN LEAFWEAVE

Made from lacquered leaves by wood elf crafters, elven leafweave armor is light, durable, and extremely flexible. Its only disadvantage compared to other light armor is its high price, due mainly to the intricate craftsmanship and rare materials used in 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 is favored by many wood elf rangers and scouts. Although made of wood, it has the hardness and hit points of normal steel.

• NEW SPECIAL SUBSTANCES •

Wood elves create many unique substances through alchemical processes or extract new materials from natural resources.

ALCHEMICAL ITEM DESCRIPTIONS

The new alchemical items found on **Table 6-3: New Special Substances and Items** are described below.

FAERIE SMOKE

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

TRUE FLAME

This bright red liquid is said to be the essence of fire, distilled by alchemy from baser substances. Although rare and expensive, true flame is prized by adherents of the Ashen Path (see *Initiate of the Ashen Path* in **Chapter Three: Prestige Classes**) because of its ability to burn nearly any substance. You can throw a flask of true flame as a splash weapon; treat this as a ranged touch attack with a range increment of 10 feet. A direct hit deals 1d4 points of fire damage on a direct hit and deals no damage from a splash. This fire damage ignores objects' hardness.

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

TABLE 6-3: NEW SPECIAL SUBSTANCES & ITEMS

Item	Cost	Craft DC	Weight
<i>Alchemical Items</i>			
Faerie smoke (flask) ¹	10 gp	20	1 lb.
True flame (flask) ¹	150 gp	40	1 lb.
Weinwood fireproofing ¹	10	15	—
<i>Poison</i>			
Spellbane (1 dose)	900 gp	25	—

¹You must be a spellcaster to craft any of these items.

True Acid, True Electricity, True Frost, and True Sound: These alchemical substances are the distilled essences of their respective energies. They are identical to true flame, with the obvious exception that they deal damage of the appropriate type rather than fire damage.

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.

POISON DESCRIPTIONS

Surrounded by the deep and ancient forest, wood elves occasionally have to confront fey creatures that they do not want to harm but that still pose a danger to the community. Since fey often have powerful spell-like abilities, wood elves perfected a poison that hinders these. Creating poison requires a successful Craft (poisonmaking) check.

The new poison found on **Table 6-3: New Special Substances and Items** is described below.

SPELLBANE

Injury, Fortitude DC 18, initial damage 1d6 Charisma, secondary damage target cannot cast spells or use spell-like abilities unless it succeeds on a Concentration check (DC 20 + spell level).

NEW SPECIAL MATERIALS

At home within the deep forests, wood elves have discovered many natural and magical substances that provide unique qualities to items created from them.

ASKEALING LEAF

These rare leaves, when specially treated, 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.

DREAM SILVER

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

• NEW MAGIC ITEMS •

As any other subrace of elves, wood elves craft magic armor, weapons, and other tools of great versatility and beauty. Spells, feats, and other details introduced in this book are indicated with an asterisk (*).

MAGIC ARMOR

Wood elf armor is lovely, bright, and flexible.

MAGIC ARMOR DESCRIPTIONS

Most magic armor and shields have only enhancement bonuses. Such items can also have one or more of the special abilities detailed below. Armor or a shield with a special ability must have at least a +1 enhancement bonus.

EMPOWERED HEALING

This suit of armor appears brightly polished and well cared for. Any *cure wounds* spell cast on the wearer is empowered as if by the Empower Spell metamagic feat.

Strong conjuration; CL 15th; Craft Magic Arms and Armor, Empower Spell, *cure critical wounds*; Price +3 bonus.

FLUID

A suit of armor with this ability seems to shift and glide with its wearer's movement. In addition to providing an armor bonus, fluid armor also improves the wearer's touch AC by the same amount. Both the base armor bonuses and any enhancement bonuses from the armor apply.

Strong abjuration; CL 12th; Craft Magic Arms and Armor, *shield of faith*; Price +4 bonus.

MAXIMIZED HEALING

This suit of armor appears brightly polished and well cared for. Any *cure wounds* spell cast on the wearer is maximized as if by the Maximize Spell metamagic feat.

Strong conjuration; CL 17th; Craft Magic Arms and Armor, Maximize Spell, *cure critical wounds*; Price +4 bonus.

SPECIFIC ARMOR

The following specific suit of armor usually is preconstructed with exactly the qualities described here.

DOUBLING CHAIN

Three times per day, this +2 *chain shirt* generates a duplicate image of you as a free action. This image can assist you (using the aid another action) or flank one opponent with you. The targeted opponent can make a Will save (DC 20) to disbelieve

the image by interacting with it, causing the double to vanish and negating any bonus it provides. Only that opponent sees the double, so another creature can't forcibly interact with the duplicate image to dispel it. The figment lasts for up to 5 rounds each time it is produced, but it can be dismissed.

Moderate illusion; CL 11th; Craft Magic Arms and Armor, *project image*; Price 45,830 gp; Cost 23,040 gp + 1,823 XP.

MAGIC WEAPONS

Wood elf weapons have improved versatility in combat. Not surprisingly, specialized magic arrows predominate.

MAGIC WEAPON DESCRIPTIONS

Most magic weapons have only enhancement bonuses. Such items can also have one or more of the special abilities detailed below. A weapon with a special ability must have at least a +1 enhancement bonus.

BOUNCING

This special ability can be placed only on ammunition. A bouncing arrow, sling bullet, or crossbow bolt weaves through the air toward its target in an unpredictable fashion. An opponent targeted by bouncing ammunition is denied its Dexterity bonus to AC, rendering it flat-footed for purposes of that attack.

Moderate divination; CL 9th; Craft Magic Arms and Armor, *true strike*; Price +3 bonus.

CAVALRY

This special ability can be placed only on melee weapons (but not on lances). A cavalry weapon deals double damage when used from the back of a charging mount.

Moderate transmutation; CL 9th; Craft Magic Arms and Armor, *cat's grace*; Price +3 bonus.

CHAMELEON

A weapon with this special ability can shift freely between two different kinds of weapon, such as a longbow and a longsword. Shifting a chameleon weapon between one form and the other is a standard action. Both forms retain any enhancement bonuses and special abilities. The weapons must be intended for use by the same size creature, and they must deal damage within one "step" of each other, as described in the rules for weapon size categories. For example, you could have a *chameleon greatsword* (damage 2d6) that turned into a greatbow (damage 1d10), but not one that turned into a dagger (damage 1d4). A chameleon weapon always weighs as much as the heavier weapon of the pair.

Moderate transmutation; CL 6th; Craft Magic Arms and Armor, *fabricate*; Price +3 bonus.

NIMBLE

This special ability can be placed only on melee weapons. A nimble weapon is light and extremely well balanced, so that it responds as well to an agile wielder as it would to a strong one. You can use the Weapon Finesse feat to apply your Dexterity bonus instead of your Strength modifier to attack rolls with a nimble weapon sized for you, even if that weapon does not normally qualify.

Faint transmutation; CL 5th; Craft Magic Arms and Armor, *cat's grace*; Price +1 bonus.

SPECIFIC MAGIC ARROWS

Wood elf weaponsmiths have designed a number of unique magic arrows, as well as the new mundane arrows described on page 86. These arrows are frequently found in the quivers of wood elves, feral elves, elemental elves, and any other creatures with whom wood elves trade.

The following specific arrows usually are preconstructed with exactly the qualities described here.

ARCANE EYE ARROW

When fired at a creature, this nondescript arrow is simply a *+1 arrow*. But if fired into an object, typically a wall or tree, an *arcane eye arrow* can be activated later for remote surveillance. At any time within 24 hours after it has lodged in an object, the archer can choose to activate it, seeing from the perspective of the arrow as though with the spell *arcane eye* (except that the arrow can't be moved). This gives a 180-degree view centered on the arrow, including up and down, although it is limited by normal obstructions as if the 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 in that arc. This effect lasts for up to 10 minutes, although the archer can end it at any time. Once the effect has ended, the arrow crumbles into dust, and its ability cannot be accessed again.

An *arcane eye arrow* must be fired from a bow to function in its intended capacity. It can't simply be placed in an object.

Moderate divination; CL 10th; Craft Magic Arms and Armor, *arcane eye*; Price 346 gp; Cost 176 gp + 13 XP.

FEAR ARROW

When one of these black *+1 arrows* strikes its target, it explodes in a shower of black motes. The target takes nonlethal damage instead of lethal damage and must make a Will save (DC 16) to avoid becoming panicked for 7 rounds. On a success, the target is instead shaken for 1 round.

Moderate necromancy; CL 7th; Craft Magic Arms and Armor, *fear*; Price 746 gp; Cost 376 gp + 29 XP.

FEATHER FALLING ARROW

These white, heavily fletched *+1 arrows* behave normally in most situations. But when the archer falls involuntarily and is holding a bow in hand, a *feather falling arrow* reveals its special ability. It leaps from the quiver and launches itself from the bow, straight down at the ground. This creates a cushion of air beneath the archer, granting the benefit of a *feather fall* spell. The effect lasts until the archer lands or for 10 rounds, whichever comes first. If the effect expires before the archer reaches a solid surface, the effect ends and she begins plummeting toward the ground once more.

Moderate transmutation; CL 10th; Craft Magic Arms and Armor, *feather fall*; Price 96 gp; Cost 51 gp + 3 XP.

GROUNDING ARROW

These *+1 arrows* are usually black, with fletching the color of lead. When a *grounding arrow* strikes a target in contact with the ground or an equivalent solid surface (such as a floor), it simply deals damage. But if it strikes and damages an airborne target, it might force that creature to the ground. A flying or gliding creature struck by one of these arrows must make a Fortitude save (DC 21). On a failure, the creature feels a great weight pushing it down and must immediately move to land on the nearest available solid surface that can bear its weight and accommodate its size. The creature can take no action except move toward such a surface until it reaches one. On a successful save, the creature can continue flying or gliding as it desires.

Strong transmutation; CL 13th; Craft Magic Arms and Armor, *reverse gravity*; Price 2,321 gp; Cost 1,163 gp 5 sp + 92 XP.

RETRIEVING ARROW

When fired at a creature, this golden arrow is simply a *+1 arrow*. But against objects its true properties come to light. When a *retrieving arrow* strikes an unattended object weighing 50 pounds or less, that object is immediately teleported to the archer's hand. (Objects have a base AC of 10 and an effective Dexterity of 0. They receive normal bonuses for size, and range increment penalties also apply.)

Retrieving arrows can also be used to disarm opponents or retrieve other items they hold. The archer must hit the target object's AC (10 + size modifier + Dexterity modifier of the opponent carrying the object). The object makes a Will save to resist, using the carrying opponent's Will saving throw bonus. If the archer does not have a hand free to hold the teleported object, it appears at his feet (in his square).

Neither ability functions against targets beyond three range increments.

Strong conjuration; CL 13th; Craft Magic Arms and Armor, *teleport object*; Price 4,596 gp; Cost 2,301 gp + 183 XP.

ROT ARROW

Carved to look like worm-eaten wood, these brown *+1 arrows* are most potent against wooden targets. A *rot arrow* fired at a wooden object, or a wooden or wood element creature, deals damage as normal and then produces a *disintegrate* effect against that target as the spell (damage 22d6).

Moderate transmutation; CL 11th; Craft Magic Arms and Armor, *disintegrate*; Price 1,696 gp; Cost 851 gp + 67 XP.

SPELL STRIKING ARROW

These *+1 arrows* come in a variety of pale colors and are typically fletched with heron feathers, but the effect is always the same. With a *spell striking arrow*, an archer can ready an action to counterspell a target spell. The archer must hit AC 20 with the ranged attack. She then makes a caster level check as if casting *dispel magic* as a counterspell, with a +10 bonus. If this check is successful, the spell is canceled and has no effect.

Moderate abjuration; CL 10th; Craft Magic Arms and Armor, *dispel magic*; Price 546 gp; Cost 276 gp + 21 XP.

SPELL STRIKING ARROW, GREATER

As a *spell striking arrows*, except the archer makes a level check as though casting *greater dispel magic* as a counterspell (bonus +20).

Strong abjuration; CL 20th; Craft Magic Arms and Armor, *greater dispel magic*; Price 2,046 gp; Cost 1,026 gp + 81 XP.

SPELL TURNING ARROW

These dark green *+1 arrows* function almost exactly as *spell striking arrows*. The archer must ready an action and target a spell (AC 20). If it hits, the *spell turning arrow* reflects the spell back at its caster as by *spell turning*.

Strong abjuration; CL 13th; Craft Magic Arms and Armor, *spell turning*; Price 2,321 gp; Cost 1,163 gp + 92 XP.

SUFFOCATING ARROW

When one of these green, sticky *+1 arrows* strikes its target, it deals nonlethal damage rather than normal damage. A *suffocating arrow* can affect only creatures that breathe and that have only one head. As the arrow strikes, a small green glob of sticky paste explodes from the arrowhead and strikes the target's face (or wherever its breathing orifice is located), where it instantly hardens in place. The target must hold its breath or begin to suffocate.

The hardened paste can be removed with a successful Strength check (DC 25) or by dealing at least 10 points of damage to it. However, dealing damage to the paste deals an equal amount of damage to the suffocating creature. The paste dissolves into nothingness on its own after 1 hour.

Moderate transmutation; CL 10th; Craft Magic Arms and Armor; Price 796 gp; Cost 401 gp + 31 XP.

RING DESCRIPTION

Rings are not commonly produced by wood elves, but they sometimes craft one that assists in moving through their forest environment.

RING OF RAPPELLING

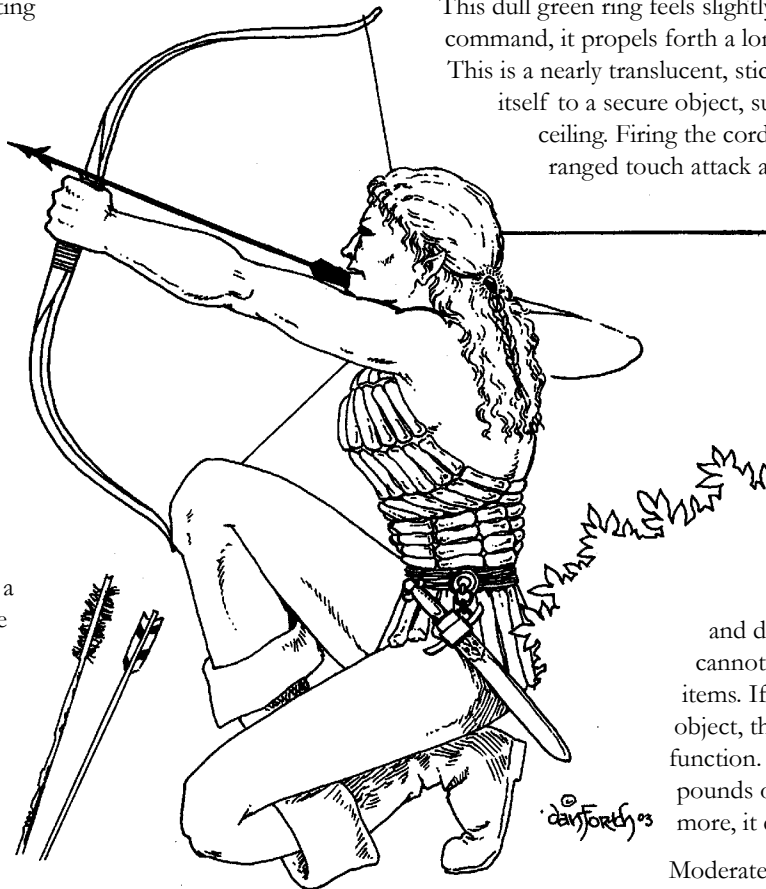
This dull green ring feels slightly tacky to the touch. On command, it propels forth a long, thin, but strong cord.

This is a nearly translucent, sticky line that can anchor itself to a secure object, such as a tree, cliff face, or ceiling. Firing the cord at an object requires a ranged touch attack against AC 10. (On a failure, the cord recoils into the ring.) The wearer can then, as a free action, order the cord to retract or expand to a length of 60 feet; ascending or descending in this fashion is a move action.

Rings of rappelling are designed to assist their wearers in ascending

and descending heights; they cannot be used to snatch carried items. If ordered to target a moving object, the ring simply doesn't function. The cord can bear 500 pounds of weight. If exposed to more, it does not retract or extend.

Moderate conjuration; CL 9th; Forge Ring, *grappling vine**; Price 20,000 gp.



ROD DESCRIPTION

Rods too are not common among wood elves. The one that is known improves a user's defense without requiring clumsy armor or a free hand.

DANCING ROD

Once per day, on command, a *dancing rod* leaps from its user's hand and begins spinning in the air. It circles and floats right next to its user, deflecting attacks aimed at him. While activated, the *dancing rod* bestows a +2 deflection bonus to AC. In addition, once each round while active, it can deflect an incoming projectile or thrown weapon as the Deflect Arrows feat. The rod can remain active for up to 15 rounds each day, split up as the user chooses.

Moderate abjuration; CL 10th; Craft Rod, Deflect Arrows, *shield of faith*; Price 12,000 gp.

WONDEROUS ITEM DESCRIPTIONS

Wood elves craft subtle and beautiful accouterments, often in the form of jewelry, for protection, survival, and combat.

AMULET OF TREE MELDING

Once per day, at will, the wearer of this amulet can meld into a tree like the dryads of lore. The tree must be large enough to accommodate the wearer's body in all three dimensions.

This ability works exactly the spell *meld into stone*, with the following exceptions. The wearer can merge only with a tree and can stay melded with the tree for up to 30 minutes, after which time she is forcibly ejected if she does not emerge voluntarily. Wearers expelled in this fashion take 5d6 points of damage.

If *liveoak* is cast on the tree, the spell automatically fails for no apparent reason. The following spells harm the wearer if cast upon the tree that she is occupying. *Wood shape* expels the wearer and deals 5d6 points of damage. If someone tries to travel through the tree using *tree stride* or *transport via plants*, the attempt automatically fails, both the traveler and the wearer take 5d6 points of damage, and the wearer is forcibly expelled. *Diminish plants* expels the wearer and deals 5d6 points of damage, but only if the tree shrinks to a size small enough that it can no longer hold her body.

Moderate conjuration; CL 9th; Craft Wondrous Item, *tree stride*; Price 7,200 gp.

BOOTS OF CANOPY WALKING

These boots allow the wearer to walk along any vegetation or plant matter as if it were solid ground. The wearer can travel over tree trunks, across the canopy of trees, or along the narrowest of jungle vines without difficulty. Severely slippery

plant surfaces make the boots useless. The boots can be used for 10 minutes per day, split up as the wearer chooses.

Faint transmutation; CL 4th; Craft Wondrous Item, *canopy walk**; Price 4,000 gp.

CHARMS

These are one-use items in the form of clasps, pins, or brooches and typically grant a single bonus or benefit when taking some other action. A charm can be fastened to any part of the wearer's clothing, eliminating the need for it to be drawn or presented, and it does not occupy a body slot. Activating a charm is a free action but must be declared before using the listed effect. Only one charm of a given type can be used by a wearer in a single round. Once the charm's magic ability has been used, it is simply a piece of jewelry. A charm has no significant weight.

CHARM OF DIVINE DOMINANCE

This charm allows a wearer with the ability to turn undead to make one turn undead attempt against creatures of a different type. This uses up one of the character's daily turn attempts. Choose one creature type at the time of creation or determine the type randomly by rolling on the table below.

CHARM OF DIVINE DOMINANCE

d%	Creature Type
01–07	Aberrations
08–14	Animals
15–21	Constructs
22–28	Dragons
29–35	Elementals
36–42	Fey
43–49	Giants
50–56	Magical beasts
57–63	Monstrous humanoids
64–70	Oozes
71–77	Outsiders (one subtype only)
78–84	Plants
85–92	Vermin
93–00	Humanoids (one subtype only)

Strong enchantment; CL 15th; Craft Wondrous Item, Extra Turning, *dominate monster*; Price 4,000 gp.

CHARM OF DIVINE POWER

This charm allows a wearer with the ability to turn undead to make one turn undead attempt as a free action rather than a standard action.

Faint transmutation; CL 3rd; Craft Wondrous Item, Quicken Spell, ability to turn undead; Price 500 gp.

CHARM OF THE FOREST'S RAGE

This charm grants a wearer with the ability to rage an additional +2 bonus to Strength during one rage.

Faint transmutation; CL 3rd; Craft Wondrous Item, *bull's strength*; Price 250 gp.

CHARM OF MARTIAL SPEED

This charm allows the wearer to make one additional melee attack during a full attack.

Strong transmutation; CL 15th; Craft Wondrous Item, Quicken Spell, *baste*; Price 400 gp.

CHARM OF SURPRISING FORTITUDE

This charm grants its wearer a +5 resistance bonus on one Fortitude saving throw. Activating a *charm of surprising fortitude* is a free action that can be taken out of turn.

Strong abjuration and transmutation; CL 15th; Craft Wondrous Item, Quicken Spell, *bear's endurance, resistance*; Price 2,000 gp.

CHARM OF SURPRISING REFLEXES

This charm grants its wearer a +5 resistance bonus on one Reflex saving throw. Activating a *charm of surprising reflexes* is a free action that can be taken out of turn.

Strong abjuration and transmutation; CL 15th; Craft Wondrous Item, Quicken Spell, *cat's grace, resistance*; Price 2,000 gp.

CHARM OF SURPRISING WILLPOWER

This charm grants its wearer a +5 resistance bonus on one Will saving throw. Activating a *charm of surprising willpower* is a free action that can be taken out of turn.

Strong abjuration and transmutation; CL 15th; Craft Wondrous Item, Quicken Spell, *owl's wisdom, resistance*; Price 2,000 gp.

HEARTLEAF CHARM

This charm allows a wearer with the ability to lay on hands to do so once as a free action rather than a standard action.

Faint transmutation; CL 3rd; Craft Wondrous Item, Quicken Spell, ability to lay on hands; Price 200 gp.

TREESONG CHARM

This one-use charm allows a wearer with bardic music to use it once as a free action rather than a standard action.

Faint transmutation; CL 3rd; Craft Wondrous Item, Quicken Spell, bardic music ability; Price 250 gp.

WILDFORM CHARM

This one-use charm allows a wearer with the wild shape ability to use it once as a free action rather than a standard action.

Faint transmutation; CL 3rd; Craft Wondrous Item, Quicken Spell, wild shape ability; Price 200 gp.

CLOAK OF SCHOOL SPELL RESISTANCE

These cloaks come in eight different varieties, one for each school of magic. Each cloak grants spell resistance 25 against one school of magic, determined at its creation.

Moderate abjuration; CL 9th; Craft Wondrous Item, Spell Focus (chosen school), *spell resistance*; Price 39,000 gp.

ELIXIR OF DREAMSIGHT

This milky fluid allows the drinker to see ethereal creatures normally.

Faint divination; CL 3rd; Craft Wondrous Item, *see invisibility*; Price 150 gp.

ELIXIR OF FEYSIGHT

This thin, light blue liquid grants the drinker low-light vision for 1 hour. A drinker who already has low-light vision sees three times as far as a human in similar lighting conditions for the duration of the effect.

Faint divination; CL 3rd; Craft Wondrous Item, *see invisibility*; Price 100 gp.

ELIXIR OF SPELL PENETRATION

This syrupy yellow liquid grants the drinker a +2 bonus for 1 hour on caster level checks made to overcome spell resistance.

Faint transmutation; CL 4th; Craft Wondrous Item, Greater Spell Penetration; Price 900 gp.

ELIXIR OF SPELL POTENCY

This syrupy red liquid grants the drinker greater power to cast spells from one school, adding +2 to the Difficulty Class for all saving throws against spells from that school for 1 hour. The school is chosen at the time of the potion's creation.

Faint transmutation; CL 4th; Craft Wondrous Item, Greater Spell Focus (particular school); Price 900 gp.

SYLVAN ROPE

Made from the hair of dryads, nymphs, and other woodland fey, this rope is incredibly light and strong, and it is almost impossible to cut. *Sylvan rope* has hardness 40 and 20 hit points. In addition, it has immunity to cold, electricity, and sonic damage. A coil of *sylvan rope* is 50 feet long.

Faint abjuration; CL 5th; Craft Wondrous Item, *protection from energy*; Price 3,000 gp; *Weight*: 2 lb.

APPENDIX: TYPICAL NPCs

This chapter presents tables containing statistics for three typical wood elf NPCs, up to 20th level.

• WOOD ELF LIFEWEAVER •

The lifeweaver combines powerful divine and arcane spellcasting abilities with unique class abilities. To make the best use of her large number of low-level spells, a lifeweaver should cast as many of them as possible to prepare herself and her allies before an encounter.

WOOD ELF LIFEWEAVER

Lvl	Class Level	Hit Dice	HP	Str	Dex	Con	Int	Wis	Cha	Spd
1	Druid 1	1d8	8	12	14	11	12	15	8	30
2	Druid 2	2d8	12	12	14	11	12	15	8	30
3	Wizard 1	2d8+1d4	15	12	14	11	12	15	8	30
4	Wizard 2	2d8+1d4	17	12	14	11	12	16	8	30
5	Wizard 3	2d8+3d4	20	12	14	11	12	16	8	30
6	Druid 3	3d8+3d4	24	12	14	11	12	16	8	30
7	Lifeweaver 1	3d8+3d4+1d6	28	12	14	11	12	16	8	30
8	Lifeweaver 2	3d8+3d4+2d6	33	12	14	11	13	16	8	30
9	Lifeweaver 3	3d8+3d4+3d6	37	12	14	11	13	16	8	30
10	Lifeweaver 4	3d8+3d4+4d6	42	12	14	11	13	18	8	30
11	Lifeweaver 5	3d8+3d4+5d6	46	12	14	11	13	18	8	30
12	Lifeweaver 6	3d8+3d4+6d6	51	12	14	11	16	18	8	30
13	Lifeweaver 7	3d8+3d4+7d6	55	12	14	11	16	18	8	30
14	Lifeweaver 8	3d8+3d4+8d6	60	12	14	11	16	20	8	30
15	Lifeweaver 9	3d8+3d4+9d6	64	12	14	11	18	20	8	30
16	Lifeweaver 10	3d8+3d4+10d6	69	12	14	11	18	23	8	30
17	Lifeweaver 11	3d8+3d4+11d6	73	12	14	11	18	23	8	30
18	Lifeweaver 12	3d8+3d4+12d6	78	12	14	11	20	23	8	30
19	Lifeweaver 13	3d8+3d4+13d6	82	12	14	11	20	23	8	30
20	Lifeweaver 14	3d8+3d4+14d6	87	12	14	11	20	24	8	30

Lvl	Base Attack	Staff (1d6+1)	Tou. AC	F-F AC	Spot	Know (Nat)	Heal	Spell-craft	Know (Arc)	Lstn	Fort Save	Ref Save	Will Save
1	+0	+2	14	12	12	+8	+5	+6	+5	+3	+4	+2	+4
2	+1	+3	14	12	12	+9	+6	+7	+6	+3	+4	+4	+6
3	+1	+3	12	12	10	+9	+7	+7	+7	+4	+4	+4	+8
4	+2	+4	12	12	10	+10	+8	+8	+8	+4	+5	+4	+10
5	+2	+4	12	12	10	+10	+9	+9	+9	+4	+5	+5	+10
6	+3	+5	12	12	10	+10	+10	+12	+10	+4	+5	+6	+11
7	+3	+5	14	12	12	+10	+10	+12	+10	+9	+5	+6	+13
8	+4	+6	14	12	12	+10	+11	+13	+11	+11	+5	+6	+14
9	+4	+6	16	12	14	+10	+12	+14	+12	+13	+5	+7	+14
10	+5	+7	16	12	14	+11	+13	+16	+14	+14	+6	+7	+16

APPENDIX: TYPICAL NPCS

Lvl	Base Attack	Staff (1d6+1)	AC	Tou. AC	F-F AC	Spot	Know (Nat)	Heal	Spell-craft	Know (Arc)	Lstn	Fort Save	Ref Save	Will Save
11	+5	+7	16	12	14	+11	+14	+18	+15	+15	+6	+8	+8	+17
12	+6/+1	+8/+3	16	12	14	+13	+18	+19	+18	+18	+6	+9	+9	+18
13	+6/+1	+8/+3	17	12	15	+16	+19	+20	+19	+19	+6	+9	+9	+18
14	+7/+2	+9/+4	17	12	15	+20	+20	+22	+20	+20	+7	+9	+9	+20
15	+7/+2	+9/+4	18	13	16	+24	+22	+23	+22	+22	+7	+10	+10	+20
16	+8/+3	+10/+5	18	13	16	+27	+23	+25	+23	+23	+10	+10	+10	+22
17	+8/+3	+10/+5	19	13	17	+28	+24	+26	+24	+24	+13	+12	+12	+24
18	+9/+4	+11/+6	21	14	19	+29	+26	+27	+26	+26	+16	+13	+13	+25
19	+9/+4	+11/+6	24	17	22	+30	+27	+28	+27	+27	+19	+13	+13	+25
20	+10/+5	+12/+7	24	17	22	+32	+28	+30	+28	+28	+23	+13	+13	+27

Feats: 1st, Spell Focus (evocation); 3rd, Spell Penetration, Scribe Scroll; 6th, Empower Spell; 9th, Maximize Spell; 12th, Quicken Spell; 15th, Greater Spell Penetration; 18th, Greater Spell Focus (evocation).

Class Features: 1st, animal companion, nature sense, wild empathy; 2nd, woodland stride; 3rd, summon familiar; 6th, trackless step; 7th, arcane lifebond; 8th, spellweave 2/day; 9th, lifesense 20 ft.; 10th, spontaneous cure (light); 11th, spellweave 4/day; 12th, lifesense 40 ft.; 13th, spontaneous cure (moderate); 14th, spellweave 6/day; 15th, lifesense 60 ft.; 16th, spontaneous cure (serious); 17th, spellweave 8/day; 18th, lifesense 80 ft.; 19th, spontaneous cure (critical); 20th, purity of life.

Armor: Leather (1st–2nd), masterwork elven leafweave (7th–8th), +2 *elven leafweave* (9th–12th), +3 *elven leafweave* (13th–16th), +4 *elven leafweave* (17th), +5 *elven leafweave* (18th–20th).

Quarterstaff (Melee): Masterwork (1st–20th).

Potions: *Cure moderate wounds* (1st), 2 *cure moderate wounds* (2nd–20th), 2 *lesser restoration* (4th–5th).

Wands: *Cure light wounds* (3rd–11th), *cure moderate wounds* (12th–20th), *magic missile* (1st–level) (5th), *magic missile* (3rd–level) (8th).

Other Magic Gear: *Cloak of resistance +1* (2nd–5th), *cloak of resistance +2* (6th–10th), *periapt of Wisdom +2* (10th–13th), *cloak of resistance +3* (11th–16th), *headband of intellect +2* (12th–14th), *headband of intellect +4* (15th–17th), *ring of protection +1* (15th–17th), *periapt of Wisdom +4* (14th–15th), *periapt of Wisdom +6* (16th–20th), *cloak of resistance +5* (17th–20th), *ring of protection +2* (18th), *headband of intellect +6* (18th–20th), *ring of protection +5* (19th–20th), *type IV bag of holding* (20th).

DRUIDIC SPELLCASTING

Level	Caster Level	0	1st	2nd	3rd	4th	5th	6th	7th
1	1	3	2						
2	2	4	3						
3	2	4	3						
4	2	4	3						
5	2	4	3						
6	3	4	3	2					
7	3	4	3	2					
8	4	5	4	3					
9	5	5	4	3	2				
10	5	5	4	3	2				
11	6	5	4	4	3				
12	7	6	5	4	3	2			
13	7	6	5	4	3	2			
14	8	6	6	4	4	3			
15	9	6	6	5	4	3	2		
16	10	6	6	6	4	4	3		
17	11	6	7	6	5	4	3	2	
18	12	6	7	6	5	4	4	3	
19	13	6	7	7	5	5	4	3	1
20	14	6	7	7	6	5	4	4	3

WIZARD SPELLCASTING

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

• WOOD ELF KNIFE FIGHTER •

This knife fighter specializes in the use of the elven long knife, often employing two at once. Capable of a tremendous number of attacks, he is at his best when he can sneak up to a foe and use surprise to attack first.

WOOD ELF KNIFE FIGHTER

Lvl	Class Level	Hit Dice	HP	Str	Dex	Con	Int	Wis	Cha	Spd	Base Attack	AC	Tou. AC	F-F AC
1	Ranger 1	1d8	8	17	16	11	10	10	8	30	+1	17	13	14
2	Ranger 2	2d8	12	17	16	11	10	10	8	30	+2	17	13	14
3	Fighter 1	2d8+1d10	18	17	16	11	10	10	8	30	+3	18	13	15
4	Fighter 2	2d8+2d10	23	18	16	11	10	10	8	30	+4	19	13	16
5	Rogue 1	2d8+2d10+1d6	27	18	16	11	10	10	8	30	+4	19	13	16
6	Rogue 2	2d8+2d10+2d6	30	18	16	11	10	10	8	30	+5	19	13	16
7	Rogue 3	2d8+2d10+3d6	34	18	16	11	10	10	8	30	+6	19	13	16
8	Ranger 3	3d8+2d10+3d6	46	18	16	12	10	10	8	30	+7	20	14	17
9	Ranger 4	4d8+2d10+3d6	51	18	16	12	10	10	8	30	+8	21	14	18
10	Ranger 5	5d8+2d10+3d6	57	20	16	12	10	10	8	30	+9	21	14	18
11	Ranger 6	6d8+2d10+3d6	62	20	16	12	10	10	8	30	+10	22	14	19
12	Ranger 7	7d8+2d10+3d6	80	21	16	14	10	10	8	30	+11	22	14	19
13	Ranger 8	8d8+2d10+3d6	86	21	16	14	10	10	8	30	+12	23	15	20
14	Ranger 9	9d8+2d10+3d6	93	21	16	14	10	10	8	30	+13	24	15	21
15	Ranger 10	10d8+2d10+3d6	99	21	18	14	10	10	8	30	+14	26	16	22
16	Ranger 11	11d8+2d10+3d6	106	24	18	14	10	10	8	30	+15	26	16	22
17	Ranger 12	12d8+2d10+3d6	129	24	18	16	10	10	8	30	+16	27	16	23
18	Ranger 13	13d8+2d10+3d6	137	24	20	16	10	10	8	30	+17	30	18	25
19	Ranger 14	14d8+2d10+3d6	144	26	20	16	10	10	8	30	+18	31	18	26
20	Ranger 15	15d8+2d10+3d6	152	27	20	16	10	10	8	30	+19	32	19	27

Lvl	Move							Fort. Save	Ref. Save	Will Save	Long Knife	2 Long Knives Full (Off-Hand)
	Hide	Sil	Lstn	Spot	Surv	Sear						
1	+6	+6	+6	+6	+4	+6	+2	+5	+0	+5	+5	
2	+7	+7	+7	+7	+5	+7	+3	+6	+0	+6	+4 (+4)	
3	+7	+7	+7	+7	+6	+7	+5	+6	+0	+8	+6 (+6)	
4	+7	+7	+7	+7	+7	+7	+6	+6	+0	+10	+8 (+8)	
5	+8	+8	+9	+9	+7	+9	+7	+9	+1	+10	+8 (+8)	
6	+11	+10	+10	+10	+7	+10	+7	+10	+1	+11	+9 (+9)	
7	+11	+12	+12	+12	+7	+12	+8	+10	+2	+12	+10/+5 (+10)	
8	+12	+13	+13	+13	+8	+13	+9	+10	+3	+13	+11/+6 (+11)	
9	+13	+14	+14	+14	+9	+14	+10	+11	+3	+14	+12/+7 (+12)	
10	+14	+15	+15	+15	+10	+15	+10	+11	+3	+16	+14/+9 (+14)	
11	+15	+16	+16	+16	+11	+16	+11	+12	+4	+17	+15/+10 (+15/+10)	
12	+16	+17	+17	+17	+12	+17	+13	+13	+5	+18	+16/+11/+6 (+16/+11)	
13	+17	+18	+18	+18	+13	+18	+14	+14	+5	+19	+17/+12/+7 (+17/+12)	
14	+18	+19	+19	+19	+14	+19	+14	+14	+6	+20	+18/+13/+8 (+18/+13)	
15	+20	+21	+20	+20	+15	+20	+16	+17	+7	+21	+19/+14/+9 (+19/+14)	
16	+21	+22	+21	+21	+16	+21	+16	+17	+7	+24	+22/+17/+12 (+22/+17/+12)	
17	+22	+23	+22	+22	+17	+22	+18	+18	+8	+25	+23/+18/+13/+8 (+23/+18/+13)	
18	+24	+25	+23	+23	+18	+23	+18	+19	+8	+26	+24/+19/+14/+9 (+24/+19/+14)	
19	+25	+26	+24	+24	+19	+24	+21	+22	+10	+28	+26/+21/+16/+11 (+26/+21/+16)	
20	+26	+27	+25	+25	+20	+25	+21	+22	+11	+29	+27/+22/+17/+12 (+27/+22/+17)	

Starting Ability Scores: Str 17, Dex 16, Con 11, Int 10, Wis 10, Cha 8.

Ability Score Increases: 4th, Str 18; 8th, Con 12; 10th, Str 20; 12th, Str 21, Con 14; 15th, Dex 18; 16th, Str 24; 17th, Con 16; 18th, Dex 20; 19th, Str 26; 20th, Str 27.

Feats: 1st, Exotic Weapon Proficiency (elven long knife), Track; 2nd, Two-Weapon Fighting; 3rd, Two-Weapon Defense, Weapon Focus (elven long knife); 4th, Point Blank Shot; 6th, Precise Shot; 8th, Endurance; 9th, Improved Critical (elven long knife); 11th, Improved Two-Weapon Fighting; 12th, Rapid Shot; 15th, Improved Initiative; 16th, Greater Two-Weapon Fighting; 18th, Improved Precise Shot.

Class Features: 1st, 1st favored enemy, wild empathy; 2nd, combat style; 5th, sneak attack +1d6; 6th, evasion; 7th, sneak attack +2d6, trap sense +1; 9th, animal companion; 10th, 2nd favored enemy; 11th, improved combat style; 12th, woodland stride; 13th, swift tracker; 15th, 3rd favored enemy; 16th, combat style mastery; 18th, camouflage; 20th, 4th favored enemy.

Armor (Chain Shirt): Masterwork (1st), +1 (4th–10th), +2 (11th–13th), +3 (14th–16th), +4 (17th–18th), +5 (19th–20th).

Elven Long Knife (Melee): Masterwork (1st–5th), masterwork dream silver (6th), +1 *dream silver* (7th–14th), *keen* (15th–16th), *holy* (20th).

Elven Long Knife (Melee) (Off-Hand): Masterwork (2nd), +1 (11th), *flaming* (16th), *shock* (20th).

Potions: *Cure moderate wounds* (1st), 2 *cure moderate wounds* (2nd–20th).

Other Magic Gear: *Cloak of resistance* +1 (5th–11th), *ring of protection* +1 (8th–12th), *amulet of natural armor* +1 (9th–14th), *belt of giant Strength* +2 (10th–15th), *cloak of resistance* +2 (12th–14th), *vest of health* +2 (12th–16th), *ring of protection* +2 (13th–17th), *amulet of natural armor* +2 (15th–17th), *cloak of resistance* +3 (15th–18th), *gloves of Dexterity* +2 (15th–17th), *belt of giant Strength* +4 (16th–18th), *vest of health* +4 (17th–20th), *amulet of natural armor* +3 (18th–20th), *gloves of Dexterity* +4 (18th–20th), *ring of protection* +3 (18th–19th), *cloak of resistance* +5 (19th–20th), *belt of giant Strength* +6 (19th–20th), *ring of protection* +4 (20th).

• WOOD ELF SOUL ARCHER •

The soul archer's potent abilities make her a fearsome foe from a distance. Soul archers often assume a high vantage point if they have a chance to prepare for a battle, giving them greater visibility and keeping them more distant from melee threats.

WOOD ELF SOUL ARCHER

Lvl	Class Level	Hit Dice	HP	Str	Dex	Con	Int	Wis	Cha	Spd	Tou.		F-F		
											AC	AC	AC	Bal	Conc
1	Ranger 1	1d8	8	16	17	11	10	10	8	30	16	13	13	+3	+4
2	Ranger 2	2d8	12	16	17	11	10	10	8	30	16	13	13	+3	+5
3	Ranger 2	3d8	17	16	17	11	10	10	8	30	16	13	13	+3	+6
4	Ranger 4	4d8	21	16	18	11	10	10	8	30	17	14	13	+5	+6
5	Ranger 5	5d8	26	16	18	11	10	10	8	30	18	14	14	+6	+6
6	Ranger 6	6d8	30	16	18	11	10	10	8	30	18	14	14	+6	+6
7	Soul Archer 1	7d8	35	16	18	11	10	10	8	30	18	14	14	+7	+6
8	Soul Archer 2	8d8	48	16	18	12	10	10	8	30	19	15	15	+8	+7
9	Soul Archer 3	9d8	53	16	18	12	10	10	8	30	21	15	17	+8	+7
10	Soul Archer 4	10d8	59	16	18	12	10	10	8	30	21	15	17	+8	+7
11	Soul Archer 5	11d8	64	16	18	12	10	10	8	30	21	15	17	+8	+7
12	Soul Archer 6	12d8	70	16	21	12	10	10	8	30	22	16	17	+9	+7
13	Soul Archer 7	13d8	75	16	21	12	10	10	8	30	25	16	20	+11	+7
14	Soul Archer 8	14d8	81	16	21	12	10	10	8	30	25	16	20	+11	+7
15	Soul Archer 9	15d8	86	16	21	12	10	10	8	30	27	17	22	+11	+7
16	Soul Archer 10	16d8	92	18	24	12	10	10	8	30	29	19	22	+12	+7
17	Ranger 7	17d8	97	18	24	12	10	10	8	30	31	19	24	+12	+7
18	Ranger 8	18d8	103	18	24	12	10	10	8	30	32	20	25	+13	+7
19	Ranger 9	19d8	108	18	24	12	10	10	8	30	34	20	27	+13	+7
20	Ranger 10	10d8	114	19	26	12	10	10	8	30	36	21	28	+15	+7

APPENDIX: TYPICAL NPCs

Lvl	Craft (Bow)	Climb	Hide	Lstn	Move Sil	Spot	Surv	Fort Save	Ref Save	Will Save	Base Attack	Composite Longbow (Rapid Shot)
1	+4	+3	+6	+6	+6	+6	+2	+2	+5	+0	+1	+5
2	+5	+3	+7	+7	+7	+7	+2	+3	+6	+0	+2	+6 (+4/+4)
3	+5	+3	+8	+8	+8	+8	+2	+3	+6	+1	+3	+7 (+5/+5)
4	+7	+3	+10	+9	+10	+9	+2	+4	+8	+1	+4	+9 (+7/+7)
5	+8	+3	+11	+10	+11	+10	+2	+4	+8	+1	+5	+10 (+8/+8)
6	+9	+4	+12	+11	+12	+11	+2	+5	+9	+2	+6	+12/+7 (+10/+10/+5)
7	+10	+5	+12	+12	+12	+12	+3	+8	+12	+3	+7	+15/+10 (+13/+13/+8)
8	+11	+6	+12	+13	+12	+13	+4	+10	+13	+3	+8	+16/+10 (+14/+14/+9)
9	+12	+6	+11	+14	+11	+14	+5	+10	+13	+4	+9	+17/+12 (+15/+15/+10)
10	+13	+7	+12	+15	+12	+15	+5	+12	+15	+5	+10	+18/+13 (+16/+16/+11)
11	+14	+8	+13	+16	+13	+16	+5	+12	+15	+5	+11	+21/+16/+11 (+19/+19/+14/+9)
12	+15	+9	+15	+17	+15	+17	+5	+13	+17	+6	+12	+23/+18/+13 (+21/+21/+16/+11)
13	+16	+9	+16	+18	+16	+18	+5	+13	+17	+6	+13	+24/+19/+14 (+22/+22/+17/+12)
14	+17	+9	+17	+19	+17	+19	+6	+14	+18	+6	+14	+26/+21/+16 (+23/+23/+18/+13)
15	+18	+9	+18	+20	+18	+20	+7	+15	+19	+8	+15	+29/+24/+19 (+27/+27/+22/+17)
16	+19	+10	+21	+21	+21	+21	+8	+16	+22	+8	+16	+32/+27/+22/+17 (+30/+30/+25/+20/+15)
17	+20	+11	+22	+22	+22	+22	+8	+16	+22	+8	+17	+34/+29/+24/+19 (+32/+32/+27/+22/+17)
18	+21	+11	+23	+23	+23	+23	+8	+18	+24	+9	+18	+35/+30/+25/+20 (+33/+33/+28/+23/+18)
19	+22	+11	+24	+24	+24	+24	+9	+18	+24	+10	+19	+38/+33/+28/+23 (+36/+36/+31/+26/+21)
20	+23	+11	+26	+25	+25	+25	+9	+19	+26	+10	+20	+41/+36/+31/+26 (+39/+39/+34/+29/+24)

Starting Ability Scores: Str 16, Dex 17, Con 11, Int 10, Wis 10, Cha 8.

Ability Score Increases: 4th, Dex 18; 8th, Con 12; 12th, Dex 21; 16th, Str 18, Dex 24; 20th, Str 19, Dex 26.

Feats: 1st, Point Blank Shot, Track; 2nd, Rapid Shot; 3rd, Endurance, Precise Shot; 6th, Weapon Focus (longbow), Manyshot; 9th, Dodge; 12th, Improved Precise Shot; 15th, Stick and Fire; 18th, Mobility.

Class Features: 1st, 1st favored enemy, wild empathy; 2nd, combat style; 4th animal companion; 5th, 2nd favored enemy; 6th, improved combat style; 7th, bonded bow; 8th, *arcane eye arrow*; 9th, *greater magic weapon*; 10th, *seeker arrow*; 11th, greater bonded bow; 12th, *boming arrow*; 13th, arrow tag; 14th, *hail of arrows*; 15th, superior bonded bow; 16th, sentient bow; 17th, woodland stride; 18th, swift tracker; 19th, evasion; 20th, 3rd favored enemy.

Armor: Masterwork studded leather (1st–4th), heavy wooden shield (1st) (melee only), masterwork heavy wooden shield (2nd–12th) (melee only), +1 *studded leather* (5th–8th), +2 *chain shirt* (9th–14th), +1 *animated heavy steel shield* (13th–18th), +3 *chain shirt* (15th–16th), +4 *chain shirt* (17th–19th), +2 *animated heavy steel shield* (19th–20th), +5 *chain shirt* (20th).

Composite Longbow (Ranged): Masterwork (+3 Str bonus) (1st–5th), +1 (+3 Str bonus) (6th–10th), +2 (+3 Str bonus) (11th–13th), +3 (+3 Str bonus) (14th–15th), +3 (+4 Str bonus) (16th), +4 (+4 Str bonus) (17th–19th), +5 (+4 Str bonus) (20th).

Longsword (Melee): Masterwork (1st–20th).

Potions: *Cure moderate wounds* (2nd), *cat's grace* (2nd–11th), *spider climb* (2nd–17th), 2 *cure moderate wounds* (3rd), 3 *cure moderate wounds* (4th–11th), *bear's endurance* (4th–11th), 2 *lesser restoration* (4th–5th), 2 *bear's endurance* (12th–19th), 2 *cure serious wounds* (12th–19th), 4 *cure serious wounds* (20th), 3 *bear's endurance* (20th).

Other Magic Gear: *Cloak of resistance +1* (7th–9th), *ring of protection +1* (8th–14th), *cloak of resistance +2* (10th–14th), *gloves of Dexterity +2* (12th–15th), *cloak of resistance +3* (15th–17th), *ring of protection +2* (15th–17th), *belt of ogre power +2* (16th–20th), *gloves of Dexterity +4* (16th–19th), *amulet of natural armor +1* (17th–18th), *cloak of resistance +4* (18th–20th), *ring of protection +3* (18th–20th), *winged boots* (18th–20th), *amulet of natural armor +2* (19th–20th), *greater bracers of archery* (19th–20th), *gloves of Dexterity +6* (20th).

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COMING SOON FROM GREEN RONIN!

• THE VILLAGE OF CORWYL •

The Village of Corwyl, Green Ronin's upcoming companion book to **Bow & Blade**, fully details a wood elven village designed to fit easily into any game world. The remote tree-top village makes an excellent home base for a wilderness-based campaign, or an exotic place for existing characters to visit. The current political and religious crisis offers a starting point for play, while the many adventure seeds and plot hooks ensure that Corwyl will remain interesting for the life of the campaign.

The benevolent, dying King Erolvin Cor asked his loyal servant Tessana Deloryl, a Terellian knight, to plant his memory tree upon his death in a beautiful glade he had once visited. Following out her king's wishes, Tessana led a group of the king's faithful into the untouched wilderness, abandoning their birth trees and the memory trees of their ancestors, to build the village of Corwyl, to honor and protect Cor's memory tree.

Many years passed, and the village burgeoned, a sure sign that the king's spirit and the spirits of villagers who died in later years were pleased. Then the bad times struck: The council of Corwyl instigated a conflict with the drow of Dezzavold, and the decade-long Dark War followed, killing many and devastating the village.

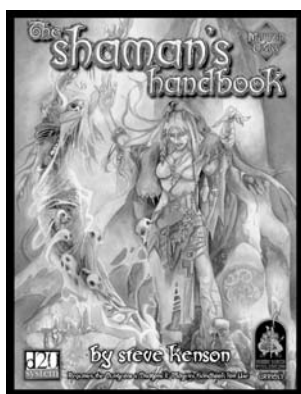
For three centuries after the war, the guiding ancestral spirits of Corwyl abandoned all but the kind ancestral speaker Orapha Cor, a shaman who had tried to prevent the war. Upon her death, the spirits remained quiet for 100 years. Only recently have they returned to offer their guidance. They have chosen a half-elven girl named Gloriannal Deloryl to be their unlikely voice to the villagers. In the eyes of the long-lived elves she is a mere child, and yet the fate of Corwyl rests in her hands!

The Village of Corwyl contains:

- Descriptions of the major buildings in the village, as well as outlying places to explore
- Details of daily life in a wood elf village
- Over 40 fully detailed NPCs, including their interactions with each other and with the rest of the villagers
- Two new character classes: shamanistic ancestral speakers and elite Terellian knights
- Two new prestige classes: beastmasters and tree maidens
- The culturally important and magically powerful birth trees and memory trees
- A new monster: the greater treant
- New feats, skills, and spells
- Dozens of adventure seeds
- Plenty of hooks to draw existing player characters to Corwyl, including master craftsmen, scholars, healers, and retired adventurers

From the creative team that produced **The Village of Briarton** (honorable mention, 2003 GenCon EN World D20 System Awards), **The Village of Corwyl** will be released in early 2004.

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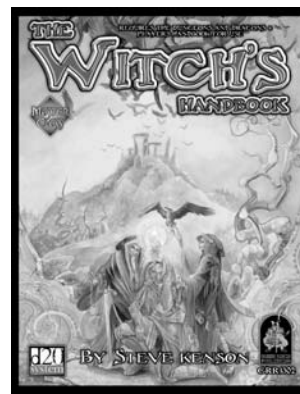
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