DUNGEONS & DRAGONS® Supplement

RACES OF THE WILD™

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Contents

Introduction 4
What Is a Race of the Wild? 4
Inside This Book 4
What You Need to Play 4

Chapter 1: Elves 5
A Day in the Life 5
Description 7
Psychology 8
Elven Life 10
Elf Society and Culture 15
Elves and Other Races 18
Religion 19
Alobal Lorfiril 20
Corellon Larethian 20
Deep Sashelas 21
Elebrin Liothiel 21
Hanali Celanil 22
Lolth 22
Sehanine Moonbow 23
Vandria Gilmadrith 23
Elf History and Folklore 25
Language 29
Elf Cities and Settlements 32
The Elven Economy 32
Example Settlement: Windingwater 32
Creating Elf Characters 34
Elves as Characters 36

Chapter 2: Halflings 37
A Day in the Life 37
Description 39
Psychology 40
Halfling Life 43
Halfling Society and Culture 46
Halflings and Other Races 50
Religion 51
Yondalla 52
Dallah Thaun 52
Arvoreen 53
Brandobaris 53
Cyrollalee 53
Sheela Peryroyl 53
Urogalan 53
Halfling History and Folklore 53
Language 59
Halfling Caravans and Towns 61
Halfling Economy 61
Example Settlement: Fanta's Meadow 61
Creating Halfling Characters 63
Halflings as Characters 63

Chapter 3: Raptorans 65
A Day in the Life 65
Description 66
Overview 66
Raptoran Racial Traits 68
Psychology 69
Raptoran Life 70
Raptoran Society and Culture 72
Religion 76
Nature Worship 76
The Raptoran Pantheon 77
Raptoran History and Folklore 80
Language 81
Example Flock: The Rifinti 82
Important Rifinti Members 82
Rifinti Cliff Dwelling 88
Creating Raptoran Characters 90
Raptorans as Characters 90

Chapter 4: Other Races 91
Using This Chapter 91
Monster Classes 92
Catfolk 92
Centaur 95
Gnoll 99
Killoren 102
Vital Statistics 106

Chapter 5: Prestige Classes 107
Arcane Hierophant 108
Champion of Corellon Larethian 113
Luckstealer 118
Ruathar 122
Skypledged 126
Stormtalon 131
Whisperknife 135
Wildrunner 139

Chapter 6: Character Options 145
Skills 145
Balance 145
Climb 146
Handle Animal 146
Survival 147
Feats 148
Able Sniper 148
Aerial Reflexes 148
Aerial Superiority 148
Agile Athlete 148
Battle Casting 148
Born Flyer 148
Catfolk Pounce 148
Centaur Trample 148
Coordinated Strike 149
Dallah Thaun's Luck 149
Defensive Archery 150
Diving Charge 150
Elf Dilettante 150
Expeditious Dodge 150
Flick of the Wrist 150
Focused Mind 151
Gnoll Ferocity 151
Improved Flight 151
Killoren Ancient 151
Killoren Destroyer 151
Killoren Hunter 151
Lightfeet 151
Magic of the Land 152
Plunging Shot 152
Shared Fury 152
Underfoot Combat 152
Yondalla's Sense 152
Tactical Feats 152
Confound the Big Folk 153
Winged Warrior 153
Wolfpack 153
Woodland Archer 154
Racial Substitution Levels 154
Elf Paladin 155
Elf Ranger 155
Elf Wizard 157
Halfling Druid 157
Halfling Monk 158
Halfling Rogue 159
Raptoran Cleric 160
Raptoran Fighter 161
Raptoran Sorcerer 162

Chapter 7: Equipment and Magic 163
Weapons 163
Weapon Modifications 166
Armor 167
Armor Modifications 167
Special Armor Materials 168
Gear 169
Magic Items 170
Weapon Special Abilities 170
Specific Weapons 171
Armor Special Ability 171
Specific Armors 172
Wondrous Items 173
New Spells 173
Aerial Alacrity 174
Dust to Dust 174
Enduring Flight 175
Mastery of the Sky 175
Raptor's Sight 175
Returning Weapon 175
Summon Devoted Roc 175
Summon Dire Hawk 175
Woodland Veil 176
New Psionic Powers 176
Contrarian Urge 176
Living Arrow 176
Telekinetic Boomerang 176

Chapter 8: Campaigns in the Wild 177
Assembling the Group 177
The Setting 178
Demographics 178
Elf Communities 178
Halfling Communities 178
Raptoran Communities 179
Adventuring in Elf Communities 179
Adventuring in Halfling Communities 180
Sample NPCs 181
Sample Elf NPCs 181
Elf Groups 182
Sample Halfling NPCs 182
Halfling Groups 183
Sample Raptoran NPCs 183
Raptoran Groups 184
Holidays 184
Elf Holidays 185
Halfling Holidays 185
Raptoran Holidays 185
Other Holidays 186
Friends of the Wild 186
Brixashulty 186
Chordevoc 188
Dire Hawk 189
Elven Hound 189

Appendix 1: One Hundred Adventure Ideas 191

Appendix 2: NPCs by CR 192

Introduction

Races of the Wild is a rules supplement for the Dungeons & Dragons® roleplaying game. It is primarily a player resource focusing on new options and expanded rules for D&D players whose characters are elves or halflings, as well as players interested in new races such as the winged raptorans. Dungeon Masters can use this book as a resource for adventures that take place in elf tree-cities, among halfling caravans, or in the cliff-side dwellings of the raptorans.

WHAT IS A RACE OF THE WILD?

The wilderness regions of most D&D worlds are inhabited not only by wild animals and rampaging monsters but also by a potentially bewildering variety of sentient races. This book focuses on three of those races: the elves of the great forests, who build their civilizations in harmony with the natural rhythms of the wilderness; the halflings, whose nomadic lifestyles carry them across the wild lands; and the raptorans, who inhabit cliff-side dwellings far from civilized lands.

While its primary emphasis lies on these three races, the book also discusses other races that dwell in the wilds. These include fey (killoren), wild humanoids (catfolk and gnolls), and monstrous humanoids (centaurs). Animals that serve as traditional companions to these wild races also appear in this book.

WHAT'S IN THIS BOOK

Look beyond the walls of the great human cities we call home. What do you see? A vast wilderness stretches out to meet the horizon, and within its trackless depths elves hone their ancient magic, halflings revel in the discovery of what lies beyond the next hill, and raptorans forge pacts with air elementals to reach the sky. Grab your tent and bedroll—it's time to meet the people who call this great wilderness their home.

Races of the Wild opens with a deep look at the culture, traditions, and beliefs of elves, the race in the *Player's Handbook* that seems to inspire the most fascination. Creative, contemplative, aloof, and strong-minded, elves display a predilection for arcane magic that surpasses all of the common races, yet they also make fierce warriors. Players of elf characters will find abundant roleplaying suggestions, from common sayings and proverbs to inspirational elven legends.

Whereas elves tend to settle in their ancient forests, halflings often live on the road. The wilderness, after all, is their playground. Pragmatic, winsome, curious, and adaptable, halflings are arguably the most free-spirited of the common races, slow to anger yet canny in their dealings. To them, home is wherever they happen to be. What is it like to belong to such a nomadic culture? *Races of the Wild* helps players with halfling characters explore the nuances of halfling society and understand their unique views on gypsy life and their approach to religion and worship.

Perhaps the most mysterious of the wild races, raptorans are avian humanoids known for their wisdom, devotion, caution, and ferocity in battle. They value freedom, follow the teachings of their beloved gods, and honor ancient pacts with elemental lords who grant them the power of flight. *Races of the Wild* offers our first glimpse of this new race, revealing all the information a player needs to generate a raptoran character and play a member of their unique and complex culture at the gaming table.

Races of the Wild touches briefly on several other races common to the wilderness, including centaurs and gnolls. It reintroduces the catfolk, who first appeared in the *Miniatures Handbook,* and sheds some light on the killoren—an all-new fey race, living embodiments of the spirit of the wild. Each race in this chapter includes full game statistics with an emphasis on player characters, including monster classes and level adjustments for the more powerful races.

Races of the Wild also includes new options for characters whose heritage lies in the wild places of the world. New feats and prestige classes can enhance a current character or help inspire a concept for a new character. The cultural information presented about each race is designed to stimulate roleplaying at the table. It can also help a Dungeon Master design interesting encounters, adventures, and whole campaigns among the races of the wild. The book closes with advice for the DM on how to assemble an adventuring group from the various races of the wild and create adventures in or near the places that they call home.

WHAT YOU NEED TO PLAY

Races of the Wild makes use of the information in all three D&D core rulebooks—the *Player's Handbook, Dungeon Master's Guide,* and *Monster Manual*. However, players creating characters using the options presented in this book can get by with just the *Player's Handbook*.

Races of the Wild periodically refers to other D&D supplements, including *Races of Stone, Complete Warrior, Complete Arcane, Complete Adventurer, Fiend Folio,* and *Miniatures Handbook*. These references are not required to use this book, and readers should treat them as optional.

Illus. by C. Lukacs

Among the races of the wild in the DUNGEONS & DRAGONS® game, the most widely known is the elf. Elegant, slim, and lithe, elves are beings of unearthly beauty who are almost universally committed to life in harmony with nature. Few outsiders can appreciate the depth and richness of a culture thousands of years older than their own or the complexity of people who live for hundreds upon hundreds of years.

Though elves are highly independent creatures who value individual achievement, their cities are the very pinnacle of civilization. This chapter provides a window into the elven world and offers a framework upon which players and DMs may expand for their own campaigns.

A DAY IN THE LIFE

As the rosy glow of the dawn illuminated his bedchamber, Tharivol Siannodel roused slowly from his trance. Smiling as the morning sunshine bathed his face, he recalled his musings during his reverie. He had been meditating on his childhood, remembering a game he once played with his younger sister in which the two of them hid starflowers around their village and watched to see who found them. Drusilia Amakiir, the village's Guardian of Nature, found so many of the flowers that she made a chain of them and presented it to the two children. They never did figure out how she found so many flowers; they thought they had been very careful in hiding them.

Tharivol stretched languorously, rolled out of bed, and reached for his clothes. His great-aunt, Caewenan Meliamne, her consort, and his cousins would soon be awake, and he wanted to surprise them with breakfast. After dressing quickly in his tunic and trousers, he threw on his blue cloak and slipped silently from his room in the family's tree house. Dropping soundlessly to the lower platform, he opened the door and breathed in the fresh air of the morning. Ah, the scent of lilies on the air—his great-aunt grew the finest lilies in the realm! Across the rope-and-plank bridge he moved, past his neighbors' house, waving cheerily to his friend Jyllia, who was peering from her window. Quickly descending the ladder by their tree, he dropped to the ground and headed for the orchards.

The fruit trees in the community orchard were not separated by kind. Instead, as was the elven way, they were interspersed with one another and with hardwood trees in a semblance of nature's randomness. Stopping only to greet the village's Guardian of Nature, Tharivol headed into the orchard to pick fruits for breakfast. Apples, pears, pomegranates, and plums went into his bag, followed by brambleberries from the vines that climbed the older trees. On his way home, he

gathered a bit of grain and a few sweet herbs from the family garden plot. Throwing the sack over his shoulder, he nimbly climbed up the ladder and made his way back home.

In the kitchen, he ground the grain and chopped the fruit, then added water and the sweet herbs to make a thin batter. He dropped portions of the mixture onto a hot griddle, and soon had morning cakes piled on a plate and ready to eat.

"Mmmm, breakfast!" said Tharivol's cousin Heiven, rubbing his hands as he came into the room. Soon the whole family was gathered around the table.

"Your skill with cooking is improving," said his great-aunt as she helped him clear the table. "As is your aptitude with the bow. I was watching you on the practice range yesterday."

Warmed by Caewenan's praise, Tharivol grabbed the longbow and longsword that Caewenan's consort had lent him and headed off to weapons practice.

Jyllia and her cousin Quarion joined him, and the three friends arrived at the archery range together. Today's lesson would be hard—hitting a disk thrown into the air by the instructor.

"You must first see your target," said the young cleric of Vandria Gilmadrith gently. "Do not fire blindly unless you can pinpoint the location of the disk some other way. Ammunition is too precious to waste in wartime." Still, Tharivol grinned and closed his eyes the next time the disk rose into the air. Listening intently, he tracked the motion of the target by the sound it made as it spun through the air. Releasing the taut bowstring at just the right moment, he heard the satisfying sound of the disk shattering.

"I am impressed," said the Master of Arms, who had been watching the exercise. "Not all have honed their hearing to such an extent. I believe it's time you served in the watch." Tharivol was delighted, and he promised to report the next morning for assignment.

"The watch!" exclaimed Jyllia. "I wish I could join." The three finished their target practice and headed for the armory to practice with their swords. After warming up, they paired off for sparring. Jyllia excelled in close combat, and she bested Tharivol in three out of four practice bouts. The instructor shook his head, adjusted Tharivol's stance, and checked the balance of his weapon. It was no use; Jyllia continued to shine, and Tharivol drew extra practices.

Jyllia and Quarion waited for Tharivol to finish; then the three wandered off to find some lunch. Munching on berries from the bushes around the settlement, fresh peas from Jyllia's garden, and some bread that Caewenan had baked the previous day, they chatted about their other projects. Jyllia was studying jewelry making with Quarion's grandfather, and she was nearly finished making a silver bracelet set with aventurine. Quarion intended to build his own house as soon as he came of age, so he was studying architecture under the Master Builder. As for Tharivol, he was studying magic with his great-aunt. So far, he had mastered several cantrips, and he was well on his way to learning real magic.

After the three finished eating, Jyllia begged Tharivol for a magic show, and he complied with a bit of prestidigitation that drew a small crowd of their friends. Some of them pitched in with their own tricks, and the spontaneous show soon attracted quite a few adults, some of whom produced a few illusions to liven up the party.

After the magic show broke up, the three friends went their separate ways. Tharivol found his great-aunt in her laboratory writing scrolls. Taking pen and parchment, Tharivol worked at scribing some of his cantrips onto scrolls. After an hour of this activity, Caewenan began teaching him the words to a *sleep* spell. "Reach out with your mind for the power," she said, encouraging him as he tried to learn the arcane words from her book.

Tharivol tried, and he could feel an energy somewhere out there, an energy that was almost palpable, but which somehow eluded his grasp. The words didn't seem to go with the motions; and when should he toss the sand? Again he tried, and again. Just as he was about to give up, it happened! Understanding flooded his mind as he seized the energy of the spell and wrapped his mind around it. Searching about for a target, he spied the caged songbird his aunt kept in the laboratory, spoke the spell, and the creature promptly stuck its head under its wing and went to sleep.

Bursting with pride, Tharivol wrote the spell in his spellbook and put it away for tomorrow. He couldn't wait to show Jyllia what he could do!

Now, however, evening was fast approaching, and a dance was scheduled in the common area under the full moon. Wylmara would be there . . . and maybe this time she would dance with him.

Tharivol went downstairs and helped himself to several slices of the roasted pheasant his cousin had prepared, filling the rest of his plate with fresh vegetables picked from the family's garden. For dessert, he made himself a fruit pudding with the rest of the berries he had picked at lunchtime. Then he retired to his room to paint.

Tharivol had learned to paint at his grandfather's house, where he had last fostered, and he found it a pleasant and relaxing activity. A sense of pleasure filled him as he picked up his brush and applied himself to the landscape he was working on—a view of the setting sun across the meadow outside the village. He could see the scene from his own window, and tonight the sky seemed filled with unusually brilliant shades of orange, pink, and mauve.

When he heard the musicians tuning up outside, he hurriedly changed into his leather breeches and embroidered shirt and headed outside for the dance. Wylmara was already there, and she accepted his invitation to dance. After one dance, she swirled away into a dance of her own, and even the elders were applauding when it was over. Then Tharivol danced with Jyllia, and later joined a complex line dance with the other young men. On into the night the elves danced, until the full moon hung high in the sky overhead.

At last, the dancers began to slip away to their homes, one by one. Tired but satisfied, Tharivol went up to his own room and lay down to rest. He knew what he wanted to remember tonight—the thrill of memorizing his first real spell. Still,

no elf could predict which memory would surface during his trance, so Tharivol savored his day for a moment before beginning his meditation.

DESCRIPTION

Elves are short and willowy in comparison to humans. Their height ranges from 4-1/2 feet to 5-1/2 feet, and they generally weigh between 95 and 135 pounds. Males and females are usually equal in height, though the males tend to be slightly more muscular. Elves' lithe bodies are perfectly proportioned, and their movements are almost supernaturally graceful. Most high elves have pale skin and dark hair, though lighter shades of hair are known in many societies. Neither gender sports any facial hair, and elves' features are well defined and elegant, though somewhat more angular than those of humans. Their almond-shaped eyes are usually green, though they can also be blue, gold, silver, or lavender. Their ears sweep upward to pointed ends—a factor that many claim contributes to their acute hearing.

CLOTHING

Elves dress in simple, comfortable clothing, though their garb always has an elegance in keeping with their graceful bearing. Linen, silk, cotton, and wool are common fabrics for elven clothing, and elves have developed the skill to spin even the coarsest of natural fibers into incredibly fine thread that can be tightly woven to create soft cloth of surprising strength. Leathers and furs are regularly used to endow clothing with strength and protection. Leather is always tanned to a fine, supple texture. Fur provides both warmth and elegance, and the elves incorporate it often into their garb. Soft furs such as rabbit and lynx are preferred over bear and other rough-textured furs. Spider silk, certain mosses, and the fibers of flower stalks are also spun into cloth. Thistledown treated with magic is the material of choice for elven cloaks, though the creation of this cloth is a lengthy process. Occasionally different fibers are woven together to create tactile interest or to combine the characteristics of different materials for practical reasons. Elves make all their own cloth, seeing the textiles of other races as inferior in quality and workmanship. They occasionally trade with human settlements for raw materials, but rarely for finished cloth.

Colors and styles of clothing vary with individual taste. Many elves prefer muted tones that help them to blend in with the surrounding forest; others enjoy wearing bright colors ranging in shade from pastels to jewel tones. Dyes are drawn from a variety of natural sources, most of them plant-based. Multihued garments are also reasonably common, though the patterns of those colors are rarely geometric. Elves prefer irregular swatches of coloration that imitate the sun-dappled forest floor or wind-tossed clouds in a stormy sky.

Elves see adornment and elegance of style as marks of a highly civilized society as well as declarations of individuality. A tunic, cloak, or pair of trousers may be adorned with embroidery, encrusted with tiny gems, or decorated with bits of polished wood. Alternatively, an item of clothing may be cut or pieced together in some dramatic way. Embroidery can range from a border done in contrasting thread to a fantastic design prominently displayed on a sleeve or bodice. Metallic threads are sometimes employed for such embellishments among wealthier elves, but the colors of nature (ranging from muted earth tones to the bright colors of the sun, the sea, or brilliant flowers) are more commonly chosen as adornments. Leather and fur may also be dyed, though such materials are often left natural and adorned in other ways.

Fastenings made of metal are rare. Base metals are almost never used in elven clothing, though precious metals may serve as adornment. Usually, elven clothing is fastened with hooks or buttons made of polished wood; carved bone or ivory fasteners and leather thongs are also common.

Footwear typically consists of boots made of supple leather affixed to sturdy soles made of wood or hardened leather; more delicate footgear is sometimes used for ceremonial purposes. Leather soles secured to the bottoms of the feet with long leather thongs laced up the calf are often used as light footgear for dancing and other pursuits requiring only minimal protection. Shoes carved in fantastic designs from crystal or other precious substances are occasionally used by elf nobles during affairs of state.

All elven clothing, whether for important ceremonies or daily wear, is styled for ease of use and movement. To an elf, clothing that binds, restricts motion, fails to provide adequate warmth or protection in the situation for which it is intended, or in any way interferes with the business of life is worse than useless. Quietness is also a key consideration, so elves avoid garb that makes any more noise than the rustling of leaves.

Almost all elves wear jewelry of some kind. The materials may or may not be of exceptional value, but they are always worked to enhance their beauty rather than left rustic and natural. Circlets, necklaces, earrings, bracelets, armbands, anklets, and rings are common. Designs are invariably light and airy rather than ostentatious or bulky, and many reflect nature either directly or in some stylized way. Gold or silver pendants shaped like flowers or birds are common, as are silver circlets whose lines are reminiscent of running water. Gemstones are often incorporated into jewelry designs, usually in a manner that integrates them with the whole of the piece. Huge, barely polished gemstones crudely plunked into hammered gold settings are for humans and dwarves; elves prefer lightness, delicacy, and artistry in their jewelry.

Typical garb for a member of either gender consists of a tunic and trousers covered by a cloak. The tunic is usually made of light, tightly woven material such as fine linen, cotton, or silk, and the trousers are often made of wool spun fine and closely woven. Cloaks are made of sturdy cloth because they serve a variety of purposes. An elf may wear one for warmth, wrap himself in it for resting, or spread it on the ground to sit on. Cloaks for travel are usually dyed green, brown, or some combination of those shades to blend in with the forest, while cloaks worn by nobles within the safety of

an elf city may brilliantly colored and elegantly decorated. Cloaks are often edged in fur or feathers, and elves from colder climes often wear cloaks made of one kind of fur and lined with a softer variety.

Elegantly cut robes and gowns are favored by elves attending ceremonial functions and by wizards working within their own homes. Such garb lends itself well to unusual styles and colors as well as adornment. It is often cut to reveal chest, legs, or midriff.

Elves clothe themselves appropriately for the climate, so they rarely need to adopt the clothing of other races unless they are visiting environments entirely foreign to them.

GROOMING

The much-vaunted elven individualism gives rise to a devotion to personal grooming unequaled in most other races. The elves' strong respect for self engenders an inborn desire to care for their own bodies—particularly since their bodies must last for hundreds of years.

Thus, daily grooming has been raised to the level of a ritual in most elf communities. Elves bathe daily in natural waterways such as lakes, rivers, and ponds. They may bathe with others of their kind or alone, according to personal preference, and many often change their preferences based on the circumstances and their mood. Joining another elf in bathing without permission is considered particularly rude. No societal mores forbid bathing with the opposite sex, though doing so represents a degree of intimacy rarely found outside the bounds of the family.

Elves make various kinds of soap from vegetable materials that degrade naturally in the water. Thus, their penchant for thorough cleaning causes no harm to the plants or animals that live in the waterways in which they bathe.

Unlike most other races, elves also take exceptional care of their teeth. Once or twice a day, elves chew green twigs, forcing the frayed ends between their teeth to clean out bits of food and shine their teeth. This level of care ensures that elves generally lose teeth only to injury or accident.

Most elves wear their hair long and keep it brushed to a sheen. Brushing such long, fine tresses takes considerable time, but the elves do not regret this, treating the activity as yet another daily ritual. The rhythm of the brushing movement induces a state of calmness that many elves find useful for thinking through problems, and they enjoy the tactile sensation. After it is brushed, the hair is styled in whatever way appeals to the individual elf. Some, particularly fighters, braid portions of their hair to keep it away from their faces. Others pile it atop their heads, twine it with strings of pearls or other gemstones, or artfully pin up portions of it with jeweled hairclips.

The practice of tattooing is not unknown among elves, but most find such alteration too permanent for their tastes. An adult elf who chooses to tattoo his skin is making a statement about himself that will likely last for hundreds of years, so the design chosen is always one that truly fits his personality and tastes. On the other hand, painting the skin with henna and other washable dyes is relatively common. Elves often create elaborate and artistic designs on their skin for the sheer joy of doing so, though some decorate themselves with designs chosen for particular purposes, such as weddings, funerals, adventures, or other life-altering events. Body piercings are not as rare as tattoos; many elves enjoy creating new spaces on their persons to display jewelry.

The tight weave of most elven clothing makes it resistant to stains and dirt, so elves rarely appear soiled even after having slept on the forest floor. Elves' clothes often take a long time to make and adorn, so they tend to treat them with respect. They wash their clothes regularly in streams or lakes and often treat them with a special substance made from vegetable oil that prevents staining.

PSYCHOLOGY

More than any other single factor, an innate respect for individualism governs an elf's behavior. Though elves do live in communities, each elf strives for self-sufficiency as well as harmony with the land and his fellow creatures. This attitude engenders an expectation that other beings are equally able to care for themselves unless ill or injured—which sometimes makes elves appear haughty, uncaring, and unhelpful to humans, dwarves, and other less chaotic races. In truth, elves are no less willing to help others in need than any other good-aligned race, but their respect for the boundaries of others often prevents them from offering aid to those who seem more or less capable and have not requested help.

The strong sense of individualism that pervades the elven nature also gives rise to a strong need for self-expression. Given an elf's natural aptitude for the arts, such expression often manifests itself in sculpture, painting, textile art, music, architecture, landscaping, gourmet cooking, storytelling, acting, dance, or any of various kinds of crafts. It may also take the form of pointed disagreements with authority figures and even an occasional impassioned expression of opinion. The naturally reserved dwarves often see such outbursts as an inability to control one's emotions, but to an elf, failure to express opinions represents a foolish abrogation of the self.

Elves consider the free expression of sorrow or joy as not only a personal right, but also a societal necessity. No stigma is attached to an elf who laughs or cries in public, or who makes others do so by means of story or song. The fact that most elves are comfortable with expressing their own emotions makes them particularly good bards and actors. Nevertheless, many elves who spend time with members of other races learn to curb their emotions in public, often resorting to dry humor to mask profound feelings.

Personal privacy is a matter of utmost importance to an elf, and the designation of personal space is a vital expression of self. Elves are taught from birth to establish their own space and respect that of others. Thus, approaching another elf too closely—or, worse yet, touching one—without invitation is considered the height of rudeness. Since most elf communities are established in outdoor settings, space is rarely at a

premium. Thus, each individual can have at least a room—if not an entire dwelling—of his own. An elf's private chamber is an extension of his own personal space and is considered off-limits to others unless express permission is given to enter. When a community's size becomes unwieldy and threatens the sustainability of the surrounding resources, a contingent of young adults often splits off to find new territory.

THE LONG VIEW

Their extended life span allows elves to take the long view in nearly every endeavor. Elves rarely hurry, preferring to take the time to contemplate an action and its potential consequences before committing to it. Though other races often argue that elves allow opportunities to pass them by, the elves know that opportunities nearly always come again, given enough time, and that opportunities seized without forethought often turn out to be mistakes.

Taking the long view means that elves, though generally pleasant to others, take a long time to make friends or enemies, and they remember both favors and slights for centuries. Trusting others comes hard to the self-sufficient elves, and trusting individuals of other races is particularly difficult because they know that the shorter life spans of other races give them a much more limited viewpoint and make them prone to hasty actions.

The elves' life span is also responsible for their generally pleasant nature. Even though they are slow to form true friendships, they find it prudent to behave pleasantly toward others, because they know that grudges can last for centuries. Thus, unpleasantness avoided is often an enemy not made. This part of their nature combined with their almost supernatural beauty tends to endear them to members of other races, most of whom find elves to be pleasant and amusing companions, if a tad aloof and overly meticulous.

NONSPECIALIZATION

Elves' unhurried nature combined with their predilection for self-sufficiency results in the curious lack of specialization that pervades most elf communities. Each elf prefers to perform all tasks related to basic living himself—no matter how long it takes. Thus, an elf wishing to build a house first consults with other elves who have done so. From them, he learns the basics of woodcraft, architectural design, and carpentry as well as the aspects of the trees and land nearby that might affect his plans. He designs the structure, taking pains to ensure that he has allowed for all appropriate contingencies and included all the design features that he craves. He then gathers the materials from the forest, prepares them, and begins to build. Until his house is finished, he sleeps in the open, in a room within his family home, or in some crude structure that he has fashioned as a temporary shelter. The elf cares not whether his project takes five months or fifty years; the only important goal is building a structure to his own personal specifications.

This desire for complete self-sufficiency—or, as some say, self-indulgence—means that most elves in any given community begin their careers with ranks in many different skills because they have spent considerable time working in a variety of trades. Basic proficiency with the skills required for daily life require at most one or two ranks, and often an elf gains no more than this amount of expertise in any particular skill. Some, however, fall into partial specialization merely because they spend more time performing activities they enjoy than those they do not. For instance, one elf may enjoy making paintings, while another derives great pleasure from preparing gourmet meals. Although the cook's food may be more palatable than the artist's, either can produce a perfectly edible meal.

Though elves often seem carefree and self-indulgent, they can be focused and relentless while involved in particular projects. An elf building a house may forget everything else, losing contact with family and friends, stopping to gather food only when hunger threatens his focus and his well-being. Elves rarely worry about family members who "disappear" into their work for long periods, knowing that they will return with tales to tell and new works to show when they have completed their projects. Elves do unobtrusively check on members of the community who have been absent to ensure that no accident has befallen them. Disturbing the focus of an elf absorbed in his work, however, is simply not done.

ELVEN VALUES

Many long-lived races become bored with their lengthy lives, but elves rarely do. Their love of the natural world allows them to take pleasure in each new sunrise, hearing the songs of the birds and feeling the morning dew on their feet as if for the very first time. Long separations from boon companions who have gone adventuring or worked on lengthy projects make for days and nights of renewed companionship afterward. In addition, there is always something new to learn, some new avenue to explore, or some new companion with whom to spend a few years. Boredom is nearly unknown to elves—they consider themselves responsible for their own enjoyment as much as for their own meals.

The lack of greed that most elves display stems from their self-sufficiency as well as their respect for other beings and the natural world. Taught from birth that their communities must be sustainable, they take only what they need for their personal livelihood and projects. All elves have the same rights to support themselves, and taking more than one's share interferes with that right. In the same manner, elves replant trees that have been cut and ensure that the resources their communities use are continually renewed and replenished. To do otherwise would be to doom their own race as well as others, and elves have little patience with other races that cannot see this particular truth.

Since elves have no need to exist in the kind of close confines that dwarves occupy and do not have highly specialized societies, they find it both easy and logical to place the needs of the individual above those of the group. Each elf largely takes care of himself, though all contribute to the community in one way or another. Disputes happen less frequently than

they do in other humanoid communities because elves are generally mindful of the rights and boundaries of others and try to get along with everyone. Thus, though laws do exist, they are more lightly enforced than they are even in human settlements because every situation is considered unique. Anyone who is not happy with the resolution of a dispute in an elf community is free to leave. No stigma is attached to those who do so, though an elf who enters a new community is often treated with a certain reserve for a few decades, until his neighbors get to know him well.

The highest virtues for an elf are the ability to take care of himself, skill with magic and art, and a high degree of personal creativity. Members of less "civilized" (that is, more staid) races are looked upon with smug amusement by elves. Similarly, an elf who is considered frivolous by other races may be revered as a creative genius by his own people.

While most elves value freedom of expression and creativity, others find a degree of comfort in a less chaotic lifestyle. In particular, elves who wish to devote their entire lives to the pursuit of a single art may seek out human communities in which they can purchase the products of others' skills rather than devoting even a short time to becoming completely self-sufficient. Such elves usually retain their generally pleasant attitude, but many are so focused on their own art that they neglect the social interactions so necessary to a specialized community. Even so, elves tend to fit more easily into nonelf communities than other races do. In particular, bridging the worlds of elf and human is not terribly difficult, though fitting into a highly ordered community of dwarves is a trial for almost any elf.

Elves tend to be quite tolerant of other races, even those that live very structured lives. This attitude stems from the elves' strong belief in personal choice. If a person or even a whole group of people wish to become interdependent, they are free to do so, as long as they do not encroach on the rights of others to do otherwise. Regardless of his opinion of the people he meets, a well-brought-up elf considers the habits and outlooks of his companions to be none of his business. An old elven platitude states, "Only those who are allowed to make their own mistakes can ever truly succeed."

Roleplaying Application: Many elves take up adventuring for a portion of their lives as young adults, both to see the world and to gain new experiences. Elves who adventure for a while are almost always welcomed back into their communities when they decide to take a break or even retire from the adventuring life.

Though elves tend to be self-absorbed and may occasionally appear haughty, they are generally pleasant traveling companions. Many, however, are unused to working with others in groups at first and must come to realize that although others have their areas of specialty, they can support one another in ways that jacks-of-all-trades cannot.

Though all elves are fiercely independent, other aspects of an individual character require some definition. What is your character's personality? What sort of place is he from, and how do his friends and family back home view him? Does he feel the need to be completely self-sufficient, or would he rather work with others to support one another's strengths? To what extent does he value personal freedom over the needs of the group?

ELVEN LIFE

The life of an elf may seem idyllic and tranquil to outsiders, and indeed many elves enjoy long periods of carefree bliss. Still, like all mortals, they aspire to greatness, endure conflicts and strife, and mark the passage of time with rituals befitting their culture.

Elven culture is among the richest of any humanoid race. Their long life span allows elves to pursue their interests for longer than humans can and to perfect the skills they have acquired. The result is a complex culture rich in art, knowledge, and all the traits found in the highest of civilizations.

ARTS AND CRAFTS

Unlike dwarves, elves value art for its own sake. An object of art need not be anything but beautiful to be prized in an elf community. The elves also find joy in turning mundane objects into things of beauty. Strictly utilitarian objects are fine in an emergency, but why not make them beautiful as well? To create a functional object with no beauty is considered unforgivably lazy and wasteful of both time and resources.

The visual arts are highly valued in elf society, and examples abound in every household. Painting, sculpture, textiles, fashion design, metalwork, weaponsmithing, armorsmithing, jewelry making, pottery, and all manner of crafts are considered forms of self-expression with which every elf should be proficient. Translating one's feelings into an enduring object of beauty is considered a high achievement in elven culture.

Architecture is among the most valued of the elven arts, and designing structures of grace and style is a dream to which many young elves aspire. In most cases, the loveliest elven "buildings" are those that fit seamlessly into the natural environment: houses built into tree branches, crystal-carved caverns, and flower-festooned arbors in the wilderness. Ornamentation on such buildings is generally simple yet elegant, and done in a manner that enhances rather than overwhelms the basic lines of the structure.

Music is also a well-loved form of artistic expression, and elf bards have refined their art to a high level. Elven music can be lilting and cheerful, sorrowful and deep, or any style in between. Elves make more use of flutes, lutes, harps, and exotic stringed instruments than most other cultures, and less use of loud horns and percussion instruments. Their choices of instruments and composition styles combine to produce the delicate melodies for which they are justly famous.

Drama is also a recognized and appreciated art form in elf communities, and most settlements hold plays throughout the year. Many elves enjoy acting and become quite proficient at it, and this skill stands them in good stead when they must conduct delicate negotiations with other races.

The elves have raised one form of expression, the written word, to a higher level than most other races. A few other races have oral traditions almost as rich as those of the elves, but Corellon's folk have made a true art of writing. Their flowing script and lyrical language frame poetry and prose of inestimable beauty, filled with a depth of emotion rarely seen in shorter-lived races. The elves live long and see much, but rather than hardening them, their experiences serve to enrich their souls. Only through writing does their depth of feeling become truly obvious; they tend to take care what they say aloud, particularly among outsiders.

Most elves keep personal journals in which they record their daily or weekly activities. Writing in a journal is an almost ritualistic activity—a time for reflection during which an elf tries to find meaning in the events of the day and couch them in just the right words to convey the information as if the reader had been present. Verse is sometimes used in journals, but lyrical prose is preferred by many. Journals of elves who have died are often passed down to other family members as prized heirlooms, and living elves often trade journals to keep up with one another's lives or to gain insight into techniques for crafting items they have not previously made.

Elven architecture is a thing of beauty

Nearly every form of art and craft is represented in elf communities. Spontaneous gatherings of musicians or artists are common, and a few of these occasions have evolved into annual events. Visitors saunter through the area in which the artists have gathered and comment, visit, and generally appreciate the art being shown or performed. Some gatherings require that the art objects be created on the spot, by either individual artists or groups. Sculptors, painters, and architects often take part in such events, as do crafters of various kinds. The items so created are usually donated to the community at large or presented as gifts to family, friends, or nobles. The only prizes given at elven art gatherings are acclamation and special ribbons made of twined willow branches, but the unofficial benefits of winning such prizes are immense. The elf whose work has been recognized in this way is welcomed in all elf communities throughout the region.

TECHNOLOGY AND MAGIC

Though many outsiders assume that elves have little or no technology, the opposite is true. The elves' traditional love for learning, art, and magic has led them to delve deeply into many crafts, especially those that result in the creation of necessary objects that are strong, durable, and beautiful. Because arms, armor, fortification, and stonework are all too often necessary for the safety of the community, elves have long studied the arts of metallurgy, engineering, and military architecture with the intent of producing work that demonstrates both the creator's skill and his eye for beauty. The elves' penchant for learning to do for themselves ensures that these techniques are widespread among the population and that at least a few masters of each kind of craft exist.

Elves prefer magic to machinery and would rather develop a spell or alchemical substance than a mechanical device to perform a particular function. Magically powered constructs, such as golems, are rare but not unknown among elves. The elves see little purpose in time- or labor-saving devices because they have plenty of time to achieve their goals. However, they do appreciate devices that can protect loved ones and possessions when they are away for long periods.

Adoption of new magical or technological advances often happens quickly among elves, who are fascinated with new developments and eager to try them. However, lasting additions to the elven arsenal are rare because the elves are just as eager to try out the next device or spell and abandon the old if it proves less effective.

Magic is as necessary to most elves as breathing. Even those who do not become wizards, sorcerers, or bards usually

Illus. by S. Wood

consider magic part of their daily lives and use it in the form of magic items. To an elf's way of thinking, there is almost nothing that cannot be done wholly or partially by magic.

Because of their highly individualistic nature, elves frequently develop new spells and create new magic items. Their aptitude for wielding magic is legendary, though not all elves choose arcane magic as their life's work.

Elf communities are sparked with magic in many ways. *Continual flame* provides light at night in numerous ways, and *levitate* gives access to tree houses for those who do not wish to encourage visitors by keeping ladders nearby. Parents keep track of their children via *clairaudience/clairvoyance*, and lovers communicate via *message* and *sending*. If magic can make life easier or richer in any way, the elves have thought of it.

Elves employ arcane magic in all its forms, though wizardry is the most common path to magical mastery. Sorcerers are considered talented but amateurish and perhaps a bit lazy because their selection of spells is so limited. Many elf sorcerers specialize in combat or elemental magic, and quite a few combine arcane magic with the pursuit of some nonmagical profession, such as fighter, rogue, or ranger. Such multiclass elves occasionally use spells to enhance their other talents on the sly, never admitting that they know magic at all. Adventuring elf sorcerers often hire themselves out to surface dwellers as mercenaries or master crafters.

Most elf arcane spellcasters are wizards. Despite the innately chaotic nature of most elves, the study and discipline required to employ wizardry appeal to their sense of near-limitless time and deep personal focus. Those who choose this path apply themselves zealously to learning the secrets of the art. Since they have much more time to perfect their skills than humans do, elves tend to achieve a high degree of proficiency with wizardry even if they become distracted by other business for a time. Colleges of magic exist in almost every elf city of any size, and most elf wizards avail themselves of the resources available at such schools. Many, however, come to find such institutions limiting, so they search out solitary wizards with whom to expand their training and eventually take up research on their own.

Elf spellcasters display no particular preference for any one school of magic, but practitioners of necromancy are somewhat rare because elves tend toward good alignments. Enchantment comes almost naturally to elves, many of whom can beguile other creatures with no magic at all, simply by virtue of their personal appeal and pleasant nature. Diviners and conjurers are greatly valued in elf communities for their abilities to warn of coming danger and to create useful items and effects, respectively. Evokers are treated with somewhat less awe by elves than by other races because elves are accustomed to magical effects and tend to value utility and beauty more than destructive power.

Many elf wizards build themselves towers or strongholds in which to conduct their research. Such structures are often placed apart from the community to avoid endangering others with experiments gone awry.

LOVE

Elves idealize the concept of romantic love as much as humans do, if not more so. Songs, stories, and poems are dedicated to this powerful emotion in every generation. Nevertheless, to elves, love is more frightening than it is to humans because loving another enough to share one's whole life means giving up a measure of the independence that elves so value. Thus, although the concept of love fascinates the ever-curious elves, most are in no particular hurry to find and embrace it for themselves. Courtships between elf couples are generally long, often lasting for decades before the partners commit to marriage.

Paradoxically, elves often find it easier to commit to long-term romantic relationships with humans than with other elves. The fifty years or so that such a union might last before the death of the human partner is nothing more than a pleasant interlude for the elf—no more than the time it might take to produce an artistic masterpiece or learn a new craft. Remaining focused on a single partner for that amount of time is relatively easy for an elf and allows him a greater understanding of the lives and thought processes of shorter-lived races.

A marriage between elves, however, is a centuries-long commitment that is never undertaken lightly. Light flirtations and even long-term dalliances between elves are more common than actual marriages. Children produced from such informal arrangements bear no stigma because new life is welcome in almost any elf community, whatever the relationship that produced it.

Though elves reach physical maturity at 25, marriages almost never occur at such a young age. In practice, elves less than 100 years old are considered too young for marriage and are strongly discouraged from considering such a permanent arrangement until they've had a few more decades of experience to understand themselves. No parental or clan consent is required for courtships; an adult elf is free to associate with anyone who accepts his attentions—even someone of another race. Elves almost never have arranged marriages because such a concept is diametrically opposed to their ideal of individual freedom.

An elven marriage ceremony can take many forms. Though it is often a ritual celebrated before the entire community, it can consist simply of two elves speaking the words that bind them forever with no witnesses except the trees and the grass. Most elven weddings are officiated by a priest of whatever deity the couple deems appropriate (most often Hanali Celanil, but sometimes Corellon Larethian). The two elves write and speak their own vows, and the priest uses their own words to seal the union. Thus, an exchange of vows amounts to an exchange of life essence that forever bonds one to the other. Dowries are not usually exchanged unless the marriage is of considerable political import, though gifts to the newly wedded couple from the community are common.

Though elves rarely fall out of love with one another and almost never remarry after the death of a spouse, they often

do spend time away from one another as a means of refreshing the relationship. Such "vacations" from one another keep a marriage fresh and vital by allowing each partner to grow independently of the other.

Outsiders often mistakenly believe that elves have little love for family, friends, and community because they may leave home for years at a time to follow their own desires. However, while elves are undeniably self-centered, they usually harbor deep-seated affection for their families and friends. The extent of that affection can be seen in their willingness to let go and trust that their loved ones will return to share more time with them. Indeed, when an elf who has been absent from his community for an extended period decides to return home, little can stand in his way, and the joy of his loved ones upon his return is boundless indeed. Celebrations extending for weeks often surround the return of a long-absent member of the community, who doubtless has many tales to tell of his travels. Such stories serve to enrich the understanding and the lore of the entire community.

Reproduction

Though an elf reaches mental and physical maturity at the age of 25, very few elves become parents until much later in life. Elves rarely feel that they're ready to settle down and begin families before they're at least 100 years old, and most stop having children soon after reaching the age of 200. Elf children are not as numerous as one might expect, given the length of an elf's child-rearing years, because elves are less fertile than humans and other shorter-lived races. A typical human couple might have one to four children over the course of a decade, but an elf couple might take fifty years to have the same number of children.

Elves have a gestation period of approximately nine months, just as humans and other similarly sized creatures do. Once a child is born, his or her parents usually raise the youngster for the first few years, and then foster him or her out to a succession of older relatives until he or she reaches maturity. This practice provides training for the child in a variety of areas and allows the parents to return to the pursuit of their own interests. It also encourages young elves to develop their own sense of self and a degree of personal independence.

ELVES AT WAR

Elves consider war a last resort for resolving disputes. Though they are by no means cowardly, they know that they can expect to live for hundreds of years, and they are loath to risk their lives over petty issues. Since virtually all elves are in accord on this point, they almost never war against their own kind, except for periodic skirmishing between surface elves and drow. The same sentiment prevents elves from declaring war on other beings unless the situation is dire and the fate of the world hangs in the balance.

Not all sentient beings share the elves' "live and let live" credo. Tribes of orcs, renegade dwarves, and even imperialistic human kingdoms have long coveted elf lands and resources, and many have tried to seize the holdings of their more pacifistic neighbors by force of arms. Thus, even the peace-loving elves must have adequate defenses for their settlements.

All elves learn the use of the bow and the sword while still young so that they can help to defend their ancestral lands from invaders of any kind. Such training commences for both males and females at about 15 years of age.

Because of their general unwillingness to risk their lives unnecessarily, the elves' first line of defense is usually the longbow, allowing them to slay their enemies from a distance. (This tactic is especially effective in circumstances when they can use their low-light vision to decimate foes before the enemy can even see them.) Elven culture does not demean the bravery of a warrior who drops his enemies from afar. After all, allowing a larger and stronger foe to engage in melee combat is folly, not courage. Foes that manage to threaten an elf at melee range are usually met with a flashing longsword or rapier.

Most elf settlements augment their defenses with arcane magic. *Alarm* spells and other defensive dweomers placed around the perimeter of elf territory warn of the approach of intruders, and elf wizards regularly employ *scrying* to ensure

ELVES AND ADULTHOOD

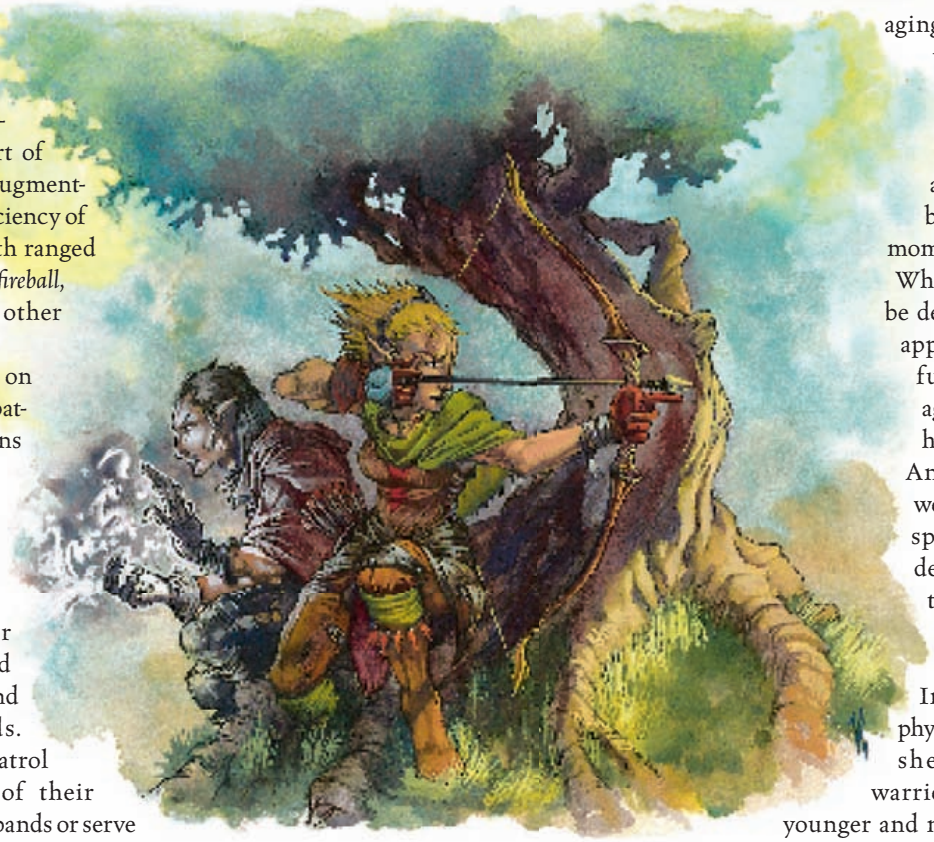
Table 6–4 of the *Player's Handbook* suggests that elves don't reach their full physical growth until an age of 110, at a minimum. That's not entirely accurate. The random starting age for elves is simply the age at which many elf adventurers feel ready to leave their forests and roam the world outside for a time. More than a few elves have commenced their adventuring careers at much younger ages.

Elf children grow almost as swiftly as human children to age 15 or so; a 10-year-old elf boy and a 10-year-old human boy are nearly the same size and have similar mental and emotional maturity. The elf will be shorter and slighter than his human playmate. He is also quite likely to be more patient, observant, and self-sufficient, simply due to the influence of growing up in an elf household.

Humans finish their "filling out" and full adult growth by about age 20, but elves take a little longer, rarely reaching their full height and weight before age 25. After that, elves remain virtually timeless, decade after decade. Not even another elf can tell at a glance whether an elf is 25, 50, or 100 years of age. A few minutes' conversation quickly dispels the mystery, of course; elves gain experience, grace, emotional maturity, patience, and wisdom throughout these ageless decades. Even so, some elves are remarkably poised for their age, and some elven romances tell the tale of a grieving elf of 150 years of age discovering life and joy again in new lover of only 25 or 30 who carries himself or herself like an elf of 100.

that their borders are secure. In addition, elf wizards and sorcerers are always part of any major battle, augmenting the deadly efficiency of the elf archers with ranged evocations such as *fireball*, *cone of cold*, and other damaging spells.

Many elves go on to other, less combat-oriented professions after completing their initial weapons training, but some take up the path of the warrior, using their natural agility and cunning to defend their homelands. Such elves may patrol the perimeters of their lands in loose warbands or serve with an informal militia in their towns. An elf warrior with some experience under his belt may choose to become a wildrunner (see page 139), ranging far and wide within the forest, or rise to leadership of the local militia and provide weapons training for younger elves. A few choose to take their talents on the road upon reaching adulthood by becoming adventurers.



Illus. by V. Rams

Magic and archery are big parts of the elves' arsenal

AGING AND DEATH

Elves are blessed with extraordinarily long life spans and a graceful, easy aging process that features none of the ravages of disease, infirmity, or atrophy that plague other folk. Time does not even begin to touch an elf until she passes a century and a half in age. For two full human lifetimes, sometimes three, she remains in the bloom of youth, her features virtually indistinguishable from those of a 20-year-old elf girl.

Elves do eventually age, but their aging takes a form not seen in other races. Their faces remain unlined, their hair remains ungrayed, and their skin remains smooth and strong, but middle-aged elves begin to develop a sort of etherealness or otherworldly quality, as their spirits burn brighter and stronger than their bodies can endure. In the course of their lifetimes, elves undergo a living transformation from beings of flesh and blood to beings of spirit and light, for lack of a better description. Physical strength, quickness, and hardiness slowly fade (elves lose and gain ability score points on Table 6–5 in the *Player's Handbook*, just like other races), but elves suffer no pain, difficulty, or sickness in their aging. Even though their bodies grow weaker, they enjoy good health and physical beauty until the moment of death. While others may be deceived by the apparent youthfulness of an aged elf, the elf herself is not. An elf swordswoman does not spend her last decades trying to be the fighter she was in her youth. Instead, as her physicality erodes, she leaves her warrior duties for younger and more vigorous elves and moves on to different roles and responsibilities—often instructing those who follow in her footsteps, or perhaps taking up an artistic pursuit.

Though elves live extremely long lives compared with most other humanoids, they are not immortal. They do not court death and indeed try to avoid encountering it prematurely, but they do not especially fear the end. Rather, they accept death as a natural part of the life cycle. Their deep respect for nature ensures that most do not pursue unnatural means of preserving life (such as becoming a lich) when their bodies begin to fail.

A few elves embark on a final journey when they feel that the end is near. Such elves often go planewalking in search of the fabled elf homeland of Arvandor, the home plane of Corellon Larethian, the Creator of the Elves. Most live out their final years in their own homes in the company of family and friends. Death in combat is considered honorable if the fight was for a high principle, but such a death is never sought. Elves do not share the dwarves' goal of dying with their boots on; instead, they prefer to depart the world in peace and comfort.

In most elf communities, funerals are simple ceremonies designed to speed the soul on its way and reunite the body with the natural world. When an elf dies, his family and friends anoint his body with precious oils and dress it in the deceased's favorite clothing. They often clip locks of the dead elf's hair to keep as personal mementoes of the loved one. The body is then placed on a bier atop a tall tree and left open to the sky for a single night. Mourners may pay their

respects during this time, and those close to the deceased usually sing the elven mourning song, a wordless melody of such poignant sorrow that outsiders who hear it never forget its haunting beauty. The following morning, a cleric of Sehanine Moonbow or Corellon Larethian performs a celebratory ceremony to mark the deceased's departure of this world for the next. The ritual culminates in the casting of the *dust to dust* spell (see page 174), which dissipates the corpse to the winds. This spell ensures that no foul necromancer can violate the remains, circumvents the need for a tomb, and speeds the process of reuniting the body of the deceased with the natural world. After the body is gone, the community holds poetry readings, art shows, and other cultural events in honor of the deceased.

Should an elf die in a situation where displaying the body to the sky is impractical and no cleric is present to take care of the remains, the body is simply wrapped in clean linen and buried. The grave is marked so that the remains can be retrieved and cared for properly at some later time.

No matter how the remains are handled, loved ones create a shrine in memory of the dead elf in the ensuing months. The site is always some natural place—a tree hollow, a small cavern, or a quiet spot beside a rushing stream. Each member of the community who wishes to do so creates a piece of art—a small statue, a jewelry design, a poem, or some other artistic remembrance—and places it in the shrine. Particularly famous elves are often commemorated in murals or other artwork in the community at large, as well.

ELF SOCIETY AND CULTURE

Elf communities are far less structured than the settlements of more lawful creatures. Though they tend to be loose aggregates of individuals rather than orderly clan holdings, their residents still share common goals and work together when needed. Traditions are guidelines, not rules, and new ideas that offer better methods of managing group life are always welcomed.

The section that follows details the framework of elf society as well as more humble issues that figure into an elf's daily life.

Roleplaying Application: This section deals with the day-to-day aspects of elf society, elements that are considered common knowledge and the basic assumptions that elves make about the world. Consider which of these assumptions your character accepts, which he does not, and how open he might be to the alternate ways proposed by other races.

NONSPECIALIZED COMMUNITIES

Unlike the communities of almost any other humanoid race, elf communities are for the most part nonspecialized. That is, no one pursues a profession to the exclusion of all others. There is no butcher, no baker, no weaponsmith, and no armorer. Rather, every citizen finds or makes what he needs on his own. Every elf learns how to cook a passable meal, how to make serviceable clothing and weapons, how to gather food from the forest, how to care for wounds, and how to build a shelter.

Should an elf fall ill or be disabled, his friends and family pitch in to provide for his needs until he recovers. He is expected to repay that debt by performing services to those in need within the community, but no set requirements exist. Should he fail to satisfy his debt in the eyes of the community, however, he can expect no aid in future times of trouble.

Elves are expected to acquire the raw materials for their work on their own. However, when a particular material is in short supply, communal stores are gathered. Any elf in the community has free access to these stores and may take what he needs. Should a community's supplies be exhausted, the last individual known to have accessed the stores is tasked with replenishing them, no matter how far afield he might need to go to do so.

Because of their nearly complete self-sufficiency, elves rarely need to buy anything from anyone else. Thus, there is little need for money in elf society. Most elves have a few coins that they have gained through adventuring or by selling their wares to other races, but an elf can get along perfectly well with no money at all inside his own community. To an elf, there is far more value in beauty than in currency.

Despite the fact that anyone can take care of his or her basic needs within an elf community, a degree of specialization does creep in simply because certain elves prefer certain activities and become better at them than other elves. For example, one elf might have a passion for designing and building homes, while another prefers to produce clothing. A natural solution is for the first elf to build a home for the second (after completing his own), and for the second elf to provide garments and linens for the first one for the duration of the project. Such barter is common within almost any elf community and is looked upon as an elegant solution that allows each individual to pursue his or her passion. No single elf is ever expected to provide a particular service for the entire community, however, and no barter arrangement can occur unless both parties agree to the terms.

LEADERS

Though elven royalty does exist, leadership is not necessarily passed down from parent to child, as is often the case in human lands. The leaders of an elf community are usually chosen by acclamation; they are the people who the residents go to with disputes or issues that affect the community at large. Many famous kings and queens attained their positions through effective use of magic or strategy in times of war, but some are chosen for their wisdom in resolving disputes and their ability to take charge when trouble strikes.

Abdications occasionally occur, and rulers often simply retire when they grow weary of the affairs of state. Occasionally, a ruler so respects the wisdom of a particular

advisor that he shares the leadership of the community with that person.

Successors are often members of the current leader's family or inner circle, because they learn early how to manage a community of highly independent individuals. When the queen is busy, it's natural for her to ask her son or consort if he can help. The current ruler may also suggest a successor to the community. Though it is rare for the residents to refuse a named successor, they are under no obligation to accept him or her.

Disputes over leadership are rare; when they do occur, they are almost never resolved through violent means. Leaders are not as important to the highly independent elves as they are to members of more lawful races, and disputes over such positions are not worth the risk of life. In cases where multiple candidates want a leadership position, the candidates present their qualifications to the community in a large gathering, and the residents choose between them. Such gatherings often feature impassioned oratory on the part of the candidates, and occasionally a quest. Should a contest be heated enough to sharply divide the community, one of the candidates may choose to leave, taking his or her followers along to found a new community.

An elf king or queen typically rules over only one community. No overking, emperor, or other such ruler exists, because central authority is foreign to the chaotic elven soul. Each community is self-contained, but it may trade with other elf cities and even the settlements of other races. Still, should it become necessary, each community can survive on its own. An elf ruler may make alliances on behalf of his own community but not on behalf of others. Such a decentralized structure often confounds other races; to the elves, it seems merely practical.

An elf ruler is expected to mediate major disputes, plan for the community's welfare, see that expansion does not threaten the natural resources of the area, and ensure for a proper defense. He can require each individual to contribute to community stores as needed and call forth militias for the common defense. He represents the community in its dealings with other races and other elf settlements. Nevertheless, he is also free to pursue his own interests when time permits, just like any other elf. Furthermore, unless he chooses to adventure, he rarely gains significantly more wealth than any other elf.

As might be expected, elf rulers generally consult a cadre of elders or advisors when making their decisions. However, anyone in the community who wants to advise the ruler on a particular topic may do so. The ruler is free to consult with those whose opinions he most respects, and most rulers tend to consult the same individuals over and over again. There is no set limit to the number of advisors a king or queen may have, and the number typically fluctuates over time. Many rulers consult family members for advice, and a few also regularly consult with individuals who oppose them, in order to demonstrate the fairness expected of a ruler.

COMMUNITY STRUCTURE

A noble, advised by an informal group of confidants, typically heads an elf community. The noble's title varies with the size of the community; a noble governing a village or town is generally known as a lord or lady, the ruler of a city is a prince or princess, and the ruler of a larger realm is a king or queen. A ruler's advisors are usually known as elders, regardless of their age. They may or may not be family members, and they need not all be elves. In particular, rulers who have tasted the adventuring life often invite their old companions to live in the elf community, or to enjoy long vacations there. Such companions are often counted among the ruler's advisors.

Officials

Though the ruler is nominally in charge of all major functions of the community, including food, shelter, defense, judiciary, and training, the day-to-day functions of these tasks are delegated to others within the community. Almost every community has a captain of the watch, a master builder, a stores master, a guardian of nature, a keeper of the lore, a master of arms, and a high priest. Technically, all these offices except high priest are bestowed by appointment, but in reality the elf who most often performs the task is given the title. The official then holds the title until he or she resigns from the post or is found incompetent by the ruler.

Captain of the Watch: This official commands the patrols that roam the area around the settlement. She ensures that the patrols evenly cover the desired area, receives their reports, and passes along any useful information to the ruler and elders. When large gatherings occur, the captain of the watch may assign a patrol of guards to keep the peace.

Watch patrols normally consist of a handful of elf warriors led by a slightly more experienced warrior or fighter. The patrols keep watch for intruders, predatory beasts, and anything unusual, such as trees dying for no apparent reason. No creature is challenged unless it appears likely to approach within a defined distance of the elf community. A challenge usually consists of a warning shot accompanied by a verbal warning to stay clear, if the intruder is a sentient being. Watch parties may be assigned to hunt in the forest if supplies of meat are low in the community.

Master Builder: The master builder coordinates the building within an elf community. Anyone wishing to build a dwelling or other structure must consult with him and convince him of the suitability of the chosen site before building may commence. The master builder ensures that new buildings do not crowd others and fit in well aesthetically with the town. If requested to do so, he may also provide advice and guidance in the construction process. The master builder decides when a community has reached its maximum sustainable size based on the available resources. When this occurs, no more new houses may be built in that area. Elves wishing to build new dwellings must depart and find another location in which to found a community.

Stores Master: Charged with keeping sufficient food and water stores to sustain the community through periods of drought or other disaster, the stores master periodically checks the community's stores of dried meat and fruit, root vegetables, and grain, as well as the cisterns in which rainwater is stored. She also checks the stored provisions to ensure that they have not spoiled, been poisoned, or otherwise rendered unusable. When supplies dip below the levels needed to sustain the entire community for three months, the stores master reports the deficit to the ruler, who sends out parties to search for food.

In some communities, the stores master also monitors stores of nonedible supplies such as lamp oil, tindertwigs, alchemical items, parchment, ink, tools, and weapons. Other communities delegate the responsibility for such items to different officials or do not keep track of them at all, trusting to individual citizens to meet their own needs for these materials.

Guardian of Nature: This official is responsible for ensuring that the elves live harmoniously with nature in their area. Often a druid, he oversees the community's gardens and cares for the local wildlife. He also ensures that the community replenishes what it takes and that its presence does not harm the natural world.

Keeper of the Lore: The keeper of the lore gathers and archives magical knowledge and advancements from the community and records them for posterity. He keeps the scrolls and tomes that contain this knowledge in a large, central library that is open to all citizens. On occasion, the library may be made available to outsiders with special needs, but only with the permission of the keeper or the ruler.

Master of Arms: The master of arms trains the young elves in the community in the use of weapons and teaches them self-defense. Under her tutelage, they learn to move soundlessly through the woods and melt back into the trees after attacking. She also plans expeditions for hunting, exploration, or other purposes. In some communities, the master of arms manages the armory, ensuring that the weapons used by the watch patrols are honed and ready for use at all times.

High Priest: The high priest of an elf community is usually the senior cleric of Corellon Larethian, though the post can be held by a cleric of any deity revered in the community. The high priest coordinates the functions of the various temples to ensure that the spiritual needs of the community are met. He officiates at most of the weddings and funeral services, tailoring them for the specific individuals and families involved. In times of war or hardship, the high priest coordinates not only the clerics of his own church but also those of the other churches in the community to provide healing, emergency food, and other aid.

Judiciary

When a dispute arises among elves that the participants cannot resolve, they may bring the matter to any three or more elders whom they can convince to gather in the same place. All parties to the dispute must agree on the elders chosen.

In most communities, each party to the dispute chooses two seconds who are familiar with the situation. One of these seconds presents the argument to the elders on behalf of the plaintiff or defendant, who remains unnamed. In this way, the elders theoretically do not know for whom they are deciding. The seconds present evidence and witnesses as required, and then the elders render a decision that is considered binding. Only the ruler may overturn the decision of the elders, and he may choose to hear or not hear an appeal.

ELVEN FAMILIES

Visitors to elf communities are often bewildered about the apparent lack of family life. In truth, elves love their families as much as humans or dwarves do; they simply do not feel the need to spend all their time with their relatives. After all, in a life that lasts hundreds of years, there's plenty of time for family and other interests as well.

Wedded elf couples usually establish a joint home, though some also maintain individual residences to which they can retreat whenever they want some distance from their spouses. Unwedded couples sometimes establish joint homes, but they more often continue to maintain their own houses and cohabit in one or the other.

A pregnant elf is expected to limit her activities as much as necessary to ensure the birth of a healthy child. Because children are not common among elves, each new life is precious to the community. Thus, everyone pitches in to care for the expectant mother and her child after the child's birth.

Children are always acknowledged by both parents and welcomed by the community in a celebration. Half-elf children born within the community are often welcomed with as much joy as full elves. When a child is born, the parents usually rear her jointly for the first ten years or so of her life, whether they are wedded or not. Thereafter, the child becomes the responsibility of the whole community. The child lives in the home of one or the other parent (whichever wishes to provide the child with a home) but is free to play with other elf children and visit with other adults to her heart's content. Members of the community take turns watching over the children at play and ensuring their safety. Any adult may teach or discipline any child, and everyone in the community knows who every child's parents are.

Upon reaching the age of 20, a child is usually fostered out to an older relative, either in the same community or another. This relative is one who has the time and energy to teach the youngster an advanced craft. A child may be fostered with several relatives before finally coming of age, learning different skills and family lore from each. It's not uncommon for elves to repeat this process of fostering and studying for the first hundred years of their lives. However, in particularly threatening times, the need for warriors may lead to elf youths taking on adult responsibilities almost as quickly as humans might.

Upon coming of age, a young elf is typically offered a choice of homes by parents and the family members who fostered her. She may choose among these offers or build her own

dwelling right away. Most, however, choose to dwell with an older relative for some time or to go out adventuring for a few years.

Because of their close association with multiple family members, elves tend to develop strong bonds with their families, though their independent nature prevents them from feeling physically tied to one person or place. Elves often travel for long periods during their adult lives, then return with tales to tell their loved ones. Though the absent elves are missed, their families know they will return eventually if no misfortune befalls them.

Elderly elves often retire to their own estates within the community after having lived long and full lives. Most retain their ties with family and friends until the end. Free of the ravages of age, elderly elves remain perfectly self-sufficient until the very end of their days. Elderly elves are honored by all, and any disrespect to an older elf is considered a serious breach of etiquette. Because elves retain their mental acuity throughout their lives, elderly elves are considered storehouses of knowledge. Many dictate their memoirs to younger elves to preserve them for posterity.

ELVES AND OTHER RACES

Because of their physical beauty and their generally mild temperaments, elves are welcomed by almost all other sentient beings. They can find something in common with most beings they encounter, and they tend to accentuate the positive in their dealings with other races.

Elf communities often form alliances with nearby humans and raptorans to the benefit of all involved. When war threatens with any neighboring community, elves always try negotiation first in hopes of avoiding open conflict. Though they do not negotiate away any of their rights, they do attempt to find a solution that will benefit both parties. Only in rare cases do they fail to come to agreement with their enemies.

Dwarves: Given the widely disparate outlooks of elves and dwarves, it is no wonder that their diplomatic relations tend to be difficult. Dwarves subjugate the individual in favor of the group, and elves do the opposite. Both ways of life work for the races that embrace them, but this difference in emphasis makes it difficult for the two groups to agree on specific plans. Elves tend to see dwarves as dour and lacking in humor, whereas dwarves find elves to be flighty, fickle, and irresponsible, given their apparent lack of focus on family. Despite their differences, the two races agree on most issues of importance because both are basically good. Though they may shout, pout, and hurl insults at one another in the heat of negotiations, they stand shoulder to shoulder in the face of outside threats.

Gnomes: Though many gnomes are skilled with arcane magic, few seem to be serious in pursuit of its secrets. Gnomes tend to treat magic as nothing more than parlor tricks with which to confound and amuse companions instead of studying it in depth and wresting its secrets from the cosmos the way elves do. Of course, gnomes are somewhat shorter-lived than elves, so they cannot be expected to delve as deeply as an elf can into any subject. Still, even humans treat magic with more respect than gnomes do.

Though elves may consider gnomes trivial and somewhat frivolous, they recognize in them a love of music equal to their own. Though the music of gnomes varies more in style than the haunting refrains that characterize elven tunes, gnomes have developed a degree of artistry with sound unrivaled by any other race. Gnome bards are always welcome in elf communities, and some even compete in festivals of the arts alongside elves.

Halflings: Most elves don't quite know what to make of halflings. The little folk seem incredibly charming, and most elves greatly enjoy their company. On the other hand, elves often have the sense that halflings are holding back somehow—which they often are. Halflings are somewhat in awe of elves and tend to be on their best behavior around them. This reticence on the part of halflings to be fully themselves often leads elves to consider them somewhat stodgy, but this impression couldn't be farther from the truth. When halflings spend long periods in the realms of the elves, they tend to come out of their shells and reveal their fun-loving nature. However, most halflings limit their visits to such places because of their natural desire to see and do a variety of things.

Elves value halflings' ability to fit into almost any group and to charm others into seeing things their way with honeyed words. They also realize, however, that honeyed words and sticky fingers frequently go together, so elves rarely invite halflings to visit places that shelter valuable artifacts. Elves also respect the halflings' desire to avoid conflict—an attitude they share, though not for the same reasons.

Because of their charming nature, the interesting tales they tell, and the trade goods they bring, halflings are always welcome in elf communities. Occasionally, elves even seek the aid of halflings for ventures in which their particular skills would be useful.

Half-Elves: Elves look on half-elves as relatives who are deserving of welcome in their communities. Many view them with a touch of pity because their elf blood gives them such promise, but their human blood condemns them to early death. Others perceive in them a vibrancy and a zest for life rarely seen in elves.

Given the elven penchant for individuality, it would be incorrect to assume that all elves feel the same way about anything. There are always some who have difficulty looking past a half-elf's heritage, seeing it as impure, inferior, or repugnant depending on the circumstances of the child's birth. Even for those untroubled by a child's non-elf parentage, it can be difficult to deny the physical differences between half-elf and elf children. On that basis alone, some elf adults have difficulty hiding their disdain and pity for a child who cannot compete with his peers—a heavy burden for a child of any race to bear.

Beyond those considerations, elves refuse to categorize half-elves, according each the respect as an individual that

would be the birthright of any full elf. In particular, elves realize that some half-elves do not share their chaotic viewpoint, though half-elves often understand it better than members of other races do. For that reason, elves may find half-elves to be valuable go-betweens in negotiations with some lawful-aligned races.

Half-Orcs: The racial enmity between elves and orcs goes back to the creation of the races and the legendary battle between Corellon Larethian and Gruumsh, the orc deity. According to the legend, elves sprang from the drops of Corellon's blood that was shed while the two fought. Because the Creator of the Elves bested Gruumsh, taking out his enemy's eye with a flick of his longsword, elves are convinced of their innate superiority over the bestial orcs. Nevertheless, orcs have waged war against elves more than any other race, and rarely does a confrontation end without bloody conflict. Given this history, most elves harbor neither trust nor affection for the brutish humanoids, and they regard the half-breed spawn of their enemies with barely concealed suspicion. An elf may greet a half-orc pleasantly enough, but her hand is usually on her sword hilt when she does so.

Because elves believe strongly in the power of the individual to overcome any obstacle, an individual elf is generally inclined to give an individual half-orc the benefit of the doubt. Few true friendships arise between these races, but a certain camaraderie is possible.

Humans: The high degree of variety in human culture fascinates elves, who prize individuality for its own sake. Of all the humanoid races, humans display the greatest adaptability and flexibility as well as a zest for life not seen in most elven realms. Indeed, these qualities attract elves to humans so strongly that a relatively large amount of crossbreeding occurs between the two races.

On the other hand, elves find humans somewhat unrefined because they simply do not live long enough to acquire the elves' appreciation of the arts. Humans do not have the long-term perspective that elves possess, a fact that frustrates elves to no end. Humans often do not care whether the land can support the spread of their civilization in the long term because they personally will not be around to witness the results. Their children or grandchildren may witness the decline in fertility of overused land or the gradual alteration of a lake once teeming with fish into a dry hole from overfishing and pollution, but those responsible for it will be long gone. However, such changes can happen within a single elf's lifetime, and thus elves feel responsible for being good stewards of the land.

Humans show a tendency to fight among themselves that elves find unsettling at best. A race that preys upon itself to the extent that humans do is almost beyond comprehension to the elves; humans seem nearly as bad as orcs in their capacity for destroying each other over petty issues. Most races have a long-standing enmity for some other race, but of all the civilized races only humans slay each other with abandon.

Nevertheless, whatever humanity's weak points may be, it is still a young race with great potential. Many elves consider it their duty to guide humans toward a higher degree of civilization just as they would guide their own children in the acquisition of knowledge. Thus, many elf communities treat humans with a degree of indulgence often reserved for children. Others, recognizing in humans a great strength and martial prowess, seek to ally with them on an equal footing, melding the wisdom of elf war leaders with the skill and ferocity of human troops to create a nearly unbeatable combination.

Raptorans: Elves share an alphabet and a love of unspoiled lands with the raptorans, and sometimes the two races enact mutual defense pacts despite the raptorans' territoriality. Individual raptorans and elves tend to get along well, both bemused by the short-term thinking of humans and other races.

Roleplaying Application: The above generalizations represent how an average member of elf society is likely to view someone from a given race. Since there are no average members of society, only individuals, it's up to you to decide how well these comments fit. Does your character adhere to the stereotypes presented above? If not, why not? Was there something in your character's past that changed his or her view of a given race from the status quo?

RELIGION

Religion is a deeply personal aspect of an elf's life. All elves hear the legends of the gods when they are young, and all are exposed to clerics and rituals from an early age. What these traditions mean to an individual elf varies with his own experiences and mind-set.

Organized religious services occur only on holidays and for special events such as weddings and funerals. Most individuals go to temples whenever the mood strikes them, which may be more or less frequently depending on the individual. Most temples offer little in the way of education, except in the tenets of a particular religion, since elves can gain their education from almost anyone in the community. Offerings to the church are voluntary, but most temples and shrines have an embarrassment of riches in the form of services and artworks donated by grateful members of the community. Indeed, many elf artisans look upon creating a work to decorate a temple as the pinnacle of their endeavors.

Clerics of each temple are present for all major festival days in an elf community. Although their blessings are part of the ceremonies, these acts are recognized as the clerics' personal contributions more than religious necessities. Elven weddings usually include a cleric of Hanali Celanil or Corellon Larethian who joins the couple. A proper elven funeral requires the presence of a cleric of Sehanine Moonbow or Corellon Larethian to dispose of the remains with a *dust to dust* spell and to comfort the mourners with assurances that the departed has gone to join Corellon and the other elven deities.

ALOBAL LORFIRIL

Demigod (Chaotic Good)

Revelry, hedonism, and excess of all kinds are the purview of Alobal Lorfiril, known as the Reveler and the Merry Magician. The youngest of the Seldarine (see Mythic Origins, page 25), he urges his followers to wrest the maximum possible pleasure from each moment. Responsibility is for tomorrow; why not spend today enjoying good food, fine wine, friendship, and love?

Alobal does not cajole his followers to become intoxicated to the point of causing harm to themselves or others, nor does he condone seeking personal pleasure at the expense of others. He teaches that there is as much potential in tomorrow as there is in today, and that elves need never hurry. Wasting today in drudgery is fruitless and possibly sinful.

Appearing as a comely male elf with eyes of sparkling gold, the Merry Magician enjoys magic used to provide amusement, to create beauty, or to enhance the pleasure of ordinary activities. Illusions used for enjoyment rather than base trickery are common among his followers, as are transmutations geared toward improving artworks and conjurations aimed at gaining an amusing companion for a short period.

Holy symbol of Alobal Lorfiril

Portfolio: Hedonism, mirth, magic, revelry.

Domains: Chaos, Good, Magic, Trickery.

Cleric Training: Alobal's clerics begin their training by hosting spontaneous revels and magic shows in their communities. As they gain in power and importance, they preside at community functions, provide entertainment to lift the spirits of the sick and injured, and oversee the production of wine, sweetmeats, and other fare consumed purely for pleasure.

Quests: The Reveler's followers typically undertake quests to retrieve items of beauty that give pleasure to those who own them, seek out magic wines and rare foods, compete in games, and establish magical means of reducing the average elf's daily workload. Such quests often involve consultation with other long-lived creatures, such as good-aligned dragons, about what gives them the greatest pleasure and satisfaction.

Prayers: Prayers to Alobal often frame requests in terms of pleasure. "Let me lift the mantle of care from my compatriots/With a glass, a wink, a song,/And keep them laughing the whole night long," goes one common prayer.

Shrines: Alobal's followers rarely establish temples; most lack the fortitude to work so hard. They often create small shrines in taverns, glades, and places of wild beauty. A shrine to Alobal usually conceals ample stores of wine, sugared fruits, and other confections as well as scrolls of spells that followers commonly use. Alobal's shrines are often masked by magic, appearing as trees with rainbow-colored leaves or other odd but pleasing objects.

Rites: The worshipers of Alobal revere their god every time they take a sip of wine, taste a delectable food, swap tales with a friend, or participate in an enjoyable activity. Merely invoking the god's name at such times counts as veneration of the deity.

Herald and Allies: An elf 10th-level illusionist/10th-level rogue is Alobal's herald on the Material Plane. His allies are bralani eladrins, lillends or ghaele eladrins, and planetars.

Favored Weapon: Dagger.

CORELLON LARETHIAN

Greater God (Chaotic Good)

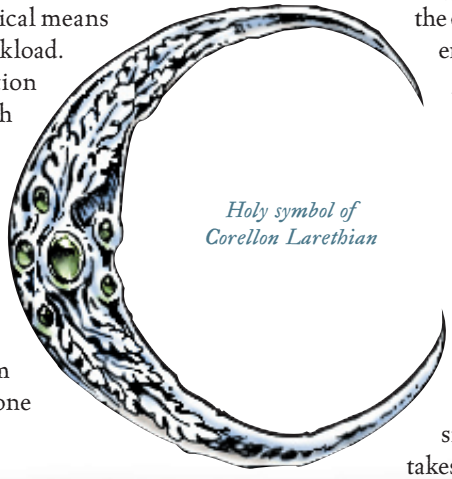
Corellon Larethian is described in Chapter 6 of the *Player's Handbook*. The Creator of the Elves governs all things dear to the elven soul—magic, music, arts, crafts, beauty, self-reliance, and poetry. He also represents warfare in a just cause. His nemesis is Gruumsh, the deity of the orcs, who once lost an eye to Corellon's flashing blade.

Portfolio: Elves, magic, music, arts.

Domains: Chaos, Good, Protection, War.

Cleric Training: Because elves are so long-lived, Corellon's clerics can afford to spend years observing potential recruits before initiating them into the mysteries of the faith. Once a new cleric-to-be accepts an invitation to join the clergy, she spends much time in meditation, quiet academic study, and artistic endeavors.

Quests: Corellon wants to protect the elven people from harm. Beyond that, he wants to return to them the lost artistic masterpieces of their heritage, and he tries to thwart the drow at every opportunity. Corellon's followers find themselves protecting villages from gnoll incursions, stealing into evil temples to recover ancient elven tomes of lore, and destroying underground fortresses full of vampiric drow clerics.



Holy symbol of Corellon Larethian

Prayers: Corellon's prayers are always in Elven. They often begin with "Hei-Corollon shar-shelevu," which means "Corellon, may your grace grant . . ."

Temples: In an elf city, the temple to Corellon Larethian is often an alabaster wonder of minarets and parapets. In smaller communities, the temple often takes the form of a massive tree house hundreds

Illus. by D. Crabapple & S. Wood

of feet above the forest floor. Most temples are eager to aid traveling elves in any way they can—and other races as well if they're fighting the hated drow. Corellon's temples often double as armories in smaller cities.

Rites: Corellon's rites are integrated with elf society, celebrating births, honoring deceased believers, and blessing marriages. Before a battle, believers often recite the Litany of the Arrows.

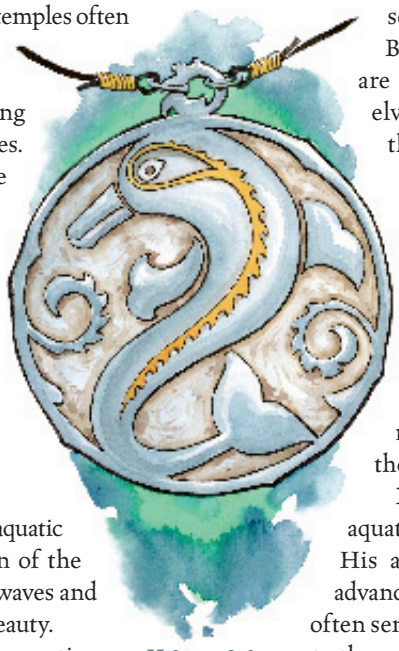
Herald and Allies: Corellon uses 20th-level celestial elf clerics as his heralds. These individuals are always consummate archers. His allies include bralani eladrins, ghaele eladrins, and planetars.

Favored Weapon: Longsword.

DEEP SASHELAS

Intermediate God (Chaotic Good)

The Lord of the Undersea is the patron of aquatic elves. With his consort Trishinia, Queen of the Dolphins, he rules the world beneath the waves and creates ever-changing vistas of undersea beauty.



Holy symbol of Deep Sashelas

Deep Sashelas appears as a handsome aquatic elf with sea-green skin and flowing blue-green hair. He is usually clad in leather armor made of sharkskin and decorated with fins and frills. Deep Sashelas is a charismatic leader and an inspired creator, but he is also fickle and flighty, as evidenced by the many tales of his amorous adventures with mermaids, mortal aquatic elves, and other lovely beings of the deep.

Portfolio: Oceans, aquatic elves, creation, knowledge.

Domains: Chaos, Good, Protection, Water.

Cleric Training: The clerics of Deep Sashelas are mostly aquatic elves, though surface elves also venerate him. All his clerics can swim, and they often act as mediators between aquatic and nonaquatic races. They oppose the sahuagin and often take the battle directly to their enemies.

Quests: Followers of Deep Sashelas often undertake quests to retrieve magic items that control aquatic creatures, to attack sahuagin strongholds, or to establish alliances between elves and other races, both above and below the water.

Prayers: The followers of the Dolphin Prince pray to him upon beginning new artistic projects and upon completing them, and when they are girding themselves for war against enemies of the aquatic elves. Prayers to Deep Sashelas always invoke the beauty of the undersea world and often ask for guidance in preserving it. "Lord of the Undersea, keep my resolve as strong as the tides and my weapon-arm as swift as the eel, that I may preserve the grandeur of the realm below the waves," goes one common prayer.

Shrines: Most shrines to the Dolphin Prince are built on the sea floor or on the faces of rocky cliffs, though some can be found on barren coastlines. Built of shells, coral, and driftwood, they are festooned with artistic creations of the elves. A pool of crystal-clear water serves as the altar.

Rites: The clerics of Deep Sashelas hold rites at especially high and low tides, known as High Flow and Deep Ebb. Offerings of precious items from the sea and great works of art are made during these ceremonies, and his clerics hold water dances that involve swimming in prescribed patterns with dolphins and singing songs reminiscent of the crashing of waves upon the shore.

Herald and Allies: A 20th-level celestial aquatic elf cleric serves as Deep Sashelas's herald. His allies include tritons, celestial orcas, and advanced celestial cachalot whales. (Deep Sashelas often sends magical beasts as planar allies, contrary to the spell description.)

Favored Weapon: Trident.

ELEBRIN LIOTHIEL

Intermediate God (Chaotic Good)

Known as the Celestial Gardener, Elebrin Liothiel is the elven god of orchards, gardens, and the harvest. This pastoral deity represents the abundance of nature and its ability to provide for those who live in harmony with it.

Elebrin appears as a young male elf dressed in tunic and breeches in muted gold shades. His cloak is the color of green spring leaves embroidered with trailing vines, and he carries a sturdy staff made of rowan wood. A circlet of leafy vines adorns his brow.

Holy symbol of Elebrin Liothiel

The Celestial Gardener created the *saelas* tree as a gift to the elves, and he bestows special care on *saelas* groves. (The Elven word *saelas* translates as "wildwood" in Common; for information about the properties of wildwood, see page 169.) In addition, Elebrin watches over the gardens, orchards, and groves near elf settlements, ensuring abundant harvests for those who plant and tend in tune with nature. Ornamental gardens are also within his purview, as are any other decorative plantings.

Portfolio: Nature, gardens, orchards, harvest.

Domains: Chaos, Good, Plant, Sun.

Cleric Training: Clerics of Elebrin tend the communal gardens and orchards of an elf settlement, studying how to plant crops to harmonize with nature rather than compete with other native growth. As they gain experience, they

Illus. by D. Crabapple

assist the Guardian of Nature in planning gardens, cataloging new kinds of plants, and training plants into decorative shapes.

Quests: Elebrin's followers often pursue quests involving the restoration of an area blighted by some evil or the acquisition of seeds or cuttings of some new kind of plant life. They may also undertake quests to feed other elf communities or even human settlements stricken with famine or some other misfortune.

Prayers: Prayers to the Celestial Gardener usually involve the health of forests and other plant life or requests for rain, sun, or other needed weather conditions. Whatever their content, the elf offering them always has a piece of *saelas* or a living plant close at hand. Elves often go to *saelas* groves or orchards to offer their prayers to Elebrin.

Shrines: Elebrin's shrines are usually simple platforms built in tall trees, though some are one-room domed or peaked buildings shaped entirely of *saelas*. Each has a dirt floor from which neatly tended plants of every kind grow in profusion everywhere aside from a few cleared paths to the altar. Offerings of *saelas* weapons, armor, and tools are frequently cached near the altar.

Rites: The clerics of the Celestial Gardener bless new plantings, forests where new elf communities will be built, and harvests gathered from both tended gardens and wild forests.

Herald and Allies: An elf 20th-level druid is Elebrin's herald. Half-celestial nymphs, half-celestial treants, and celestial chargers are the allies he sends. (Elebrin often sends magical beasts as planar allies, contrary to the spell description.)

Favored Weapon: Quarterstaff.

HANALI CELANIL

Intermediate Goddess (Chaotic Good)

The goddess of love and kindness, Lady Goldheart appears as a golden-haired female elf of great beauty, wearing a simple white gown and some exquisite piece of gold jewelry. Forgiving and generous, she embodies the romance, beauty, and joy in the elven spirit, and serves as the patron deity of young lovers.

Unlike other races' deities of love, Hanali Celanil is neither jealous nor exacting, though she tends to be slightly vain. She promotes the creation of beauty in all its forms, the enjoyment of love for its own sake, and the forgiveness of minor transgressions.

Portfolio: Love, romance, beauty, enchantments, magic item artistry, fine arts, artists.

Domains: Chaos, Good, Magic, Protection.

Cleric Training: Lady Goldheart's clerics begin their careers by tending gardens, creating and collecting lovely works of art (especially jewelry), and perfecting their own grooming to make the most of their personal beauty. As they progress in level, they preside over weddings and other rites of passage, bless the gatherings of artists, and pursue and encourage the growth of love among their congregations. Clerics of Lady Goldheart always give shelter and succor to young lovers who seek their aid.

Quests: Quests for Hanali Celanil may involve the creation or recovery of a magic item that deals with love or beauty, diplomatic missions to form alliances with powerful creatures of good, or the acquisition of unique and beautiful works of art. They may also involve the beautification of an area or a deserving creature.

Prayers: Lady Goldheart's followers pray for guidance in matters of the heart, for beauty, or for the talent to produce exceptional works of art. "Lady Goldheart, let your beauty infuse my soul and your love be my guide to the truth," goes one common prayer.

Shrines: Hanali's shrines are architectural marvels decorated with the finest paintings, crystal sculptures, gold and crystal jewelry, and collections of sparkling gems. They are often placed in artists' glades or places of natural beauty.

Rites: Clerics of the Heart of Gold hold frequent impromptu revels and dances to raise the spirits of their communities. They also celebrate a ritual called Secrets of the Heart under the light of the full moon each month. During such rituals, worshipers dedicate objects of great beauty to the goddess, artists present their newest works to the community, and lovers plight their troth.

Holy symbol of Hanali Celanil

Herald and Allies: The herald of Hanali Celanil is a 20th-level celestial elf wizard. Her allies include celestial unicorns or pegasi, lillends, and celestial chargers. (Hanali Celanil often sends magical beasts as planar allies, contrary to the spell description.)

Favored Weapon: Dagger.

LOLTH

Intermediate Goddess (Chaotic Evil)

Lolth, the Queen of the Demonweb Pits, was Corellon's original consort, but he cast her out of the Seldarine (see Mythic Origins, page 25) when she turned to evil. It was Lolth who first spread evil among the elves and led the drow away from the rest of the elves thousands of years ago. Now she focuses on using the drow to conquer the vast cavern-realms beneath the surface of the earth. Lolth relishes the chance to test her followers by pitting them against each other so that the strong may cull out the weak.

Lolth appears either as a tall, beautiful female drow or a massive black spider with a female drow's head.

Portfolio: Drow, spiders, darkness.

Domains: Destruction, Evil, Trickery.

Illus. by D. Crabapple

Cleric Training: More than any other deity, Lolth delights in perpetual tests of her exclusively female clerics, often pitting them against each other or members of their own families. Every cleric of Lolth knows that the path to promotion involves stabbing superiors in the back, and every cleric is likewise alert that her underlings are plotting to do the same to her.

Quests: Lolth has set her worshipers the task of conquering the vast network of caverns in the underground realm as well as killing surface elves. Typical quests include attacking a rival drow community, raiding a mind flayer lair for its magic, and building an artifact that turns surface-dwelling elves into spiders.

Prayers: Prayers to Lolth, always made in Elven, frequently feature the phrase "Elliya Lolthu," which means "Test me, Lolth."

Temples: Lolth's temples among the drow generally dominate (in every sense of the word) the communities that surround them. These temples are defended by capable and clever spider-worshipers, but they also serve as storehouses of dark lore and powerful magic.

Rites: Lolth uses a number of competitive rites to identify particularly worthy followers. Those who succeed at these rites—most of which involve competitive spellcasting or all-out combat—gain access to more powerful magic. Those who fail are demoted, killed, or turned into driders.

Herald and Allies: A bebilith demon with 18 Hit Dice is a common herald for Lolth. Her allies are succubus demons, bebilith demons, and marilith demons.

Favored Weapon: Dagger.

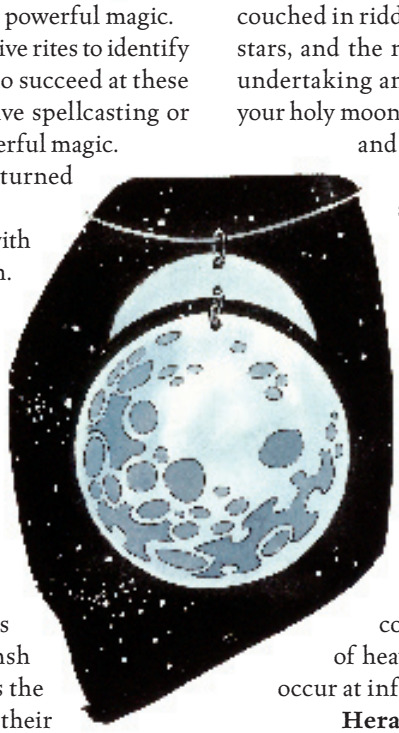
Holy symbol of Lolth

SEHANINE MOONBOW

Intermediate God (Chaotic Good)

The Daughter of the Night Skies holds sway over death, dreams, and the beauty of the night. Now the consort of Corellon Larethian, Sehanine Moonbow provided strength to him from her tears during his great battle with Gruumsh during the First War. It is she who eases the passage of dying elves and their spirits to their final reward. When an elf nears death from old age, disease, or some other nonviolent means, a milky-white, opaque crescent often appears in the lenses of his eyes—Sehanine's characteristic "moonbow." At such times, the goddess often sends the dying elf a vision of the next world to give him hope and strength during his passage.

The Lady of Dreams also governs sleep, dreams, and mystic revelations. She rarely speaks to her followers directly, preferring to impart her will through dreams, mystic visions, and journeys of the spirit.



Holy symbol of Sehanine Moonbow

Sehanine appears as an ethereally beautiful female elf with white hair and blue eyes. She is usually clad in a silvery gown and wearing a piece of silver jewelry shaped like a full moon.

Portfolio: Mysticism, dreams, death, journeys, transcendence, the moon, the stars, the heavens.

Domains: Chaos, Good, Knowledge, Travel.

Cleric Training: Clerics of Sehanine Moonbow begin their careers by tending the shrines of the dead and counseling members of the community about the meanings of dreams. Later, they may serve as spiritual counselors to their fellow elves, preside over funerals, defend their communities against undead incursions, and conduct divinations on behalf of leaders who need to make decisions.

Quests: Followers of Sehanine Moonbow often undertake quests to destroy undead, retrieve the bodies of fallen elves who had no proper funerals, or recover lost arcane knowledge pertaining to illusions or divinations.

Prayers: Prayers to the Lady of the Night Skies are often couched in riddles and use terms relating to the moon, the stars, and the night. One common prayer spoken before undertaking an artistic project or a special quest is "May your holy moonbeams guide me to a deeper understanding, and your starlight reveal the unknown."

Shrines: Sehanine's temples are situated so thay they are bathed in the light of the full moon when it shines. A temple is often decorated with silver and moonstones, and its ceiling has an opening that reveals the night sky. A temple is usually surrounded by a garden of night-blooming flowers.

Rites: Clerics of the Lady of Dreams preside over funerals and bless those who are undertaking spiritual journeys of any sort. Once a month, they celebrate the Lunar Hallowing, a festival held in the light of the full moon. Other holy days commemorate lunar eclipses, conjunctions of heavenly bodies, or other celestial events that occur at infrequent intervals.

Herald and Allies: A ghost elf 10th-level cleric/10th-level wizard is Sehanine's herald on the Material Plane. Her allies include bralani eladrins, ghaele eladrins, and planetars.

Favored Weapon: Quarterstaff.

VANDRIA GILMADRITH

Intermediate Goddess (Lawful Neutral)

War is never desirable, but sometimes it is necessary. When armed conflict is unavoidable, elves pray to Vandria

Illus. by D. Crabapple

Gilmadrith for prudent strategy and for victory with minimal loss of life.

The daughter of Corellon Larethian by his original consort Araushnee, Vandria was once as carefree and high-spirited as any other member of the Seldarine (see Mythic Origins, page 25). However, when Araushnee led a treacherous assault on the Seldarine, Vandria gathered forces to defend the other elf deities. The resulting carnage forever sobered her and cemented her commitment to aiding her people at times when taking up arms becomes inevitable.

Like Corellon Larethian, Vandria Gilmadrith is a war deity, but where Corellon epitomizes the glory of individual combat, Vandria embodies strategy, tactics, alliances, and close cooperation on the battlefield. Such innately lawful aspects of war are alien to the chaotic soul of the elf, so Vandria normally has few followers among the elf race. Still, even elves must sometimes learn to work together for the greater good, and her worship blossoms as never before when war looms on the horizon. Known as Steelheart for her steady nature and steadfast protection, Vandria represents the ability of the elves to harden their carefree hearts and band together in times of trouble.

Holy symbol of Vandria Gilmadrith

Illus. by D. Crabapple

Vandria appears as a middle-aged female elf with white hair bound in a severe braid, bearing an expression of grim and sorrowful resignation. A pair of feathered, steel-gray wings sprouts from her back, and an ornate silver helm with no visor protects her head. Her elven chain gleams with a radiant light, and she wields a longbow and a greatsword in combat.

Vandria feels the death of every elf who perishes on the battlefield, the pain of every elf maimed in combat, and the grief of all those who lose loved ones to war. Thus, her primary interest is in preventing war and in shortening it when it becomes necessary. Ever vigilant, she keeps watch for dangers that threaten the elf race. On the battlefield, elves sometimes claim to see her folding her wings around a threatened unit to protect it, or pointing out a hidden foe.

As the only lawful-aligned deity in the elven pantheon, Vandria holds sway over laws, contracts, alliances, and all other types of formal agreements. Elders weighing judgment in disagreements always invoke her and pray for the wisdom to dispense punishments fairly. Elves who need to make critical decisions sometimes seek her counsel when faced with a difficult choice.

Because of the sorrow she feels when war claims her people, Vandria Gilmadrith is also known as the Lady of Grief. All those who grieve, whether through losses from violence or through the normal passage of time, pray to her for solace.

Portfolio: War, guardianship, justice, grief, vigilance, decision.

Domains: Law, Protection, War.

Special: Vandria does not accept evil clerics. Her clerics can be neutral, lawful neutral, lawful good, or neutral good.

Cleric Training: Clerics of Vandria Gilmadrith begin their training by serving in the watch, sitting with elders while they hear disputes, learning about the traditional enemies of the elves, and serving as singers at funerals. As they advance, they may lead watch patrols, serve as seconds for aggrieved parties bringing cases before the elders, help to shore up a community's defenses, and assist the master of arms in training young elves with weaponry. When war threatens, clerics of Vandria help the ruler form alliances and plan strategy. They also instruct elf warriors in close combat techniques. As they are prone to telling warriors who tend toward too much independence on the battlefield, "A wave of arrows is better than a lot of single bowshots." After a battle, clerics of Vandria retrieve the dead from the battlefield.

Quests: Vandria's quests often require adventurers to visit rulers of other lands on diplomatic missions, to hunt down lawbreakers, retrieve stolen property, or to gather information critical to preventing or winning a war.

Prayers: Because Vandria prefers defense to offense, prayers to her often take the form of promises to defend others. "Let not my arm falter," goes one common prayer, "lest the lives in my care be forfeit." A prayer for aid in judgment or help in making a decision might be expressed as "Let my eyes see clearly and my heart be as steel."

Shrines: Temples to Steelheart are usually hidden fortresses whose locations are known only to her worshipers and clergy. Situated in defensible caves, beneath huge trees, or in hidden vales, Vandria's temples are stocked with weapons and supplies so that they can double as last retreats for the entire community. A few of her shrines are little more than simple tree houses situated at key vantage points so that her clerics can spot trouble on the horizon.

Rites: Vandria's clerics bless alliances and seal contracts. They also bless troops going into battle and lead memorial services for those whose bodies could not be retrieved from the battlefield.

Herald and Allies: A celestial elf 10th-level fighter/10th-level wildrunner (see page 139) serves as Vandria's herald on the Material Plane. Her allies are formian taskmasters, formian myrmarchs, and hound archon heroes.

Favored Weapon: Longbow.

ELF HISTORY AND FOLKLORE

The elves claim to be the first mortal race in the world, and they are probably right. They certainly had complex civilizations long before humankind walked the earth, and they may even have tamed the forest primeval, as some of their legends claim. Though they do not feel tied to any single place and may abandon a city when the site no longer suits their needs, a few of their cities have reportedly existed almost since the dawn of time—and no one can prove otherwise. Though specific customs may change over time, elven culture remains among the richest that any race can boast.

No one knows exactly when the first elves set foot on the floor of the first forest, but legend holds that the elves arose in the aftermath of a divine battle between two powerful gods. Whether or not this tale and other legends handed down from parent to child are true, they explain much about why the elven soul treasures freedom above all else, how the elven style of combat evolved, and how the elves came to possess their affinity for magic and nature.

Roleplaying Application: Though elves are not creatures of tradition, their legends are still part of their racial identity. What is your character's favorite legend? Is there a legendary character that inspires her? Does she plan to create new legends of her own, based on her personal exploits?

Gruumsh runs from a hail of arrows

Illus. by T. Baxa

MYTHIC ORIGINS

In the time before time, the gods sprang fully formed from the primeval void. All these first gods were equally endowed with the power of the cosmos, and each claimed jurisdiction over certain aspects of the universe. In a spirit of cooperation that has not been seen since, they built the worlds together, separating matter from energy, land from sea, and sky from earth.

The wiser gods banded together and called themselves the Seldarine, or Brothers and Sisters of the Wood. While the other gods squabbled over custody of the various aspects of the worlds they had jointly created, the Seldarine used their power to cover the barren lands of the world with lush forests, tall grasses, flowers of incredible beauty, and animals of every kind. Moradin, Yondalla, and Garl Glittergold allied with the Seldarine, claiming the mountains, plains, hills, and underground areas of the new world as their own. When Gruumsh, the evil god who later fathered the orc race, realized that there was no good portion of the world left for him, he grew black with rage. Seizing the caves, rocky cliffs, and sections of the darkness below that no one else wanted, he began to plot his revenge.

Gruumsh decided to build for himself a magnificent fortress directly on the surface of the world that the other gods had claimed. One by one, he tore out of the ground the towering trees that graced the forests. One by one, he stripped them of their branches and laid them atop one another to build a vast, crude structure to house the armies he intended to create. Gruumsh cleared miles upon miles of forested land in this way, leaving behind barren deserts upon which nothing would grow. Corellon Larethian, lord and creator of the earth's vast forests, ordered him to cease—and the orc god's reply was to seize Araushnee, a darkly beautiful goddess who was Corellon's consort, and imprison her within his crude fortress.

Corellon would not be goaded so easily into fury. Choosing a tall, perfect tree, he fashioned its trunk into a magnificent longbow and made from its branches a set of true-flying arrows. From atop a mountain many miles away he nocked an arrow to his bow and fired upon Gruumsh's fortress. Again and again he fired, and each of his arrows flew through some chink between the logs and found its mark, piercing the orc god's body until his blood ran like a river, undermining the sandy base upon which he had

built. Down crashed the fortress around Gruumsh's ears, allowing Araushnee to escape.

Enraged, Gruumsh seized his morningstar and ran across the land to confront his enemy, all the while with Corellon's arrows raining down upon him. The two gods clashed with a fury that rocked the newly born world. Furiously they fought for a day and a night. Araushnee, who hoped that Corellon's death might give her the opportunity to rise as queen over the Seldarine, secretly aided the orc god. Other gods joined the fight on both sides, and fire rained down from the heavens. On and on went the divine battle thereafter known as the First War.

At last, the other gods began to withdraw, their strength and their fury spent. Gruumsh and Corellon fought on, the orc lord's power waxing in the dark of night while Corellon gained in strength during the day. At last, Gruumsh's greater physical strength and endurance began to prevail over Corellon's dancing blade, and the orc god pressed his advantage. Corellon turned his stricken, bleeding face to the sky, and the tears of Sehanine Moonbow, another of the Seldarine, fell upon it, giving him the strength for a final strike. Turning back to his foe, Corellon plucked out Gruumsh's eye with a single, well-placed sword stroke. The orc lord howled with pain and ran from the field of battle. Known as One-Eye forever after, he nurses his hatred of the Seldarine in the dark recesses of the world, plotting revenge.

Corellon gathered up the soil that had soaked up his blood and Sehanine's tears and formed it into mortal beings of unearthly beauty, which he called elves. Corellon fashioned elves in the image of each member of the Seldarine, then set them upon the earth to be its stewards. Infused with the divine power of gods' blood and tears, the elves took control of earth's forested lands, seas, and skies.

Araushnee's treachery did not go unpunished. For her betrayal, Araushnee was cast out of the Seldarine and transformed into a demonic spider-form. Renaming herself Lolth, she called to the elves created in her image, the drow, and retreated with them beneath the earth. Sehanine Moonbow, whose tears had given Corellon strength in his time of need and whose silver light had revealed Araushnee's evil, became Corellon's new consort.

Seeing the creations of the Seldarine, the other gods scrambled to emulate them. However, their hurry was too great, and each of their creations was but a flawed, forlorn imitation of the magnificent elves. Because of these flaws, the other races could not live as long as elves or reach the same heights of civilization. Still, the elves were kind to those races that had good hearts and helped them to establish themselves. The orcs, however, seek always to avenge themselves on the elves for their god's mutilation, and the two races have nursed a deep-seated enmity ever since.

LEGENDS

Elves do not have as many legends as dwarves, gnomes, and halflings do, but the ones they do espouse are carefully preserved and passed on from one generation to the next. Since elves have longer lives than the other mortal races, their tales have passed through fewer generations; thus, they remain closer to the "truth" than the tales of other folk, which are discounted by the elves as mere myth.

Elves have raised storytelling to a high art, and nearly everyone, not just bards and troubadours, practices it. Many young elves aspire to the kinds of heroism described in the stories, but most simply enjoy listening to their fellows spin tales under the stars.

Many elven tales tell of heroes, magical might, and great deeds of old. A few are cautionary tales told to keep young elves from acting too rashly or trusting too easily. Most elves learn all the classic tales of their race before they reach the age of 50, but new heroes are always making new legends to tell under the stars.

The following are some of the most popular elven legends ever told. Elves consider them all true, as far they know.

The Apples of Ephinia

Long, long ago, there lived an elf named Ephinia who loved both the natural world and arcane magic. Over the centuries, her talents for nurturing growing things and for creating new spells grew until she was the most celebrated elf in her city. Her gardens were places of wild beauty where the loveliest flowers grew in profusion and the earth gave forth the most delectable fruits seemingly at her command. Everyone knew that her plants were touched with magic, because who else but she could grow lilies edged in silver, nuts of every hue, and sunflowers that sang songs to the sky? Some in her city said that her gardens were unnatural, but most saw her achievements as a perfect melding of nature and magic.

In the prime of her life, Ephinia achieved her greatest work: a tree that bore apples made of ruby. The tree became the centerpiece of her garden, and Ephinia was acclaimed as queen for her magical prowess. The elf city prospered under her wise guidance, and all was well for the next two hundred years.

At last, however, the city fell on hard times. A great green dragon moved into the nearby forest, and its predations drove game from the area and poisoned the land. Orcs came in the dragon's wake and began to drive away the friendly humanoids with whom the elves traded. Ephinia created a magic shield over the city to keep out nonelves, and her magic kept her people fed, though the city was isolated from all other races. Several elves went forth to slay the dragon in hopes of freeing their city, but none returned.

Then a strange young elf calling himself Ervadrith arrived in the city, claiming to be a great-nephew of one of the elders. He said that his parents had been slain by the green dragon while accompanying him here. He was taken in for fostering despite the lack of a family member to present him properly. Ervadrith showed a keen interest in gardening, and eventually he earned the right to tend the queen's garden

along with her son Hionyron, who was the guardian of nature for the city.

A few days later, Hionyron was found dead beside a crater where the precious apple tree once stood. Ervadrith and the tree were gone. Gone too was the magic shield that protected the city, as became all too clear when the green dragon flew overhead and attacked. Ephinia and her people put up a brave fight, but most of the populace was slain and the city reduced to ruins. Ephinia herself disappeared, never to be seen again. All that remained of her garden was a single weeping willow sapling with blackened fronds.

The surviving elves went forth to discover what had happened. In their travels through the now-twisted land, they discovered no trace of ruby apples, and no evidence that an elf named Ervadrith had ever existed, even when they traveled to the town from which he claimed to have come. Not until a brave elf named Fermandor ventured below the surface with a band of human and dwarf adventurers was the mystery solved, for they found a grand drow city with a ruby apple embedded in each of its gates.

Piecing together the tale took quite some time, but eventually the brave band discovered that Ervadrith had been a drow, magically altered to resemble a surface-dwelling elf. The green dragon had seen the tree glittering from the queen's courtyard when he flew above and coveted the unique treasure for his hoard. Unable to penetrate the city's defenses, he made a deal with a band of drow passing through the area on an exploratory mission: Retrieve the tree for him and defeat the magic shield, and he would raze the city of their hated rivals to the ground.

The drow agreed, and the altered Ervadrith passed easily through the city's wards, which did not prevent the passage of dark elves. Biding his time, Ervadrith brewed a poison with which to slay the guardian of nature and prepared a special pot in which to transport the tree. After slaying Hionyron, he plucked two apples from the tree and pocketed them, then used arcane magic to reduce the tree to the size of a flower, which he potted. Before slipping out into the night, he stabbed Ephinia while she was in her trance, thus negating the shield that her own essence had powered. After delivering the tree to the dragon, he demanded fulfillment of their bargain.

The elves tried to retrieve the apple tree, but the dragon was too powerful, and all but one of them were slain. The sole survivor of Ephinia's city now roams the world in search of companions who can help her slay the dragon and retrieve the tree.

Adventure Hook: The sole survivor of the lost elf city entreats the PCs to help her slay the green dragon, now grown to ancient age. The creature's hoard has been enriched with many ruby apples, but the tree died long ago because the dragon could not sustain it in the poisonous swamp that was its home. A tall, graceful weeping willow towers above the ruins of the old elf city, and any elf who pauses for a trance beneath it hears the voice of Ephinia, mourning her son and her city.

Alain and Alarin, the Giant-Killers

Long ago, in an elf community at the edge of a great forest, twin sons were born to an elf named Melissina. Children are always looked upon as a gift in an elf community, and twins are rare enough to be considered blessings of the gods. The boys were named Alain and Alarin, and they soon became the darlings of the whole town.

The two boys grew up wiry, lithe, and daring as only young elves can be. The community looked upon their childish antics with bemusement, and everyone indulged the two—except their younger cousin Maeve, whose weapon skills were deplorable. Maeve was jealous of the twins, and she sought any excuse to belittle their achievements and get them into trouble with the elders. She had little chance to do the former, however, since both boys excelled at whatever they tried. They were particularly skilled with the bow, and they soon joined the community watch, insisting upon assignment to the same patrol.

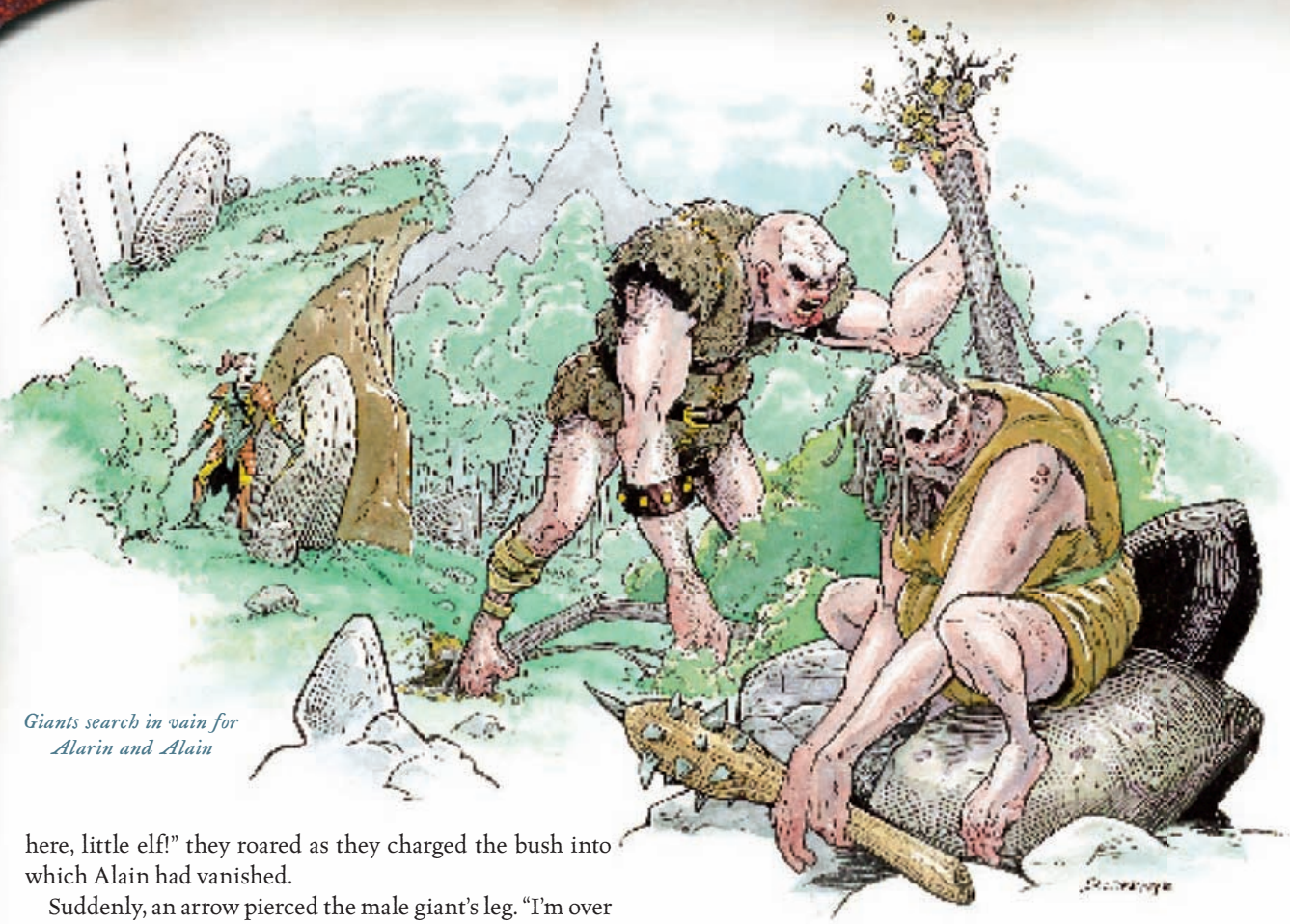
Maeve knew that the boys could not resist a mystery, so she took pains to draw them away from their compatriots while they were on watch, hoping they would encounter trouble they couldn't handle, or at worst draw reprimands from the captain of the watch.

One day, Maeve carefully laid a trail of footprints leading to a small patch of quicksand she had discovered near the edge of a marsh. Sure enough, the boys spotted it and broke off from the group to follow. Instead of falling into the quicksand themselves, they arrived just in time to rescue a human who had blundered into the quicksand from the other direction. The human turned out to be a king's son, and he pledged friendship to the elf community and sent gifts to the town in gratitude.

Another time, Maeve spread the rumor of a whispering tree near the edge of a high cliff. The route that her cousins took to investigate led them past a dryad whose tree was being hacked apart by orcs. The two drove the evil humanoids away and called for the guardian of nature to mend the tree, making yet another valuable friend for the community.

Finally, Maeve saw her chance to be rid of her troublesome cousins once and for all. While gathering mosses for her aunt's garden in a small valley, she chanced to see two hill giants inspecting a cave in a hillside. As she watched, the two settled into the cave and began foraging for food. Noting their movements, she circled the area until she caught sight of a small band of orcs hunting game. Following them at a discreet distance, she picked up a broken spearhead, pocketed it, and planted it on the trail between the town and the giants' new lair.

Upon returning to town, she told the watch captain that a small orc patrol was marauding in the hills. The captain dispatched the twins' patrol and, as Maeve had predicted, the two young elves spotted the broken spearhead and went off alone in search of the orcs. What they found were two hungry hill giants already headed in the direction of the elves' town. They took cover quickly in the underbrush on either side of the trail, but the giants had already spotted Alain. "Come



Giants search in vain for Alarin and Alain

Illus. by D. Crabapple

here, little elf!" they roared as they charged the bush into which Alain had vanished.

Suddenly, an arrow pierced the male giant's leg. "I'm over here, you big oafs!" shouted Alarin from his position on the other side of the trail. The giants turned and charged toward Alarin, who had quickly ducked back into the concealing brush. Meanwhile, Alain, who had moved farther away while the giants were distracted, let fly an arrow at the female. "Don't you have eyes? I'm over here!" he shouted.

Back and forth the two giants charged, taking arrows from both twins and roaring in frustration as their quarry kept popping up first on one side and then the other. The two brothers led the giants on a zigzag path back toward the trail that their patrol had taken, making as much noise as possible.

The patrol leader soon heard the commotion and went to investigate. When he saw the two giants being baited by the twins and realized where they were heading, he rushed back to his unit and told the elves to begin gathering brush to conceal a large, natural sinkhole near the bottom of a rocky hill. Working quickly, they covered the sinkhole well enough that even their own people might not realize it was there. Then the elves hid themselves behind the trees and waited.

The twins harried the giants closer and closer to the trap. When they came within sight of the patrol, the leader called out a signal using a birdcall. Alain and Alarin understood and guided the giants toward the hidden sinkhole. As planned, the female giant stepped squarely on the concealing brush and toppled into the sinkhole. The male, however, teetered precariously on the edge. Eager to finish the job, Alain leaped forward and pushed the giant hard, knocking him into the pit. Unfortunately, the giant managed to grab Alain and drag him in as well.

Thinking quickly, Alarin stepped to the edge of the pit and let fly an arrow. Screaming in rage, the giant dropped Alain and reached for his quarry. Alain sprang to the other end of the pit and was helped to safety by his comrades. When the two giants got to their feet, they towered well over the edge of the pit, but the elves were ready. Firing volley after volley of arrows, they kept their distance from the giants, who could not pursue them until they climbed out of the sinkhole. By the time they did, the elves' deadly arrows had already nearly finished them. The giants fell only a few feet from the pit, arrows protruding from almost every part of their bodies.

The twins were hailed for their bravery in saving the town from the giants and for their quick thinking in leading the monstrous foes to the other elves. Alain and Alarin honed their skills still further in the watch before striking out on their own as adventurers.

Adventure Hook: Now a wizard of some power, Maeve still holds a grudge against her cousins, who achieved fame and fortune in their adventuring careers before retiring to share the rulership of their town. The two have recently fostered their niece in the household of a human king with whom they hope to cement an alliance, and his son has come to foster with the elves. Maeve directly or indirectly hires the PCs to "rescue the elf princess held captive by the humans

and return her to her people." In fact, the girl allows herself to be "rescued" if the heroes appear, because she is rather bored by life with the humans, who insist that she maintain a regular schedule. Should the PCs succeed, the girl's return will be viewed as an insult to the human kingdom and an embarrassment to the twins.

LANGUAGE

Elven is an ancient language of lyrical beauty. Though scholars differ on whether Elven or Dwarven developed first, both are among the oldest written and spoken tongues and serve as the parent languages of a variety of other races' languages as well. The Elven script forms the basis for the written forms of Sylvan, Aquan, and Undercommon.

Elven is a fluid language, rich in subtle intonation and complex in grammar and syntax. It has few words for earth, stone, industry, or engineering, but many for tree, flower, nature, and beauty. It is ill suited to talk of drudgery or mechanics, and indeed most terminology for such topics is adapted from Common or Dwarven; Elven does not lend itself well to dry, technical topics.

However, no other tongue expresses emotions, beauty, philosophy, or theory as well as Elven does. The language allows for a fine degree of differentiation among the various kinds of plants and animals, natural features, weather patterns, and other topics relating to nature. It also expresses joy, sorrow, love, and other deep emotions with a clarity and vitality that no other language can achieve. Its lyrical quality and variety of verbiage makes it ideal for ballads, poetry, and prose. Bards prize songs in the Elven tongue, whether or not they understand the language, because its tones lend themselves well to music and complex rhythms.

Elven is also well suited for magic because it can precisely express ideas and concepts that cannot be seen. Since wizards and other arcane casters wishing to develop spells must conceptualize the desired results with perfect clarity, it is no wonder that elves have a knack for magical research.

Elven words can be of any length. Double vowels are common, as are words that seem to have their own innate rhythm or alliteration. Words are sometimes combined to achieve a specific meaning, but modifiers are usually separate words that follow the word to which they pertain. Subjects are often left out of sentences, particularly when they are pronouns. Derivative words (that is, words linguistically related to others) are common, and complex levels of meaning can be achieved in the spoken form of the language merely through intonation. A few linguists of other races have theorized that elves can hold two entirely unrelated conversations at once, with the words making up each one communicated entirely by intonation. Little if any evidence has ever been found to support this claim, but there is no doubt that the meanings of Elven words and the emotion behind them are enhanced by the manner in which they are spoken.

Spoken Elven has a lilting quality that makes it pleasing to the ear, almost like a song that is spoken rather than sung. When set to music, Elven can bring a tear to the eye of even the most stoic listener.

Elven literature is vast and complex because almost every elf has time to write at least one epic story, song, or poem in his long lifetime. Though the oral tradition is strong within the elf race, most stories are written down as well as passed along orally, giving them a sounder foundation than those of races that depend heavily on the spoken word. Nearly all of elf society is literate, and most read for pleasure as well as for purpose. Because elves prize both personal liberty and literary accomplishment, solitary pursuits such as reading for pleasure are quite popular in elf communities. Elven education involves both books and hands-on interactive teaching because elves believe that all the senses should be engaged in learning.

ELVEN PHRASEBOOK

The following phrases and idioms are common in elven culture, so elf PCs may utter them from time to time. You can use either the actual Elven words or the English translations, depending on your style at the gaming table.

Lida inorum saenes. A literal translation of this Elven phrase is "Strength is in the heartwood." It is used in two ways, differentiated by intonation. One usage means that true strength comes from within, from the hidden depths of a person's soul. The other usage means that items made with time and care, built up from the inside out, are the best and the strongest.

Sharti tra fanil, niffi orisa. "Where the tree fails, the seed grows." Initial failure can open up new opportunities which may eventually lead to success. After all, a fallen tree still scatters its seeds far and wide, and from those new trees can grow.

Gar veri tani veritam siffi, e ta veri Garni veritam eso siffi. Odelhir, niefendil gar fer ta, sil inti millentu. "An owl living a fox's life is a fool, and vice versa. In the dark of the moon, one cannot tell an owl from a fox, but the owl and the fox both know." This somewhat convoluted sentiment means that it's fine to do your own thing when you know what you're doing. An owl is very good at being an owl, and it seldom looks foolish or goes far wrong when it does things for which it is suited. Only the individual knows if she is an owl or a fox. Others may think they know and name her a fool, but then it is they who are the owl playing at being the fox.

Shunti iltem ili resoshi nu, pellinta wylinta hiine venisu kiins. "When someone gives you hope, look to see what your counselor has reserved for himself." Advice or assistance can be given for many reasons, not all of them altruistic. Even the best advice or assistance can come at great cost and sacrifice, both for those who give it and those who follow it.

Shiorell nuwenta rah siilen e muden avel. "Contentment is a beast that devours the spirit and blunts the sword." This phrase warns that contented folk tend toward blandness and

often distrust originality. Thus, one should always strive to perfect the imperfect and enrich the apparently perfect.

Menartu wytalimen nilaamin, sil niefendil mertel exanimos nuvendi. "Some knowledge is perilous, but no one ever died from a surfeit of wisdom." Sometimes you can know too much for your own good, but it always pays to hone your judgment and expand your understanding.

Nielen sofema iltem veris zel heri iaa. "Never lament that you live in stern days." Hard times are when great deeds are done, so be glad that you have the opportunity to make your mark on the world.

Vivendi thosel sennivi, nievana sen fis. Elrad losi sennivi, nievana jen skiimer lareth. "A pool of clear water is lovely, no matter what its depth. A green leaf is lovely, no matter how short the day." This phrase admonishes the listener to appreciate beauty for what it is and not worry so much about what lies beneath or how long it might last. The reference to the length of the day alludes to the coming of autumn, an event that does not detract from summer beauty and indeed possesses a beauty of its own.

Avel niemel sikki mor hiedoso welsa, op avel inorum nekra. "A sword unseen is no less sharp than a sword held openly, or one in a sheath." Beware the unseen danger, and the danger that is present but kept in check.

ELVEN SCRIPT

The Elven alphabet consists of sixty-two characters, including at least four versions of every vowel used in Common. The script is as flowing and expressive as the spoken language, and it takes years to learn how to render properly.

NAMING

Names are quite important to elves, who follow a practice of taking personal names associated with specific qualities or characteristics. Spoken in Elven, the names naturally sound exotic and lyrical to nonelven ears.

The random name generator presented below is intended to demonstrate a range of potential name choices. Feel free to invent your own entries for the tables.

Each elven name consists of a prefix (from Table 1–2) and one or more suffixes (from Table 1–3). In the case of

Table 1–1: First Roll

d%	Result
01–40	Roll once on Table 1–2 and once on Table 1–3
41–70	Roll once on Table 1–2 and twice on Table 1–3
71–90	Roll once on Table 1–2 and once on Table 1–3 for a first name, then once on Table 1–2 and once on Table 1–3 for a second name.
91–100	Roll once on Table 1–3, add an apostrophe, then roll once on Table 1–2 and twice on Table 1–3.

Table 1–2: Prefixes

d%	Prefix	Meaning
1	Ael	Knight
2	Aer	Law, Order
3	Af	Ring
4	Ah	Crafty, Sly
5	Al	Sea
6	Am	Swan
7	Ama	Beauty, Beautiful
8	An	Hand
9	Ang	Glitter
10	Ansr	Rune
11	Ar	Gold, Golden
12	Ari	Silver
13	Arn	South
14	Aza	Live, Lives
15	Bael	Guardian
16	Bes	Oath
17	Cael	Archer, Arrow
18	Cal	Faith
19	Cas	Herald
20	Cla	Rose
21	Cor	Legend, Legendary
22	Cy	Onyx
23	Dae	White
24	Dho	Falcon
25	Dre	Hound
26	Du	Crescent
27	Eli	Azure, Blue
28	Eir	Sharp
29	El	Green
30	Er	Boar
31	Ev	Stag
32	Fera	Champion
33	Fi	Rain
34	Fir	Dark
35	Fis	Light
36	Gael	Pegasus
37	Gar	Owl
38	Gil	Griffin
39	Ha	Free, Freedom
40	Hu	Horse
41	Ia	Day
42	Il	Mist
43	Ja	Staff
44	Jar	Dove
45	Ka	Dragon
46	Kan	Eagle
47	Ker	Spell
48	Keth	Wind
49	Koeh	Earth
50	Kor	Black
51	Ky	Ruby
52	La	Night
53	Laf	Moon
54	Lam	East
55	Lue	Riddle
56	Ly	Wolf
57	Mai	Death, Slayer
58	Mal	War
59	Mara	Priest
60	My	Emerald
61	Na	Ancient
62	Nai	Oak
63	Nim	Deep
64	Nu	Hope, Hopeful
65	Ny	Diamond
66	Py	Sapphire
67	Raer	Unicorn
68	Re	Bear
69	Ren	West
70	Rid	Spear
71	Ru	Dream
72	Rua	Star
73	Rum	Meadow
74	Ry	Jade
75	Sae	Wood
76	Seh	Soft
77	Sel	High
78	Sha	Sun
79	She	Age, Time
80	Si	Cat, Feline
81	Sim	North
82	Sol	History, Memory
83	Sum	Water
84	Syl	Faerie
85	Ta	Fox
86	Tahl	Blade
87	Tha	Vigil, Vigilance
88	Tho	True, Truth
89	Ther	Sky
90	Thro	Lore, Sage
91	Tia	Magic
92	Tra	Tree
93	Ty	Crystal
94	Uth	Wizard
95	Ver	Peace
96	Vil	Finger, Point
97	Von	Ice
98	Ya	Bridge, Path, Way
99	Za	Royal
100	Zy	Ivory

Table 1–3: Suffixes

d%	Suffix	Meaning
1	-ae (-nae)	Whisper
2	-ael	Great
3	-aer/-aera	Singer, Song
4	-aias/-aia	Mate, Husband/Wife
5	-ah/-aha	Wand
6	-aith/-aira	Home
7	-al/-ala (-la, -lae, -llae)	Harmony
8	-ali	Shadow
9	-am/-ama	Strider
10	-an/-ana (-a, -ani, -uanna)	Make, Maker
11	-ar/-ara (-ra)	Man/Woman
12	-ari (-ri)	Spring
13	-aro (-ro)	Summer
14	-as (-ash, -sah)	Bow, Fletcher
15	-ath	By, Of, With
16	-avel	Sword
17	-brar (-abrar, -ibrar)	Craft, Crafter
18	-dar (-adar, -odar)	World
19	-deth (-eath, -eth)	Eternal
20	-dre	Charm, Charming
21	-drim (-drimme, -udrim)	Flight, Flyer
22	-dul	Glade
23	-ean	Ride, Rider
24	-el (-ele/-ela)	Hawk
25	-emar	Honor
26	-en	Autumn
27	-er (-erl, -ern)	Winter
28	-ess (-esti)	Elves, Elven
29	-evar	Flute
30	-fel (-afel, -efel)	Lake
31	-hal (-ahal, -ihal)	Pale, Subtle
32	-har (-ihar, -uhar)	Wisdom, Wise
33	-hel (-ahel, -ihel)	Sadness, Tears
34	-ian/-ianna (-ia, -ii, -ion)	Lord/Lady
35	-iat	Fire
36	-ik	Might, Mighty
37	-il (-iel, -ila, -lie)	Gift, Giver
38	-im	Duty
39	-in (-inar, -ine)	Brother, Sibling, Sister
40	-ir (-ira, -ire)	Dusk
41	-is (-iss, -ist)	Scroll
42	-ith (-lath, -lith, -lyth)	Child, Young
43	-kash (-ashk, -okash)	Fate
44	-ki	Void, Silence
45	-lan/-lanna (-lean, -olan, -ola)	Son/Daughter
46	-lam (-ilam, -ulam)	Fair
47	-lar (-lirr)	Shine
48	-las	Wild
49	-lian/-lia	Master/Mistress
50	-lis (-elis, -lys)	Breeze
51	-lon (-ellon)	Chief
52	-lyn (-llin, -lihn)	Bolt, Ray
53	-mah/-ma (-mahs)	Mage
54	-mil (-imil, -umil)	Bond, Promise
55	-mus	Ally, Companion
56	-nal (-inal, -onal)	Distant, Far
57	-nes	Heart
58	-nin (-nine, -nyn)	Rite, Ritual
59	-nis (-anis)	Dawn
60	-on/-onna	Keep, Keeper
61	-or (-oro)	Flower
62	-oth (-othi)	Gate
63	-que	Forgotten, Lost
64	-quis	Chant, Chanting
65	-rah (-rae, -raee)	Beast
66	-rad (-rahd)	Leaf
67	-rail/-ria (-aral, -ral, -ryl)	Hunt, Hunter
68	-ran (-re, -reen)	Binding, Shackles
69	-reth (-rath)	Arcane
70	-ro (-ri, -ron)	Walker, Walks
71	-ruil (-aruil, -eruil)	Noble
72	-sal (-isal, -sali)	Honey, Sweet
73	-san	Drink, Wine
74	-sar (-asar, -isar)	Quest, Seeker
75	-sel (-asel, -isel)	Mountain
76	-sha (-she, -shor)	Ocean
77	-spar	Fist
78	-tae (-itae)	Beloved, Love
79	-tas (-itas)	Wall, Ward
80	-ten (-iten)	Spinner
81	-thal/-tha (-ethel/-etha)	Healer, Healing
82	-thar (-ethar, -ithar)	Friend
83	-ther (-ather, -thir)	Armor, Protection
84	-thi (-ethil, -thil)	Wing
85	-thus/-thas (-aethus/-aethas)	Harp, Harper
86	-ti (-eti, -til)	Eye, Sight
87	-tril/-tria (-atri, -atril/-atria)	Dance, Dancer
88	-ual (-lua)	Holy
89	-uath (-luth, -uth)	Lance
90	-us/-ua	Cousin, Kin
91	-van/-vanna	Forest
92	-var/-vara (-avar/-avara)	Father/Mother
93	-vain (-avain)	Spirit
94	-via (-avia)	Good fortune, Luck
95	-vin (-avin)	Storm
96	-wyn	Music, Musician
97	-ya	Helm
98	-yr/-yn	Bringer
99	-yth	Folk, People
100	-zair/-zara (-azair/-ezara)	Lightning

suffixes, male and female endings have been included where appropriate. Alternate spellings have also been provided in some cases.

You can randomly generate an elven name by rolling on Table 1–1 and then following the resulting directions with additional rolls on Tables 1–2 and 1–3. If you prefer, it is also possible to pick a set of definitions you like and assemble a name that matches them.

If you have randomly generated a name and don't like its definition, try altering the order of the words. It is also possible to use the definition as just a starting place for a name's meaning. Often the definitions can be combined in a poetic way for better results. In the case of a name with three or more syllables, try dropping one or more of the definitions. For example, Anenfel could mean "the Hand of Autumn's Lake," "Lake of Autumn's Hand," "Autumn's Hand," or just "Autumn Lake." Don't worry about two names sharing the same meaning or having two definitions for one name; this is a language full of subtlety and nuance.

ELF CITIES AND SETTLEMENTS

Elves leave existing settlements to form new ones for a variety of reasons, the most common of which is sustainability. Elves keep a very close eye on the resource utilization of their towns. When the master builder or the guardian of nature decrees that a population has reached the maximum size that the nearby resources can support, some of its people must move on to found a new town.

Selection of the site for a new settlement is a lengthy process involving input from all the prospective settlers. The site must be defensible, have a ready source of water and other resources, and be aesthetically pleasing. The soil should be fertile and capable of supporting a variety of plant life. Ideally, the site should be forested, but elves can also build towns in deserts, plains, and undersea environments. Finally, raw materials for the creation of the arts and crafts so essential to elven life should be readily available.

A typical elf settlement is described below, as a reference for DMs looking to design their own and as a location for use in a campaign that features elves.

THE ELVEN ECONOMY

The elven economy is driven primarily by mutual gifting and barter. Though gold and silver are just as rare in an elf society as they are in any other surface realm, elves rarely need currency to buy anything; they make almost everything they need themselves. Since one elf may prefer one kind of work to another and thus develop more skill with it, they do sometimes barter their skills with other elves so that all can pursue their own passions to the greatest extent possible. Gold, silver, and precious gems are valued for their beauty, though elves do understand the lure that such materials have for other races and sometimes present them as gifts to cement alliances or thank benefactors outside their race.

In addition to trading goods and services with one another, elves frequently present each other with gifts. There is no requirement that an elf who receives a valuable gift must reciprocate with one of equal value, but one of equal beauty and workmanship is the norm. No occasion is necessary for exchanging gifts, but festivals, holy days, and impromptu celebrations are common occasions for the exchange of gifts between friends and loved ones. Elves do not pay taxes, but they are all equally responsible for maintaining the community stores. They rarely amass personal fortunes in gold, silver, and other materials of value to others, regardless of their status within the community.

Most elf communities do mint some coins for use in trading with other races, though they are equally willing to barter finished goods with other folk. Elf communities maintain no central treasury, since no elf wants the responsibility of protecting it from those who would covet its contents. Instead, they create coinage only when they require it. A few elves become interested in the numismatic art and produce exceptionally beautiful coins, but most see little point in making and hoarding gold in the form of coins when it could be worked into beautiful jewelry instead. Elves know how much gold is in any coin they make, but they accept the valuation of other cultures rather than imposing their own.

EXAMPLE SETTLEMENT: WINDINGWATER

Windingwater is built in the trees of an old forest through which a river cuts a winding path. The soil is rich, and the trees tower at least 100 feet above the ground. Their boles measure between 6 and 8 feet across, sometimes more.

The river widens and narrows, but averages about 20 feet in width and about half that depth. To the east of the river is an 80-foot-high bluff. Its existence would be hardly noticeable since it is lower than most of the trees, except for one towering hollow oak atop it.

As with many elf cities, visitors to Windingwater rarely notice the town until they are inside it. The homes and other structures are built high in the trees, and the rope ladders that provide access to them can be rolled up when not in use. Rope-and-plank bridges connect the various buildings and serve as walkways through the village.

A typical tree home consists of one or more platforms connected by ladders. Most have wooden plank walls and ceilings that can be retracted to leave various rooms open to the sky in clear weather. Rooms may be formed by permanent wooden walls or by hanging panels. Paintings, murals, or frescoes often decorate interiors.

Temple of Corellon/Armory: The Temple of Corellon Larethian in Windingwater is a platform structure built over three large trees at the top of the bluff. Capable of housing the entire community in an emergency, the temple is stocked with basic supplies. The worship area is a spacious room with a retractable ceiling and an altar shaped from *saelas*. (For information about *saelas*, see Wildwood, page 169.) Branches of the trees stick up through various portions of the floor, and the walls between are decorated with lifelike patterns of branches and leaves.

One section of the temple serves as an armory and a mustering area for the watch. Bows, arrows, longswords, and various other weapons are stored here; the junior clerics of Corellon keep them well maintained.

The clerics of Corellon all have rooms in the temple, but some also maintain residences in the town. The High Priest of Windingwater, Amyn Silverstar, occupies the largest of these rooms, and he has decorated it to resemble the sky at dawn.

Meeting Area: This large open area just below the bluff is visible only from above. It serves as the location for town meetings, theatrical events, poetry readings, dances, and other impromptu gatherings. Grass carpets the ground and flowers edge the surrounding trees, despite the many feet that tread on the area.

Ruler's Dwelling: Panadil Nightbreeze, the King of Windingwater, dwells in this large but not ostentatious

Windingwater
N
Archery Range
Saelas Grove
Artisans Glade
Stables/Kennels
Water Wheel
Owlery
Temple of Corellon/Armory
Meeting Area
Water Wheel
Community Stores
Cistern
Well
Ruler's Dwelling
Library
Compost Pit
Orchard
Memorial Garden
0
800
feet

tri-level tree home with his family. His wife Tynowen and their two children Morfindil and Galadan live here with Bylil and Rengiil, the children of relatives who are fostering here. A sizable garden featuring climbing vines, vegetables, and every kind of lily imaginable grows around the base of their tree. A platform at the rear of the structure juts out over the meeting area, enabling the king to address the townsfolk conveniently.

Community Stores: The community's stores of dried fruit, dried meat, root vegetables, preserves, and other nonperishable foods are kept in this two-level structure at the top of a particularly tall tree at a bend in the river. Rope ladders all around the trunk provide easy access but can be taken up when danger threatens.

Below the tree is the community's well. This water supply is largely used for gardens, though a rope and pulley system enables the elves to draw fresh water up to their tree homes without having to leave the safety of the treetops.

Archery Range: To the west of the river is a large, open area with a series of targets at the far end. The master of arms conducts archery training here for the young elves of the village, and members of the watch practice here to hone their skills.

Orchard/Memorial Garden/Compost Pit: To the west of the river, just south of town, is an orchard planted and tended by the town's guardian of nature. The trees are not planted in rows, and they are not organized by type. Rather, they are artfully arranged to resemble a natural stand of trees and interspersed with hardwoods, including sugar maples. Brambleberry vines climb many of the trunks, and lower berry bushes dot the open areas between trees.

Elves may help themselves to fruit from the orchards, and any excess produce is dried or made into preserves and taken to the community stores at the end of the harvest season.

On the other side of the river from the orchard is the memorial garden, where shrines are kept to honor elves who have passed to the next world. The shrines are small niches carved into tree trunks, small structures built of stones or *saelas* on the ground, or open containers hanging from the lower branches of small trees. Each shrine contains a likeness of the deceased elf, his or her name, and various artworks and mementos placed there by loved ones.

The paths through the memorial garden are lined with flowering shrubs and carefully manicured. Benches placed here and there allow visitors to pause and reflect.

North of the orchard is a compost pit where the community dumps all organic waste. The guardian of nature tends the pit and distributes the resulting fertilizer to the community.

Library: Across the river from the community stores, nestled in another bend of the river, is a tall tree that supports the community's library. The library contains a copy of each poem, story, or other literary work that the community members have ever produced. Several wings are devoted to magical writings. Scrolls of all the arcane spells that community members wish to share are here, organized by school. Numerous treatises on research methods, the philosophy of magic, and the uses of various spells are kept here as well. The library also contains drawings and plans for future expansion of the community.

Owlery: Windingwater is home to owls of all sorts. The residents often tame and train these creatures to carry messages, hunt small game, and scout the area by night for intruders. The owlery is an immense, one-room tree structure three stories tall, with branches sticking through openings in the walls to serve as natural perches. The owls usually fend for themselves, but when game is scarce, the residents provide their owls with food and water here. These owls are trained to respond to basic commands, such as "come," "hunt," and "scout," from any elf. Many of the owls nest and raise their young within the structure because it provides shelter from the elements and the safety of numbers.

Artisan's Glade/Saelas Grove: North of the bluff and on the same side of the river is the Artisans' Glade. The elves come here to create works of art in a peaceful setting where they can visit with other artists and become inspired by each other's work. Numerous sculptures are on permanent display here, along with miniature tree homes done as models to demonstrate architectural features. On any given day, various members of the community can be found here painting, sculpting, or working metal at the forge at the far end. Poetry readings occur here spontaneously.

Just north of the Artisan's Glade stands the community's *saelas* grove. The trees here have been formed into various fantastic shapes. Many of their branches suggest recognizable objects such as weapons, armor, furniture, ladders, kitchen implements, or something else that an elf might wish to make out of wood.

Cistern: Atop the bluff that overlooks the village is a particularly tall tree. Near the top is a small platform and a simple pump. The hollow trunk of this great tree serves as a large cistern that stores rainwater. This water supply is for emergency use in case the river and well ever become compromised. The water here can also be pumped through a series of wooden tubes to a sprinkling system to wet down the houses below in case of fire.

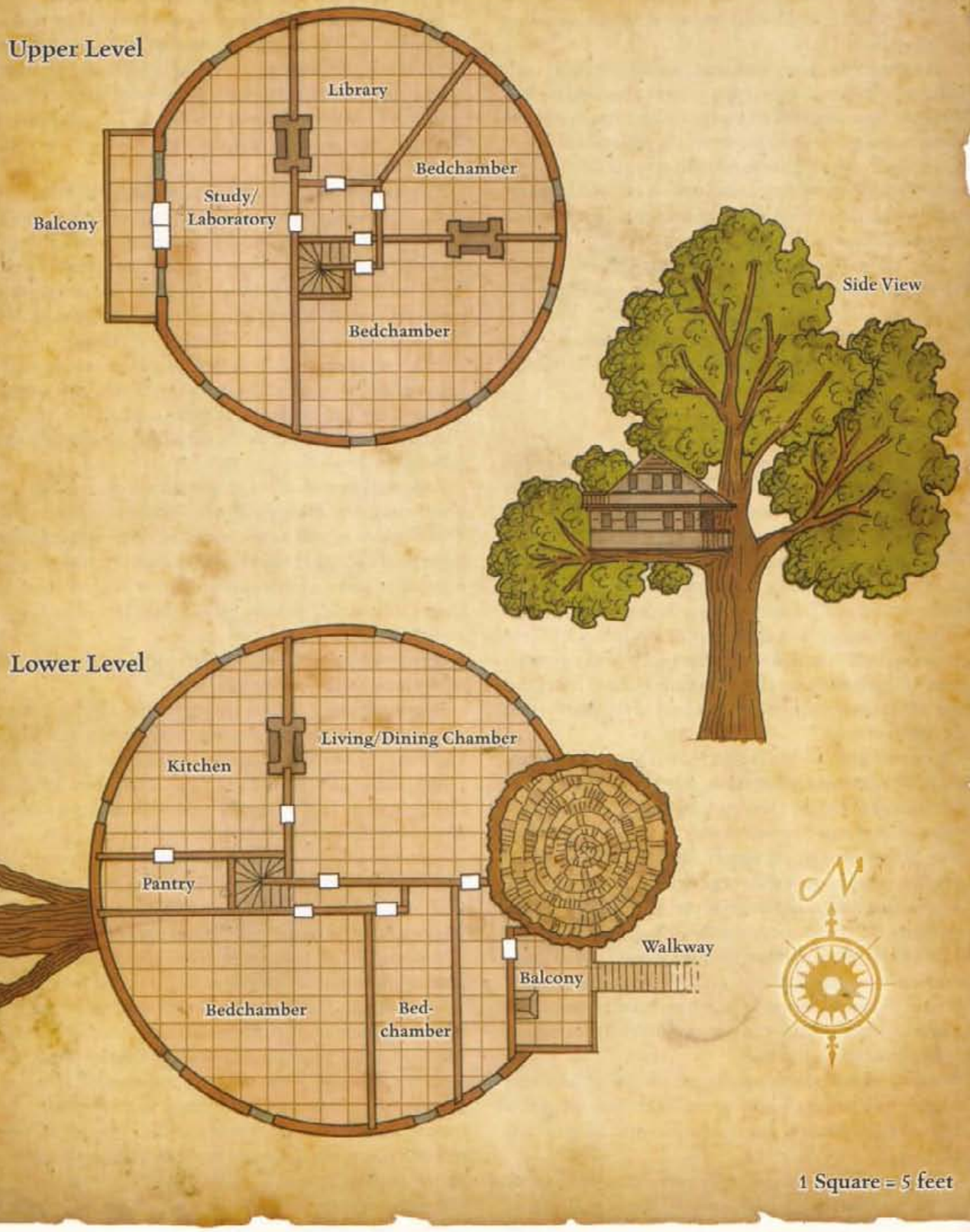
Stables/Kennels: Just south of the archery range are several buildings on the ground that serve both as poor-weather housing for the community's horses and for breeding elven hounds (see page 189).

Water Wheels: At two points on the river are water wheels that provide power for grinding grain, operating pumps, and running pulleys that lift building materials and heavy items to the treetops.

CREATING ELF CHARACTERS

Elves are always interesting characters to roleplay in a campaign. They are well educated, pleasant, and generally accepting of the customs of others. In addition, they are exceptionally talented spellcasters, deadly in ranged combat and capable of holding their own in melee as well.

Typical Elf Home



Elves are familiar to anyone who has played in a fantasy setting, and everyone knows how they generally look and act. Nevertheless, they can be as individual as you wish, based on their classes and personal histories. The elves' racial tendency toward chaos means that each elf in unique. The elf wizard is a classic type, as are the ranger/archer and the bard. Elf paladins and barbarians are rare, but rogues are quite common.

No matter what class you choose, consider spending some skill points in Search even if that's a cross-class skill for your character. Because of the elf's racial ability to make a Search check to find secret doors whenever she passes within 5 feet of one, an elf with a high Search modifier can be invaluable in an adventuring party. Spot and Listen are also good options, because the racial bonus your character receives already augments those skills.

As an elf, you qualify for some specific feats and prestige classes (described in this book) that are unavailable to PCs of other races.

Feats: Elf Dilettante, Focused Mind, Lightfeet.

Prestige Classes: Champion of Corellon Larethian, wildrunner.

ELVES AS CHARACTERS

Due to their racial abilities and cultural predilections, elves make superb wizards. However, the elf's bonus to Dexterity also stands him in good stead as an archer and a rogue, opening a wide array of class options.

Barbarian: Elf barbarians are somewhat rare, because the elf's Constitution penalty makes melee fighting somewhat problematical and because elves are known for their high degree of culture. Still, the Constitution bonus from the class's rage ability can make up for that penalty on a temporary basis. Elf barbarians usually come from isolated tribes that have regressed from their previous level of civilization over the course of eons.

Bard: Elf bards are well respected in their communities, and many have long and impressive adventuring careers. The great beauty for which elves are justly famous makes them welcome in almost any community, as do the ballads they write in their own lyrical tongue. Elves are quite proficient at raising the courage of their companions in combat, as well as increasing their competence at various skills.

Cleric: Elf clerics often use *divine favor, entropic shield,* and *shield of faith* in combat. *Spiritual weapon* makes a nice companion to ranged attacks. *Searing light* is also good for elf clerics because they generally have good ranged attack bonuses. As clerics, elves can play exceptionally strong supporting roles for their parties.

Druid: Many elves choose the path of the druid simply because their race is close to nature. With their racial bow and sword proficiencies, elves can be exceptionally effective as druids.

Fighter: Elf fighters generally prefer ranged weapons, particularly the longbow. Their racial bonus to Dexterity makes them exceptional archers, though they can hold their own in melee combat. Their apparent physical frailty does not translate into a penalty to Strength, so they can be effective with nearly any martial weapon. Their penalty to Constitution, however, means they don't have the hit points to endure melee combat as well as most other fighters, so they are wise to stay out of melee range as long as possible.

Monk: Most elves are chaotic, so very few of them pursue the path of monk. Still, those few elves who take pleasure in order find that their racial proficiency with the bow and their bonus to Dexterity makes them more effective than most monks with ranged weapons, and the Dexterity bonus improves their Armor Class and their effectiveness with certain monk abilities.

Paladin: As with monks, few elves become paladins because of the alignment requirement. Those who do choose this path often worship a deity associated with some other race, because the elven gods include no lawful good deities. Some follow Vandria Gilmadrith, even though she is a lawful neutral deity, since many aspects of her dogma appeal to the paladin's nature. Such a career choice often effectively severs an elf paladin from his community because he tends to seem rather staid. Like elf fighters, elf paladins are most effective with ranged weapons, and they tend to avoid melee combat.

For alternative options for the elf paladin, see the elf racial substitution levels on page 155.

Ranger: The path of the ranger is a common choice for elves, who glory in the woodlands. Elf rangers protect their communities as well as the surrounding forest, and they make good use of the ranger's archery specialty. Two-weapon fighting is a less effective choice for elf rangers because their Constitution penalty makes them less effective in melee combat.

For alternative options for the elf ranger, see the elf racial substitution levels on page 155.

Rogue: Rogue is a good choice for elves because their racial bonus to Dexterity improves both their Armor Class and most of their skill modifiers. Their racial bonuses on Listen, Search, and Spot checks also stand them in good stead as rogues. In addition, elf rogues can infiltrate almost any society because elves are welcomed by most races.

Sorcerer: Elf sorcerers often gravitate toward weaponlike spells and weapon-enhancing spells such as *Melf's acid arrow, true strike,* and ray spells. *Cat's grace* adds to an elf sorcerer's natural Dexterity bonus to make him even more effective.

Wizard: Wizard is the favored class of elves, and for good reason—they train in the use of magic almost from birth. Their long lives lend themselves well to wizardry, which involves lengthy study and book learning. Most elf wizards accumulate a significant number of spells for their spellbooks over their lifetimes. Those who take item creation feats may manufacture a large number of magic items for their own use and for sale outside the community. Many elf wizards research new spells and create new items, taking decades to perfect their techniques.

For alternative options for the elf wizard, see the elf racial substitution levels on page 157.

Illus. by C. Lukacs

Curious and active, open but secretive, halflings are among the least understood races in a DUNGEONS & DRAGONS® campaign. Short in stature and stout in heart, halflings are always on the move, at home in any land but calling none their own. Most other races hold a skewed view of halflings, despite their generally friendly nature and ubiquitous presence.

Since halflings rarely put down roots, they tend to know a great deal about the world and its peoples. However, this knowledge never makes them world-weary or jaded; their innate curiosity and optimism lets them see each day as a new opportunity. Indeed, it is a rare halfling who can pass up an opportunity, regardless of the danger it may hold.

This chapter provides a window into the world of the halflings and offers a framework upon which players and DMs may expand for their own campaigns.

A DAY IN THE LIFE

Melo Brownthistle stirred as a small shaft of light struck his pillow. The sunlight shone through several chinks in the frame of his family's wagon, creating a dazzling display of light shafts and motes. Stretching to his full 3-foot 2-inch height, he rolled over and sniffed the air. "Fresh biscuits and bacon!" he cried, his eyes snapping open.

After dressing in his worn brown linen breeches and a bright green shirt with long blousy sleeves, he combed his hair and wove it into dozens of tiny braids, each of which he secured with a bead clasp. Then he belted his shirt with a strip of blue fabric, tied a blue bandanna over his head at what he hoped was a rakish angle, and pulled on his knee-high black boots.

He gave his little sister a shake to wake her, then stepped out into the cool morning air and surveyed the camp. Twenty-two wagons stood here and there in the grassy meadow where they had stopped last night, situated so that they could easily be pulled into a more compact circle should trouble arise. Goats, ponies, and horses grazed peacefully nearby, and a few pigs gamboled in the mud at the edge of the campsite. Uncle Gren was busily tending to the hoof of one of their ponies, which seemed to have developed a slight limp, and Thea Brushwhisper, the head teamster, was talking to one of the Hillrover clan about their wagon. Children were playing a rough-and-tumble game of tag in the open space at the center of the camp, and someone was cooking breakfast in front of every wagon.

"Don't just stand there woolgathering," said his mother sharply from behind him. "Go and fetch some water from that stream so I can make some coffee." Picking up a bucket, Melo ran to do as he was told.

At the stream, he stopped to chat for a bit with his friends Ien and Cala. "Dad got us a couple of rabbits for supper last night," said Cala.

"I hope we get some chicken tonight when we get to Everfall," said Ien. "It's only seven or eight hours away now."

Melo fondly remembered the human city of Everfall, where his caravan had stopped for a few weeks about two years ago. The people had seemed friendly, at least for a while, and everyone had eaten well on the money they made from helping with the town's potato harvest—not to mention the potatoes they had gotten as a bonus.

By the time Melo and his friends walked back to camp, breakfast was ready. "It's about time," said his mother huffily, putting the water on to boil. She broke into a smile when Melo showed her the berries that he and his friends had picked on their way back. Soon the whole family was eating biscuits with fresh butter, crisp bacon, and berries with fresh cream.

After breakfast, Melo cleaned up while his mother and father started to pack everything back into the wagon. They had taken out only what they needed last night—dirty clothes to wash in the stream, pots and pans for fixing meals, and gear for cleaning harnesses. Melo's sister Pery gathered the dry laundry from the line and packed it away in the wagon.

When the dishes and pots were packed up, Thea came by to inspect the wagon. "You'd better get that wheel fixed when we get to Everfall, Galan," she said, pointing at the wagon's left rear wheel. "It's not going to take another fifty miles."

"I'll see to it first thing tomorrow morning," his father promised.

A few moments later, the wagons began to roll. Melo's family took up their usual place toward the rear of the caravan as it began to move. His father drove, and his mother sat in the back with Melo and his sister. Melo mended a torn harness while his mother gave Pery her lessons in reading and numbers. Every so often, Melo held up a few fingers behind his mother to give Pery the answer. Later, his mother began to sew a new pair of breeches for him, using the linen she had woven at their last extended camp.

After a lunch of beef jerky and hard rolls, Melo crawled to the front of the wagon to sit with his father. While the miles rolled past, the two told each other stories and sang songs. Pigs, goats, cows, and other animals trotted alongside the wagons, stopping to graze a bit and then catching up when the trailer urged them on.

By late afternoon, they had reached the open field outside Everfall where Farmer Ephraim let them camp. People said

Illus. by V. Ramos

While his dog performs a trick, a halfling lightens the pouch of an onlooker

the reason for the farmer's hospitality was because Thea Brushwhisper had done the good farmer a favor years ago by catching and returning his prize bull. No one else could get near the beast, but Thea walked right up to it, singing all the while, and it followed her back to its pen like a lamb. The farmer was amazed, but everyone in the caravan knew Thea had a way with animals. As Mother always said, doing favors for others usually made you friends, and having friends in a lot of places was important.

After helping his parents unload for the night, Melo headed off for weapons practice. Tonight's weapon was the skiprock, which Melo especially loved. Still, he was having trouble getting any distance with it, so Cala showed him how she used her wrist to put a little extra power into her throw. Melo downed a pigeon in flight on his first throw after that.

After cleaning the pigeon and giving the carcass to his mother, Melo took a bath in the stream at the edge of the field and put on some drab-colored clothes. He and his father walked to Everfall and visited their favorite tavern. While his father spun yarns to entertain the locals, Melo slit the strings of a few heavy purses and helped himself to some of the coins. He was careful to fray the strands of the ties that had held the purses in place and to leave a few coins behind, so that the owners might think the straps had broken and some of the coins had rolled out. He then rejoined his father, and they made for the camp.

On the way back, he and his father slipped into a farmer's barn and emerged with a sack full of fresh vegetables, a few eggs, and a pair of chickens, their necks neatly broken. Melo wanted to nab some of the fresh bread cooling on the window sill of the farmer's house, but his father laid a restraining hand on his arm. "We have plenty, Melo. To take more than you need is an invitation to get caught."

That night in camp, Melo stowed the coins he had appropriated in the secret cache inside the wagon. He and his family feasted on squab and chicken, beans, carrots, and biscuits with butter. Dessert was a pie made with the rest of the berries that Melo had picked that morning.

After dinner, everyone helped to clean up the dishes, and then the family joined the rest of the caravan around the fire. Several people plucked a lively tune on their stringed instruments, and the rest of the halflings began to dance. When their energy was spent, they dropped to the ground, passed around bottles of homemade ale, and began to tell stories. This part of the day was Melo's favorite. The tales of Melo's great-uncle, the famous rogue, and his great-great-grandmother, a master of the confidence game, inspired him to do great deeds himself one day.

As a canopy of stars shone overhead, Melo returned to the wagon and undressed. After pulling on a nightshirt, he curled up in his bed to sleep. A lone musician was still outside playing a slow, soft tune, and a night bird sang in a tree right over the wagon. His mind danced with dreams of the great adventures he would have someday as he finally drifted off to sleep.

DESCRIPTION

Halflings are short and wiry, standing about 3 feet tall and weighing between 30 and 35 pounds. Females are slightly shorter than males, but no less strong. Their bodies are well proportioned, though their heads are somewhat elongated compared with those of humans. They are longer-lived than humans are, reaching maturity at 20 years of age and often living well past the age of 100.

Most halflings have ruddy skin, dark eyes, and straight black hair, though lighter shades of hair are known in many societies. Males often wear sideburns, though they almost never grow beards or mustaches. All halflings prefer to wear their hair long, often braided or styled in some distinctive way. Their features are more delicate than those of humans, and their ears are elongated and slightly pointed.

CLOTHING

Halflings prefer simple, comfortable clothing that can stand up to mud, blood, rain, snow, and the wear and tear that comes with the traveling life. The fabrics come from natural sources, most commonly wool, linen, and cotton. Halflings often use leather in their garments to lend strength and weather resistance. This leather is usually made out of cow, horse, or goat hide, and it may be either thin and supple or thick, inflexible, and sturdy, depending on its desired use. Fur is rarely used, and then only for trim or for warmth, usually in the form of entire animal skins used as blankets.

Halflings make many of their own textiles, but they often obtain additional supplies of finished cloth from other races through either trade or outright theft.

Most halflings express their individuality by wearing brightly colored clothes in flamboyant styles. Multihued garments are common, and patterns range from the geometric to the abstract. When halflings color their own fabric, they use dyes made from plants they have gathered along the trail. When they trade for finished cloth, they seek out jewel tones and patterned fabrics of every shade. Many halflings also keep a plain black or brown outfit to be used for clandestine activities at night. Most adult halflings also own a plain, dark-colored, voluminous cloak that they can wrap around themselves when hiding.

Halflings see their clothing as an extension of personal style. A halfling of either gender may wear a loose-fitting tunic with billowing, slashed sleeves belted over somewhat tighter trousers, plus a leather or fabric vest. Fastenings may be made of metal, polished wood, or carved bone or ivory; leather laces are also common. Halfling women often wear peasant-style blouses belted with bright fabric strips over one or more long, swirling skirts in jewel-bright colors. Clothing is typically decorated with embroidery, often in a geometric pattern representative of a particular clan; leather vests and boot tops are often embossed.

Halflings of both genders wear their hair in numerous braids or bound into ponytails and other styles with strips of dyed leather. Many cover their heads with brightly colored

scarves or large hats to keep the sun from their eyes. Jewelry, the brighter the better, is popular with both males and females, and any halfling may wear earrings, one or more necklaces, bracelets, or rings, and hair ornaments at the same time, with little regard for how the accessories look together. Most halfling jewelry is made of carved wood, brightly colored glass, wooden beadwork, or hammered gold or silver set with gems. The style is usually handsome and heavy, though not as squarish as the jewelry of dwarves. Halflings often supplement their own adornments with pieces of jewelry appropriated from other races.

Many halflings wear sandals when the weather is fair, but most also own sturdy leather boots for use in inclement weather and on difficult terrain.

All halfling clothing is styled for ease of movement and appropriate to the season. When quiet movement is called for, halflings sometimes wear oiled leather or soft fabrics to avoid making noise. Halflings living in large cities where another race predominates may adopt some aspects of the other race's style, but they still prefer brighter colors than most other humanoids.

GROOMING

Halflings encountered on the road are as dusty as any other travelers, but they are quite fastidious about bathing and grooming when the chance presents itself. A halfling caravan may move for days before encountering a river or lake in which to bathe, but when one appears, the weary inhabitants of the wagons invariably camp and clean themselves up.

Water jugs are carried in all halfling wagons, both for drinking and for sponge baths on the road. A few halfling travelers have rigged ingenious pump-and-sprinkler systems that provide crude showers. Still, such measures are a far cry from the pleasure of a bath in crystal waters. Males and females establish separate bathing areas when they camp near water, but several members of the same gender may bathe together.

Halflings make a crude form of soap from rendered animal fat and natural minerals. This soap works fine for both bathing and washing clothes, but it tends to be rather harsh. Thus, halflings often trade for better-quality soap with more settled races.

Whether or not water is available, halflings unbind their hair every night and comb out the day's tangles. Such grooming is often a shared ritual between lovers or family members, who chat and exchange stories of the day while combing one another's hair.

Clothes are changed daily, when possible, and washed whenever a water source is found. Most halflings also take good care of their boots, because top-quality footgear can prevent injuries for those who travel much.

Some halflings sport tattoos as a form of personal decoration, but most avoid them because tattoos make an individual instantly recognizable. The last thing a typical halfling wants is to have a face that anyone can identify just from the description of a tattoo. Though the flamboyant clothing of halflings is also recognizable, it often serves to confound pursuers in search of thieves because it can be changed or discarded quickly. Body piercings, especially on the ears and eyebrows, are slightly more common than tattoos.

PSYCHOLOGY

The call of the open road is music to a halfling's ears. Though the traveling life poses many hardships, most halflings endure them cheerfully for the benefit of the freedom that having no permanent home affords. They can camp wherever they find a safe place, stay as long as they wish, then pack up and move on when the urge strikes them. What could be better?

A HARD-WORKING PEOPLE

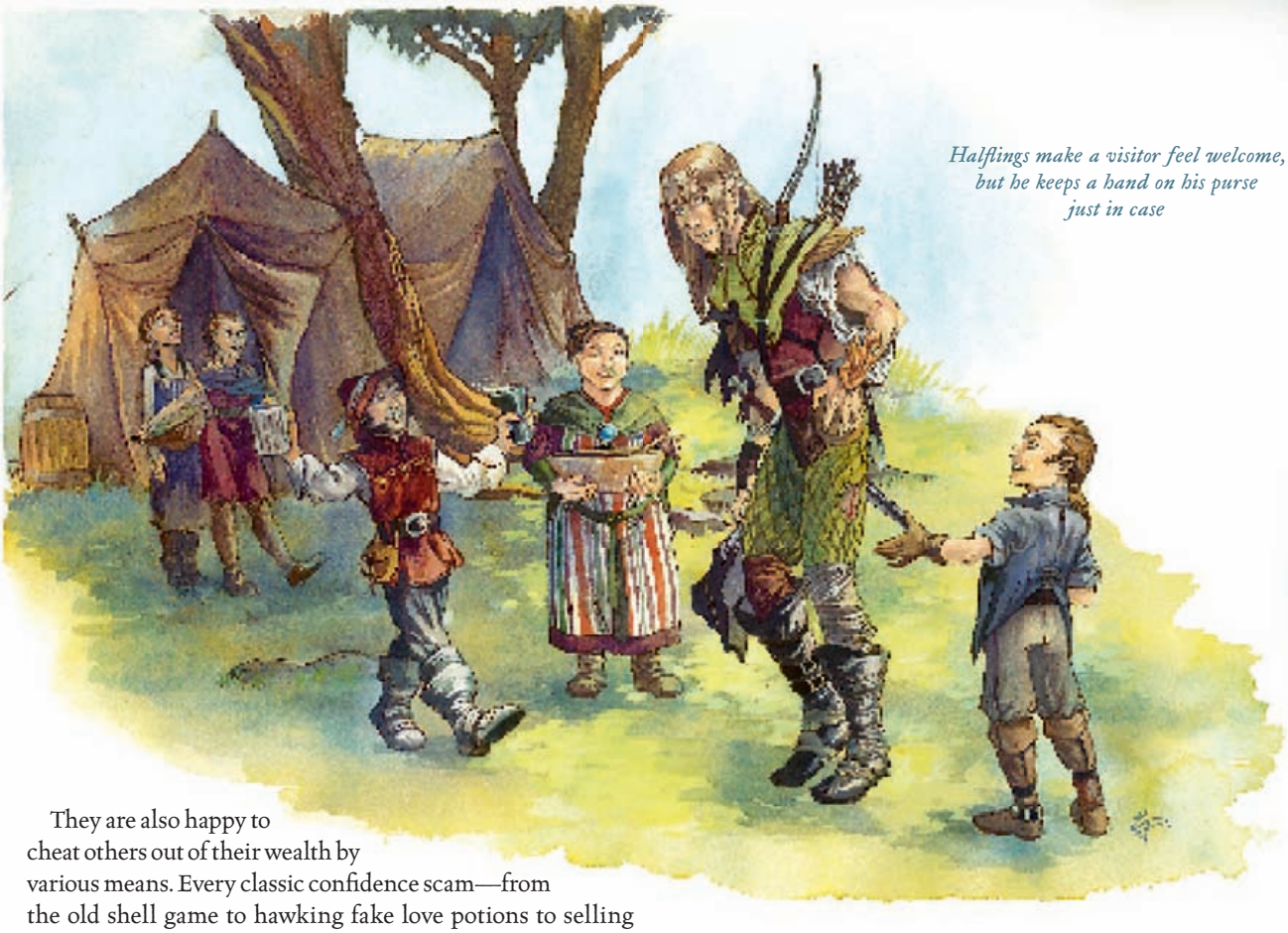
The majority of halflings live in caravans that travel about the countryside, camping here and there for varying amounts of time before moving on. When a halfling caravan camps in or near a community of other humanoids, the halflings take care to make their stay as beneficial as possible to the settled people. Able-bodied adult halflings hire themselves out as temporary laborers, working for pay at any job from building to farming. They also offer a variety of services to any town near their encampment, working as cobblers, tinkers, peddlers, brewers, weavers, or whatever kind of crafters the town may lack at the time. Such an arrangement can continue for a few weeks, or even a few years, before the halflings pack up their camp and move on.

Halflings also tend to distribute favors liberally within a nearby community, knowing that should any trouble arise, they will have plenty of staunch supporters to defend them from unfounded (or even founded) accusations. Such favors can take the form of aid to people in need, discounts on services for those who have little to spend, and small gifts to people who have treated them especially kindly—or unkindly. In this way, halflings make themselves welcome wherever they choose to camp.

Halflings who work for pay treat the income they receive carefully, feeding their families first and squirreling away the rest of their spoils in their wagons until they can cache it in a secure place—preferably with a trustworthy settled halfling.

THE OTHER SIDE OF THE LAW

Owning only a minimal amount of property themselves leads halflings to look at others' possessions differently from the way that most races do. To many halflings, the property of others is but another resource that they can exploit. They can earn it with honest labor, trade for it, or mine it for themselves—by stealing. Of course, each halfling is an individual; some find it easiest to be scrupulously honest, while a few are thoroughly dishonest. Most, however, have just a trace of larceny in their souls. When they need food or money and have no easy way of obtaining it, they feel free to help themselves to the goods of those who, in their opinion, have more than they need.



Halflings make a visitor feel welcome, but he keeps a hand on his purse just in case

Illus. by E. Fiegenschuh

They are also happy to cheat others out of their wealth by various means. Every classic confidence scam—from the old shell game to hawking fake love potions to selling land they don't own—is perpetrated by most halfling clans on outsiders at some time. To the halflings' way of thinking, someone foolish enough to think that anyone can get something for nothing deserves to get nothing for something. Nevertheless, halflings always ensure that some of their transactions are real and honest, and that some "customers" actually profit from dealings with them. Then, should those they have cheated actually discover the duplicity, plenty of other people will be available to defend the halflings and obscure the issue until they can escape.

Halflings who appropriate the property of others or cheat customers realize that they are breaking local laws and that such practices do not endear them to their neighbors. But as long as they don't get caught and no one comes to harm from such an incident, they do not consider it wrong. After all, from the halflings' viewpoint, the world really does owe them a living.

This free and easy attitude regarding others' belongings, combined with halflings' innate charm and willingness to help, causes other races to regard them with a mixture of doubt, exasperation, and bemusement. A town heavily damaged by floods or storms may welcome the aid of a halfling caravan while rebuilding, then become cold toward the halflings when the crisis is over. The halflings understand such shifts in attitude and move along when it is clear they are no longer wanted, taking care never to burn their bridges or give a town actual cause to hate their kind. It is always to the benefit of any group of halflings to ensure that future caravans to visit a town will be welcomed, because one of those caravans might be their own.

PERSONAL EXPRESSION

Though they are less fiercely individualistic than elves, halflings do feel a strong need for personal expression. Their choice of clothing reflects this attitude, as does their enjoyment of various arts and crafts. Halflings usually speak their minds openly. A halfling who disagrees with someone else's statement nearly always says so—usually politely, though a heated argument can lead some to forget their manners. Halflings freely express their emotions within their own communities, though their experience with duplicity prompts them to temper their reactions when dealing with other races.

Personal privacy is almost nonexistent in a caravan. A whole family usually dwells in each wagon, and neighbors can change from day to day, depending on how the camp is arranged. Conversations in one wagon can rarely be overheard in another while on the road, but such is not always the case at a campsite. Thus, everyone tends to know everyone else's business, and anyone feels free to offer advice to anyone else.

Personal space is likewise almost nonexistent. Halflings constantly wander in and out of one another's dwellings to chat or examine each other's belongings. Sometimes the stories of how certain objects came into the possession of a

halfling can take hours to tell and provide entertainment for a whole clan.

THE SHORT-TERM VIEW

Though halflings have longer life spans than humans do, they are still short-lived creatures compared to races such as the elves. Thus, halflings tend to take a short-term view in much the same way that humans do. They are, however, more careful to ensure their future welcome than humans tend to be, and more careful with the environment than half-orcs are. Still, halflings take no pains to ensure the sustainability of their communities because they rarely stay in one place for long. They take what they can from the environment, and then simply leave should it become unable to support them. They do not plant trees to replace those they have cut, or sow crops to replace those they eat. Halflings take no more from the land than they need and leave it to nature to restore any area they have used.

OPENNESS AND SECRECY

Halflings are known for their gregarious nature and open, friendly attitude toward strangers. Unless he or she presents an obvious danger, a traveler of any race approaching a halfling camp or settlement can expect a hearty welcome and an invitation to share fire, food, and ale. Such impromptu meetings are usually replete with stories, songs, and merriment. Reflecting on the conversation later, however, a stranger may come to realize that the halflings said almost nothing of importance about themselves. In fact, almost anyone who has extended contact with halflings has a nagging sense that they are holding something back.

Halflings have developed content-free conversation to a fine art. Although they speak readily and openly with strangers about most topics, they artfully turn aside questions from outsiders about their clans, homes, customs, families, and other personal matters. Such secrecy has developed in halflings over many generations as a defense mechanism to prevent disgruntled "clients" and enemies from tracking down specific halflings. Though a halfling may spin a long and amusing tale about a hapless relative, the listeners are often amazed to realize later that they have no clue at all about how to find or identify the person who was lampooned in the story.

HALFLING TRAITS

Part of the reason why halflings prefer to spend their lives on the road is their unflagging curiosity. They simply must see what's around the next bend—and the next, and the next, and the next. A halfling greets each new day with an excitement rarely found among humans because she recognizes it as a new opportunity for adventure—and an opportunity not seized is an opportunity lost. Halflings are cunning enough to recognize tricks the majority of the time and are rarely taken in by them, but even so, many go along with a trick anyway, just to see what's coming next. A halfling can't stand the idea of an unexplored cave, a closed door, or a locked chest—he simply has to see what's inside. Poking his nose into places he hasn't been invited may sometimes be a mistake; at other times, doing so might bring wealth, new friends, or opportunities for adventure. Indeed, halflings prefer activity to waiting and trouble to boredom because doing something is always more interesting than doing nothing.

Though halflings do not act stupidly when danger threatens, they exhibit little fear of death or the unknown. Death is but the next great adventure, and the unknown is just as likely to contain fabulous riches as grave danger. This combination of curiosity and fearlessness makes them difficult companions for those of more careful races. Often the members of an adventuring party find that while they have been talking about options, their halfling companion has already opened a door and made their discussion moot.

Despite their apparently impulsive nature, halflings can focus intently on tasks requiring concentration. Whether she is mending a weapon at a forge or picking a lock, a halfling's focus on a task she wants to accomplish is as strong as that of any other race.

A high level of activity is characteristic of most halflings. Charged with energy, they can barely sit still. Restlessness seems to radiate from their bodies, and they are prone to twitching, fidgeting, and other physical indications of the need to move about. Halflings who embrace the path of the rogue learn to mediate such responses to a degree for the purpose of stealth, but most retain their zest for activity throughout their lives.

Though they are not overly greedy, halflings enjoy accumulating wealth just as much as humans do. They spend little of what they amass, preferring to save most of it to ensure a comfortable retirement or a steady supply of food for their families. Still, they enjoy the sight of gems, the gleam of gold, and especially the joy of finding out what a new magic item does. Many halflings incorporate magic items they have found into entertainment for their clans, creating illusions or disappearing into thin air at just the right moment.

Halflings are mindful of the needs of the group as well as those of the individual; neither is more important all the time. Sometimes an individual's needs must outweigh those of the group, especially if the person is deserving or talented. At other times, the clan's welfare takes precedence. Halflings have a talent for evaluating situations and making judgments without being hampered by the prejudices that the clannish dwarves or the self-indulgent elves commonly display.

The highest virtues for a halfling are an adventurous spirit, a willingness to work, and a strong commitment to family and friends. Halflings who go adventuring are considered heroes because they bring back both wealth and—more importantly—stories.

Roleplaying Application: Halflings are well suited for adventuring, given their wanderlust, their curiosity, their lack of fear, and their strong need for new experiences. Halflings who leave their clans to adventure are not only welcomed back but celebrated as heroes when they return.

Halflings are usually pleasant traveling companions, though their penchant for trouble tends to cause occasional annoyance in their companions. However, they understand how adventuring parties must work together, and they are quite able to respond to threats against their companions without becoming distracted.

Though all halflings are curious, active, trouble-prone, and fearless, other aspects of an individual character require some definition. What is your character's personality like? Does she come from a caravan or a settlement? How do her friends and family back home view her? Does she feel the need to prove herself, or is she just out for treasure and adventure?

HALFLING LIFE

Most outsiders believe that halflings lead a happy-go-lucky life, free from cares and responsibilities. As is often the case, however, the truth is quite different. Though having minimal possessions does avoid many of the problems faced by more settled folk, halflings must endure cold, rainy nights, hunger when food is scarce, attack by monsters in the wilderness, wagons stuck in the mud, rocky trails, and a general lack of privacy. The fact that they can face such difficulties and still wear the carefree smiles that most people associate with them is a tribute to the halfling spirit.

Halfling culture is not as old or as developed as that of the elves, but its diversity provides a richness of its own. Like a quilt sewn by many hands, halfling culture is a patchwork of different styles, arts, and attitudes. Though most halflings espouse the same general principles, each caravan (or sailing ship, for seafaring halflings) forms a subculture of its own, with particular customs, rules of behavior, rituals, and even speech patterns. Halflings recognize this diversity and are always eager to learn the customs of others of their kind. The constant turnover among the people in a given caravan ensures that each subculture continues to grow and evolve.

Most halflings adopt noncombat professions such as blacksmith, animal herder, or some other function within the caravan. A high percentage leave the caravan at some point to take up adventuring. The halfling's need to see what's around the next bend or behind the next door is never served as well as in an adventuring career.

A halfling merchant uses her wagon to display her craftwork

ARTS AND CRAFTS

Like humans and dwarves, halflings usually specialize in crafts and professions, with each person occupying a necessary niche in the community and providing a particular service throughout his life. Each caravan has a blacksmith, a wheelwright, a wagon builder, a butcher, various cooks, hunters, animal trainers, spinners, weavers, priests, tinkers, jewelers, and general laborers. Nearly all halfling NPCs in a caravan specialize in one primary skill and take one or two ranks in several others that they have developed in case someone needs to fill in for another member of the caravan who has become ill or disabled. Such secondary skills also stand halflings in good stead when they camp near other humanoid communities and hire themselves out.

Crafts are the primary outlet for a halfling's creative side. Halflings create very little art for its own sake; there is usually little money in such endeavors. Why spend weeks making a lovely painting or statue that will have to be carried around for months and months, taking up valuable space in someone's wagon? Better to carve and paint children's toys and sell them at the next stop. Halflings do, however, enjoy embellishing the items they use in daily life. Some paint designs of remarkable beauty on the sides of their wagons; others make jewelry or embroider clothing for their own use. Such use of one's creative abilities is beneficial to both the individual and the community. Brightly colored wagons can draw attention from other humanoids, attracting them to the camp, so the halflings can easily transact business with them. Likewise, striking clothing and jewelry sometimes speaks more of prosperity than of a vagabond lifestyle, which tends to put more stable businesspeople at ease.

Textiles, fashion design, metalwork, jewelry making, weaponsmithing, armorsmithing, woodworking, pottery, and other such endeavors are all considered viable expressions of one's artistic self, and even painting has its place when used for the embellishment of otherwise utilitarian objects or for profit. Skill at architecture is nearly unknown among halflings, because so few of them build permanent structures.

Music is an art form that every halfling can appreciate. It not only helps to bring in coin but also lifts the spirits after a long, hard day of travel. It provides the framework for dancing, an indulgence of which halflings are particularly fond. Only when the need for silence is great

Illus. by E. Fiegenschuh

does a halfling go without his music. Someone in the camp is almost always playing a tune, and while the caravan is on the road, singing, whistling, and humming make the trip more pleasant. Favored instruments among halflings include lutes, lyres, horns, and small drums, as well as more exotic string and percussion instruments acquired at some point in their travels. Their best-known compositions are merry tunes that draw listeners into dancing. Among their own people, however, songs of the open road and laments for the departed that can draw a tear from even the most stoic eye are equally prized.

Though most halflings have a talent for acting, they produce very few plays because such forms of entertainment tend to consume resources while doing little to mend wagons, accrue wealth, or cook dinner. Impromptu skits, however, are quite popular within certain caravans, and less than flattering representations of other races often add to the frivolity.

Among the most important arts in a halfling community is storytelling. Halflings write down practical information, such as supply lists and transaction records, but they rarely take the time to record legends or gossip. The oral tradition is stronger in the halfling race than almost any other, and almost every halfling is an accomplished storyteller. Telling tales around the campfire has been a tradition among traveling halflings for as long as anyone can remember, and the frequent turnover in caravan personnel ensures that there are always new tales to hear. Though in many cases the tales amount to little more than gossip, word of important events spreads quickly through the halfling race from caravan to caravan. Halflings have a deep respect for the oral tradition and thus attach an absolute minimum of embellishment to the original tales. Thus, a tale spread from one end of a continent to the other will be substantially the same as when it was first told.

Several times each year, a number of caravans gather in a prearranged location for a storytelling fair. They hold contests for the best tales and the best renderings, and they present cash prizes as well as accolades to the winners. These week-long events also feature craft booths, trained animal acts, feasting, and other forms of entertainment. Outsiders are welcome, but few ever attend, put off by the prospect of so many thieves and con artists gathered in one place.

TECHNOLOGY AND MAGIC

Most halflings believe that magic is great for driving off orcs, entertaining outsiders, and dealing with the occasional emergency. In the long run, though, technology is often more practical and more reproducible. After all, just about everyone who makes a wagon wheel goes about it the same way, and if you studied a wagon wheel long enough, you could probably get a good idea of how to make one. In contrast, two spellcasters may cast the same spell in entirely different ways, and no one—not even experienced wizards—can figure out how to reproduce a spell just by seeing its effect.

The study of magic is a niche activity in halfling communities. Everyone appreciates having a few wizards, sorcerers, and clerics around for emergencies, but their usefulness is limited in daily life. Magic items, however, are another matter entirely. With only minimal instruction, anyone can use many items of power; those that are not needed can be sold for good prices. Thus, spellcasters who travel with halfling caravans often find themselves pressured to either create magic items or find something productive to do with their time. Most halflings who pursue such classes also have other professions that are more useful to the community on a day-to-day basis.

Halfling spellcasters rarely do research, and they display a preference for magic of the illusion, transmutation, and conjuration schools. Abjurers and diviners are also relatively common, while necromancers are practically unknown. Arcane spellcasters usually travel with their clans, but each usually has a wagon of his own; most halflings find it prudent to give wizards and sorcerers a wide berth in case of accidents.

Halfling technology focuses primarily on practical items and transportation. Small, portable items are favored so that they can easily be carried in wagons or on one's person. Any item that makes daily life easier or can get a caravan out of trouble is of great interest to a halfling band. Heavy, bulky items and equipment are of little interest to halflings unless they can see a way to sell such items at a handsome profit.

The legend that claims halflings invented horseshoes is probably false; halflings use goats more often than horses. Still, that bit of lore does speak to the depth of the halflings' passion for transportation-related equipment. Goat carts, oxcarts, mine cars, boats, gliders, and all other kinds of conveyances are fascinating to halflings, and they have improved on most of the traditional designs.

Animal breeding and training is also an essential part of halfling technology because animals power many of the halflings' conveyances and provide food for the caravan. Halflings have developed breeding to a science and can reliably produce animals with more meat, greater speed, or more endurance than those raised by most other races.

Upgrades in transportation, food preservation, medicines and tonics, and other technology of interest are quickly passed from one caravan to another—and to human, dwarf, gnome, and elf communities as well. Even technology that did not originate among the halflings spreads quickly once they get hold of it.

LOVE

Love is a vital part of life, and halflings enjoy it to the fullest. They are devoted to their families; the affection between children and parents, siblings, spouses, and extended family members such as grandparents and cousins is deep and unyielding. So great is the halfling devotion to family that two halflings who meet for the first time are likely to spend hours comparing genealogies to figure out how they might be related. Should a familial relationship be discovered, no matter how remote, the two treat one another like long-lost siblings—at least until one does something perfidious enough to sour the relationship.

Halflings are as eager to experience romantic love as any other humanoids. To them, romance is just another great adventure that may bring weal or woe. Infatuation is common among halflings, and since offspring frequently result from such liaisons, lovers typically formalize their relationships as soon as possible. Romantic relationships between members of the same caravan or clan are discouraged but not strictly forbidden.

Two levels of marriage exist within halfling society. Handfasting is the most common method of formalizing a relationship within a halfling community. Only the two lovers and three witnesses of their choice need be present to complete this ritual. The lovers' hands are usually bound together with leather thongs; these are removed, knotted together, and presented to the couple at the end of the ceremony. The lovers speak their own vows, which usually consist of a promise to look out for one another's welfare and remain faithful for as long as love lasts. Handfasted couples are entitled to their own wagons. If neither party already owns a wagon, one is built by the community at the earliest opportunity and presented to the couple as a gift. Until then, such a couple usually lives in the wagon of one or the other's parents. Handfasted couples are expected to live and work together as long as they feel affection for one another.

Some handfastings last for decades, and a few last for life. Often, though, because halflings are intensely curious creatures, one partner becomes interested in someone else, or perhaps one wishes to leave for an extended period to go adventuring or join another caravan; and sometimes arguments simply poison the couple's love. In such cases, couples can end their handfasting with a brief ceremony in which the knotted cords they received earlier are untied before three witnesses and presented to the now-separate individuals. Children of such a couple live with whichever parent wants them. If both do, a child can choose if he or she is old enough to speak; younger offspring remain with their mother unless she refuses them.

The second level of formalization is true marriage. Marriages are much rarer than handfastings and cannot occur between members of the same clan. Most marriages occur much later in life than handfastings, after the lovers have had a chance to live together as a handfasted couple and become certain of their love. Some couples never take this step at all, content to remain handfasted for their entire lives. A marriage is conducted by a cleric and sparks a week of celebration in the entire community. Most married couples already have wagons, but those who do not receive them from the community, just as handfasted couples do. A newly married couple is showered with gifts, and both husband and wife are instantly accorded the position of elders within the community.

The primary difference between a wedding and a handfasting is that a wedding is for life. The halflings involved may not dissolve the union, and any attempts to separate or stray result in the expulsion of the guilty party or parties from the community. Thus, marriage occurs only between halflings who are quite certain of their ability to weather the storms of a relationship. Though true marriages occasionally go sour, the parties usually learn to resolve their differences and live together in (relative) harmony.

Reproduction

Halflings reach maturity at the age of 20, and both genders are capable of reproduction for approximately 40 years thereafter. The gestation period is seven months, a little shorter than that of a human. Female halflings rarely give up working, adventuring, or pursuing their usual activities while pregnant, at least until the last month or so. Halflings with infants or very young children often choose to halt their roaming for a few seasons, picking a good camp or a permanent halfling settlement (or even a human town) until the youngsters are a little older. Not all roaming halflings do this, though; some families never leave their caravans.

Halflings are adept at avoiding trouble, and halflings with small children especially so. Despite the perils of disease, weather, monsters, and orc raids, roughly eight in ten children reach maturity.

HALFLINGS AT WAR

Halflings rarely declare war on others—after all, winning might mean becoming tied down with property. In the same way, having no lands and few goods of their own means that halflings have little need to defend their belongings. No one starts a war just to take a few dozen wagons, though other races may fight long and bloody conflicts over pieces of land that are often quite small. Having little to lose and no interest in a permanent home frees a halfling to enjoy life in ways that other races can never appreciate.

Halflings are certainly not pacifists, however, and often find work as mercenaries in the wars of others. Their small size and aptitude for sneaking makes them excellent scouts, and their high Dexterity and racial bonus with thrown weapons makes them valuable in units employing ranged weapons. Though halflings have no fear of melee combat, they are prudent enough to avoid it when possible. Halfling infantry units are rare, though halfling cavalry can be surprisingly effective due to the halflings' aptitude with animals and their penchant for doing the unexpected on the battlefield.

All halflings learn to use slings and javelins well before they reach maturity. Many also learn how to use short swords and throwing axes, as well as certain exotic halfling weapons such as skiprocks and war slings. A halfling's first line of defense is usually a ranged weapon. Should an enemy get close enough for melee combat, the longsword or short sword is the most common choice.

DEATH

The much-vaunted halfling fearlessness extends even to death. Most halflings view death as simply the next great adventure. Though they do not court it, they take no pains to avoid risk, nor do they resort to necromancy or other magical means to stave off death.

Halfling caravans hold funerals to mourn the loss of companions and also to celebrate their next great journey. Thus, a funeral usually has two parts: a grieving ceremony followed by a party. During the grieving portion of the funeral, the entire community gives vent to sorrow. The object of this portion of the ritual is to cleanse the souls of those left behind of their grief so that they can move on, both literally and figuratively. After all members of the caravan have cried as long as they need to, they sleep, then awaken and begin the celebration. Tables are set up with places for everyone, including an empty spot for the deceased. They roast meat, pile baked goods of all sorts on crude wooden tables, and tap barrels of wine and ale. Everyone eats, drinks, and dances. From time to time, someone stands up and tells a story (often humorous) involving the deceased, and tales of his life are woven into stories to add to the general tapestry of oral tradition that ties all halflings together. The storytelling and feasting lasts until everyone has fallen asleep, usually a full day and night.

After the party ends, the body of the deceased, if present, is brought to a funeral pyre built of branches and twigs and set alight. His ashes are then scattered to the four winds, so that he might continue his journey unfettered. The goods of the deceased are distributed to the remaining members of his family or, if no immediate family is present, to his clan.

If a funeral is held for a halfling who later turns up alive, he must take another name because his original identity has been laid to rest. Even if everyone knows who he is, he must begin again as a new member of the caravan and his clan.

HALFLING SOCIETY AND CULTURE

For the most part, halflings lay no claim to any land, build no permanent dwellings, and grow no crops. They function as permanent guests in the world, moving from one community to another, enjoying the hospitality of any friends they find, and moving along when they wear out their welcome. They carry with them only what fits in their wagons, and they live off the land when no other means of support presents itself.

Some halflings do purchase land or homes and settle down for a time, but these individuals rarely live out their lives in one spot. After a year or two the family moves on, taking to the road again or seeking a new home in a different settlement. Halflings who settle down to stay are rare indeed, usually elderly folk who have seen all they wish to see and want only a comfortable retirement. Some settled halflings allow others of their kind to camp on their land and help farm it whenever they pass through. Others settle in cities and provide safe houses for halflings who are in trouble with the law. Whatever their dwellings, settled halflings often serve as fences or "bankers" for other halflings; they provide a safe place to cache accumulated wealth so the owner doesn't have to carry it and risk losing it to brigands.

Permanent halfling communities are generally found in the lands of other races, and their populations turn over with some regularity. Such communities offer services to traveling halflings, give them items left behind by others, and provide safe places for them to hide or store wealth, in the same way that individual settled halflings might. A halfling in such a community may at any point trade her shop for a wagon and move on with a passing caravan, leaving some other halfling (usually from the same clan) in charge of her business for as long as the newcomer wishes to stay.

Some halfling communities, whether caravans or settlements, also include a few outsiders who have been "adopted" by one clan or another. Such individuals are usually foundlings who were left at a halfling camp by parents who did not want them, or orphans the halflings found in their travels. Halflings raise such adoptees with all the privileges of membership in the clan but still expect them to leave upon reaching maturity. If an adoptee takes poorly to life on the road, the halflings may try to find her a home in the next community of her kind that they encounter. Alternatively, adoptees may find their way to a permanent halfling settlement, where an elderly shopkeeper may be happy to have the cheap labor that a child represents.

The following sections describe the framework of a halfling caravan community, the lifestyle of a lone halfling, and the structure of a settled community, as well as some of the details of mundane aspects of daily life in each of these settings.

Roleplaying Application: The day-to-day aspects of halfling society include those elements that are considered common knowledge, the basic assumptions that halflings make about the world. Consider how these assumptions affect your character's attitude and how the different customs of others might spark his innate curiosity.

HALFLING CLANS

Halfling clans are groups tied together by family relationships. The precise details of how clan membership is decided vary from one clan to another, but in most cases a halfling is technically a member of both her mother's and her father's clan at birth. Upon reaching maturity, she must formally choose between the two clans and adopt the family name of the chosen clan. Informally, however, she usually remains welcome with the clan she did not choose and may travel with either at will.

Should a halfling commit so heinous an act that his clan wishes to disassociate itself from him, the clan ruler may choose to eject him. At that point, he may formally join any other clan that will have him. If no clan ruler is willing to accept him, he becomes a clanless loner.

Clanless halflings do not suffer from the same degree of stigma as clanless dwarves do, but they can still expect to be treated with some wariness by others of their kind. Most drift from one caravan to another, always claiming membership in a clan not represented there, or make their own way in the society of some other race.

A chief or elder heads each clan, chosen by acclaim at clan gatherings that take place every five years (or sooner, in case of an elder's untimely death). The clan ruler hands down clan law, decides major disputes, and generally directs the activities of the clan. A council of clan leaders from various caravans advises him. The composition and size of the council varies with the movements of the caravans, but the clan leaders in whatever caravans are camped within twenty miles of the leader's caravan at any given time are expected to be at the ruler's beck and call.

Periodically, clan rulers gather to map out strategy. They examine the clans' recent travels, discuss which other races can be expected to welcome them and which they have offended, what opportunities for work may be opening up due to wars, natural disasters, and rapid expansion or collapse of other humanoid settlements. Then they decide upon the overall movements of the halfling race for the immediate future, making note of potentially hostile areas as well as those communities expected to welcome their presence.

Within a particular caravan or settlement, the members of a clan answer to the senior member of that clan. Should the senior member be too old or infirm to function as clan leader, the next oldest member assumes the responsibility. The clan leader must give permission for all marriages and for transactions involving significant property (such as wagons). The leader also resolves disputes between clan members and decides who will take care of the family of a dead or injured member.

FAMILY UNITS

The nuclear family is the foundation of halfling society. A handfasted or married couple lives together in a single wagon or home. Once a child is born, one or both parents raise it to maturity. The community plays a significant role in the development of youngsters because everyone knows what everyone else is doing. Though young halflings do sometimes manage to sneak away from the camp or town and get into trouble, such incidents are rare. The halflings have long ago learned that failure to keep their mischievous children corralled does not endear them to the members of other races among whom they may be living. Upon reaching maturity, a halfling may choose to continue living with his parents or strike out on his own, with the blessing of the community.

Younger families usually offer widowed or disabled elderly relatives a place in their wagon. Beyond that, however, extended families usually do not occupy the same wagons—uncles, aunts, and cousins traveling with the same caravan typically have their own families and their own wagons.

Illness and Aging

When a member of a caravan or settlement falls ill or is disabled, other members take over her tasks and care for her until she recovers. No recompense is expected on her part; instead, she is expected to pitch in and help in turn when someone else encounters misfortune.

Elderly traveling halflings often stay with their caravans until they can no longer tolerate the rigors of life on the road. Many never reach this point and simply die "en route." Others gradually realize that they no longer enjoy the traveling life and leave the caravan to settle down. Those with sufficient funds sometimes buy property within human, elf, or dwarf communities and set themselves up as artisans or merchants. Others settle in a permanent halfling settlement and live out their retirement with others of their kind.

WANDERERS

Most halflings spend the majority of their lives traveling by either land or sea. They usually travel in large groups, though it is not uncommon for individual halflings to strike out on their own.

Caravans

Halflings who wander the wilderness usually do so in caravans. A halfling caravan may be of any size; a typical one consists of twenty-five to thirty-five wagons. Such a number ensures that the caravan makes a formidable target for monsters or brigands but still allows the wagons to spread out in a campsite without too much crowding.

A caravan may consist of only a single clan, but such a situation is rare. Usually, three to eight clans are represented in a single caravan. The clan composition of a given caravan is fluid because families are always free to leave for other caravans or strike out on their own.

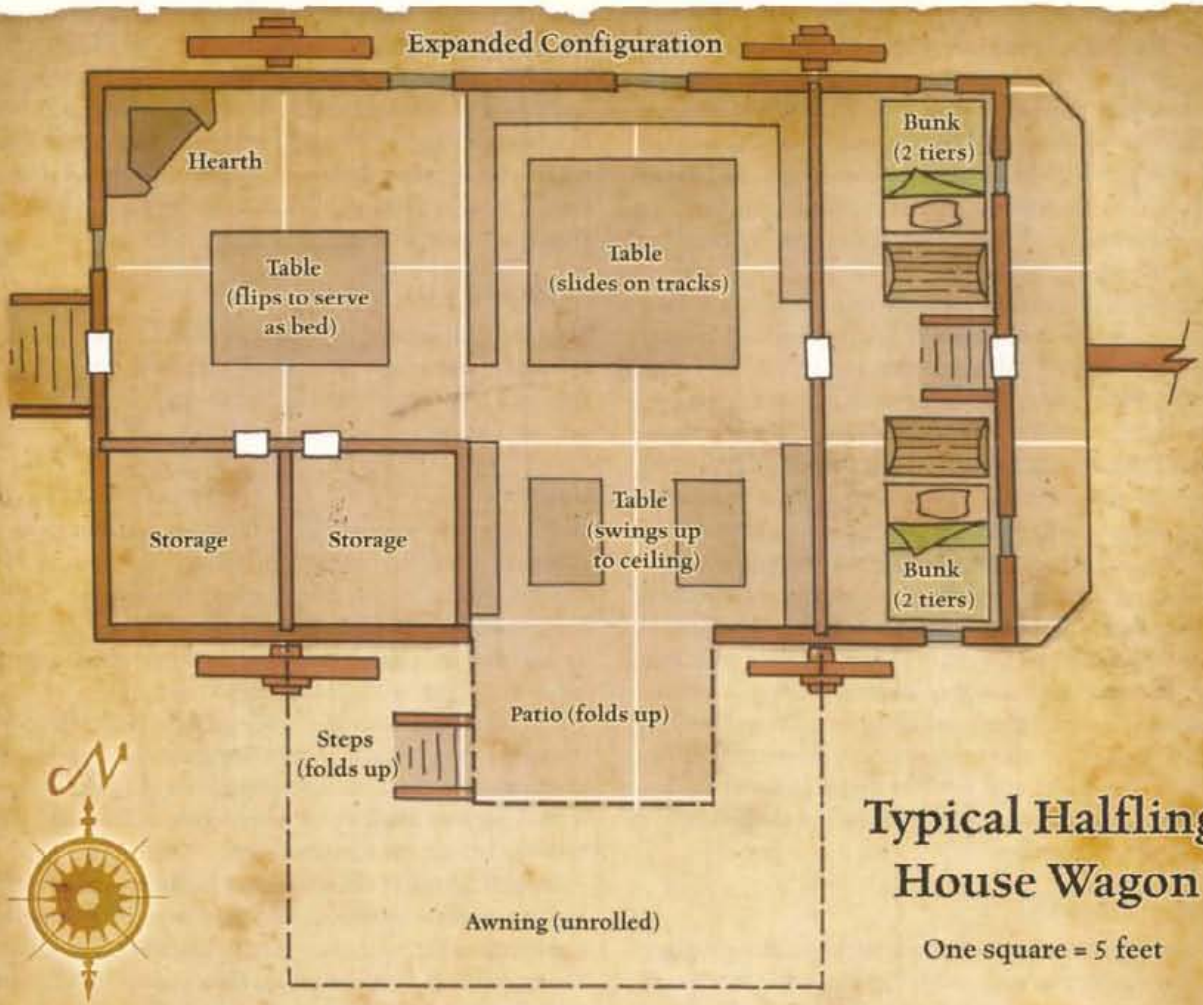
Though outsiders often consider halfling caravans to be nothing more than a chaotic jumble of wagons, these rolling communities are in fact structured and stable organizations. Each member of a caravan has his place and his specific tasks to perform, and each is both welcome and needed.

Everyone in a halfling caravan has a primary task to perform. Each person also has the skills to perform one or two other functions. Thus, if tragedy should befall the caravan's blacksmith, someone else in the group can take over that function right away.

Young halflings receive basic instruction in most of the tasks associated with daily life. When a youngster displays talent and interest in one particular kind of task or craft (usually by the age of 10), she is informally apprenticed to the master of that trade in the caravan for the next five years. When she reaches the age of 16, she is apprenticed to a master of a different craft. Each year thereafter until she reaches maturity at 20, she studies a different craft under a different master. Thus, almost every member of the caravan possesses at least one rank in several different skills commonly used in the caravan. When a young halfling reaches the age of 20, she may choose to strike out on her own or to stay and practice any one of her crafts in the caravan.

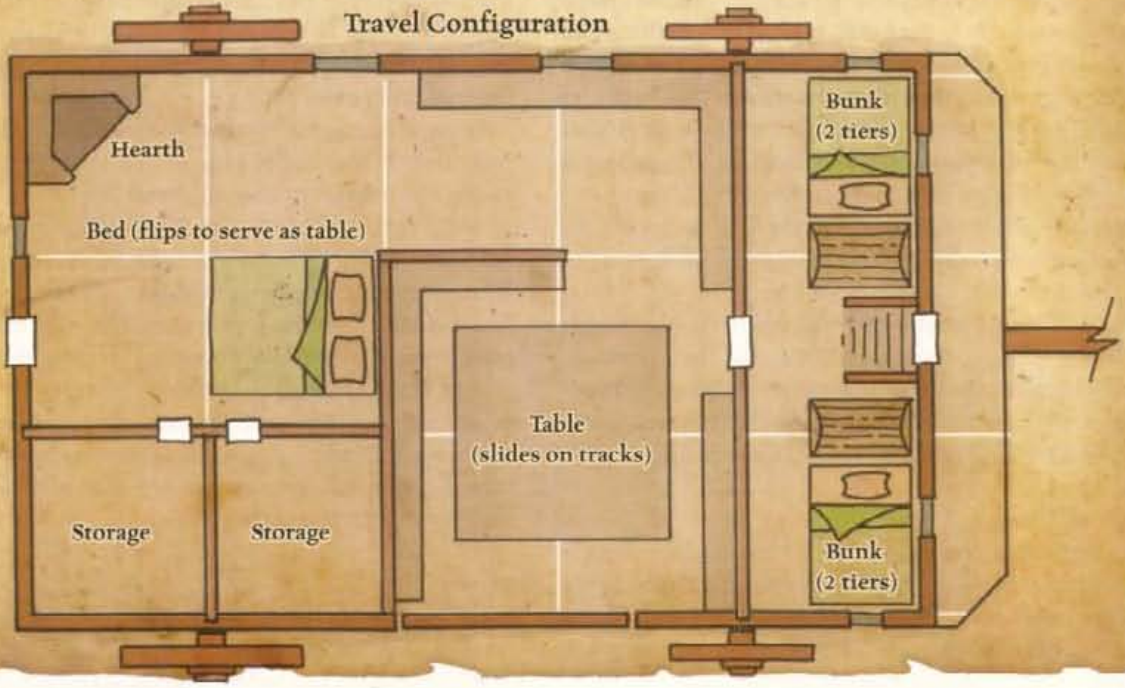
Wagons

Halfling wagons range from family-sized conveyances (occupied by six or more people and pulled by oxen or a team of horse) to smaller wagons scarcely bigger than



Typical Halfling House Wagon

One square = 5 feet



a cart (home to a single halfling and typically pulled by a donkey, pony, or occasionally a team of goats). All wagons are covered and built of sturdy hardwood to resist rot and missile weapons. Halflings often treat their wagons with water- and flame-retardant materials.

Each wagon contains a family's personal possessions, clothing, food stores, and the equipment for whatever crafts or professions family members pursue. All wagon doors can be locked but rarely are while in camp.

While on the move, caravans usually travel by day and camp in the open at night. Each family is responsible for its own food, so family members forage for fruit and vegetables and raise their own meat animals—usually goats, chickens, turkeys, cows, pigs, or rabbits. The larger animals trot alongside the wagon, while the smaller ones usually ride in coops or hutches; all are turned loose to forage when the caravan settles into a camp. One member of the family usually cooks the meals, though in some families that responsibility rotates.

Leaders

The following officials are present in most caravans. Other functions may also exist depending upon the kinds of work the caravan members usually undertake and the races with which they usually associate.

Head Teamster: This official sets the order of wagons when the caravan moves, decides when to start and stop, and determines the direction of movement. When informed of potential hazards by the scout, he can decide whether to face them or avoid them. The head teamster also calls for more wagons to be built should they be required.

Scout: The scout is an outrider who travels ahead of the main caravan to spot potential hazards, such as box canyons or orc strongholds. The scout reports back to the head teamster every two hours. In particularly dangerous or rugged areas, a caravan may employ a chief scout and several subordinates.

Trailer: Charged with riding behind the caravan, the trailer picks up stragglers and herd animals that have wandered off. Her primary task is to ensure that no one gets lost and falls behind, and she also serves as rear scout for the caravan. Should a significant problem develop at the rear, she can call for an emergency stop. As with scouts, caravan sometimes use several trailers.

Chief Herder: This official is in charge of all the animals that travel with the caravan. The chief herder ensures that the animals have enough time to forage and that sufficient food and water are available. While the caravan moves, he travels up and down the line of wagons, checking the animals for signs of exhaustion or illness. He tends to any serious injuries on the spot and addresses any minor ones when the caravan stops for the night. While in camp, he ensures that the animals are fed. When entering areas where food is scarce, he ensures that the caravan carries sufficient food and water to sustain the animals as well as the people.

Old One: Usually an elderly halfling, the old one decides interclan disputes and advises the head teamster and clan leaders on direction of movement and strategy for negotiations. An old one occasionally has levels in diviner or some other means of magical knowledge.

Blacksmith: Respected for her importance to the community, the blacksmith equals the chief herder in rank. The two confer on issues such as what kinds of loads and terrain the caravan's vehicles and mounts can take and what repairs are needed at any given stop.

Wheelwright/Wainwright: These two functions—repairing wheels and wagons and building new ones as needed—may be handled by a single individual in small caravans or two different halflings in larger ones.

Cook: Most families make their own meals, but the cook ensures that those halflings who are busy with other tasks all the time (such as the scout, the blacksmith, and the trailer) get adequate meals. The cook is the keeper of the supply wagon that carries extra food stores for the caravan as well as a wide array of cooking implements.

Herald: This official serves as the mouthpiece for the caravan. She deals with outsiders, asking permission to camp, determining what services are needed in a given area, and providing information on the kinds of work that the people in the caravan can do.

Cleric or Deacon: Caravans often have a cleric, though some have several and others none at all. The cleric is responsible for officiating at marriages and funerals and generally looking out for the spiritual well-being of the community.

Most halflings, however, worship the deities of their choice without the aid of a cleric. In such cases, a layperson known as the deacon administers the rituals when needed, ensures that homage is paid to the deities when appropriate, and keeps track of ceremonial items for the community.

Disputes and Laws

Disputes among halflings happen frequently, but they are rarely important enough to cause a serious rift. Quarrels over practical jokes, who buys ale, or other such small matters are much more common than deadly fights over potential mates, property, or beliefs. Halflings view property of any kind, including their own coins, as transient. It's nice when one has plenty of money, but there's always more to be found where that came from.

Laws exist within halfling clans to cover the worst of crimes, but halflings see no point in trying to make rules for every argument. They are always free to separate from their communities to go adventuring or to join others of their clan in other caravans at any time. Thus, should enmity exist between two halflings for a long period, they usually simply go their own ways.

Disputes that cannot be resolved peacefully between the parties are adjudicated by the clan leader or by the caravan's or settlement's old one, depending upon whether the parties are from the same or different clans.

LONERS

The famous halfling wanderlust ensures that most halflings spend at least a few years of their lives wandering alone,

away from their clans and caravans. Such loner halflings are often adventurers, and most fall in with other adventurers of different races. These associations can last for many years, and a loner halfling often forms fast friendships with all his companions.

Other loner halflings choose to make their own way in the cities or towns of other races. Many gravitate to human cities, where they function as thieves, burglars, or entertainers. Some set up their own shops, offering goods to the public—and clandestine aid to other halflings. A few loner halflings wander the wilderness on their own, living off the land and making friends with the outcasts and loners of other races.

Elderly halflings who have tired of the traveling life may also become loners, purchasing homes or land and settling down to retire. Such landed halflings frequently allow other halflings to stash goods and money on their property and hide out there when the heat is on.

SETTLED HALFLINGS

Although halflings prefer to wander, some permanent settlements do exist. These are often founded on land belonging to a member of some other race who owes the founders a great favor. Typically in such a case, the owner grants the halfling race permission to use the land in perpetuity, and its ownership passes to the leaders of the halfling town free of charge should any new owner ever wish to sell the original owner's lands.

Such halfling settlements are rarely bigger than small towns, because few halflings truly wish to settle down. Their organization typically mirrors that of the closest settlement of some other race; they expect to have the most contact with people from that community and want them to feel comfortable. Each town does, however, have clan leaders, an old one, a blacksmith, a chief herder, and at least one priest, all of whom function as they would in a caravan (see above).

Halflings who live in a settled community usually grow crops in addition to raising herd animals. Orchards and cultivated fields dot the surrounding area, and most settled communities are renowned for their simple pastoral beauty. Houses are usually built of the most common material in the area, wooden structures and earthen dwellings being the most prevalent.

The residents of a settled community apprentice their young in the same manner that caravan halflings do, but the choices of profession are often more numerous in a community. Every kind of artisan and merchant is represented in a halfling settlement, though they need not all be halflings. Butchers, bakers, jewelers, metalworkers, candlemakers, wainwrights, animal breeders and trainers, tinkers, potters, cobblers, weavers, seamstresses, and purveyors of magic items all have shops, and at least two taverns operate in any such town. Just about any service available in a human community is available in a halfling settlement.

The typical halfling settlement includes a school where young halflings can gain some book learning and a school of magic where those who desire to do so can train in the arcane arts. A temple to each of the major halfling deities is on hand as well.

Each community also has a "banker" and a fence. The latter buys stolen goods from itinerant halflings and resells them in safe locations. The banker caches money from wandering halflings and keeps it safe until they return, charging a small fee for the service.

HALFLINGS AND OTHER RACES

Halflings are generally amiable creatures, and they form fast friendships with people who have earned their respect. Obviously foolish individuals of any race earn only their scorn, but those who prove their worth by aiding a halfling or by seeing through one of her schemes is a candidate for long-term friendship. Many a prospective mark's ire has been turned aside when the halfling who was trying to cheat him burst out into laughter and bought him a drink.

For the most part, halflings are quite tolerant of other races. They value their own ways and assume that others value theirs just as much. "Do what you like as long as you don't get caught," goes an old halfling saying, and most halflings are quite happy to extend that same concept to other races as well.

Dwarves: Halflings admire dwarves for their industriousness and their strong family ties, both qualities that resonate through the halfling culture as well. Dwarves also have a nose for money, so allying with them on small-scale treasure hunts can be quite profitable.

Like anyone else who lives in the same place all his life, the typical dwarf is rather stodgy and more than a little provincial. Dwarves are also a bit too warlike for the halflings' taste. Why can't they just learn to get along with everyone else, like the halflings do? They're not even content with making their own wars—they're always trying to teach halflings how to fight too. It's best just to ignore them when they act arrogant and overbearing. They can't help it, after all; it's just the way they are.

Elves: Halflings are somewhat in awe of elves and their high civilization. Elves live so long and see so much that halflings tend to feel a bit inferior around them, like awkward younger siblings. Thus, they try to be on their very best behavior around elves, and they tend to suppress their rambunctious nature and their open, friendly charm. Only when they have lived near elves for periods extending into years do they fully come out of their shells.

In spite of their discomfort around elves, halflings appreciate the fact that elves get along with most other races, and they are also impressed by the fact that elves try their best to avoid warfare through negotiation. Halfling caravans frequently make camp near elf lands; the elves are almost always kind and welcoming, as though they were actually glad to see their smaller friends. When elves purchase their goods or ask for help with particular ventures, halflings are generally flattered and only too glad to be of assistance.

Gnomes: Gnomes are kindred spirits and fellow little people. As such, they're made-to-order allies for halflings. And if those considerations weren't enough to make visiting them fun, they're also good wizards and fabulous singers. Having a gnome bard join in the evening song around the campfire is a real treat.

However, gnomes are strangely short-tempered creatures. They can be chatting pleasantly one minute and shouting the next. They also seem easily frustrated, getting worked up over the smallest things. Perhaps they've developed bedsores or something from sitting in one place all the time.

Half-Elves: Half-elves are just like elves but less so. They have the same grace and charm in a halfling's eyes, but their demeanor isn't as intimidating as that of a full elf's. Half-elves live much shorter lives, so they're not always talking about things that happened hundreds of years ago. This tendency to live in the here and now tends to endear them to their halfling companions.

Half-elves have all the charm of their elf parents, coupled with a respect for the ways of others that can come only from being part of more than one culture. They're as good at negotiating for what they need as halflings are, though many of them have a troubling honest streak. They're also individualists, each different from the others, and each interesting in her own way. All these factors make them real kindred spirits, though they're a little too tall.

Half-Orcs: In general, halflings consider half-orcs strong like bulls—and dumb like bulls. They tend to make good marks for confidence games and even theft, but woe to the halfling who is caught. Half-orcs are the least susceptible to halfling charm and wit of all the other races.

On the other hand, it's nice to be on the good side of a half-orc when a strong sword-arm is needed. Maybe half-orcs don't always get the more subtle jokes, but they can appreciate the more obvious kinds of humor that few others do. Of course, any halfling who can get a half-orc to laugh almost always gets a free drink for the effort.

Humans: Halflings enjoy the company of humans more than that of any other race. Endlessly adaptable and ever-changing, they are very much like halflings in spirit. Halflings have worked hard to cultivate their relationship with humans and ensure that they are always welcome in human settlements. To gain the enmity of the human race would deprive the halflings of a significant area in which to roam, because humans hold more lands than any other race.

Halflings consider humans big and goofy, but rather sweet in their own way. They're smart and adaptable, they like to travel, and they can work hard when they want to. They're almost as friendly as half-elves and a little bit gullible like half-orcs—a winning combination in any halfling's book.

Human settlements are good places for halflings to find work, because humans always need something done. Often this need stems from their odd tendency to declare war on one another, but that's their own business. Even without a war, they're always creating—building, expanding, and inventing. Their societies are varied and always changing, and halflings who go to the same settlement a second time may find its needs and outlook very different.

Raptorans: To a halfling, a raptoran seems like a combination of an eagle and an elf. The raptorans' cleverness and their ability to fly fascinate the halflings, who can't get enough of raptorans' stories about how it feels to have the wind in their faces.

On the other hand, raptorans aren't very good customers, since they hardly ever want to buy anything, and they usually don't need to hire out any work. They also prefer that halflings camp far away from their homes and not remain long if they do pass through the area.

Overall, halflings find raptorans a bit standoffish, and see their need to give permission for camping on open land as ludicrous. This practice, combined with the raptorans' tendency to consider proposals for a long time, leads halflings to conclude (incorrectly) that they can do anything they wish on raptoran land as long as they ask first. Such misapprehensions have led to more than one clash between the two races.

Roleplaying Application: The above generalizations represent how an average halfling is likely to view someone from a given race. Since there are no average members of society, it's up to you to decide how well these comments fit your impressions of the individual. Does your character adhere to the stereotypes presented above? If not, why not? Was there something in your character's past that changed his or her view of a given race from the status quo?

RELIGION

Most halflings maintain a deep reverence for their own gods, and many temporarily adopt the worship of the deities of other nearby races as a matter of politeness. Wandering halflings also venerate a host of local nature spirits and lesser deities that rule over particular forests, lakes, and marshes. They typically stop at the small shrines of such deities to pay homage, pray for a safe journey, and leave a bit of food for the local animals in the gods' names.

The halfling pantheon is led by Yondalla, who is also represented in a different aspect by the deity known as Dallah Thaun (see below). Other members of the pantheon include Arvoreen, Brandobaris, Cyrollalee, Sheela Peryroyl, and Urogalan, all of whom are described in detail in the Forgotten Realms® supplement *Faiths and Pantheons*. Brief game information about each of these additional deities appears at the end of this section.

Organized religious services occur rarely, usually only to celebrate holidays and to solemnize certain rites of passage, such as births, weddings, and funerals. Most halflings never set foot inside a temple except when they're in a halfling settlement, but they visit the wagon of the caravan's cleric or deacon whenever they feel the need for spiritual guidance. Offerings to the church are usually in the form of goods or food, though halflings are happy to contribute coin for special needs, such as repairing a temple or building a new one.

A halfling wedding requires a cleric of Yondalla to sanctify the vows of the couple. At a funeral, a cleric or deacon

coordinates both the grieving and the celebration parts of the ceremony and lights the funeral pyre.

YONDALLA

Greater Goddess (Lawful Good)

Yondalla is the mother of all halflings and the creator of their race. Her titles include the Protector and Provider, the Nurturing Matriarch, and the Blessed One. She protects the race and epitomizes home, harmony, plenty, and happiness. She has a darker aspect known as Dallah Thaun (see below), who is known only among halflings. Yondalla is described on page 108 of the *Player's Handbook*.

Holy symbol of Yondalla

The Blessed One appears as a beautiful, proud, blond-haired halfling, garbed in green and brown and carrying a short sword and shield.

Portfolio: Halflings, explorers.

Domains: Good, Law, Protection.

Cleric Training: A cleric of Yondalla trains new followers by borrowing a wagon from a halfling caravan, then taking the would-be clerics away from their families for a month or two. The cleric and his disciples wander the back roads of the land, seeking sights that none of the pilgrims—teacher and students alike—have ever seen before.

Quests: The safety of the halfling people is Yondalla's first concern, but she is also eager to chart new territory for halfling caravans to visit. Her followers act as guards and guides for caravans and trading companies, capture the raiders that plague the highways, and lead expeditions to unexplored lands.

Prayers: Yondalla's prayers are models of understatement. A prayer for healing might begin "I am in such fine health, yet . . ." and a prayer for intercession might begin "A minor annoyance has been visited upon me . . ."

Temples: Yondalla's temples are gathering places for the otherwise seminomadic halfling population. They are storehouses of food, weapons, and everything else needed to equip a caravan for a long journey. The clerics at a temple can always be counted upon to help a halfling in need—and her non-halfling friends as well, provided that they seem trustworthy.

Rites: Yondalla's rites center on family and community. Weddings feature particularly elaborate and joyous ceremonies, because tying two souls together for life is so rare in the halfling race. When a halfling caravan pulls into a town near harvest time, Yondalla's worshipers generally hold a festival called the Pageant of the First Fruit.

Herald and Allies: Yondalla uses a trumpet archon with 18 Hit Dice that resembles a halfling as her herald. Her allies are hound archons, astral devas, and planetars.

Favored Weapon: Short sword.

DALLAH THAUN

Intermediate Goddess (Chaotic Neutral)

Dallah Thaun, the Lady of Mystery, is the dark aspect of Yondalla. Physically split off from Yondalla when she created the halfling race, Dallah Thaun is worshiped both as a deity in her own right and also as part of Yondalla. Anyone who worships one goddess worships both, and prayers to one are heard by both. Each goddess knows everything the other knows and is privy to the other's plans. Since they both work toward the same goal—the benefit of the halfling race—they do not quibble over one another's methods. Instead, the two goddesses utilize each other's strengths and compensate for each other's weaknesses.

For example, when someone evil harms a great number of halflings, Yondalla's followers nurture the survivors while Dallah Thaun's seek vengeance. Likewise, the Blessed One provides her people with food, comfort, and healing, while the Lady of Mystery helps them find wealth. Should any dirty work need to be done, it falls under Dallah Thaun's purview, and Dallah Thaun is said to receive the souls of dead halflings and guide them to their final reward.

Dallah Thaun and Yondalla

There is no inherent evil in accumulating wealth; indeed, a nest egg for one's golden years, when a hard-working halfling can no longer work as hard, is a necessity. How one gains this wealth is another matter. The Lady of Mystery does not condone killing or even harming others for money, but relieving the overly wealthy of a portion of their burden is quite acceptable. In fact, any method that harms no one is fine with Dallah Thaun, so long as the perpetrator doesn't get caught.

Secrets, guile, lies, half-truths, flattery, intrigue, manipulation, and all things done by stealth are the purview of Dallah Thaun. "Don't get caught" is her credo, and the lesson that she passes along to all her worshipers. Dallah Thaun also serves as an avenger for any wrongs done to her people.

Illus. by S. Wood & E. Fiegenschuh

Very few outsiders know of Dallah Thaun's existence, and the halflings like to keep it that way. Since she is an aspect of Yondalla, halflings who venerate her can truly say that they worship Yondalla—who, as everyone knows, is a lawful good goddess. Since no one except halflings realizes that Dallah Thaun exists, she is not as powerful as her other half. In many ways, the two goddesses epitomize the dichotomy between openness and secrecy that is so characteristic of halflings.

The Lady of Mystery appears as a beautiful female halfling with dark hair and eyes. She dresses all in black and wears a voluminous black cloak with a hood that conceals her face. She tosses a gold coin in her gloved hands.

Portfolio: Halflings, secrets, guile, thieves and rogues, acquisition of wealth, death.

Domains: Chaos, Knowledge, Luck, Trickery.

Cleric Training: Clerics of Dallah Thaun are chosen by senior clerics of both Yondalla and Dallah Thaun. They covertly watch the young people in a community and identify those who have the mind-set and talents for Dallah Thaun's service. They begin to groom those individuals as clerics without even telling them they are being trained. The candidates are sent on covert missions, told secrets and bade to keep them, and provided with opportunities to participate in confidence games. When the secret of their training comes out, they may either accept Dallah Thaun's service or refuse it with no stigma.

Quests: The Lady of Mystery's followers often undertake quests that involve stealing from the rich, discovering secrets, and acquiring particular items through means other than force. If halflings are in trouble with a local lord over thefts that have occurred while they were camped on his land, Dallah Thaun's followers are the ones who enter the lord's keep by night and suggest that harming or expelling the halflings could result in the revelation of the lord's affair with a certain young noblewoman destined to marry another.

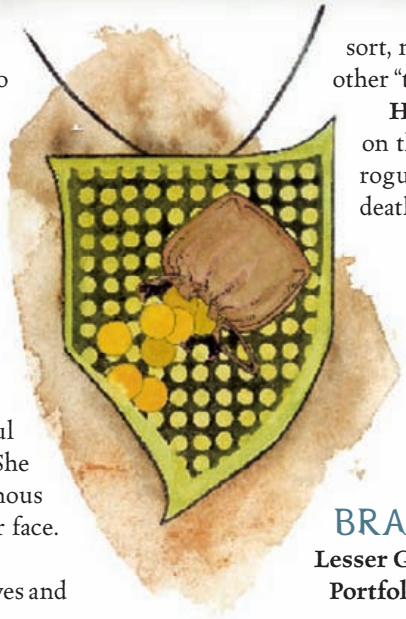
Prayers: Prayers to Dallah Thaun are usually whispered or mumbled, and they often sound like the kind of wishes one makes while daydreaming. Typical prayers begin "If only I could get a hundred gold pieces," or "If only I could get out of this place safely," or "If only I could figure out how this trap works."

Shrines: Dallah Thaun's shrines are usually surreptitiously folded into Yondalla's. For example, a temple to Yondalla in a halfling town might have a shrine to Dallah Thaun behind a secret door or a sliding panel. Similarly, a family shrine to Yondalla in a wagon might have a rotating panel with Dallah Thaun's holy symbol on the other side.

Rites: Dallah Thaun's clerics celebrate the same holy days as Yondalla's do, and they are usually present for the same celebrations. They also bless new ventures, successes of any sort, newly acquired wealth, thieves' tools, and other "tools of the trade."

Herald and Allies: Dallah Thaun's herald on the Material Plane is a halfling 20th-level rogue. Her allies are janni, gray slaadi, and death slaadi.

Favored Weapon: Dagger.



Holy symbol of Dallah Thaun

ARVOREEN

Intermediate God (Lawful Good)

Portfolio: Defense, war, vigilance, halfling warriors, duty.

Domains: Good, Law, Protection, War.

Favored Weapon: Short sword.

BRANDOBARIS

Lesser God (Neutral)

Portfolio: Stealth, thievery, adventuring, halfling rogues.

Domains: Luck, Travel, Trickery.

Favored Weapon: Dagger.

CYROLLALEE

Intermediate Goddess (Lawful Good)

Portfolio: Friendship, trust, the hearth, hospitality, crafts.

Domains: Good, Law.

Favored Weapon: Quarterstaff.

SHEELA PERYROYL

Intermediate Goddess (Neutral)

Portfolio: Nature, agriculture, weather, song, dance, beauty, romantic love.

Domains: Air, Plant.

Favored Weapon: Sickle.

UROGALAN

Demigod (Lawful Neutral)

Portfolio: Earth, death, protection of the dead.

Domains: Earth, Law, Protection.

Favored Weapon: Flail (any).

HALFLING HISTORY AND FOLKLORE

Many outsiders believe that halflings are the youngest mortal race in the world, and the halflings do not dispute that claim. They have no interest in participating in the "who is older" controversies in which elves and dwarves often engage; to them, it is better to be young and have a fresh viewpoint.

Halfling civilization is more complex than it first appears to outsiders. Though halflings rarely settle down, they have traditions rooted in antiquity; despite their somewhat frivolous demeanor, they hold a deep reverence for the ways of their ancestors. The fact that halflings rarely write down their legends and the details of their culture makes it difficult

Illus. by D. Crabapple

to tell how long a given tradition has been in force. If the halflings know of such information, they do not tell.

No one knows exactly when the first halflings appeared, but legend holds that they were the last race created—even after humans. Whether or not their creation story and other legends handed down from parent to child are true, they explain much about why halflings feel the need to be constantly on the move, and how a touch of larceny came to be deeply rooted in the halfling soul.

Roleplaying Application: Halflings are inordinately fond of stories, and most know enough to entertain their fellows for years on end. What is your character's favorite legend? Is there a legendary character that inspires him? Does he plan to create new legends of his own, based on his personal exploits?

MYTHIC ORIGINS

In the days when the world was still young, after the First War that spilled the blood of so many divine beings, the gods began to create mortal races in their own images. First came the elves, who laid claim to the forests and seas, and then the dwarves, who took the hills, mountains, and underground. (Perhaps it was the other way around; the elves and dwarves have never agreed about who was first.) Next came the bestial orcs, and then the humans. Still, Yondalla had created no people of her own. Instead, she traveled the world over and watched the creatures the other gods had created, determined that hers would be the best.

She saw the fey folk—satyrs, sprites, dryads, and other dwellers in the woodlands. These creatures displayed a zest for life and a curiosity about new things that charmed the goddess entirely. Many of them also had the benefit of a compact size that made them seem innocuous to larger creatures and helped them to avoid danger. However, they were frivolous creatures who feared larger beings. Therefore, with some regret, Yondalla left them and traveled on.

Next she visited the elves, who were frail and beautiful, but oh so haughty. They had a freedom of spirit that Yondalla much admired, and a grace and agility that put other creatures to shame. To top it all off, their beauty was near to that of Corellon Larethian himself. Still, they took too long to do anything; Yondalla itched for action, and there was little to be had in their towns. So on she traveled.

Next she visited the dwarves in their cities below the mountains. Such pride in family and home she had never seen before, and it pleased her; for what would a mortal be without a family? Who would remember him when he was gone? Still, the dwarves were sour folk, given to drudgery. Who could really be happy toiling away in the bowels of the earth, confined by rock and stone, never knowing the joy of the open air and the beautiful land? So she took up her shield and continued on her way.

Next she found the orcs, and oh how dreadful they seemed. So brutal and fierce they were, filling their short lives with rage and combat. Still, she was fascinated by their boldness. These creatures showed almost no fear of their enemies, of death, or of any hardship. However, no good could come of such brutality, and Yondalla did not tarry in their realms.

Next she came to the humans, and here she found much to admire. These creatures were strong and clever, brave and quick, and flexible enough to adapt to any circumstance. Indeed, they were so flexible that no two of their settlements were alike. Such diversity was surely a fine thing, but they seemed oddly given to warring with each other over the very differences that made them able to survive in different places. They spread so fast—why, they had nearly taken over the plains she had chosen for her people, not to mention shares of the forests, seas, and mountains that the other gods claimed.

After her journey, Yondalla returned to her home and thought about what she had seen. Each of the mortal races had a quality she wanted for her race, but each also had many faults. With this realization came a decision: She would take a bit of each race's essence and mold them into a new being—one that had all the qualities she admired in each of the other races.

The following night, she crept through the forest and seized a pixie to use as the vessel for her new creation. Silencing the creature with magic, she crept on to the settlement of the elves, where she drained a bit of their agility and infused the pixie with it. The creature grew several inches, and Yondalla had to bind it to keep it from dancing away. Moving belowground to the city of the dwarves, Yondalla drained off a small amount of their devotion to family and clan and infused the pixie with that. The pixie grew still more, and its wings shriveled as its features became less delicate. Its frantic movements slowed, and it clung to her as though to a mother. Then she moved on to the orc encampment, where she drew off some of the orcs' boldness and infused the pixie with that. The pixie grew yet again and began to look about for some trouble to get into. Before it could find any, the goddess hurried off to the nearest human city and drained the essence of these highly adaptable beings. A dose of this draught caused the pixie to grow a bit more and release its hold on Yondalla.

The goddess surveyed her handiwork and was pleased. The creature that stood before her was about 3 feet tall and perfectly proportioned. His wide, blue eyes shone with curiosity and an utter lack of fear. His slim, agile form radiated vitality and grace. When he picked up some wood and sharp rocks and began to fashion a wheel, Yondalla knew that she had created the perfect mortal creature.

The other gods, however, were not so pleased when they discovered that Yondalla had tapped their creations and drained portions of their essence. The elves were now not as agile as they had been, the orcs showed a bit of fear at times, and the dwarves sometimes left their clan homes. As for the humans, they slowed their technological advances and their spread into different lands.

Yondalla flattered the other gods and praised their creations. "Why should I try to duplicate perfection itself?" she cried. "I only took a bit of each, after all. There was more than enough of each virtue for the other races and mine as well."

Slightly mollified, the other gods nevertheless decreed that Yondalla must be punished for her crime. They ruled that her people, whom she named the halflings, could have no lands of their own. Always would they wander, and their welcome in the lands of others would be on their own merit alone. Yondalla agreed.

Furthermore, they decreed that Yondalla must expunge the larcenous streak in her own being that had caused her to steal the essences of the other gods' creations. So Yondalla clove off the portion of herself that espoused thievery, secrets, vengeance, and other dark thoughts, leaving only the purest goodness and virtue. The dark portion of Yondalla took on a form that resembled her own and faded into the background, where it would remain ever after as a separate goddess called Dallah Thaun—bound to Yondalla but separate. Yondalla stepped forward, and the gods found no fault with her new character.

Ever since, halflings have wandered the earth but called no place home. They have worshiped a dual goddess while claiming to revere only one.

LEGENDS

Halfling culture is replete with stories. Every halfling wants to make his mark and become the stuff of legends, and many succeed. Every family has stories about the exploits of various uncles, aunts, cousins, grandparents, and other relatives. Every clan has tales about its famous members. In addition, the race as a whole has legends about the halfling gods and the best-known heroes of the race.

Halflings tell their tales under the stars when they camp at night, in the wagons to pass the time while the landscape rolls by, and in the taverns and inns of other lands. All halfling legends are entertaining, and most praise the wit, warmth, and deftness of the halfling race.

The following are some of the most popular halfling legends ever told. All are considered true—or at least more true than those of any other race.

Silinda and the King of Arendal

Long ago, in a caravan that roamed the whole of the continent, lived a young halfling named Silinda. Fair of face and lithe of form, Silinda set off to find adventure on her twentieth birthday, after turning down several offers of handfasting.

She left with only a change of clothing, a blanket, her trusty sword, the thieves' tools that her aunt had fashioned for her, some salve for wounds, and enough food for one day. She had no fear of starving or misfortune, only a wide-eyed wonder at the world that stretched before her.

After walking for a few hours, Silinda heard a plaintive cry. "Help me!" called a voice from the woods she was passing. Silinda moved as quickly as she could through

Illus. by E. Fiegenschuh

Yondalla visits the elves and finds them too flighty

the underbrush toward the sound, but could find nothing. At last, looking up, she spied a human dressed in hunter's garb, hanging in a net suspended by a rope from the highest branch of the tree. "Please get me down," he said, desperation in his tone. "I dropped my sword when the trap sprung, and I have no way to get free."

"Of course," said Silinda. After quickly spreading her blanket beneath the tree to cushion his fall, she shinnied up the trunk and out onto the branch. Drawing her trusty sword, she cut through the stout rope that bound him. "Thank you, little maid," said the man, divesting himself of the net. "I was scouting for the prince's party when I ran afoul of this orc trap. They would have come and killed me by nightfall."

"That's all right," Silinda said. She introduced herself, adding, "I was glad to help."

"I have no money, Silinda," said the man, retrieving his sword from the brush nearby, "but I will do you a good turn someday."

Silinda thanked the man and walked on. Presently she began to feel hungry, so she found a pleasant grove of trees and sat down to eat her lunch. She unpacked the bread and cheese that her mother had packed for her and tore off a piece of each. Before she could raise a morsel to her lips, she heard a small, reedy voice from somewhere near her feet. "Help us!" it cried.

Silinda combed through the grass and saw a depression in which stood several pixies bound to stakes. Water from the recent rain had filled the tiny pit to just under their chins. "How did you come to be there?" asked Silinda, casting an eye skyward as dark clouds began to roll in.

"We made fun of the wrong big one," said one pixie miserably. "We didn't know it could see us until it was too late. It grabbed us and tied us to these posts. Evil it was—you could see in its glowing green eyes."

"Well, obviously it had no sense of humor," said Silinda, carefully grasping the top of the leader's pole and working it loose. In a few moments she had rescued all the pixies, who were not only soaking wet but also pitifully thin. "How long have you been in there?" she asked.

"Days," replied the leader. "We didn't know whether we would starve or drown first."

"Well, have some of my lunch," Silinda said, giving the pixies her bread and cheese.

The pixies sighed their gratitude and fell upon the food, eating until none was left. "Oh, we have eaten all your food," cried the leader.

"No matter," Silinda said. "I can always find more."

"We have nothing but our gratitude to give you," said the leader. "But we will do you a good turn someday."

Silinda bade the pixies farewell and set off again through the woods. Presently, she came upon an injured man lying on the path in a pool of his own blood. The corpses of several other men lay nearby. "Please, help me!" he said.

"Of course," said Silinda, withdrawing the wound salve from her pack and sitting down to minister to his injuries. "How did this happen?"

"I was part of the prince's escort," he said faintly. "We met a man on the road and told him to make way. Suddenly, he transformed into a horrible, demonic creature and attacked us. We managed to slay him, but I feared I was dead, too, because I could not go on."

"What happened to the prince?" asked Silinda, putting the salve jar back into her pack and getting out her blanket.

"I don't know," said the man miserably. "He must have run off into the forest. I have truly failed."

"There's a burrow nearby that my family has used for hiding at times," said Silinda. "Sleep there tonight; you will be safe."

"You are most kind," said the man, drawing the blanket around him. "I have nothing to give you, but someday I will do you a good turn," said the man.

When she had made sure the man was comfortable, Silinda departed. "I was going to sleep in the burrow myself tonight," thought Silinda, "but now I will just have to find another place."

So on she walked into the gathering dusk. Rain began to fall, soaking her to the skin. Then, over the splash of the raindrops, she heard a small sound, like someone crying. She followed the noise until she came to a cave. Looking inside, she could see a tunnel mouth blocked by a pile of rubble. From somewhere beyond it came the sound.

Silinda drew her sword and began digging at the stones blocking the tunnel. Hours later, as she was prying at a particularly large rock, her blade broke. "Fortunately, there isn't much farther to go," she muttered. She managed to clear the last bit, and out crawled a small human boy, no more than ten years old. His once-rich clothes hung in tatters, and his face was dirty, but he was unharmed.

"Thank you," he cried. "I saw that horrible creature and . . . and I ran. And then I ran in here, and the tunnel fell in behind me."

"Fortunately, not on you," said Silinda, putting her broken blade back into its scabbard. "We'd better get you to safety."

Silinda and the child made their way to the gates of a nearby human city. It had evidently been a quiet night—the gate guard seemed to have fallen asleep. Silinda lifted the child through the gate and began to creep quietly past the guard. Then she noticed the sheathed dagger at his belt. "I don't have a sword," she thought. "But his dagger would do. And I might need a weapon here in the city." She slowly removed the guard's dagger from its sheath and slid her own broken blade in to replace it.

"Hold!" cried another voice. "Stop, thief!" Evidently, there were two guards on duty. Silinda led the second guard a merry chase, but eventually she was caught, searched, and imprisoned. The guards took her pack with her fresh clothes and her thieves' tools. "A professional thief, eh? Tomorrow you'll be hanged," promised the guard.

Now Silinda huddled miserably in her wet clothes with no weapon, no food, and no blanket. "But something good could still happen," she thought to herself.

Sure enough, just before dawn she smelled a lovely scent. A freshly baked muffin flew through the bars on the window of her cell. As it fell to the cot beside her, the pixie leader appeared. "We followed you," he said. "And I thought you might be hungry."

"Thank you so much," said Silinda, munching on the muffin. "Now all I have to do is get out of here."

"I can take care of that," said a voice outside her cell. There stood the guard who had lain wounded on the road the night before. "The pixies told me you were in trouble, so I got back as quickly as I could. I've just relieved the guard on duty here." He unlocked her cell as he spoke and handed Silinda her bag. "Everything that was in it is still there," he said. "Now get going."

"Thank you!" said Silinda. "You saved my life!"

"As you saved mine, little one. Now don't tarry."

Silinda changed into dry clothes, then made her way silently through the corridors of the king's dungeon. Several times, she had to hide when loud footsteps thundered past. Apparently, they had come for her at first light and found her missing. Finally she reached the main entrance. Two bowstring twangs sounded from behind her, and both guards fell asleep. Thanking her pixie friend once again, she slipped outside.

"Who are you?" called a voice from the gallows nearby. "I was told there would be a little woman hanged today, and they can't seem to find her. Perhaps it is you?" The burly executioner regarded her suspiciously.

Backing away warily, Silinda tried to look like a human child as she said, "N-no . . . I was just bringing some food for the prisoners. My mother sent it over."

Clearly not mollified, the executioner started in her direction. "She tells the truth," said another voice, and Silinda felt her arm grabbed. Looking up, she saw the hunter she had rescued from the net. "Come with me," he said, pulling her along.

Thanking him profusely under her breath, Silinda followed. "But where are we going?" she asked. "To see the king," replied her escort.

Not certain that this was a good idea, Silinda tried to wriggle free, but he kept hold of her arm until they reached the king's audience chamber. "Here she is," said the hunter, releasing her. Silinda, remembering her manners, bowed before the king and introduced herself.

"I understand I am deeply in your debt," said the king. "My son and heir has told me how you rescued him from the blocked tunnel, and my guardsman has told me how you cut him free from the orc trap. Please accept my apologies for your detention and near execution."

"I was glad to help, your majesty," replied Silinda.

"To express my gratitude for all you have done, I bestow upon you twenty acres of land just beyond the city gates. It is good farmland, but you may use it in any way you wish."

"Thank you, your majesty," replied Silinda. "But I was planning to travel and seek my fortune."

The king frowned. "Then I bestow the gift upon your people. As long as any halfling lives upon it, the land belongs to your race. Should it ever be completely abandoned, it reverts to the throne. Does that sound fair?"

"More than fair, your majesty!" said Silinda, thinking what a pleasant place of retirement property such a piece of land might make for the older ones in her caravan. "Thank you again!"

Silinda and the pixies departed the city and set off to find her people, stopping to pilfer a bit of fruit and bread from the market stalls for their breakfast along the way. After all, she was still hungry and hadn't wanted to bother the king with such trifles.

When they located the caravan and Silinda related her story, several of the elders of the community decided to go to their new land and make a permanent settlement. They established stores and services, a school, and numerous homes. The center of the property remained open, to provide a campsite for any halfling that came through. Thus was born Arendalla, the first permanent halfling community.

Adventure Hook: A ruthless human merchant has discovered a vein of gold in the earth below Arendalla and has decided to get rid of the halflings so that he can buy the land from the current king. To that end, he has begun killing and kidnapping halflings from the town while spreading rumors of powerful undead. By this means, he hopes to engender enough fear that the halflings will all move on. Once the community is vacated, ownership of the land reverts to the king, and the merchant can offer to buy the "worthless" property.

Codey Lightfoot, the Dragon-Slayer

Once there lived a halfling adventurer named Codey Lightfoot. He had adventured for many years with companions of various races and had many thrilling stories to tell, but he had not yet claimed a dragon's hoard, and that fact grated upon him. He talked to his adventuring companions—two dwarves named Hurley and Munro, and a human named Lodon—and told them of his plans. They agreed to his plan and packed up some paints, brushes, marbles, picks, shovels, a few magic potions, several packets of lich dust poison, weapons, and some food and water. Then they set off into the desert for the lair of a blue dragon that Codey had heard about. He had also heard that this particular dragon wasn't quite as bright as the rest of his kind.

For many days they traveled. The land grew ever more barren. The roads petered out to paths, then to hard-packed trails, then to nothing at all. At last, they spied a rocky crag rising from the desert floor.

Circling it, they heard the snoring of a large creature coming from a cave mouth at the top of the crag. Sneaking inside, Codey beheld a blue dragon asleep on the floor and a pool of fresh water in a raised rock formation at the far end. Meanwhile, the dwarves and the human investigated below and proclaimed the crag suitable for their plans.

Codey sneaked back into the cavern and began to paint the dragon's scales. The other three began to dig at the mountain below the cavern floor. Then Codey took up a position at the mouth of the cavern and waited.

Eventually the dragon stirred, opened one great yellow eye, and saw Codey. "Who are you and what are you doing in my lair?" it roared.

"My name is Codey, and I was on my way across the desert when I heard someone crying out in pain," he said. "So I climbed up here to see if I could be of any assistance. Where does it hurt?"

"It doesn't hurt anywhere," the dragon snorted. "But you're going to hurt quite a bit when I eat you."

"Well, you could certainly do that," said Codey. "But I don't think meat would be good for you right now, and besides, I'm so puny I'd only be a half-bite for you."

"Why wouldn't meat be good for me?" said the dragon in confusion.

"Because you're sick, that's why," said Codey. "Look at yourself."

"The dragon turned his head back on his great, snakelike neck and gazed at his body. "What's happened to me?" he roared, seeing the lighter blue scales interspersed with his dark blue ones.

"I'd say it's a classic case of divermenticosis," said Codey. "It's a rare disease of dragons. I read about it while I was studying my uncle's books."

"Never heard of it," said the dragon. "I should just eat you."

"Well, it might not be that," said Codey. "You'd be hearing ringing in your ears too if you had it."

The dragon stopped to listen and heard the rhythmically clanging hammers of the dwarves at work below. "I do hear something," the dragon said.

"Oh dear," said the halfling. "Look, you'd better not take any chances. I'll stay here with you and try to cure you. It might not be possible if the disease is too far advanced, but you never know."

"Aren't you afraid I'll eat you?" asked the dragon.

"You shouldn't be eating any meat. You should stick to vegetables until you're well," said the halfling. "But you could eat me any time. If you do it today, you won't know whether I could have cured you."

"I guess I don't feel so well after all," said the dragon. "But will I know if it's getting worse?"

"If the disease is advancing," said Codey, "your scales will continue to lighten, and you'll start to shrink. That's because it makes you regress back to an egg. And you'll see little colored motes in front of your eyes when you wake up. So let me know if any of that happens, won't you? Meanwhile, I'll make you some medicine every day."

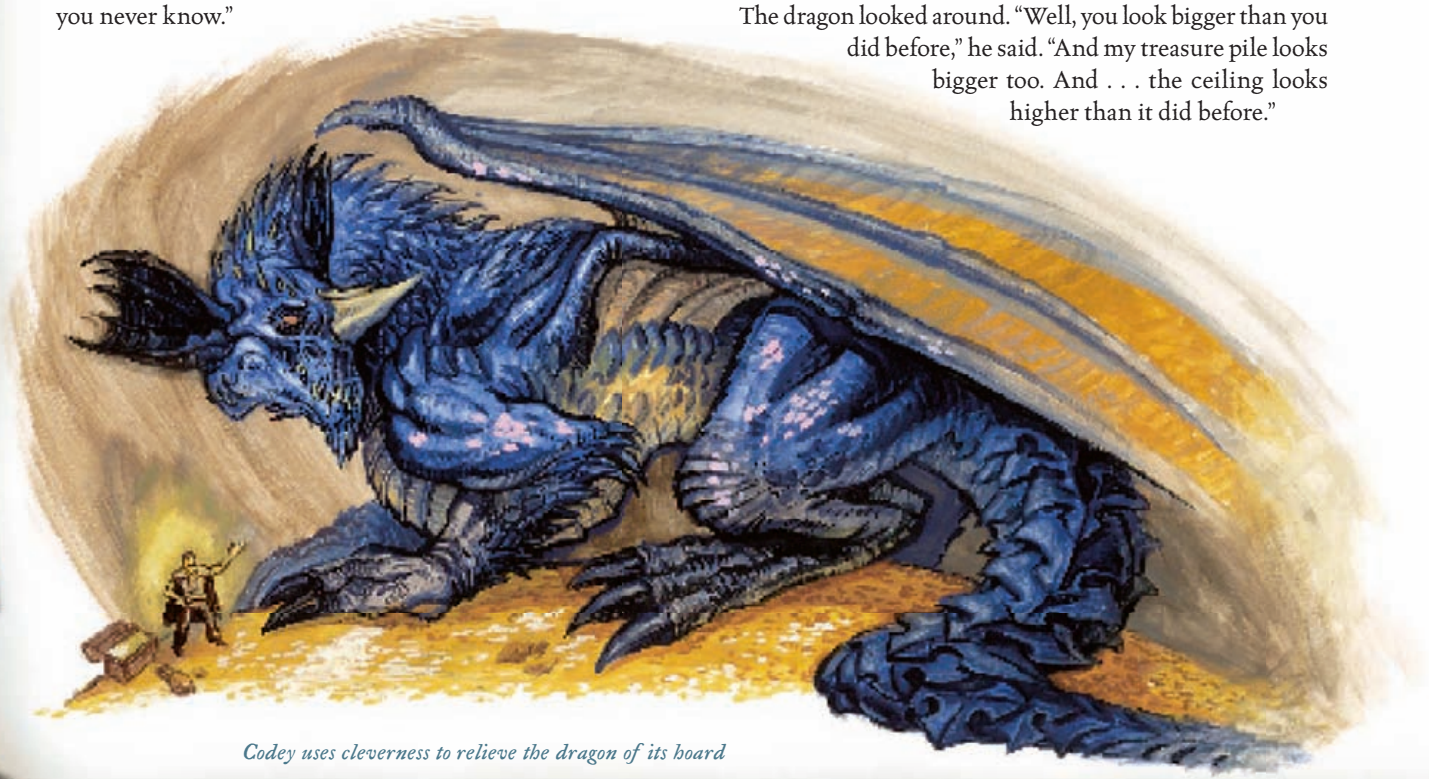
The dragon agreed and went to back to sleep. Codey set to work looting the dragon's hoard, stuffing gold into bags and replacing it with bags of rock that the dwarves had mined from under the floor. He stacked the rocks high and covered them with gold pieces. The dwarves reported that, with the human's help, they had cleared a 10-foot-square area beneath the floor and chipped away the underpinnings of the cavern floor until it was held by only a thin ring of rock.

Nodding, Codey repainted the dragon's scales, stuck his multicolored marbles into cracks in the cavern ceiling, and drank a *potion of growth* to make himself taller. Then the other three went below to chip away the remaining supports, working evenly at three spots. Suddenly the floor gave way and fell as a whole piece, landing with a resounding crash on the new floor below.

"Whazzat?" said the dragon, waking with a start, as rock chips and marbles rained down. "Colors? I see colored motes!" said the dragon.

"Oh, that's very bad," said Cody. "Do you feel any smaller?"

The dragon looked around. "Well, you look bigger than you did before," he said. "And my treasure pile looks bigger too. And . . . the ceiling looks higher than it did before."



Illus. by T. Baxa

Codey uses cleverness to relieve the dragon of its hoard

"I'm afraid it's getting worse," said Codey. "I have a dose of medicine ready. Here, drink this." Codey produced a bucket of lich dust poison mixed with water, which the dragon dutifully drank. "Now get some sleep," he said.

Clearing the next ten feet of vertical space from beneath the surface was easier because the plate of rock that made up the cavern floor was no longer attached. The dwarves and the human simply left supports in place that could easily be knocked out when they wanted to move the floor down.

The next time they did so, the dragon woke again with a start. This time, Hurley stood before him, wearing clothes identical to Codey's and keeping his face turned away. "I've shrunk again," wailed the dragon, noting that once again the halfling seemed taller, as did the cavern and the treasure pile. "Take your medicine, then; it's right there in the bucket," said Codey from his hiding place beyond Hurley. The dragon drank again, and promptly fell asleep.

So it continued for the next few days. The dragon ate only vegetables and drank poison every day, which made him progressively weaker. Hurley, Munro, and Lodon chipped away beneath the cavern floor, dropping it more each day. Meanwhile, Codey substituted more and more rocks for the dragon's treasure, which he cached at a safe distance from the lair. When next the dragon woke, he saw Hurley under the effect of a *potion of growth*. The next time he saw Lodon, and then Lodon under the effect of a potion.

At last, the dwarves pronounced that they had reached the level of an underground lake. When they cut away the final bit of stone, it would destabilize the entire crag.

When Codey had carried off the last of the dragon's treasure, they removed the final supports, and all four friends ran for their lives. The cavern floor crashed down and splashed into the lake below. The last thing the dragon saw was stone falling in on him from above. Some say that, too weak to claw his way out from under the avalanche, he drowned in the lake. Others say he was so lean by this time that he eventually wormed his way out, realized he had been tricked, and has been looking for a certain halfling ever since.

As for Codey, he split the take with his friends, and all four of them left the desert as rich adventurers. Thereafter Codey outwitted many more creatures, but those are tales for other times.

Adventure Hook: One priceless item rumored to be in the old dragon's hoard was overlooked and now lies beneath a deep layer of crumbled stone under the earth. Or perhaps this is merely a lure planted by the vengeful dragon to lure halflings to him as part of his revenge against the trickster Codey.

LANGUAGE

Halfling is a language dedicated more to practicality than to beauty. Though it flows and has a lyrical quality suitable for the songs of bards, it is not as fluid as the language of the elves.

Halfling draws many terms from other languages, and new words are added all the time to account for new objects and new concepts that halflings encounter. Often, a single word may refer to a complex concept. For example, there might be a single word for "little green leaf" and another for "big red leaf." Halflings work this treasure trove of words, some with very similar meanings, into rich tapestries of oral composition, and it enriches their songs and stories to a level that is beyond translation.

The Halfling tongue has many words for travel, wagon, wheel, draft animal, and other concepts relating to movement, but few for home and hearth. Halfling is ill-suited for describing cities, industries, or other settled pursuits, but it is richly detailed when speaking of nature, travel, and cultures. It is also quite appropriate for clandestinely exchanging information during the planning and execution of heists and confidence ploys.

Most halfling words are short, only one or two syllables; most seemingly long words are in fact compounds. As with Elven, subjects are often left out of sentences, particularly when they are pronouns. Gestures can add another dimension of meaning to the words and sometimes enable halflings to communicate about multiple topics at once.

HALFLING PHRASEBOOK

The following phrases and idioms are common in halfling culture, so halfling PCs may utter them from time to time. Translations tend to take up more space than the Halfling versions because Halfling words encompass complex meanings. You can use either the actual Halfling words or the Common translations, depending on your style at the gaming table.

Guil dulutane sig thibu nis balant rilldi. "The rabbit can dine royally only once unless it knows the whereabouts of the farmer's dog." This phrase is one of many sayings that basically means "Thou shalt not get caught." This saying also admonishes the listener to look before leaping.

Galanmo gort silmat revora. "The householder's disdain for the vagabond hides a hint of jealousy." This saying is an affirmation of the halfling zest for travel and new experiences. It also serves as a curt dismissal of folk who jeer at halflings for their wandering ways.

Sitreere tuamo; dric rudanto. Sithi murant, la mento ulatir soba tua mo rudo. "A horse is tall and strong; a pony is short and nimble. Each is content with her lot, and neither feels the need to remind the other which is the taller or the shorter." This saying is a reminder that different kinds of folk have different capabilities, and a warning against braggarts and folks who jeer. A horse knows it's taller than a pony, and a pony that it's smaller than a horse; each is the right size for what it is.

Issme milta issnoventu; sopi ginutawesin ventu. "A place that's a feast for the eyes and the senses is a movable feast; you carry the memory of it wherever you go." Another affirmation of halfling wanderlust, this saying reminds the listener that a person need not tarry somewhere to experience its joys. Just move on and savor the memory.

Donta muden sito Donta likin menli—grunti la danko. "Finding a gullible person is like finding a purse in the road—take it quickly and move on." Fortune can come in many forms, so make the best of your opportunities. Still, don't hang around in one place waiting for more. If you wait on the road for another purse to drop, you'll eventually be run over. Likewise, if you stick around after conning someone, you'll certainly be caught.

Kendit hilto pintith ento nitli. "A lie is a spear with a point at each end." It can be useful to tell a lie once in a while, but like a two-headed spear, it can skewer you if you push it in too hard.

Rundo enka rindo, endi likni supa, la mento illli nitka sento. "A wheel's rim is round, but its spokes are straight, and neither is any good without the other." This saying is a reminder that disparate elements can work together to form a useful whole.

Paditma sinti bimini nibit, endi paditnim sinti latamin. "A bird in the hand means a morsel on the table, but a bird in the bush means song in the morning." These words remind the listener that some efforts might produce inferior results in the long run. Sometimes it is best to let things develop before acting.

Sobenit rill modot allin vento fimit soga. Wenlit modit gimlit vemit fimil nodoti. "Pity the farmer who curses the rain because it might spoil the hay. Yesterday he cursed the drought because it was spoiling the roots." This saying is a warning against seeing the cloud around every silver lining. It is also a jibe toward sedentary folk.

HALFLING LETTERING

The Halfling alphabet consists of twenty-two characters and uses the Common script. Since so little is written down in Halfling, few studies have been done on how its rendering differs from Common.

NAMING

Unlike dwarves or elves, who bear their names with pride, halflings do not attach great importance to names. Although a halfling does not change her clan name (unless it becomes advisable to do so in order to avoid difficulties), she may use and discard several names over the course of her life as her circumstances and perspective change.

Each halfling name consists of one or more name fragments (from Table 2–2) and possibly an earned name (from Table 2–3). When combining two halfling name fragments, an "o" or "ee" is frequently added between them. Female halfling

Table 2–1: Halfling Name Generator

d20	Result
1–3	Roll once on Table 2–2.
4–9	Roll twice on Table 2–2.
10–13	Roll once on Table 2–2 for a first name and twice for a last name.
14–18	Roll twice on Table 2–2 for a first name and twice for a last name.
19–20	Roll twice on Table 2–2 for a first name and twice on Table 2–3 for an earned name.

Table 2–2: Sample Halfling Names

d%	Name	Meaning
01–03	Arv	Badger, fearless, fierce
04–05	Baris	Curse, fool, hapless, unlucky
06–08	Brand	Adventurous, bold, courage, hero
09–10	Bren	Black, cold, dark, night
11–13	Cal	Curious, joker, quest, riddle
14–15	Chen	Beard, hairy, handsome, warm
16–18	Cyrr	Defender, elder, strong
19–20	Dair	Playful, rascal, thief
21–23	Dal	Home, provider, shield
24–25	Deree	Brother/sister, squire, stout
26–28	Dric	Donkey, lazy, pony, stubborn
29–30	Eere	Deer, high, jumping, tall
31–33	Essel	Arrow, bow, fleet, flying
34–35	Fur	Comfortable, common, heritage, snug
36–38	Galan	Burrow, earth, field, house
39–40	Gen	Bargain, diligent, merchant, trader
41–43	Gren	Baker, cook, feast, green, plenty
44–45	Ien	Blue, clean, sweet, water
46–48	Illi	Big, deity, greatest, power
49–50	Indy	Beautiful, forest, kind, woodland
51–53	Iss	Festive, gala, happy, village
54–56	Kal	Cunning, fox, prankster
57–58	Kep	Child, small, young
59–61	Kin	Dance, dancing, fire, quick
62–63	Li	Bard, legendary, story
64–66	Llalee	Food, happy, hearth, home
67–68	Lur	Hard, stone, white
69–71	Mel	Lad/maiden, playful, wild
72–73	Opee	Cheese, lasting, timeless, yellow
74–76	Ped	Cherry, copper, red
77–79	Pery	Flower, love, loyal, romance
80–82	Penel	Crafter, merit, valuable, weaver
83–85	Reen	Peaceful, peacekeeper, sheriff, warrior
86–88	Rill	Farm, farmer, food, life
89–90	Royl	Divine, eternal, immortal
91–92	Sheel	Air, clouds, rainy, weather
93–95	Thea	Feet, honor, proud
96–97	Ur	Deadly, final, judge, stern
98–99	Wort	Brown, herb, silent, mushroom
100	Yon	Father/mother, teacher, wise

Table 2–3: Halfling Earned Names

d%	Name	d%	Name
01–02	Bones	51–53	Moon
03–05	Caller	54–56	Nimble
06–08	Cloak	57–58	Quick
09–10	Earth	59–60	Reed
11–12	Eye	61–63	Shadow
13–15	Fast	64–66	Silver
16–18	Foot	67–68	Skin
19–20	Glen	69–71	Sly
21–22	Glitter	72–74	Small/Little
23–24	Gold	75–76	Smooth
25–26	Hand	77–79	Stout
27–29	Heart	80–82	Strider
30–32	Hill/hillock	83–85	Sun
33–34	Hollow	86–87	Swift
35–37	Honor	88–89	Thistle
38–40	Laughing	90–91	Wanderer
41–43	Leaf	92–93	Warm
44–45	Lightning	94–96	Wild
46–47	Man/Lady	97–98	Will
48–50	Meadow	99–100	Whisper

names sometimes double the last consonant and add an "-a" (thus, Furgren becomes Furgrenna). If you don't like a particular combination, try adding an "a," "i," or "y" between the name fragments, or add "-en" or "-enna" to the end. Not every combination of name fragments will sound right; if you can't make a particular name work, try to create one with a similar meaning.

The definitions for halfling names sometimes end up being no more than a list of pleasant things. Calopee might mean "cheese and riddles" and still be a well-respected halfling name. Of course, it might also mean "the timeless quest"—or it might mean both. Halflings enjoy playing with their names' definitions and might decide to change a definition just to confuse a friend or member of another race.

Earned names are descriptors or titles given to individuals after some important or heroic event. Although these names were once given in the halflings' native tongue, they are now usually in the Common tongue due to the influence of human culture. A halfling character might acquire an earned name during game play or start the game with an earned name. An earned name can be randomly determined by rolling twice on Table 2–3, or you can choose one to match a character's personality.

HALFLING CARAVANS AND TOWNS

Most halflings spend their lives wandering from place to place, with lengthy stops wherever they find pleasure and profit. Most of this traveling is done by wagon in caravans, but some is by boat.

A campsite is chosen based on the length of the proposed stay. A site for a one-night stay should be defensible, have a sizable clear space for wagons, and provide some water and grazing for the animals. It should also be free of obvious predators and preferably out of sight of hostile forces such as orc bands. In addition to the above, a site for a longer stay requires a good water source, abundant hunting, wood for fires and for wagons, and plenty of wild roots and berries for gathering. Halflings rarely worry about replanting what they have taken; they simply move on when resources run low and trust to nature to replenish the land over time.

Selection of a site for a permanent settlement is something of a serendipitous process because it depends largely on the charity of those who own the land. Defense, water, wood, food, and grazing lands are all desirable, but halflings learn to make do with the lands to which they receive rights. The best lands have not only the basic resources but also raw materials for various crafts.

A permanent halfling settlement is described below as both a reference for DMs looking to design their own and as a location for use in a campaign that features halflings.

HALFLING ECONOMY

Within a halfling community, most commerce is done on a barter system; halflings do not like to carry large amounts of money in their wagons, feeling this makes them attractive targets to bandits. Since most halfling caravans operate like extended families anyway (and some are, when the clans are closely related), this system comes naturally to its members.

However, halflings do regularly trade with outsiders, and they do accumulate money. On rare occasions, halflings within the same caravan may pay one another in money for goods or services, but such transactions are frowned upon. Money is usually reserved for commerce with outsiders. Halflings sell their goods and services and accumulate cash reserves to tap when needed. They deposit most of their cash with a "banker," a settled halfling either in a large human city or in a permanent halfling town. Though some bankers use or invest money in a depositor's absence, most leave it buried, hidden, or safely cached on their property, knowing that the depositor can ask for all of it at a moment's notice.

Halfling communities do not mint any coins of their own, though they do sometimes melt down recognizable treasure and form it into jewelry or gold bars. Halflings know the value of all other cultures' currency, and bankers can change one currency to another for a small fee.

EXAMPLE SETTLEMENT: FANTA'S MEADOW

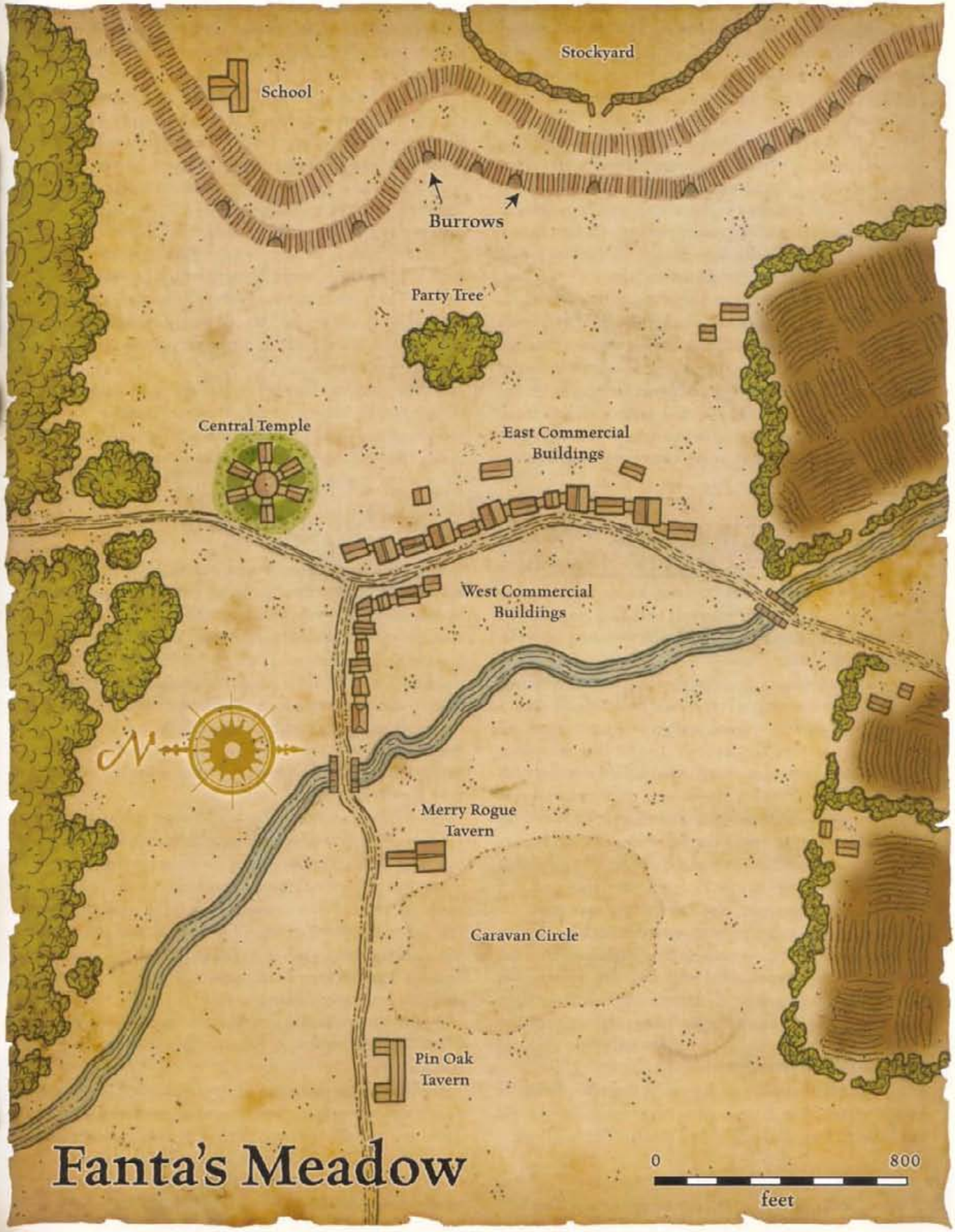
Fanta's Meadow is situated on a forty-acre piece of meadowland adjoining several farms in a rural area populated by humans. A stream cuts through the southern half of the meadow, providing water for the crops the halflings choose to grow and for their orchards. The soil is rich, and about one-fourth of the land is naturally wooded. A rocky ridge stretches along the northern side of the property.

The town was named for the halfling clan leader who negotiated its use. The land was deeded to the halflings in perpetuity by a grateful human wizard for whom the halflings did a great favor.

The business section of Fanta's Meadow consists of two long, rambling, two-story buildings that stretch for a quarter-mile and more on either side of a wide main street. These structures house a number of shops, all of which connect with one another. A customer can literally walk through two dozen shops without leaving the shelter of the building. Crafting areas, such as forges and ovens, often extend outdoors, behind the row of shops. The proprietor of each shop can fence goods related to his or her craft.

Toward the south end of town is an immense open area where caravans can park. At either end of this area are taverns that have a few rooms for rent.

The ridge on the north side of town contains numerous burrows hollowed out from the stone and secured with wooden doors. A few of the townspeople live in these underground homes, but most live in rooms above their shops. Most of these burrows belong to traveling halflings who come here to stay during seasons of inclement weather. The typical burrow consists of a kitchen, a living room, a family room,


Stockyard
School
Burrows
Party Tree
Central Temple
East Commercial Buildings
West Commercial Buildings
N
Merry Rogue Tavern
Caravan Circle
Pin Oak Tavern
Fanta's Meadow
0
800
feet

and one or more bedrooms. All have earthen floors, but the walls are plastered or paneled with wood.

The current leader of Fanta's Meadow is Justicia Wainwright, great-great-granddaughter of Fanta. Justicia lives in a modest burrow home with her family and tends to town business from an office in the east commercial sector.

Farms surround the settlement on all sides, providing grain, vegetables, and meat animals for slaughter. Each farm features a small house for the family.

Central Temple: On the west side of town, just before the tree line, stands a building with several wings radiating out from the middle like the spokes of a wheel. These "spokes" are connected by a ring of open gardens. This building houses shrines to each of the halfling deities—Arvoreen, Brandobaris, Cyrrollalee, Sheela Peryroyl, Urogalan, and Dallah Thaun—along with their resident clergy. Each spoke is devoted to a different god, but the one that contains Dallah's shrine is concealed behind a secret door. The round central chamber is Yondalla's shrine.

The central chamber can contain the whole community if need be, and the temple is stocked with enough supplies in underground larders to support the community for a month.

Caravan Circle: This large open area on the south end of town is provided as a place for halfling caravans to camp. It can accommodate up to sixty wagons comfortably. When caravans stop here, they usually unpack all their gear, inspect everything and repair whatever needs it, trade for what they need, cache money with the banker (see below), and restock their food supplies. Then they pack everything back into their wagons and continue on their way. The average stay is two weeks.

At present, two caravans, each with twenty wagons, are camped at this site. One plans to leave in three days; the other has just arrived.

Party Tree: In a clearing in the wooded section of town stands a huge oak tree with spreading branches that form a canopy of sorts. The community uses this area for revels of various kinds, often hanging lanterns from the boughs of the tree and decorating its trunk and branches with strings of beads, braided leather thongs dyed in various shades, and other embellishments suitable for the occasion at hand.

East Commercial Buildings: This area houses a blacksmith, a wainwright, a wheelwright, a general store, a potter, a butcher, a bakery, a candle shop, a guide service, a mapmaker, a cobbler, and a cabinet-maker who doubles as the town's banker. It also contains the office of the community leader, Justicia Wainwright.

West Commercial Buildings: This area houses a tinker, a joiner, a tailor, a weaver, a moneychanger, a jeweler, a weaponsmith and armorsmith, an herbalist, a miller, a magic shop, a woodworker, and an animal trader/trainer.

Stockyard: Atop the ridge is an immense paddock divided into several sections to house various livestock. Horses, ponies, donkeys, cattle, sheep, pigs, goats, rabbits, and chickens are kept here for trade to caravans or for sale to residents. A large barn and chicken coop on the north side provides shelter for the animals in inclement weather and storage for their tack.

Taverns: The Pin Oak and the Merry Rogue both provide meals and a typical selection of wines, ales, and beers, but the Merry Rogue has the better selection of drinks, while the Pin Oak has the better food. Below the Pin Oak is a safe house and thieves' guild for rogues. Each inn has ten rooms for rent plus a common room.

School: At the west end of Burrow Ridge stands a small building that serves as a school for youngsters both of the community and of the caravans that stop here. It provides a modicum of book learning for those who would not otherwise get much. Reading, writing, and arithmetic are taught here, along with the history of the halfling race and other races.

CREATING HALFLING CHARACTERS

A halfling can quickly make herself unwelcome in a party of adventurers if the character is roleplayed to the full extent of her racial personality. No one wants to be in a group with a halfling who is constantly running off in search of trouble or stealing from her companions. However, when they are used in moderation, such halfling traits as curiosity, fearlessness, larceny, and wanderlust can make for an interesting character and a welcome adventuring companion. Halflings can hold their own in melee combat, but they truly shine in ranged combat, particularly with thrown weapons.

Though halflings are familiar to just about anyone who has played in fantasy settings, halflings in the D&D game do not have all the characteristics of their literary and cinematic counterparts. They are generally neutral in alignment, which gives a wide range of options for character traits and professions. The halfling rogue is a classic type, but halflings can function well in a number of roles.

No matter what class you choose for your halfling character, consider spending some skill points on Climb, Hide, Jump, Listen, and Move Silently, even if those are cross-class skills for you.

As a halfling, you qualify for some specific feats and prestige classes (described in this book and elsewhere) that are unavailable to PCs of other races.

Feats: Dallah Thaun's Luck, Yondalla's Sense.

Prestige Classes: Halfling outrider (see *Complete Warrior*), luckstealer, whisperknife.

HALFLINGS AS CHARACTERS

Due to their racial abilities and cultural norms, halflings make exceptional rogues. Nevertheless, the halfling's bonus to Dexterity also stands her in good stead as an archer or a member of any fighting class, opening a wide array of class options.

Barbarian: Halfling barbarians are not common; most halflings thrive on regular contact with other societies and

thus pick up a modicum of civility. However, a few halfling caravans, cut off from other lands generations ago by some natural disaster, could have reverted to a wilder state.

Barbarian may seem like a poor choice for a halfling because of his racial penalty to Strength, but the rage ability helps to make up for that deficiency, and a halfling's high Dexterity provides a good Armor Class. Furthermore, because of his small size and his racial bonus on thrown weapons, a halfling barbarian can be quite effective in ranged combat.

Bard: Song and story are the foundation of the halflings' strong oral tradition, so bard is a natural choice for character class. A bard can be a valuable addition to a halfling caravan because of her ability to support and enhance the abilities of others, and the halfling racial skill bonuses augment many of the bard's class skills. Halfling bards are also welcome in other communities, so they can serve as heralds to announce the arrival of their caravans and shills to spread rumors that may later support confidence schemes.

Cleric: Halfling clerics can use *magic stone* to take advantage of their racial bonus with thrown weapons, *bull's strength* to make up for their racial penalty to Strength, and *searing light* to take advantage of the racial bonus to Dexterity. A number of cleric spells can also augment rogue abilities, thus complementing the halfling's favored class. *Obscuring mist* and *darkness* can aid in hiding, *command* and *enthrall* can help confuse marks or keep enemies from attacking, and *locate object* can help find loot.

Druid: Halflings often feel an affinity for the druid class because of the amount of time they spend outdoors in their travels. The druid's wild shape ability can help a halfling overcome limitations imposed by his small size and provide an excellent disguise to boot. The trackless step and woodland stride class features let a halfling move freely without being tracked, and *speak with animals* and *speak with plants* can be used to gather considerable information about an area and the people in it. In addition, druids have access to *magic stone* and *obscuring mist,* just as clerics do, in addition to some useful spells clerics do not have, such as *fog cloud*.

For alternative options for the halfling druid, see the halfling racial substitution levels on page 157.

Fighter: A halfling fighter is at a disadvantage compared to fighters of other races because of her penalty to Strength, but this choice becomes a much more viable one when feat choices play to the halfling's strengths. Weapon Focus makes a halfling's ranged attacks even more deadly, and Weapon Finesse allows a halfling to take advantage of her Dexterity for melee combat. Furthermore, two of the halfling's racial skill bonuses (Climb and Jump) play directly into the fighter's class skills, so each point spent on one of those skills goes farther.

Monk: Halflings who appreciate order sometimes choose the path of monk. Though such discipline seems at odds with a halfling's curiosity, racial penalty to Strength, and sometimes short attention span, monk can be a surprisingly effective class choice for halflings. A halfling's racial bonus to Dexterity and her size bonus help both her Armor Class and her attacks. The monk's fast movement gets a halfling out of scrapes more quickly, and slow fall can also save her bacon. Combat Reflexes and Weapon Finesse are excellent feat choice for halfling monks, because these play directly to their high Dexterity. Furthermore, the monk's abundant step ability can get a halfling monk into places she couldn't normally go—always a plus for a character with a bit of larceny in her soul.

For alternative options for the halfling monk, see the halfling racial substitution levels on page 158.

Paladin: Halfling paladins have the same kinds of drawbacks and opportunities that halfling barbarians and fighters do, and the same feat and skill choices are useful. Though not all halfling deities are lawful good, paladins of Yondalla are reasonably common, and they are much respected for their ability to take care of their communities in the goddess's name. A paladin can provide healing and keep evil at bay, and his aura of courage helps his companions take heart.

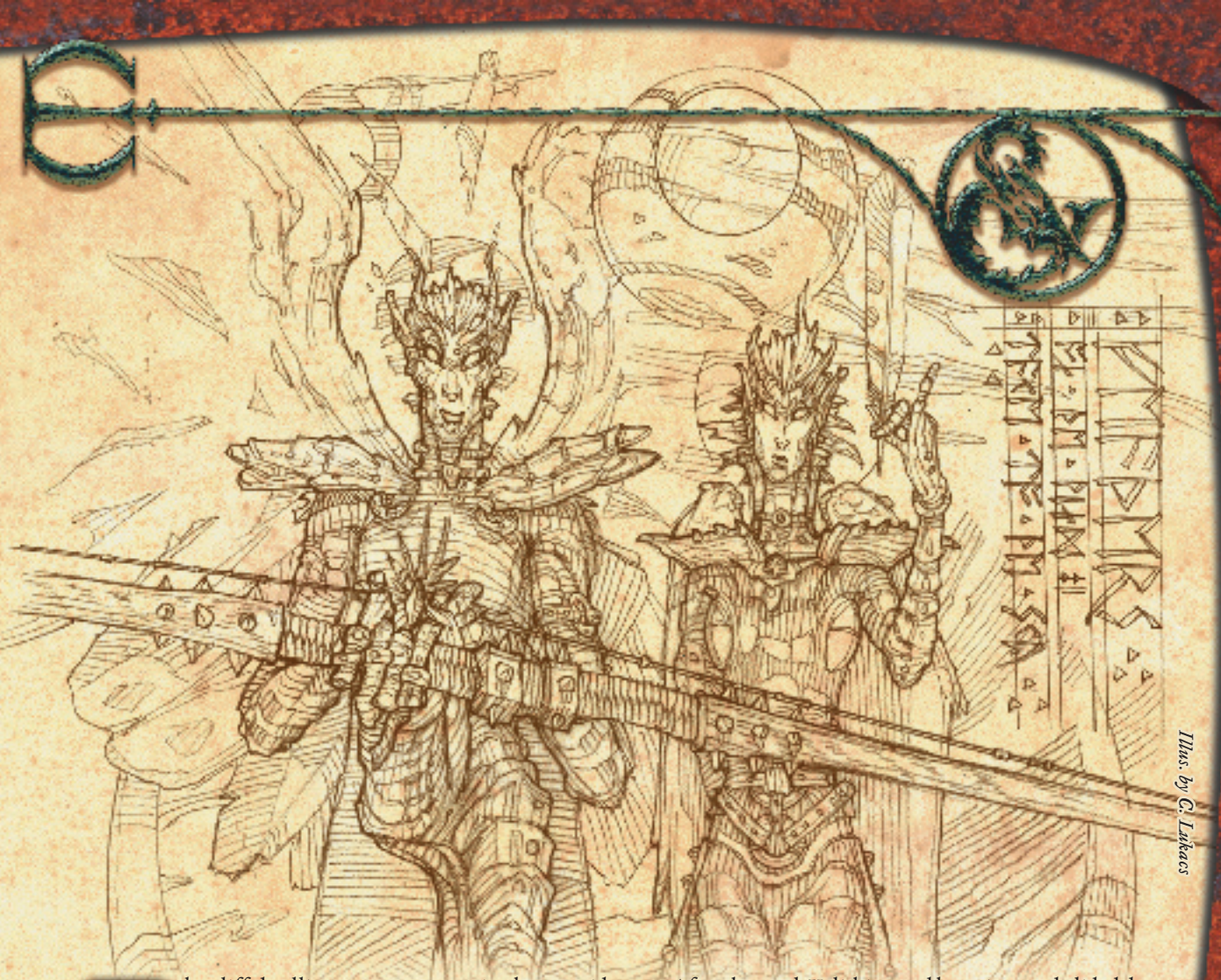
Ranger: Halfling rangers face the same limitations and opportunities as halfling barbarians, fighters, and paladins, and the same feat and skill choices are useful. Halfling rangers excel at hiding, thanks to their small size and high Dexterity. The ranger's archery combat style is an excellent choice for a halfling, but two-weapon fighting isn't a bad choice either, especially if the character has the Weapon Finesse feat and fights with two light weapons.

Rogue: Rogue is the favored class for halflings because it plays to the race's strengths in almost all ways. Small, quick, and quiet, halflings are adept at sneaking into places secured against entry and at appropriating goods covertly. Their racial skill bonuses all play directly to the rogue's best skills, and their racial bonus to Dexterity gives them a benefit on numerous other rogue skills as well as to Armor Class. In addition, halflings have no trouble infiltrating other societies because their travels make them ubiquitous.

For alternative options for the halfling rogue, see the halfling racial substitution levels on page 159.

Sorcerer: Though they do not have the innate affinity for arcane magic that elves do, halflings can make very practical use of it. Evocations are handy for driving intruders away from caravans, and ray spells make use of a halfling's racial bonus to Dexterity. That same bonus combined with the halfling's small size provides a hefty bonus to Armor Class, which comes in handy for any sorcerer. In addition, a halfling can choose from a variety of familiars that play to his racial strengths because of the skill bonuses they provide.

Wizard: Halfling wizards can be even more versatile than sorcerers because of the larger number of spells they have available. A halfling wizard can play to her strengths by choosing spells such as *true strike* and *haste*. For those occasions when she wants to function more like a spellcaster than a magically augmented fighter, she can merely select a different set of spells.



Illus. by C. Lukacs

The cliff-dwelling raptorans are avian humanoids who dwell in canyon walls and other precipices. Possessed of feathered wings, they soar high above their desert and mountain homes, using their sharp eyesight to hunt for food and defend their homes.

A DAY IN THE LIFE

Kalithi Nightwing stretched and yawned as she emerged from sleep. She could hear the melody of the moonsong drifting through her family's nest. Moonrise was a magic time—the start of a new twilight, when all things were still possible. She leaped out of the cozy nest of unspun wool that served as her bed and rolled back the leather curtain over the T-shaped window in her cliff-chamber. The sunset to the west was already fading, and the moonlight was beginning to wash the eastern sky with silver.

"Mealtime!" called her mother. There was nothing like food to motivate a young raptoran, and Kalithi was no exception. She hurriedly donned a pair of breeches and pulled her tunic over her head, then carefully unfolded her wings through the openings in the back. She tossed her blanket over her bed and ran to the kitchen, where her parents were already seated at the table. Kalithi helped herself to rabbit sausage fried with apples, cider, and wild plum compote.

After the meal, Kalithi spread her wings and glided down from her family's cliff dwelling to join her age-mates Risili and Vangila in a favorite tree on the canyon floor. "Tonight we practice with footbows," said Vangila. "I checked the roster."

"I do better with spikes," said Risili sourly. "Well, maybe they'll let us go out for a hunt afterward."

"Yes, berry-gathering and weaving baskets isn't nearly as much fun," agreed Kalithi.

The three joined their other age-mates on the practice tree and took up their footbows. "Shoot, then glide, then shoot again—in pairs," said the instructor crisply. Risili and Kalithi paired off and took aim at two straw-and-stick targets thrown into the air. Then the two pushed off from the tree and spiraled around it, nocking new arrows and firing off nearly simultaneous shots at a second set of targets. "Too slow, Kalithi," called the instructor. Practice seemed to go on forever, but eventually Kalithi and Risili managed to coordinate their shots well enough to satisfy the instructor.

The three age-mates climbed rope ladders to the cliff dwelling, stopping briefly to watch Kalithi's aunt arrange prisms for a light display in a cave entrance. Flatbread baked from acorn flour topped with groundnut butter and some late raspberries made a tasty repast.

Just as they were finishing, the hunting chief came by. "Risili, bring your group to the Gathering Tree," he said.

"We get to hunt!" cried Risili, and all of Kalithi's age-mates dove out of the dwelling door and into midair, the remains of their lunches forgotten.

Descending back to the canyon floor, Risili, Kalithi, and Vangila joined three of the male age-mates of their hatching under the direction of an older leader capable of true flight. Taking up their bows, the young raptorans crept through the scrubby underbrush of the canyon floor while the leader soared overhead, indicating with a gesture whenever his keen eyes spotted game. Kalithi and Risili downed a rabbit each, and Vangila bagged a mole. No one got more than one animal, but it was a good hunt. *When I'm able to fly, I'll be a truly great hunter,* Kalithi thought.

Returning to camp, they cleaned their kills and handed them off to the supply chief, who deboned and sliced the meat for drying. Their parents would take care of the game for the family's meals; the young raptorans' kills were considered excess and were stored as winter food.

After a supper of roast boar meat and potatoes, Kalithi and her family enjoyed the berry pie her mother had made for dessert. Then they adjourned to the Great Hall for a debate. The topic was whether to allow a party of human adventurers to pass through the west edge of the raptorans' territory. After an hour of discussion, the flock voted to grant permission.

Since it was still two hours before moonset and the weather was fine, Kalithi decided to practice using her wings. She leaped high into the sky from her perch atop the cliff and glided all the way across the canyon, descending gradually until she landed against the far wall just a few feet above the canyon floor.

Clutching the cliff wall with her talons, Kalithi laughed, intoxicated by her longest glide to date. Then she hopped down from her landing site to begin the long walk back across the canyon floor. When she got to the bottom of the cliff where her flock lived, she climbed up a dangling rope ladder and found her way home.

Slipping into her room, Kalithi fell onto her bed, too tired even to undress. *My wings are getting stronger—I can feel it,* she thought as she composed herself for sleep. *Perhaps I'll find out soon when I can begin my walk.*

Illus. by F. Jarvis

Raptorans engage in footbow practice

DESCRIPTION

Unlike the previous two chapters, which covered races previous described in the *Player's Handbook,* this chapter gives a full description of raptorans, their racial traits, and all other information necessary for creating raptoran characters.

OVERVIEW

Raptorans are unique among the common races for their ability to fly. In ancient times, the raptorans made a pact with the lords of the Elemental Plane of Air, gaining the ability to fly in exchange for pledging the finest warriors of their race to the service of the air elementals in various extraplanar battles. Although the elementals have not called upon the raptorans for assistance in generations, the pact entered into by those distant ancestors continues to shape raptoran society today.

To ensure that only the fittest and most capable raptorans are available to fill the ranks of these would-be warriors, the agreement with the elementals called for the raptorans to put their offspring through a test of survival and self-reliance called the Walk of the Four Winds. To this day, every member of a raptoran flock must undergo this trial before becoming able to fly. When the flock chief judges a young adult raptoran to be ready for the walk, that raptoran can leave immediately to start the test. Those who do not leave at their earliest opportunity are referred to by other members of the community as "gliders" (reflecting their limited capacity to use their wings).

The pact led to the creation of the skypledged, who draw their ranks from raptoran druids and clerics. By vowing to forgo earth, fire, and water spells, skypledged gain great flexiblity in spellcasting as well as ever-increasing power over the wind. Skypledged are not structured in a single great organization but scattered among the tribes, each honoring the pact as he or she sees best. (The skypledged prestige class is described starting on page 126.)

The pact also set out details regarding the creation of the stormtalons, the organization of elite raptoran soldiers who assist raptoran flocks that find themselves in danger. (The stormtalon prestige class is described starting on page 131.)

Personality: Raptorans have a reputation for being deep thinkers who always weigh their options carefully. They're notorious for treating strangers coolly, yet they're also slow to judge and usually give newcomers ample time to prove themselves worthy of friendship. They are slow to anger but even slower to forgive an insult or injury.

When faced with uncertainty, raptorans usually retreat to a safe distance and settle down to observe and ponder the situation for a while. Their detractors dismiss this behavior as cowardly or indecisive, yet raptorans are perfectly capable of improvising when the need arises, and they generally stick to a task once they have decided how to take it on. Raptorans seldom flee from danger; they just back off a little.

Raptorans love to argue and debate, whether or not they actually agree with the philosophy they are defending so passionately. They do not, however, waste time arguing when danger threatens or when they perceive that time is of the essence.

A raptoran's cautious nature takes a back seat whenever physical violence is imminent. In the blink of an eye, a raptoran's demeanor can change from serene to fierce. In combat, raptorans attack their enemies with savage aggressiveness, seeking overwhelming victory as quickly as possible.

Physical Description: Feathered wings are a raptoran's singular identifying feature. When fully outstretched, they span 10 to 12 feet, although raptorans (when not flying) are more comfortable with them folded behind their backs. An interlocking series of ligaments allows raptorans to lock their wings in the outstretched position, enabling them to glide for long periods without tiring. The wing feathers are ordinarily white, with black-tipped feathers appearing more often as a raptoran ages.

Raptorans tend to be thinner and slightly taller than humans, with most of their extra height in their legs; their arms are likewise somewhat longer. They average just over 6 feet tall and weigh around 150 pounds. Their legs end in bony talons that aren't particularly sharp but have tremendous gripping strength. Raptoran hands are much like human hands, but each finger ends in a thick, almost clawlike fingernail. The race does not have facial hair, but downy feathers on a raptoran's scalp can resemble hair when viewed at a distance. Some female raptorans have a row of more substantial feathers running from earlobe to earlobe across the back of the head and neck. Females can fan out this neck ruff to display it; male raptorans consider a well-groomed neck ruff to be attractive.

Raptoran clothing tends to be utilitarian and streamlined. Garb that's heavy, restrictive, or too loose would impede flight, so most raptorans rely on a close-fitting shirt and a simple set of breeches. Because a raptoran's feathered wings provide better insulation than a down quilt, lightly dressed raptorans are comfortable even in cold climes.

Raptoran clothing includes straps and buckles for keeping pockets closed, because raptorans in flight would otherwise drop coins and other possessions. Dangling jewelry is disdained as an annoyance in flight. Raptorans sometimes dye individual wing feathers in arresting combinations—a decorative art not unlike the cosmetics that some humans wear.

Relations: Strangers who meet raptorans usually receive cordial but wary treatment. To a raptoran, any unfamiliar being is potentially an ally or an enemy, and she keeps her distance until she can be sure of a newcomer's intentions. Other creatures often consider raptorans to be aloof and somewhat snobbish toward creatures that cannot fly. The truth of the matter is that while raptorans literally look down on land-bound creatures, that situation is more a matter of circumstance than of arrogance. Raptorans instinctively pity creatures that can't soar on the winds, but they're introspective enough to realize that not everyone shares the desire to fly.

As hunters and ranchers on the edge of civilization, raptorans tend to be territorial. They tolerate travelers who are just passing through their territories, but they expect visitors to ask permission before hunting or harvesting forest plants in the area. Those who tarry overlong in raptoran territory—and those who settle too close for raptoran comfort—face increasing harassment from, and eventual war with, the raptorans.

Raptorans tend to be tolerant of other folk who come to visit and not to stay. They often barter with gnomes and halflings, trading game, furs, and other products for metal goods, cloth, and salt.

Raptorans regard most sylvan fey creatures as charming but somewhat frivolous. Raptorans are no fools, and they treat kobolds, goblins, orcs, and other warlike creatures with extra caution. They find dwarves somewhat odd, even comical to look at because of their stout bodies and long beards. They also think of dwarves as strange folk because of their habit of living underground.

Alignment: Raptorans love their freedom and tend strongly toward chaotic alignments. Their tribal structure and small communities reflect their individualism.

Raptorans also favor good over evil. They dislike excess and never seek to dominate others or own more than they need. They stand ready to give a helping hand to others in need, as long as such help doesn't entangle them in the affairs of far-off lands.

Raptoran Lands: A typical raptoran community lives either in spiraling towers built in a hollow or depression halfway up a canyon cliff, or in large communal dwellings excavated into the side of a cliff. Cliffs with overhangs and southern exposures are particularly comfortable for raptorans. If a canyon has a prevailing breeze that blows through it, raptorans regard that location as a particularly auspicious place to live.

While raptorans do engage in some agriculture (mostly fruit orchards), they subsist on hunting whatever herd animals are prevalent near their cliff dwellings. Thus, they usually live far from large settlements of other races, in areas where game is plentiful and the hunting is good.

Some raptoran flocks tend herds of bison, deer, or elk near their communities, taking some of the livestock each season for food.

Religion: The goddess Tuilviel Glithien, the Queen of Air and Night, is the raptorans' primary deity. The raptorans call her Lady of the Silent Wings or simply The Lady. Tuilviel cherishes and protects all nocturnal birds. She is the patron of the hunt and of the family.

Because many raptorans are druids, generalized nature worship is common among members of the race. Some raptorans, especially arcane spellcasters, venerate powerful elementals from the Elemental Plane of Air.

Language: Raptorans speak a fluid and lyrical tongue they call Tuilvilanuue. Ultimately derived from Elven but quite distinct in its development, Tuilvilanuue has many long, tongue-twisting words but simple grammar, relying on inflection to convey much of its meaning. Written Tuilvilanuue uses a simple form of the Elven script.

Most raptorans have a practical mind-set, so they confine their writing to messages. Many raptoran songs, poems, and histories exist, but the raptorans prefer memorizing these to writing them down. "Memories are lighter to carry than books," a raptoran saying goes.

Names: A raptoran child receives a birth name from her parents, which serves to identify the child as she grows up. Sometime after the child reaches adolescence she acquires a nickname—occasionally from a flock elder but often a sobriquet that just seems to stick. As a matter of practice, only members of a raptoran's flock may refer to her by her nickname, and even then they only do so when no strangers are present. Close friends and family members often continue to use a raptoran's birth name as a mark of affection.

A raptoran may reveal her flock nickname to someone outside the flock if she wishes, but no one else may do so. Sharing one's flock nickname with an outsider is a mark of deep respect, trust, or affection.

When a raptoran gains the ability to fly under her own power, she chooses an adult name for herself. In addition, a raptoran has a family name, which is often a compound of several descriptive Tuilvilanuue words.

For more on raptoran names, see page 82.

RAPTORAN RACIAL TRAITS

- Raptoran base land speed is 30 feet.
- Medium: As Medium creatures, raptorans have no special bonuses or penalties due to their size.
- Wing-Aided Movement: Raptorans can use their wings to help with movement even if they can't fly yet. The extra lift from her wings gives a raptoran a +10 racial bonus on Jump checks.
- Gliding (Ex): A raptoran can use her wings to glide, negating damage from a fall of any height and allowing 20 feet of forward travel for every 5 feet of descent. Raptorans glide at a speed of 40 feet (average maneuverability). Even if a raptoran's maneuverability improves, she can't hover while gliding. A raptoran can't glide while carrying a medium or heavy load.

  If a raptoran becomes unconscious or helpless while in midair, her wings naturally unfurl and powerful ligaments stiffen the wings. The raptoran descends in a tight corkscrew and takes only 1d6 points of falling damage, no matter what the actual distance of the fall.
- Flight (Ex): When a raptoran reaches 5 Hit Dice, she becomes able to fly at a speed of 40 feet (average maneuverability). A raptoran can't fly while carrying a medium or heavy load or while fatigued or exhausted.

  Raptorans can safely fly for a number of rounds equal to their Constitution modifier (minimum 1 round). They can exert themselves to fly for up to twice as long, but then they're fatigued at the end of the flight. Raptorans are likewise fatigued after spending a total of more than 10 minutes per day flying. Because raptorans can glide before, after, and between rounds of actual flight, they can remain aloft for extended periods (even if they can only use flight for 1 round at a time without becoming fatigued).

  When they reach 10 Hit Dice, raptorans have enough stamina and prowess to fly for longer periods. They can fly at a speed of 40 feet (average maneuverability), and flying requires no more exertion than walking or running.

  A raptoran with flight can make a dive attack. A dive attack works like a charge, but the raptoran must move a minimum of 30 feet and descend at least 10 feet. A raptoran can make a dive attack only when wielding a piercing weapon; if the attack hits, it deals double damage.

  A raptoran with flight can use the run action while flying, provided she flies in a straight line.
- Pact with Wind Lords: Because of the ancient bargain raptorans made with powerful air elementals, raptoran spellcasters cast spells with the air descriptor at +1 caster level.
- Unerring Direction: Raptorans have an instinctive sense of which direction is north, even when they are underground or otherwise unable to see the sky or other visual cues. Beyond the Material Plane, this ability doesn't function.
- Low-Light Vision: A raptoran can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. A raptoran retains the ability to distinguish color and detail under these conditions.
- Weapon Familiarity: Raptorans treat the footbow as a martial weapon rather than as an exotic weapon.
- +2 racial bonus on Climb and Spot checks. Raptorans have strong grips with both hands and feet, and their eyes are unusually keen.
- Automatic Languages: Common and Tuilvilanuue.
- Bonus Languages: Draconic, Elven, Gnome, Goblin, Orc, and Sylvan.
- Favored Class: Cleric. A multiclass raptoran's cleric class does not count when determining whether she takes an experience point penalty.

PSYCHOLOGY

Some outsiders who have had limited dealings with raptorans claim they are contradictory to the point of being downright intractable, and cautious to the point of being rude. In some ways, such assessments are right on target, but those who accept these assertions at face value haven't taken the time to get to know the raptorans.

When raptorans greet new people, they retreat instead of moving forward. This seemingly odd behavior has a foundation based on prudence—the raptorans' natural caution makes them seek distance and cover in case an encounter turns ugly, and withdrawal also allows them to judge the reactions of the other parties. Anyone who knows raptorans realizes that the polite response is to take a step or two backward so as to offer them greater space to move—a courtesy they appreciate.

THE RAPTORAN OUTLOOK

Raptorans don't have the life span of elves or dwarves, but they take a similarly long view in their attitude toward their place in the world. Because they are avid hunters who rely on game remaining plentiful across a wide swath of land, raptorans take care of the environment and avoid fouling the places where they nest. They also take considerable time to make up their minds about issues that do not require instant action. They can debate for days about whether to allow a given group of travelers access to their lands, but should danger threaten they can mount a coordinated defense within minutes.

Raptorans espouse a "live and let live" philosophy. Others are welcome to their own ways, so long as they don't bother the raptorans or despoil their lands. Raptorans respect the lives and property of other creatures and do not deprive them of either without due consideration. The chaotic nature of these winged beings is expressed through the deep debates that raptorans engage in over philosophical issues and their differences in personal adornment. Raptorans cooperate with others to the extent that they find it practical to do so, but they do not feel the need for others' approval and do not allow themselves to be used by ostensible allies. The typical raptoran just wants to hunt at twilight, debate philosophy late into the night, and gather apples in the morning.

Naturally, not every raptoran agrees with this sentiment, and individuals are welcome to differ with the majority. Most who feel the need to pursue more ambitious lives eventually leave the flock for realms where more opportunity exists. Such raptorans often become adventurers, at least for a time. Many begin the Walk of the Four Winds at a relatively early age and never return to their flock, even after they have learned to fly.

Raptorans who choose to live away from their flock are a diverse lot. Some find homes in great cities, where they rejoice in the diversity of opinion and never-ending opportunities for debate. City-dwelling raptorans typically reside in tall towers, finding them an acceptable substitute for the cliff-homes of their people. Other raptorans settle in small communities, especially rural ones surrounded by deep forests. They are particularly attracted to elf camps and outposts, which share the natural settings of raptoran communities. A few raptorans embrace the adventuring life so thoroughly that they do not settle down but move from place to place in search of new challenges.

Because their way of life intentionally spurns material acquisition, raptorans rarely display any sort of greed. They take what they need from the environment but no more, trusting to nature and their goddess to provide for the future. While they realize the convenience of coins as a trading medium, they prefer to barter with skins, carvings, and other handicrafts to gain the metals and manufactured goods they require.

Raptorans place a high value on self-reliance. The coming-of-age ritual in raptoran society, known as the Walk of the Four Winds, is a test of self-reliance. Each young raptoran is exiled from the flock and left to walk the earth alone until he or she gains the strength and prowess required to fly under his or her own power up to the flock's cliff dwellings. Some raptorans may wander the wilderness for months or years before gaining the ability to fly; others may travel to the cities of humans and other races and never return to their homes after learning flight. Even if they travel with others for a time, all raptorans know that the Walk of the Four Winds is a test of the self—with flight as the reward.

Raptorans have a healthy curiosity about the world, but this trait does not lead them to impulsive behavior, because they would rather debate the merits of a new situation before involving themselves in it. Thus, raptorans flock to investigate anything new, but they keep a wary eye out for danger and try to observe from a distance. Raptorans examine newcomers and give them ample chance to prove their intentions before deciding whether to trust them.

RAPTORAN ADVENTURERS ON THE WALK

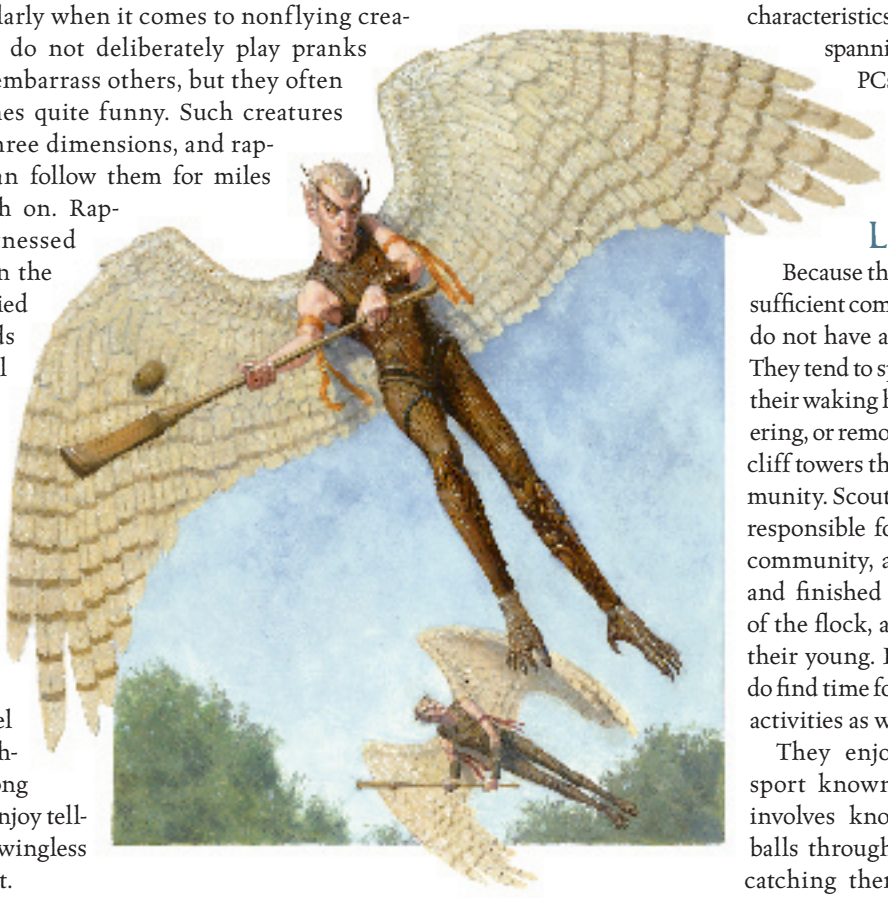
Most low-level raptorans found away from their flocks—including almost all adventurers—will be undertaking the Walk of the Four Winds, bound to walk the earth until they learn to fly.

The Walk of the Four Winds is a test all young raptorans must eventually undergo to prove they can get by in the world alone before rejoining the community. Still, the walk doesn't demand solitude, and a raptoran won't spurn help from others during the quest.

As a practical matter, most raptoran PCs will be on the Walk of the Four Winds from 1st level (since they are eager to take advantage of the opportunity to begin the walk) through 4th level. They can return to their flock—even if it's only to visit—any time after attaining 5th level.

They stake out potential sites for new cliff dwellings for months before deciding whether to build their spiraling towers there.

Although raptorans do not share the halflings' tendency to play deliberate pranks, they do have an odd sense of humor—particularly when it comes to nonflying creatures. Raptorans do not deliberately play pranks just to injure or embarrass others, but they often find wingless ones quite funny. Such creatures rarely think in three dimensions, and raptoran hunters can follow them for miles before they catch on. Raptorans have witnessed countless trysts in the woods, accompanied by honeyed words pledging eternal devotion, only to hear the same parties make the same vows to others only a few weeks later. Raptorans can control their expressions well to avoid revealing the mirth they feel at the antics of other races, but among themselves they enjoy telling stories of how wingless ones think and act.



Illus. by S. Belledin

Raptorans play a game of thinta

A raptoran is never as happy as when she is in the air, even if she's only gliding. She revels in the feel of the wind under her wings and the limitless sky above, and the night sky is full of wonder for her. She listens for the furtive rustle of creatures below and watches the clouds race across the sky, alternately blocking and revealing stars in an endlessly fascinating pattern. She never tires of the subtle world of twilight and dawn—so different from the harsh light of the daytime or the inky black of a moonless night. From high in the sky, everything is softer, more muted, and more subtle. Laughter sounds somehow more delicate, and songs more haunting. The sky is a place of endless joy; in it, a raptoran is truly at home.

Roleplaying Application: If you're playing a raptoran character, take every opportunity you can find to think in three dimensions. Fly or glide rather than walk whenever possible. Look before leaping and think before acting when danger is not imminent. Always question the ways of others to see whether they are sound. Consider whether your character agrees with the sentiment of raptoran isolation, or whether you would rather live with creatures of more ambitious races.

RAPTORAN LIFE

Raptoran flocks are small, and their communities are by necessity close-knit. Breeding and environment ensure that no two flocks are alike, but raptoran flocks share enough common characteristics to constitute a race-spanning culture. Raptoran PCs can embrace that culture, stand apart from it, or question it from within.

LEISURE

Because they live in small, self-sufficient communities, raptorans do not have a lot of leisure time. They tend to spend the majority of their waking hours hunting, gathering, or remodeling the spiraling cliff towers that house their community. Scouts and guardians are responsible for the safety of the community, artisans make tools and finished goods for the rest of the flock, and parents care for their young. However, raptorans do find time for a variety of leisure activities as well.

They enjoy an aerial team sport known as *thinta*, which involves knocking lightweight balls through raised hoops and catching them in baskets. The rules are complex and the game fast-paced, often taking less than thirty minutes to play. Each player wields a clublike bat in one hand (to hit the ball, hoping to propel it through the hoops) and a small, framed net in the other hand (to intercept the ball or catch a pass from a teammate). Touching the ball with one's hands during the game is strictly forbidden.

Raptorans have a fascination with the stars, and many of them enjoy studying their celestial movements. Few other races have developed astronomy to as high a degree; the raptorans know the positions and movements of the stars as well as they know the lay of the land around their cliff dwellings—sometimes even better. Each star has a name in their language, and many constellations also have names and myths attached to them. Their night-sensitive eyes can see the stars in more detail than those of humans, and the special lenses they grind from the glass they create can magnify the stars to reveal fine details and color.

Debate is also a popular pastime among raptorans. Their habit of pondering and discussing any issues that come up before making decisions has led them to develop a finely honed talent for genteel argument. Arguing is encouraged among children, and they begin early to hone their talent

for making a point through a logical process. Raptorans consider it bad form to enforce one's point through violence (not that violence isn't appropriate for other reasons, but it isn't a way to make a point). A typical raptoran feels that any conclusion that cannot be made crystal-clear in debate is not worth consideration.

Raptorans hold public debates on any desired topics whenever time permits. If the topic of the debate involves requests from or activities of other races, raptorans appoint one of their number to represent those parties in the debate. Such representatives do their best to gain a full and complete understanding of the topic at hand by both observing and interviewing members of the target race. They do not, however, usually tell those from whom they are gathering information the exact reason why they are doing so.

ARTS AND CRAFTS

Raptorans' favorite art forms are those that involve wind and light. Paintings are rare in raptoran culture, and those that do exist use pigments made from phosphorescent materials. Sculpture is common; most statues are small figurines carved from lightweight wood or molded from kiln-fired clay. Raptorans also have a unique art form known as *liessit*, which consists of shaped and directed light. Raptorans use lenses and prisms to capture moonlight and create dazzling displays of colored light. Such light shows usually take place in the largest rooms of the cliff dwelling. By coaxing light into the darkness of the earth, raptorans feel that the art of *liessit* has an inspiring, hopeful quality.

A liessit display brightens the night

Illus. by J. Jarvis

Music and storytelling are also popular activities among raptorans. Because their culture cherishes oratorical skill, raptorans memorize most of their songs and stories and relate them over and over when the night's work is done. Raptorans particularly enjoy moonsong, haunting melodies played on pipes beneath the full moon.

Though raptorans do not mine metal and do not have as much use for blacksmiths as other races do, they do have metalworkers who specialize in mending broken weapons and utensils and in forging small metal tools. Jewelers are rare, but workers of crafts that produce lightweight and useful items such as cloth, pots, leather, wood and bone carvings, and baskets are common. Raptorans gather wood and convert it into charcoal to fire their forges and ovens.

Raptorans have developed glassblowing to a high degree. They can sift sand and other silicates from the soil and fire it to create molten glass that they blow into a variety of shapes, both sturdy and delicate. Colors are often added, and fantastic styles can be created with just a twist of the wrist. Glass bowls, cups, drinking glasses, and other everyday items can be made, repaired, or melted down and reformed in the raptorans' glass furnaces. Raptoran glassworkers also make high-quality lenses for fine work and for magnification of distant objects.

The ovens and furnaces that raptorans use for their glassblowing, pottery, and weaponsmithing are usually housed in pits, caves, or stone structures separate from their living quarters. Raptorans often connect a series of pipes or water channels to rivers, cisterns, or magic water-producing items to extinguish accidental fires.

Raptoran Architecture

Raptorans are particularly accomplished at magical architecture. Most cliff dwellings are the product of multiple *wall of stone* and *stone shape* spells cast by raptoran spellcasters, and their graceful spirals are instantly recognizable. The raptorans mold the towers into the cliffs with magic, often incorporating existing natural caves into their designs. A few cliff dwellings have pathways for young raptorans and land-bound visitors to reach the raptorans' homes, but most rely on rope ladders to assist those who can't fly up to meet the raptorans.

While raptoran cliff dwellings are defensible and aesthetically striking, they require a high-level spellcaster to create. Raptoran flocks are accordingly loath to relocate unless they have a powerful enough spellcaster to sculpt

new cliff-towers. A few raptoran flocks forgo the towers and live in a cliff with natural caves, but such flocks are ashamed of their meager roosts.

Because a raptoran flock claims a wide area as its territory, it usually establishes semipermanent campsites at several locations beyond the cliff dwellings. Each campsite offers a good vantage point to look for game and spot potential intruders. Most are inaccessible to creatures that can't fly.

Roleplaying Application: Raptorans enjoy storytelling, but they enjoy a good argument more, and they often do not understand when others take offense at their arguing. However, they know when it's time for debating and when swift action is called for. Debating is a pleasure to them, not a habit.

Raptoran characters often have ranks in Craft skills that create light, portable items. Craft (glassblowing) is especially common, and many raptorans who leave their flocks to make their homes with other races set up glassblowing shops to make their livings.

TECHNOLOGY AND MAGIC

Compared with the technology of humans and dwarves, raptoran technology seems much more narrowly focused. The devices raptorans create can be quite sophisticated, but they still appear rustic because raptorans utilize whatever natural materials they have. Other than the spiral cliff-towers, most raptoran creations are light and portable, so they lack the size and grandeur of the works of other races.

Raptorans are masters of aerodynamics, and they understand the flow, buoyancy, and movement of air better than any other race. For example, the raptorans invented the cargo kite (see Chapter 7), a device for the aerial transport of goods and equipment. This item is a marvel of aerodynamics that provides a means for raptorans to safely transport a considerable load without exhausting themselves.

Raptorans are not as adept with arcane magic as many other races, and wizardry in particular holds little lure for them because of the necessity of hauling around heavy books. Sorcerers and bards are respected for their innate arcane talents, which most consider a "gift from the stars." For most purposes, however, raptorans find clerics and druids more useful than arcane casters because they can heal and take care of the flock. Rangers are appreciated for their ability to combine much-needed divine magic with fighting ability.

RAPTORAN SOCIETY AND CULTURE

Every raptoran flock has a place it calls home—a dwelling that is either built into the side of a cliff or atop a tall outcropping of rock. The key feature of such a location is its inaccessibility: Creatures not capable of flying cannot reach, much less enter, a raptoran cliff dwelling unless the raptorans want them to.

A typical raptoran dwelling is in the form of either a spiral tower (if the dwelling is built atop a cliff) or a rock-cut cave complex (if the dwelling is within the cliff). In either case, it will be divided into levels, each with its own T-shaped door (to accommodate the raptorans' wings) leading to the open air and holes in the ceiling and floor that lead to neighbors within the complex.

In a spiral tower, each level serves as the site for a "nest"—a single-family dwelling festooned with natural materials such as stretched hides for bedding and light wooden panels for walls. Glass windows permit natural moonlight to enter the dwelling, and cloth or leather shades allow the residents to blot out the sunlight by day. Each nest usually features a small kitchen, a living area, and one or more bedrooms.

In a rock-cut cave complex, the nests tend to be deeper inside the cliff wall, away from the open air. Instead of windows, narrow shafts pierce the rock to let in moonlight and fresh air. Rock-cut complexes tend to be more horizontal than vertical, with nesting chambers sometimes side by side instead of atop each other. Ramps enable nonflying raptorans to move from level to level. Narrow ramps built into the cliff face may allow nonflying characters to make their way from the canyon floor to a location near the dwelling, but rope ladders (which can be hauled up to secure the complex) are always used for ascending at least the final 60 feet of the distance.

Every flock maintains a place where revels and debates are held—often a natural cave high in the cliff, but in some cases a separate structure constructed near the main dwelling or cut into the cliffside. Ovens, forges, and furnaces to repair weapons and make pots and glassware are usually located in pits, or in natural caves or stone structures at ground level. Crafting areas may be either in cliff dwellings or on the ground, depending on the needs and age of the artisan.

Raptorans spend much of their lives outside their cliff homes, camping in the wilderness so they can hunt and forage in the nearby terrain. During warm-weather seasons, they take what they need from the land and the animals that inhabit it. A typical raptoran camp is set up in a forested area near the shore of a body of water. Many members of the flock live here instead of in their cliff dwelling during the spring and summer, harvesting and storing wild game as well as berries, tubers, and other foodstuffs.

Raptorans do not raise domesticated meat animals, but they carefully manage the hunting of wild herds (often bison or deer) near their dwellings. They do keep a variety of wild and domesticated birds. Owls and giant owls are welcome in a raptoran flock, often serving as sentries. Raptorans do not raise dairy animals, and they consider eating eggs of any kind unthinkable.

Typically, raptorans challenge any strangers who cross into a flock's territory. If the intruders prove hostile, the raptorans sound the alarm, bringing swift retribution from the flock's warriors. If the intruders ask permission to hunt on the flock's land, to pass through it on their way to another place, or to rest there, the sentries bring the request to the

flock for debate, sometimes inviting one or more of the travelers to make their case in person. Such debates can take considerable time, and the raptorans care not whether they give their answer in a timely manner unless danger to the flock is imminent. The raptorans eventually grant permission to most travelers; it's settlers that concern them, not those who come and go.

Trusted visitors can expect more hospitable treatment; they are often invited to dine with the flock or to watch games or debates.

A YEAR AMONG THE RAPTORANS

While unpredictable events may disrupt it, life in a raptoran flock tends to fall into a predictable pattern year after year.

Spring: In the early spring, the raptorans hold marriages, rearrange living quarters to accommodate new couples, breed, and lay eggs. During this time, when the eggs of their young are being tended, the flock is especially vigilant against marauding monsters and even innocent-seeming travelers who approach their cliff dwelling.

The flock does little hunting around its camp in the spring because both big game (antelope and deer) and small game (rabbits and pheasants) are raising their own young during this time. They do take fish from any nearby lake or river, and are not averse to trading with nearby settlements of other races for spring vegetables and flour. During times when fresh food is scarce, raptorans supplement their diet with dried and smoked food stored from the previous year.

Encounter Hook: Because raptorans are extremely protective of their territory during this period, they ask player characters to move along and refuse to provide any aid that takes more than a few flock members from the area. They are, however, quite interested in news of any possible threats to their camp.

Summer: Once their eggs hatch in early summer, the raptorans relax and are more welcoming to visitors. During this season, they repair their metal weapons, make arrows, replace broken glassware and pottery, and gather wood for charcoal. Some artisans draw sand from a nearby lake shore or river bank for use in glassmaking, while others clean and repair the dwellings' stoves and furnaces.

In the summer, the raptorans hunt for game, fish the lake or river that lies near their camp, and gather fruits and berries from the trees. They salt and dry their excess meat and fish, digging storage pits in the ground and creating concealed receptacles inside hollow trees to store their bounty.

Rifinti parents teach their young to walk and talk during the summer, and this is typically the time of year when young adults of the flock depart on the Walk of the Four Winds.

Encounter Hook: Adventurers are more likely to encounter a young raptoran just departed on her walk during the summer than at any other time of year. Many of these questers know as much of the outside world as outsiders know about the raptorans (which is not much) and are happy to join adventuring parties, at least for a time, to increase their experience and hasten the day of their first true flight.

Autumn: In the early autumn, raptorans do less hunting and devote more energy to gathering fruits, nuts, and edible wild grasses. They grind acorns into flour and preserve any other food they cannot use at the time. Hunters seek out larger animals, culling the herds of big game in the area such as bison, deer, and antelope.

Raptoran youngsters receive training in hunting, weapon use, and community defense during the autumn. Adults tan hides, weave cloth, and sew warm clothing in preparation for winter.

Encounter Hook: Raptorans are busy during the fall, but they are willing to deal for extra food with characters they encounter. They ask for a share of any large animals the PCs kill in exchange for pottery, fine glass, furs, or other trade goods.

Winter: Food is scarce during the winter, and the flock subsists mostly on small game hunting and the preserved food they've stored away all year. The flock rations food to ensure that everyone survives until spring.

Because winter weather makes land travel harder and inclement weather sometimes forbids flying, raptorans stay in their cliff dwellings almost exclusively during this season, making and repairing needed items such as baskets, pottery, and weapons. They also use time during the winter to create and tell stories, hold debates, and practice with their weapons.

Encounter Hook: Raptorans usually have few visitors in the winter, so the arrival of player characters is an unexpected surprise. Though food is precious at this time, the raptorans are so glad for a diversion in their day-to-day life that they offer meals and shelter to well-intentioned travelers in exchange for stories and companionship.

RAPTORAN GOVERNMENT

Because raptorans have made a conscious decision to withdraw from the affairs of other races and nations, they have no countries to call their own and only a thin veneer of overall leadership.

The high chieftain holds sway over a large region that may contain up to one hundred or two hundred flocks. She typically chooses a successor from within her own family, and succession is not challenged unless the candidate can be proven incompetent or evil.

The high chieftain outlines hunting territory for all raptorans she rules, reviews alliances, and settles disputes between flocks. The high chieftain also commands the stormtalons (see page 131), which are elite raptoran soldiers sent to protect troubled flocks. A council of flock chiefs (see below) meets a few times a year, providing advice to the high chieftain and performing a number of culturally important ceremonies and rituals.

Flock Structure

A typical raptoran flock consists of forty to eighty individuals. Nuclear families nest together while the children are young, and extended families usually occupy adjacent chambers in a cliff dwelling.

The following offices exist in a typical raptoran flock. All except the flock chief usually serve for a year, but the flock chief can reappoint a capable raptoran to an office any number of times. A single raptoran may hold an office multiple times in his or her life.

Flock Chief: One older raptoran rules each flock as its chief. This raptoran is technically considered of royal blood regardless of the individual's actual relationship to the high chieftain. Since flock chiefs typically marry within the flock, their offspring often inherit leadership of the flock upon the parent's death. As with the high chieftain, a flock chief usually chooses her own successor from within her bloodline. A new flock with no members able to trace their lineage back to the royal family must petition the high chieftain for a leader; this practice ensures that the royal bloodline is well distributed throughout the region.

It is the flock chief who decrees when each young raptoran is ready to undergo the Walk of the Four Winds; such decisions are rendered after the chief consults with a youngster's family and other members of the flock.

Sunspeaker: This official goes out in the daylight—active when the rest of her people are sleeping through the heat of the day—to meet with representatives from the outside world, most of whom are active in the daylight hours. She represents her people in major negotiations as well as minor matters of hunting rights. Quite often, when adventurers enter raptoran territory, the first member of the race they encounter is the flock's sunspeaker.

War Chief: This raptoran manages any conflict the tribe may have, from a debate with another flock to an armed battle with other races. The war chief is responsible for ensuring that the flock has enough footbows, arrows, and foot spikes stockpiled to arm every adult raptoran. He also plans the battle strategy and directs operations on the battlefield as needed. In times of peace, the war chief trains young raptorans in weapon use and drills adults in close aerial combat maneuvers.

Medicine Chief: Usually the highest-ranking cleric or druid in the flock, the medicine chief coordinates medical care for the community, making heavy use of divine magic as well as herbal and conventional healing methods. She sets broken bones, tends wounds, and makes herbal ointments and draughts with healing properties. The medicine chief also coordinates the response to any disease that may break out within the tribe and creates food to supplement the tribe's supplies during times of famine.

Hunting Chief: This official chooses and deploys hunting parties and charts the movements of game. He assigns each party an amount of game to bring back, and the group must not return with less than their quota, unless a serious injury occurs or they encounter a threat to the community.

Supply Chief: This raptoran is in charge of the flock's food and water supplies as well as raw materials for building, crafts, and medicines. Because water supplies are critical, a supply chief can assign teams to dig cisterns, string water pipes, and otherwise create systems to divert and store water for the flock.

Star Chief: The star chief of a flock charts the movement of the stars, navigates by the stars during long travels, and maps out constellations. She also coordinates flockwide events that take place under the stars.

LOVE

Raptorans are deeply devoted to their families and their age-mates. While growing up, raptorans spend most of their time with their age-mates, whether in training, at their chores, and at leisure. At dawn, they return to their family nests to eat supper and to sleep.

Raptorans are egg-layers—a fact that helps to explain many of their odd customs. However, they suckle their young like mammals rather than rearing them in the avian way.

In the first spring season after a raptoran reaches maturity (about age 20), he or she may take a mate. Marriages last for one season only—just long enough for the couple to hatch a clutch of eggs and raise the young to fledgling stage. The following spring, a raptoran may take a different mate or renew the marriage to the same one, if both parties desire it.

Typically, age-mates all take their mates at the same time, and many hold group weddings to celebrate the occasion. Age-mates typically marry age-mates of the opposite gender, and the groups may be from the same flock or from different ones. In interflock marriages, the entire wedded group typically chooses one flock to stay with for the year, though fracturing of age-mate groups does occasionally occur. Once in a while when a parent flock is becoming too large, the wedded group simply splits off to form a new flock.

Reproduction

Raptorans of both genders have cyclical periods of fertility. Typically, each individual is fertile for one year out of every three until the age of 150, when fertility ends. No raptoran knows when he or she will be fertile, so couplings that do not result in offspring are common.

If a couple is fertile, the female lays three or four eggs in the spring, and the eggs hatch in early summer. Both parents tend the eggs until hatching. When the flock is tending to eggs, it defends its territory more aggressively than it otherwise would, especially against anyone traveling directly toward their camp or their cliff dwelling.

Newborn raptorans have wing spikes that they use to break through the shells of their eggs, but these fall off soon after birth. Once the young have hatched, they are carried in harnesses by their parents until they can walk on their own.

The young grow a full set of feathers by the fall season in the year of their birth. Most learn to walk within a year and glide by their second year.

RAPTORANS AT WAR

Raptorans are not particularly warlike, but they are quite territorial—especially during spring, when a flock is tending to

its eggs. At such times, they tolerate no threat to their lands and drive off intruders with particular ferocity.

Raptorans rarely fight with each other, though flocks compete for territory at times. Raptoran custom forbids such disputes during nesting season, but they may occur at any other time.

A territorial dispute between raptoran flocks typically takes the form of a debate, with each side presenting its case for taking over the disputed land. Such debates can rage for days at a time. If the two flocks cannot come to agreement, a representative from the high chieftain may come to settle the dispute, which by then is called a war, despite the lack of physical violence. If the chieftain is unavailable, trusted allies of other races may be called in to hear the complaints. Flocks in particularly remote areas may have no one to mediate their disputes.

If there is no clear winner of a "war" and mediation doesn't work, the two flocks stage a mock battle using curved sticks as weapons rather than arrows and spikes. Whichever flock flees the field or has all its adult members knocked unconscious is the loser.

Raptorans rarely lend their support to the wars of other races. Even when something threatens raptoran lands, it takes a skilled orator to rouse the raptorans to involve themselves in the affairs of the larger world. When they do fight alongside other races, raptorans typically provide air support and plan their strategy in conjunction with those they are aiding so as to take full advantage of their special talents.

In battle, raptorans prefer the footbow and foot spikes as weapons. They also make extensive use of nets, dropping them upon groups of enemies to restrict the foes' mobility while maximizing their own. Raptorans take full advantage of their flying or gliding ability and always take a three-dimensional perspective for their fights. They seek the high ground because it's a good launching point for younger raptorans who only can glide, and because an uphill slope slows down land-bound enemies. More experienced raptorans can stay aloft indefinitely, so they often circle a battlefield and rain arrows down on their foes.

Roleplaying Application: Raptorans can add new spice to combat with their ability to fight in a three-dimensional environment. Consider taking proficiency with the net in order to maximize your raptoran's battle efficiency.

DEATH

Veneration of elders is a key feature of the raptoran mindset. Thus, the flock still cherishes those raptorans who are disabled or too old to pull their own weight. A raptoran who can no longer contribute to the flock because of advanced age is accorded a great deal of respect, and young raptorans are often eager to hear tales from their elders' childhoods. Raptorans understand that the world is harsh, and that they cannot afford to eject flock members—especially the wisest members—because they're no longer physically capable.

A raptoran flock honors its dead with a vigil, usually for an individual but occasionally for a whole group if several died at once. Then the raptorans take the corpse and "lift it to the winds," placing it on a high ledge or peak where the raptorans believe the air elementals will lift the body up and make it part of the wind itself. Elderly raptorans take great pride in choosing a favorite peak or high place to be "lifted" from. Those who die unexpectedly in an accident or a battle are taken to a place of the flock chief's choosing.

Newborn raptorans come out of their shells

LAWS AND JUSTICE

The high chieftain hands down the laws that apply to all raptorans, but each flock chief is free to impose additional laws that do not conflict with the basic ones. The self-reliant raptoran attitude extends to law enforcement, so a raptoran is likely to seek justice from a known wrongdoer himself rather than rely on the community to do it for him. The flock as a whole deals with lawbreakers only when a member of the flock registers a complaint with the flock chief, or when the wrongdoer's identity is unknown. Since raptoran flocks are small enough for everyone to know everyone else's business, the community generally knows when someone breaks a law, but the rest of the flock will give the wronged party a chance to settle the matter before getting involved.

If the two parties can't work out their dispute, or if the reprisals and counterreprisals spin out of control and

Illus. by L. MacDougall

endanger others' well-being, the flock takes action. The flock chief (or another flock chief, if the chief is the defendant) hears the case and dispenses justice. A raptoran flock usually has a strong opinion on whether someone is innocent or guilty, and the chief usually renders a decision based on the testimony of other raptorans.

Punishment often takes the form of some kind of community service, typically a quest on behalf of the flock. The convicted raptoran is told not to come back until the service has been performed to specifications. The difficulty of the quest varies with the severity of the crime, and sometimes restrictions of one kind or another are placed upon the miscreant—typically a prohibition against wearing armor or using a particular type of weapon in the performance of the task. The raptoran may choose not to undertake the quest, but doing so amounts to self-exile because she can never return to her flock.

Roleplaying Application: A raptoran PC might be recently departed from her flock on some sort of community service mission, which can serve as an adventure hook. Thereafter, she may decide that she enjoys the adventuring life and put off returning even after she has completed the task set for her.

EXILES

While a few raptorans suffer exile as a punishment for their crimes, all raptorans undergo a temporary exile—the Walk of the Four Winds—at some point during their young adult years. After a feast and an elaborate ceremony, a young raptoran takes one final glide out of the flock's cliff dwelling and is expected to survive alone for months or years, perhaps traveling far beyond the flock's lands.

A young raptoran can return from her Walk of the Four Winds only when she can fly back up to the cliff dwelling under her own power—no ladders, ropes, or magic allowed. Some raptorans develop the strength and technique in a few weeks' time, while others walk for months or even years before mastering a wing-powered ascent. Roughly one-quarter of raptorans never return from the Walk of the Four Winds, either because they succumb to the dangers of the wider world or they find new companions and a new home during their walk.

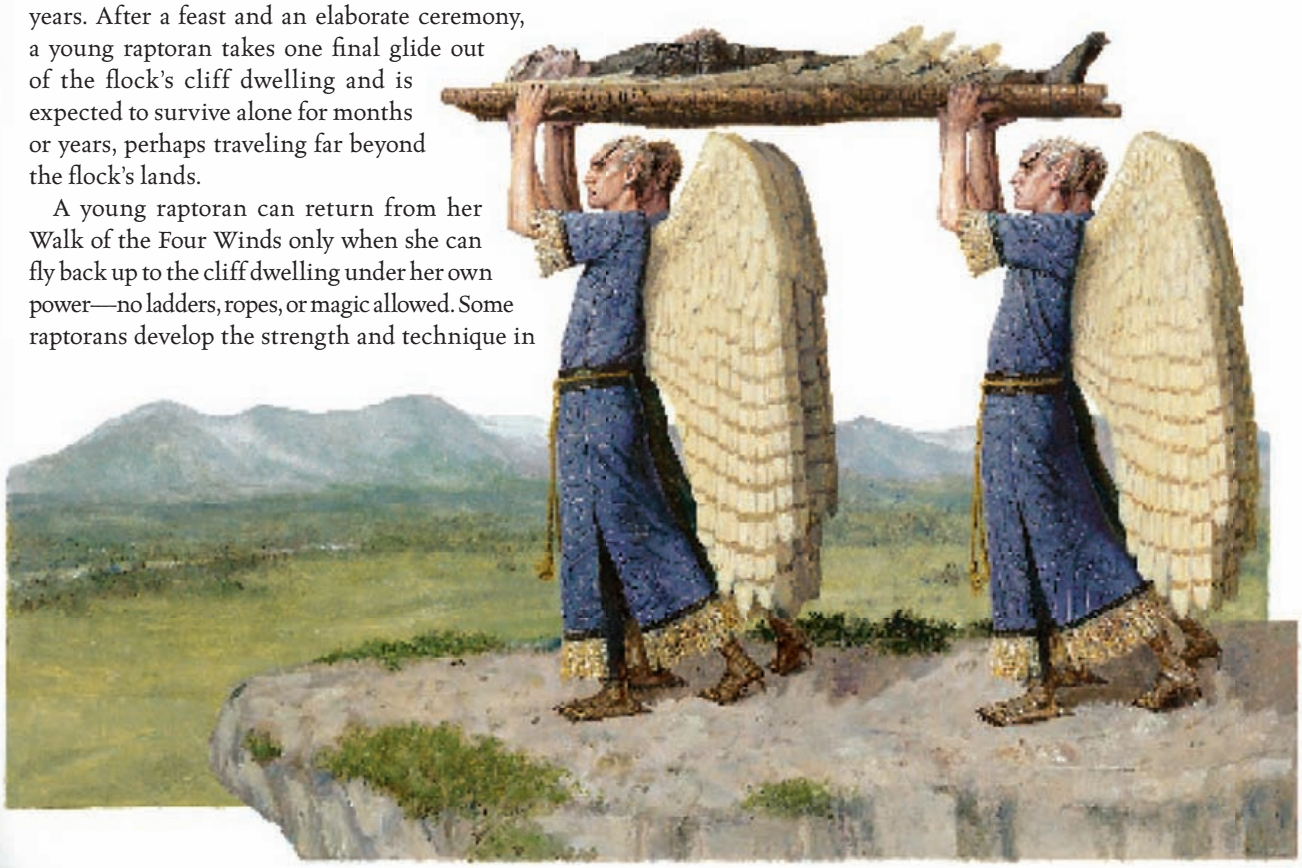
RELIGION

Most raptorans consider religion a part of their personal lives, and they treat the moon and other heavenly bodies with great reverence. They take a moment to offer a prayer of thanksgiving at dusk for each new night, and for a night well spent every dawn. They also pray for good weather, adequate food and water, successful hunts, and fertility.

NATURE WORSHIP

The raptoran religion is primarily nature-based, and each of its deities has some connection to the natural world. Raptorans also revere the spirits of trees, brooks, and streams. Raptorans are taught to respect their quarry in the hunt and to thank the spirit of each animal they slay for giving up its life to support them.

Clerics and druids share the responsibility for spiritual guidance of the flock, and they cooperate as much as possible to ensure the well-being of its people. Clerics handle most of the actual rituals, while druids bless the hunt and explain the ways of the animals to the hunters.



Illus. by S. Belledin

In a final act of respect, a raptoran elder's body is lifted to the winds

THE RAPTORAN PANTHEON

The typical raptoran chooses one deity from the pantheon to venerate but also pays homage to all the rest. Any cleric or druid may lead prayers to any of the gods, and all prayers include an acknowledgement of Tuilviel Glithien.

Holy symbol of Tuilvel Glithien

Tuilviel Glithien

Greater God (Chaotic Good)

Tuilviel Glithien is also called the Queen of Air and Night and the Lady of the Silent Wings. She cherishes and protects all nocturnal birds. As patron of the hunt and of the family, she has jurisdiction over a significant portion of the raptorans' daily life. The legendary creator of the raptorans, she serves as both their guardian and their guide.

The Lady of the Silent Wings appears as a beautiful female raptoran of indeterminate age, with snowy-white feathers crowning her head. Her skin is white and glows like moonlight, and she wears a black gown sprinkled with diamonds like a sky full of tiny stars. Her enormous white wings are banded with every shade of the setting sun—in fact, the raptorans often refer to dusk as "the Lady spreading her wings."

Portfolio: Raptorans, night birds, stars, moon.

Domains: Air, Chaos, Good, Protection, Sky†.

†New domain described on page 174.

Cleric Training: Clerics of Tuilviel begin their careers by taking nightly solo journeys around the raptorans' canyon homes to scout the area for intruders. Later in their careers they lead extended hunting expeditions, chart the stars, and interpret various astronomical phenomena, such as falling stars.

Quests: Followers of Tuilviel typically undertake quests to capture specimens of unusual nocturnal animals, retrieve items that enhance flight or night vision, or undertake overland flights to make astronomical observations from hard-to-reach peaks.

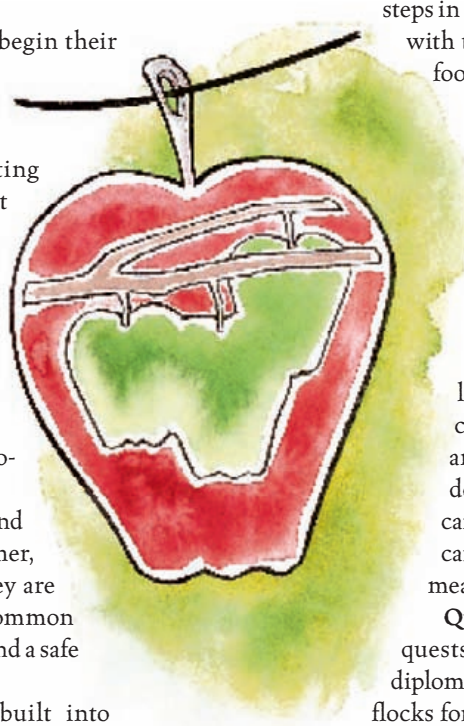
Prayers: Prayers to the Queen of Air and Night ask for good hunting, good weather, or almost any kind of personal aid. They are always couched in terms of flight. A common prayer begins "Grant us a straight flight and a safe perch for the day. . . ."

Shrines: The Lady's shrines are built into natural hollows in the cliffs, high enough to allow worshipers to observe moonrise and moonset. The surrounding stone is usually artfully carved to frame such celestial events. Her shrines double as temporary shelters for one or two raptorans.

Rites: Clerics of Tuilviel perform rites that bless new and old cliff dwellings, preside at seasonal weddings, and conduct vigils for dead or dying raptorans. They also hold an annual festival known as the Flight of the Lady, in which all the raptorans capable of flight soar as high as they can into the sky at midnight, then spread their wings and glide gently to earth. Wherever a raptoran lands, she plants one of her own feathers in the dirt as a marker.

Herald and Allies: A raptoran 10th-level ranger/10th-level druid serves as Tuilviel's herald on the Material Plane. Her allies include Medium, Large, and Huge air elementals.

Favored Weapon: Foot spikes.



Holy symbol of Duthila

Duthila

Lesser Goddess (Neutral)

The Lady of Abundance appears as a brown-skinned raptoran with flame-red feathers. Dressed in long-sleeved tunic and trousers of a golden hue, she holds sway over the autumn harvest season, during which food is abundant but the trees lose their leaves.

Maturity and travel are within her purview, because raptorans hatched the previous spring often take their first steps in autumn. Duthila also concerns herself with the preservation and storage of excess food for the next season.

Portfolio: Autumn, hunting, abundance.

Domains: Animal, Plant, Sky†, Travel.

†New domain described on page 174.

Cleric Training: Clerics of Duthila manage the preservation of excess food. They filter rainwater for long-term storage in the cisterns of a cliff dwelling and sun-dry vegetables and fruits. They dig pits and hollow out dead trees in and around the raptorans' camp to hold caches of food. Later in their careers, they lead hunting expeditions for meat during the winter.

Quests: Followers of Duthila undertake quests to ensure food supplies and go on diplomatic missions to negotiate with other flocks for disputed lands. They also hunt large creatures for meat and undertake missions involving long journeys.

Illus. by D. Crabapple

Prayers: Prayers to Duthila usually involve transition. "May we find enough food to sustain us during our time away and to ease our return to this spot," goes one common prayer. "May we journey safely, arrive happily, and live peacefully," reads another. "In my child's journey to adulthood, may he grow strong, brave, and wise," reads a third.

Shrines: Duthila's shrines are delicate structures made of twigs decorated with fallen leaves. Posts carved with fruit and game flank the cliff-chamber's doorway. In the autumn, many shrines are festooned with drying fruit and other preserved food.

Rites: Duthila's clerics bless stored provisions, each raptoran's return from the Walk of the Four Winds, hunting expeditions, and journeys of any sort.

Herald and Allies: Duthila's herald is a 20th-level raptoran ranger. Her allies include janni, astral devas, and planetars.

Favored Weapon: Scythe.

Holy symbol of Kithin

Kithin

Lesser God (Neutral)

The Father of Snows is the raptoran god of winter, sleep, and death. He blankets the world with snow under which young trees and plants slumber peacefully until the next spring. He also holds sway over those about to die, including the aged and infirm. Kithin flies down to pick up the souls of particularly wise raptorans and take them to their just rewards.

Kithin appears as an elderly male raptoran with white skin and gray feathers. His wings are banded with frosty white, and his body is wrapped in furs.

Portfolio: Winter, the dead and dying, barrenness, paucity.

Domains: Animal, Death, Fire, Plant.

Cleric Training: When they are accepted into the priesthood, clerics of Kithin arrange corpses for exposure and prepare meals in the winter months. Later, they tend the communal fires that keep the camp warm and tally the supplies needed for the winter season.

Quests: Followers of Kithin battle undead, seek out magical fire sources and other protections against cold to get through the winter, and journey to rescue souls lost to denizens of the Lower Planes.

Prayers: Prayers to the Father of Snows are silent, communicated entirely by thought. Some raptorans claim that answers to prayers for guidance come in the form of unusually vivid dreams. References to cold are common, and many raptorans ask Kithin to "keep the cold at bay" for loved ones who have passed on.

Shrines: Kithin's shrines, not present throughout most of the year, are made anew from ice or snow bricks each winter.

Rites: Kithin's clerics conduct funerals, bless winter supplies, and keep the fires burning constantly at the winter camps. They preside over an annual ritual called the Snowbinding, in which raptorans allow the snow to cover them almost completely and sleep for a night beneath it.

Herald and Allies: Kithin's herald is a 20th-level ghost raptoran barbarian. His allies are Medium, Large, and Huge fire elementals.

Favored Weapon: Spear.

Holy symbol of Lliendil

Lliendil

Intermediate God (Chaotic Neutral)

Known as the Lord of the Clouds or the Stormfather, Lliendil holds sway over weather of all kinds, from fair skies to violent storms. A capricious god, he can be gentle and kind or angry and destructive, depending upon his mood. He is a somewhat cruel prankster who enjoys altering the weather suddenly to cause discomfort, destroy new structures, and ruin plans. Whether or not his capriciousness extends to malice, the Lord of the Clouds is as unpredictable as the weather itself.

Lliendil appears as an adult male raptoran with blue-black skin, eyes crackling with electricity, and electric-blue feathers. His wings are banded with white, and he usually wears black breeches and a leather jerkin without a shirt. Some raptorans claim to have seen him joyously riding gale-force winds during the worst storms.

Portfolio: Weather, rain, storms, sun, wind, change, trickery.

Domains: Air, Destruction, Sky†, Trickery, Water.

†New domain described on page 174.

Cleric Training: Clerics of Lliendil begin their training by charting weather patterns, keeping track of wind speed and direction, and propitiating their god daily. As they gain experience, they advise the flock chief about possible severe weather, teach young raptorans how to ride the winds in storms, and assist with rebuilding cliff dwellings after weather damage.

Quests: Followers of Lliendil often undertake quests to retrieve magic items that control weather or that conceal the user's intent. They are always the ones assigned to any tasks that involve destruction.

Illus. by D. Crabapple

Prayers: Prayers to the Stormfather usually involve an element of fawning and begging. Common beginnings include "Please, oh please, Stormfather, grant us fair skies for our journey!" and "Let the storms come only after we are safe so that we may praise your name in our new campsite."

Shrines: Lliendil's shrines—usually wooden lean-tos—are always placed in the tops of exposed ridges and high cliff faces, where they would be the first structures destroyed by foul weather. Such placement is done in the hope that nearness to the sky will make one's prayers more audible to the god, and that he will not destroy his own shrines by creating foul weather on a whim.

Rites: Lliendil's clerics perform rituals designed to propitiate their capricious god and to ask for good weather for journeys and special events. They also perform an annual ritual called the Stormcall in early spring. This rite begs the god for a fierce storm to pound the area and test the worthiness of the flock. Not only does the resulting storm identify weakened platforms and cleanse the area, but the raptorans also hope that it gets the desire for a bad storm out of the god's system.

Herald and Allies: Lliendil's herald is a storm giant. His allies include Medium, Large, and Huge air elementals and water elementals.

Favored Weapon: Heavy flail.

Nilthina

Lesser God (Neutral)

The Lord of Warm Winds watches over plants and animals as they mature. During summer, the night skies are warm and balmy, the young are maturing, and food plants begin to produce their bounty. Hunting is plentiful, and Nilthina presides over the meat harvest. Summer is also the time when raptorans relate stories of their race to the young and write songs.

Nilthina appears as a handsome, bare-chested male raptoran dressed in breeches. His skin is bronzed and his feathers the purest gold. Occasionally Nilthina is said to appear in the night sky, tossing stars back and forth while his song floats on the breeze.

Portfolio: Summer, abundance, warmth, growth, lore.

Domains: Air, Animal, Plant, Sun.

Cleric Training: Many of Nilthina's clerics begin their training by leading hunting expeditions and by salting and drying meat and fish. Later in their careers, they teach weapon use and advanced flight techniques to other raptorans.

Quests: Followers of Nilthina undertake quests to rid nearby lands of any local monsters, to end famines and plagues, and to seek alliances with friendly creatures. Quests that involve music and musical instruments are also common for Nilthina's faithful.

Prayers: Prayers to the Lord of Warm Winds are always spoken when facing the sun and always mention abundance in some way, whether the person offering the prayer is asking for it or expressing thanks for it. "Please grant us the bounty of nature" is the start of one common prayer.

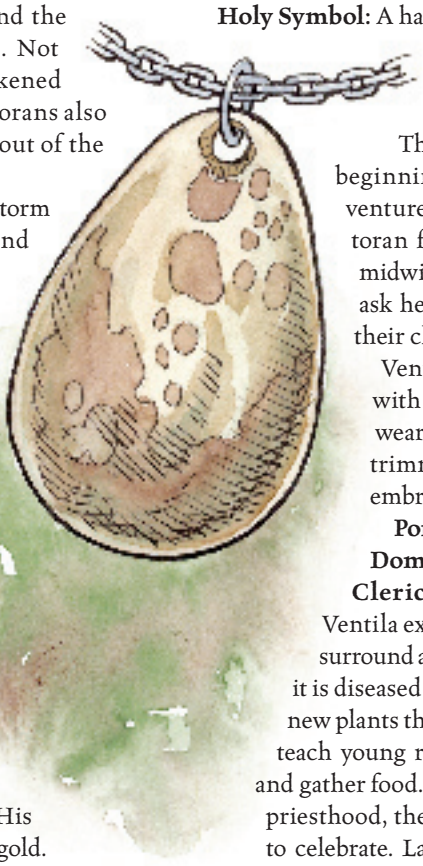
Shrines: Nilthina's shrines are often vine-covered caves built low on the cliff that a particular flock claims.

Rites: Clerics of Nilthina hold ceremonies to bless hunters and gatherers as well as new alliances. They also hold a sun ceremony each year during the summer solstice in which they celebrate the accomplishments of another year.

Herald and Allies: Nilthina's herald is a 20th-level raptoran bard. His allies are bralani eladrins and Medium, Large, and Huge fire elementals.

Favored Weapon: Scimitar.

Holy Symbol: A handful of berries.



Holy symbol of Ventila

Ventila

Lesser Goddess (Neutral)

The Lady of Spring represents new beginnings of all kinds. She embodies new ventures and rebirth, and she is also the raptoran fertility goddess. New mothers and midwives venerate Ventila, and all raptorans ask her blessing on the lands surrounding their cliff dwellings.

Ventila appears as a raptoran maiden with golden skin and green feathers. She wears a tunic and trousers of green leather trimmed with shades of the dawn and embroidered with spring flowers.

Portfolio: Spring, fertility, growth, love.

Domains: Animal, Healing, Plant, Water.

Cleric Training: Would-be clerics of Ventila examine the plant life in the lands that surround a raptoran cliff dwelling to see whether it is diseased or injured. They also take note of any new plants that have appeared there recently. They teach young raptorans how to fish in the streams and gather food. When initiates are accepted into the priesthood, they plant trees near the cliff dwelling to celebrate. Later, the new members of the clergy tend the flock's eggs and arrange matches between groups of age-mates.

Quests: Ventila's followers restore lands devastated by natural disasters, hunt down and slay creatures that live without truly being alive (such as undead and constructs), and retrieve magic items that can be used to create or encourage love.

Prayers: Prayers to Ventila ask for aid in winning love, for healthy offspring, and for fertility of both land and animals. They often begin with the exhortation "Lady of Spring, multiply our blessings while we sleep. . . ."

Shrines: Ventila's shrines are circular structures on the canyon floor or other flat space, and each shrine rings

Illus. by D. Crabapple

a sapling tree. They often contain miniature birds' nests as well as love potions and fertility charms left there as offerings to the goddess.

Rites: Clerics of Ventila bless weddings, raptoran hatchlings, the proceeds of every hunt, and the land around the cliff dwelling. At the beginning of each spring, a great festival is held at which couples plight their troth. Ventila's clerics also preside at the feast that precedes a young raptoran's departure on the Walk of the Four Winds.

Herald and Allies: Ventila's herald is a 20th-level raptoran cleric. Her allies include Medium, Large, and Huge water elementals.

Favored Weapon: Quarterstaff.

RAPTORAN HISTORY AND FOLKLORE

Every raptoran has heard just about all the legends of the race, but few strangers ever witness such tales. Raptorans are willing to tell these tales to nonraptoran friends they have come to trust, but they otherwise keep them within their flocks.

Two of the most often told raptorian legends are summarized below.

MYTHIC ORIGINS: TUILVIEL AND THE BOAR

In the days when the mortal races were young, Tuilviel Glithien kept to herself, rarely spending any time with the other gods and gliding through the night skies alone. Her solitary nature drew the attention of Lolth, who claimed the night and resented Tuilviel's influence over it. Lolth decided to trap the winged huntress and slay her.

After turning herself into a fearsome boar, Lolth let Tuilviel spot her from above and then began to run. The Queen of Air and Night had never before encountered a boar that could run so fast or so far. On and on she flew in pursuit of the beast, striving to plunge her foot spikes into its flesh at every opportunity. Still the boar ran, diving into the underbrush when Tuilviel flew low and emerging again at a dead run. The boar's hooves tore deep ruts into the earth as it ran, keeping ahead of its winged pursuer.

At last, the boar ran into a canyon whose mouth was overgrown with brambles. Thinking she had the boar cornered, Tuilviel dove into the canyon, only to find that it had no exit and the brambles held her fast.

Still in boar form, Lolth attacked Tuilviel. Realizing that she was outmatched on the ground, the Queen of Air and Night ripped herself free of the brambles and took to the sky. From above, she tore at the remaining brambles, peeling away the boar's defensive shield. Finally, she seized the boar and flew away with him. The boar struggled mightily, but Tuilviel held fast. Droplets of blood from the many wounds she had already sustained rained down to the earth, forming the first raptorans where they struck.

On and on she flew, and finally she reached a great crevasse that led directly to the realms below the earth. After dropping the boar into this pit, Tuilviel settled onto a nearby tree to rest. The night was hers, and never again would Lolth succeed in reclaiming it. Ever since that day, the raptorans have shared a hatred of Lolth with all elves who are not drow.

THE RAPTORAN WHO DEBATED WITH HIMSELF

Long ago, a band of orcs sought to make war on an encampment of humans who intended to found a town on the edge of the wilderness. The aggressors scouted the area, then camped in a hidden canyon to discuss their plans. In a short time, several raptoran sentries challenged them. The orcs, not realizing that simply asking permission to camp would probably have enabled them to stay without incident, attacked the winged creatures immediately.

Fiercely the raptorans fought, and their footbows downed several of the enemy. In the end, however, the orcs prevailed, slaying all except one raptoran. They captured the survivor, who was named Yuilith.

"You," said the orc leader, "will fly to the humans and tell them that the orc tribe is peaceful and intends to send representatives at dawn tomorrow to offer an alliance."

"Do not think to do otherwise," warned another orc, "because I will follow you and shoot you from the sky if you try to fly away or if you say anything else to the humans."

The orcs let Yuilith go and sent their finest archer out to keep track of him.

"Hah! Good plan! Sneaky plan!" said the other orcs after the raptoran had left. "We really attack at dusk, before they're ready! They'll never expect us!"

As Yuilith flew toward the humans' settlement, careful not to get too far away from the orc archer that followed him on the ground, he wrestled within himself about what to do. If he told the humans what the orcs wanted him to say, he might survive to return to his flock and share the tale of this great adventure—yet at the same time he realized that the orcs were almost certainly not telling the truth.

I wish I could return to the flock and put this matter up for debate, Yuilith thought. *I may not be qualified to make this decision myself.*

On the other hand, Yuilith realized, his raptoran upbringing was supposed to have made him self-reliant. He had learned how to fend for himself in perilous situations while he was on the Walk of the Four Winds, and perhaps he could also rely on his good judgment to make the right decision in this crisis.

Yuilith went back and forth in his mind between saying what the orcs wanted and warning the humans to beware of these savages—between possibly escaping with his life and probably being skewered by an arrow if he disobeyed the orcs' instructions. Finally he neared the humans' camp, and decision time was upon him.

Landing on a tree branch at the outskirts of the encampment, he called to the humans. "Good day!" he cried.

"Welcome, friend," said a human sentry. "Are you hungry? Would you like to share our food?"

"No," replied Yuilith. "I am here merely to tell you something," he continued.

"Well, what is it?" asked the human.

"Guard your camp—orcs are on the march," croaked out Yuilith. As he spoke the words, Yuilith knew he had done the right thing. *The flock would have agreed with me,* he thought. *The humans must be warned.*

In the next instant, the orc archer killed Yuilith with a single arrow, but the humans had received the message loud and clear. They made short work of the orc archer and then set about preparing for an attack. Hours later, the orcs descended upon what they thought would be a bunch of helpless humans and were met with stout hearts and sharp steel. The humans quickly prevailed, slaying their opponents down to the last one.

Amid the carnage and wreckage of the battlefield, no one noticed the slight, feathered form of Yuilith lying in the dust. A thunderstorm raged overhead that night, so no one saw the black-skinned raptoran who appeared at midnight, cradling Yuilith to his breast. The deity Lliendil buried Yuilith in a cairn on the plane of Arborea, honoring him for all time because he had the wisdom to debate within himself and the courage to make the right decision.

LANGUAGE

Tuilvilanuue, the language of the raptorans, uses the Elven alphabet, but its grammar is much simpler than Elven. Inflection conveys much of Tuilvilanuue's meaning. Thus, basic verbal communication between two raptorans is efficient and clear, but the rich subtleties of intonation are difficult for others to grasp.

Because intonation isn't clear in written Tuilvilanuue, raptoran authors must explain the nuances in separate sentences. Written epics in Tuilvilanuue tend to be very long as a result, and readers often find that the text explains everything three or four times. Books and other writings are few among the raptorans for another, more prosaic reason: books are heavy items and hard to carry while flying.

TUILVILANUUE PHRASEBOOK

The following raptoran phrases may come up at the gaming table with some regularity. Depending on your play style, you can use the actual Tuilvilanuue words or their English translations when you're playing a raptoran PC.

Lies va fliesta e flies va liesta. "Run from things that fly and fly from things that run." This saying is basically a practical take on how best to avoid various kinds of predators. If you have more than one means of locomotion, use the one your opponent doesn't have.

Illus. by V. Rams

Tuilviel relentlessly pursues the boar

Na twa dima menti sintis, mil onit hista. "When two minds think alike, only one is necessary." This axiom reflects the raptorans' zest for debate and emphasizes the value of the individual. After all, two people who share the same thoughts can't provide each other with any new ideas or fresh perspectives.

Fristi milta orisa nifint. "Anger is the one thing that grows in confinement." This phrase serves as a warning not to keep hostile feelings bottled up too long. It also reminds the listener that freedom is necessary for growth. Either way, it's good advice in the freewheeling atmosphere of a raptoran flock.

Nilsi hentil kilta anno. "It takes four seasons to make a year." This saying is a reminder that there's a proper time for everything. Winter is for dreams and slumber; spring is for awakening and birth; summer is for life and love; autumn is for gathering and for reflection. Furthermore, you must prepare ahead of time for what's coming next, be it a day or a season. If you don't sleep, you won't be fresh for the next day. If you don't get up, you can't hunt or work, and if you don't hunt or work, you have nothing to get you through the next day.

Menti lintu onlita venla op avel donlita venila. "A mind opened by wonder is clearer than one closed by belief." Another affirmation of the raptorans' reliance on debate, this saying asks the listener to seek a fresh outlook. To believe too strongly in one viewpoint is to close yourself off to new and perhaps better ideas.

Viilit nesla odelmin e van rensii, sil ti gar, odelmin vimil ginrinit. "The mouse fears the rising of the moon. But for the owl, moonrise means it's time to hunt." This thought also has a double meaning. Most obviously, it's better to be the hunter than the hunted. The deeper meaning is that the timid fear change (because things could get worse), but the courageous embrace change (because things can get better).

Seniil limna! "From the sky!" This is the most common battle cry of raptorans, who deliver it even if they aren't flying at the time.

Wylintasec mendilsi mentisinecta, sil viltima rentis da silliit altina. "Stupidity is a wound that bleeds forever." This is another variation on the raptorans' disdain for inflexible thinking.

Vastikkimensa hileka belinnit e hastal min resinatadol, sil fostil nasila fenes e mastinnit. "The careful hunter chooses well and finishes with a full belly, but the fool wastes arrows and goes hungry." This saying, similar to the Common phrase "Haste makes waste," speaks to the raptorans' desire to mull things over carefully before committing to a decision.

Niffimat orisa vilrad, sil nolim tramankit. "A bad seed puts forth a green shoot, but seldom a strong tree." Like many other raptoran sayings, this one has a double meaning. On one hand, even a plan that works well initially can still go wrong. (The first time may even have been a fluke.) This statement is also a variant on the Common aphorism "Beware of strangers bearing gifts." Something good that is given to you by someone bad probably won't work out well.

Benisiim iltem rantoli rah silet nasilit. Wisilti maneti silti rah silet veniin. "The generous give more than they can. The proud take less than they need." Essentially, this saying sums up the raptorans' view of a good life. Support your flock members as much as possible, but try to demand as little of others as you can.

RAPTORAN NAMES

Each raptoran has four names: a birth name received from her parents, a nickname received from the flock, an adult name that she chooses herself, and a family name. Adult raptorans are often called by their nicknames within the flock, but they use their adult names with those outside the flock. The family name is used with either the nickname or the adult name as an affirmation of heritage.

Because Tuilvilanuue and Elven descend from the same root, the random name generator given for elves (see pages 30–31) may also be used for raptorans.

EXAMPLE FLOCK: THE RIFINTI

The Rifinti are a typical raptoran flock. Their cliff dwelling lies in a snug valley located in the foothills of sheltering mountains with vast mountain lakes and alpine forests nearby and the vast rolling plains of the lowlands farther on. They don't always claim the same territory for their camp from one year to the next—if hunting is better or worse in a particular area, they'll pay it more or less attention. In general, the Rifinti's territory spans almost 2,000 square miles of varied terrain. A nearby lake—fed by runoff from the mountains—offers a good source of fresh water. A forest around the lake has plenty of fruit trees, a few of which the raptorans fell for lumber each year.

The Rifinti flock consists of forty-one raptorans of adult age or older (those with at least 1 HD), plus another twenty young and noncombatants. The adults spend their time hunting, foraging, and crafting a variety of gear for the flock. The average age of the flock is 155, and its oldest member, Inkili the glassblower, is 267 years old.

IMPORTANT RIFINTI MEMBERS

The following NPCs are important members of the Rifinti flock. They also have statistics appropriate for their station, so you can use them even if you aren't using the flock in encounters.

Jenlisa Iltinger, Flock Chief

Jenlisa is the third cousin of the high chieftain's children. She inherited the leadership of the Rifinti from her father, who was the high chieftain's second cousin, only three years ago. Now approaching middle age, she has run the Rifinti flock with wisdom, fairness, and foresight.

When she became leader, she married Henesku Finlist, the flock's medicine chief, who is a member of the flock's largest family. Jenlisa and Henesku have remarried every

year since, and they share the care of the four children that they produced two years ago.

Jenlisa has been considering adding a third level, atop the other two, to the rock-cut cave complex the Rifinti call home. A number of Rifinti young adults are out on the Walk of the Four Winds now; when they return, they'll probably marry and raise broods of their own. The flock has been debating the issue but hasn't reached a decision yet.

Recently the hunting chief has been seeing small groups of elves in the vicinity of the camp, and their presence has sparked another debate about whether the elves should be allowed to settle nearby. Jenlisa considers the whole topic premature—no one really knows the long-term intentions of the elves—but she fears that this controversy combined with the war chief's desire to foment trouble may draw the flock into trouble larger than she can manage.

Jenlisa Iltinger: Female raptoran druid 12; CR 12; Medium humanoid (raptoran); HD 12d8+24; hp 81; Init +0; Spd 30 ft., fly 40 ft. (good); AC 15, touch 11, flat-footed 15; Base Atk +9; Grp +10; Atk +10 ranged (1d8+2/×3, *+1 footbow*) or +11 melee (1d8+1/×3, masterwork cold iron spear); Full Atk +10/+5 ranged (1d8+2/×3, *+1 footbow*) or +11/+6 melee (1d8+1/×3, masterwork cold iron spear); SA spells; SQ animal companion (dire hawk), animal companion benefits, immunity to poison, low-light vision, raptoran traits, resist nature's lure, trackless step, wild empathy +15 (+11 magical beasts), wild shape 4/day, woodland stride; AL NG; SV Fort +10, Ref +4 (+7 while flying), Will +11; Str 13, Dex 10, Con 14, Int 10, Wis 20, Cha 12.

Skills and Feats: Climb +3, Concentration +12, Diplomacy +10, Handle Animal +6, Jump +11, Knowledge (nature) +9, Listen +17, Ride +2, Sense Motive +12, Spot +19, Survival +12 (+14 in aboveground natural environments); Aerial Reflexes†, Alertness, Improved Flight†, Natural Spell, Negotiator.

†New feat described in Chapter 6.

Languages: Common, Tuilvilanuue; Druidic.

Animal Companion (Ex): Jenlisa has a dire hawk named Lightning as an animal companion. Lightning's abilities and characteristics are summarized below.

Animal Companion Benefits: Jenlisa and Lightning enjoy the link and share spells special qualities.

Link (Ex): Jenlisa can handle Lightning as a free action. She also gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding her dire hawk.

Share Spells (Ex): Jenlisa may have any spell she casts on herself also affect her animal companion if the latter is within 5 feet at the time. The druid may also cast a spell with a target of "You" on her animal companion.

Raptoran Traits: Raptorans can glide at a speed of 40 feet, with average maneuverability. Raptorans have an unerring sense of direction and always know which way is north. A raptoran spellcaster gains +1 caster level for air spells. Jenlisa can fly for up to 10 minutes total during a day before becoming fatigued. A flying raptoran can make a dive attack (as a charge, but must fly at least 30 feet, descend at least 10 feet, and use a piercing weapon to deal double damage on a hit).

Resist Nature's Lure (Ex): Jenlisa gains a +4 bonus on saving throws against the spell-like abilities of fey.

Trackless Step (Ex): Jenlisa leaves no trail in natural surroundings and cannot be tracked.

Wild Shape (Su): Jenlisa can change into a Tiny to Large animal or plant and back again, as per the *polymorph* spell. This ability lasts for 12 hours or until she changes back.

Woodland Stride (Ex): Jenlisa can move through natural thorns, briars, overgrown areas, and similar terrain at her normal speed and without damage or other impairment. However, thorns, briars, and overgrown areas that are magically manipulated to impede motion still affect her.

Druid Spells Prepared (caster level 12th): 0—*cure minor wounds* (2), *detect magic* (2), *mending, read magic;* 1st—*cure light wounds* (2), *endure elements, entangle, obscuring mist, produce flame* (+9 ranged touch), *speak with animals;* 2nd—*barkskin, bear's endurance, flaming sphere* (DC 17), *gust of wind, lesser restoration;* 3rd—*call lightning* (DC 18), *cure moderate wounds, greater magic fang, protection from energy, wind wall* (CL 13th); 4th—*dispel magic, flame strike* (DC 19), *freedom of movement, ice storm;* 5th—*baleful polymorph* (DC 20), *call lightning storm* (DC 20), *cure critical wounds, stoneskin;* 6th—*fire seeds* (+9 ranged touch; DC 21), *summon nature's ally VI.*

Possessions: +2 leather armor, +1 ring of protection, masterwork cold iron spear, *+1 footbow* (+1 Str bonus) with 20 arrows, *periapt of Wisdom +4, 2 potions of cure serious wounds,* spell component pouch, 250 gp diamond dust, 31 gp.

Lightning, Dire Hawk Companion: CR —; Medium animal; HD 11d8+22; hp 71; Init +11; Spd 10 ft., fly 80 ft. (average); AC 26, touch 17, flat-footed 19; Base Atk +8; Grp +10; Atk +15 melee (1d6+2, claw); Full Atk +15/+15 melee (1d6+2, 2 claws) and +13 melee (1d6+1, bite); SQ devotion, evasion, low-light vision; AL N; SV Fort +9, Ref +14, Will +9 (+13 against enchantments); Str 15, Dex 25, Con 15, Int 2, Wis 15, Cha 11.

Skills and Feats: Listen +9, Move Silently +11, Spot +9*; Alertness, Improved Initiative, Improved Natural Attack (claw), Multiattack[B], Weapon Finesse.

Evasion (Ex): If Lightning is exposed to any effect that normally allows it to attempt a Reflex saving throw for half damage, it takes no damage with a successful saving throw.

Tricks Known: Attack, come, defend, down, fetch, guard, heel, mark†, seek, stay.

†New trick described on page 147.

Henesku Finlist, Medicine Chief

Henesku has always been a member of the Rifinti. For the past three years, he has been the chief's husband, and he secretly enjoys the prestige that position brings him. As an added benefit, while he is married to Jenlisa, his position as medicine chief is secure.

Illus. by S. Wood

One style of raptoran cliff dwelling

A cleric of Tuilviel Glithien, Henesku sees to the physical and spiritual health of the flock. During the spring and summer, he leads teams that forage for medicinal herbs and renders them into healing salves and potions. He is quite busy healing the many wounds that result from hunting and skirmishes with predators.

Four years ago, a previously unknown disease broke out within the flock. Though only a few members actually succumbed, so many were sick for so long that not enough food was gathered and the flock barely survived the next winter. Henesku has noticed that many flock members seem fatigued of late, and he worries that another outbreak of disease may be imminent. Thus, he has been badgering the hunting chief and the supply chief to accumulate extra stores.

Henesku and Jenlisa present a united front on everything but religious matters—Jenlisa venerates Tuilviel Glithien, but demurs if anyone asks her whether it's more important to hold the natural world or a specific deity in highest esteem.

Henesku Finlist: Male raptoran cleric 9; CR 9; Medium humanoid (raptoran); HD 3d6+6 plus 6d8+12; hp 58; Init +5; Spd 30 ft., fly 45 ft. (average); AC 16, touch 11, flat-footed 15; Base Atk +6; Grp +5; Atk +6 melee (1d8/×3, *+1 spear*); Full Atk +6/+1 melee (1d8/×3, *+1 spear*); SA spells, turn undead 3/day (+2, 2d6+9, 9th); SQ low-light vision, raptoran traits, substitution levels; AL CG; SV Fort +8, Ref +4, Will +10; Str 8, Dex 13, Con 14, Int 12, Wis 19, Cha 10.

Skills and Feats: Climb +1, Concentration +8 (+12 casting defensively), Diplomacy +0 (+4 dealing with natives of Elemental Plane of Air), Heal +16, Jump +9, Knowledge (religion) +7, Spot +18; Battle Casting†, Brew Potion, Combat Casting, Improved Initiative.

†New feat described on page 148.

Languages: Common, Sylvan, Tuilvilanuue.

Raptoran Traits: Raptorans can glide at a speed of 40 feet, with average maneuverability. Raptorans have an unerring sense of direction and always know which way is north. A raptoran spellcaster gains +1 caster level for air spells. Henesku can fly for 2 rounds at no penalty, or for 4 rounds at the cost of becoming fatigued. A flying raptoran can make a dive attack (as a charge, but must fly at least 30 feet, descend at least 10 feet, and use a piercing weapon to deal double damage on a hit).

Substitution Levels: Raptoran cleric 1st, raptoran cleric 3rd, raptoran cleric 7th. See page 160.

Cleric Spells Prepared (caster level 9th): 0—*create water, detect magic* (2), *detect poison, light, purify food and drink;* 1st—*bless, divine favor, entropic shield, protection from evil, raptor's sight*†[D], *sanctuary* (DC 15); 2nd—*bear's endurance, hold person* (2) (DC 16), *silence* (DC 16), *summon dire hawk*† [D], *zone of truth* (DC 16); 3rd—*daylight, dispel magic, enduring flight*† [D], *protection from energy, searing light* (+7 ranged touch); 4th—*aerial alacrity*†[D], *freedom of movement, sending, summon monster IV;* 5th—*spell resistance* [D], *summon monster V.*

†New spell described in Chapter 7.

D: Domain spell. Domains: Protection (protective ward grants +9 resistance bonus on next save, 1/day), Sky† (+5 ft. bonus to glide/fly speed; Spot is a class skill).

†New domain described on page 174.

Possessions: +1 mithral chain shirt, +1 spear, periapt of Wisdom +2, 4 potions of cure serious wounds, 2 potions of lesser restoration, spell component pouch, holy symbol, 10 pp.

Chanil Akiilin, War Chief

This year is Chanil's first as war chief. He has long been the finest hunter in the flock, and he covets the position of hunting chief, but Jenlisa continues to grant that to an older raptoran. Jenlisa claims that Chanil's success in hunting is due primarily to his ability to know his opponent's next move, and that this quality will make him a good war chief. In truth, however, she fears that he is so good at hunting that he could reduce the nearby animal population below the level of sustainability if left unchecked.

Now that Chanil is war chief, however, he is determined to do a good job. He takes care of the day-to-day business, coordinating the sentries and ensuring the defense of the community. Nevertheless, he chafes at the bit for someone to make war with. His team successfully drove off another flock that challenged the Rifinti for a nearby vale, but that was only a shouting match—not real war.

A controversy has been brewing of late because the hunting chief, Miithi, has been clandestinely meeting elf women from across the lake. This practice has sparked a major debate about whether the raptorans should allow anyone to settle so near to the Rifinti cliff dwellings, even if they promise friendship. Chanil has been subtly encouraging Miithi to meet with the elves more often, offering to take over supervision of the hunting parties while he is gone. The war chief hopes that Miithi will anger the elves and Chanil will get his chance to prove his mettle in war.

In preparation for such an event, he has been stockpiling weapons as though the flock is about to come under siege and training the flock in weapon use for long hours every night, sometimes extending into dawn.

Chanil Akiilin: Male raptoran ranger 10; CR 10; Medium humanoid (raptoran); HD 10d8+20; hp 68; Init +3; Spd 30 ft., fly 40 ft. (average); AC 21, touch 15, flat-footed 17; Base Atk +10; Grp +11; Atk +15 ranged (1d8+2/×3, *+1 footbow*) or +12 melee (1d8+2/×3, *+1 longspear*); Full Atk +13/+13/+8 ranged (1d8+2/×3, *+1 footbow* with Rapid Shot) or +12/+7 melee (1d8+2/×3, *+1 longspear*); Space/Reach 5 ft./5 ft. (10 ft. with longspear); SA favored enemy (animals +6, magical beasts +2, elves +2); SQ animal companion (dire bat), animal companion benefits, evasion, low-light vision, raptoran traits, swift tracker, wild empathy +11 (+7 magical beasts), woodland stride; AL NG; SV Fort +9, Ref +11, Will +2; Str 12, Dex 19, Con 14, Int 10, Wis 8, Cha 13.

Skills and Feats: Climb +3, Diplomacy +3, Hide +17, Jump +11, Knowledge (geography) +4, Listen +9, Move Silently +17, Sense Motive +5, Spot +14, Survival +12 (+14 getting lost); Dodge, Endurance[B], Manyshot[B], Mobility, Point Blank Shot, Rapid Shot[B], Shot on the Run, Track[B].

Languages: Common, Tuilvilanuue.

Animal Companion (Ex): Chanil has a dire bat (see page 62 of the *Monster Manual*) named Nightwing as an animal companion.

Animal Companion Benefits: Chanil and Nightwing enjoy the link special quality. (Chanil's Wisdom is too low for him to be able to cast ranger spells, so he and Nightwing gain no benefit from the share spells special quality.)

Link (Ex): Chanil can handle Nightwing as a free action. He also gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding his dire bat.

Evasion (Ex): If Chanil is exposed to any effect that normally allows him to attempt a Reflex saving throw for half damage, he takes no damage with a successful saving throw.

Favored Enemy (Ex): Chanil gains a +6 bonus on his Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against animals. He gains the same bonus on weapon damage.

Against elves and magical beasts, he gains a +2 bonus on these skill checks and on weapon damage rolls.

Raptoran Traits: Raptorans can glide at a speed of 40 feet, with average maneuverability. Raptorans have an unerring sense of direction and always know which way is north. Chanil can fly for up to 10 minutes total during a day before becoming fatigued. A flying raptoran can make a dive attack (as a charge, but must fly at least 30 feet, descend at least 10 feet, and use a piercing weapon to deal double damage on a hit).

Swift Tracker (Ex): Track at normal speed without taking the usual –5 penalty, or can track at double speed at only a –10 penalty.

Woodland Stride (Ex): Chanil can move through natural thorns, briars, overgrown areas, and similar terrain at his normal speed and without damage or other impairment. However, thorns, briars, and overgrown areas that are magically manipulated to impede motion still affect him.

Possessions: +2 mithral chain shirt, +1 ring of protection, +1 footbow (+1 Str bonus) with 20 arrows, *+1 longspear, gloves of Dexterity +2,* 20 pp.

Delembril Vintagil, Supply Chief

Delembril has held several positions within the flock over her long span of years, and she has been supply chief before as well. Having reached late middle age, she is not as spry or as patient as she once was and has grown a bit snappish in her replies to unusual situations and demands. This curmudgeonly quality is one of the primary reasons that Jenlisa appointed her to this position; her attitude ensures that people won't ask for anything unless they truly need it.

Delembril knows one of the cisterns needs to be replaced, but she doesn't want to send out a crew to do that until she

knows whether the flock is going to carve out a new level into the living rock of the cliff face. A leaky cistern is one thing, but that amount of excavation will tax the flock's resources to the utmost. That decision has already dragged out for far too long in debate, primarily because everyone is now busy whispering about the elves in the area. Of all the useless nonsense!

To make matters worse, the war chief is constantly after her to make more charcoal to fire the forge for weapons. She's reminded him several times that you can't make charcoal to fire the forge in a day, but he doesn't listen. There isn't much metal anyway, so he'll have to be content with making bows and arrows rather than stockpiling foot spikes and swords. Unless, of course, someone else in this community (namely Miithi, the hunting chief) wants to ask his elf friends if they'll trade for some more metal.

On top of all that, Henesku has been whining that the flock needs extra food stores because everyone looks fatigued. Of course people are tired! Who wouldn't be from all that weapon practice?

Delembril Vintagil: Female raptoran rogue 2/cleric 6; CR 8; Medium humanoid (raptoran); HD 4d6+4 plus 4d8+4; hp 42; Init +1; Spd 30 ft., fly 45 ft. (average); AC 15, touch 11, flat-footed 14; Base Atk +5; Grp +3; Atk or Full Atk +7 melee (1d6–1/18–20, +1 rapier); SA sneak attack +1d6, spells, turn undead 4/day (+1, 2d6+7, 6th); SQ evasion, low-light vision, substitution levels; AL NG; SV Fort +6, Ref +6, Will +9; Str 7, Dex 13, Con 12, Int 11, Wis 18, Cha 13.

Skills and Feats: Appraise +5, Climb +5 (+7 ropes), Concentration +7, Gather Information +10, Heal +10, Jump +8, Knowledge (local) +5, Listen +9, Search +7, Spot +11, Survival +4 (+6 following tracks), Use Rope +6; Brew Potion, Investigator, Weapon Finesse.

Languages: Common, Tuilvilanuue.

Raptoran Traits: Raptorans can glide at a speed of 40 feet, with average maneuverability. Raptorans have an unerring sense of direction and always know which way is north. A raptoran spellcaster gains +1 caster level for Air spells. This raptoran can fly for 1 round at no penalty, or for 2 rounds at the cost of becoming fatigued. A flying raptoran can make a dive attack (as charge, but must fly at least 30 feet, descend at least 10 feet, and use a piercing weapon to deal double damage on a hit).

Substitution Levels: Raptoran cleric 1st, raptoran cleric 3rd. See page 160.

Cleric Spells Prepared (caster level 6th): 0—*create water* (2), *detect poison, light, mending*; 1st—*bless, comprehend languages, endure elements, raptor's sight*†[D], *shield of faith*; 2nd—*calm emotions* (DC 16), *hold person* (DC 16), *locate object*[D], *make whole, silence*; 3rd—*create food and water, enduring flight*†[D], *remove disease, stone shape*.

†New spell described in Chapter 7.

D: Domain spell. Domains: Sky† (+5 ft. bonus to glide/fly speed; Spot is a class skill), Travel (freedom of movement up to 6 rounds/day; Survival is a class skill).

†New domain described on page 174.

Possessions: +1 rapier, +1 leather armor, amulet of natural armor +1, wand of cure moderate wounds (30 charges), divine scroll of *daylight* and *summon monster III*, gold ring (450 gp).

Miithi Xantiro, Hunting Chief

Miithi has been hunting chief for a long time and was hoping to take a break from that position this year. One of his best young hunters, Chanil Akiilin, had been hoping to be appointed for some time, but he was given the position of war chief instead. Still, Jenlisa is a wise woman, and she probably had a good reason for that decision.

Lately, Miithi has had his hands full training the young members of the flock to hunt. For some reason, they seem less focused than the youth of previous seasons, and he has had a difficult time getting them to concentrate on the task at hand. They seem overtired.

Miithi is tired himself—because he has been making midnight flights across the lake to spend time with a small group of elf females. One of the elves has been giving him lessons in magic, bringing out the innate magical ability that he never knew he had. Miithi has mentioned the elves to Jenlisa, but he hasn't said anything about the magic lessons. Nor has he spoken of the fact that he sometimes can't remember any details of his visits to the elves.

Game has been plentiful this season, and Miithi has had no difficulty meeting Henesku's demands for more food to store. Delembril, the supply chief, has had to scramble to get all that meat dried and find places to store it, but the flock's lands have provided well this season.

Miithi Xantiro: Male raptoran ranger 8/sorcerer 2; CR 10; Medium humanoid (raptoran); HD 8d8+24 plus 2d4+6; hp 74; Init +2; Spd 30 ft., fly 40 ft. (average); AC 19, touch 13, flat-footed 17; Base Atk +9; Grp +10; Atk +13 ranged (1d8+1/×3 plus 1d6 electricity, *+1 shock footbow*) or +11 melee (1d8+1/×3, masterwork longspear); Full Atk +11/+11/+6 ranged (1d8+1/×3 plus 1d6 electricity, *+1 shock footbow*) or +11/+6 melee (1d8+1/×3, masterwork longspear); Space/Reach 5 ft./5 ft. (10 ft. with longspear); SA favored enemy (animals +4, giants +2), spells; SQ animal companion (dire hawk), animal companion benefits, familiar, familiar benefits, low-light vision, raptoran traits, swift tracker, wild empathy +9 (+5 magical beasts), woodland stride; AL CG; SV Fort +9, Ref +8, Will +6; Str 13, Dex 14, Con 16, Int 8, Wis 12, Cha 11.

Skills and Feats: Climb +3, Handle Animal +6, Hide +13, Jump +11, Listen +6 (+8 with familiar), Move Silently +13, Ride +4, Spellcraft +1, Spot +15 (+17 with familiar, +18 in bright light), Survival +12; Alertness*, Endurance[B], Improved Critical (footbow), Manyshot[B], Point Blank Shot, Precise Shot, Rapid Shot[B], Track[B], Weapon Focus (footbow).

Languages: Common, Tuilvilanuue.

Animal Companion (Ex): Miithi has a dire hawk named Sunbeam as an animal companion. Sunbeam's abilities and

characteristics are summarized in the dire hawk entry on page 189 of this book.

Animal Companion Benefits: Miithi and Sunbeam enjoy the link and share spells special qualities.

Link (Ex): Miithi can handle Sunbeam as a free action. He also gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding his eagle.

Share Spells (Ex): Miithi may have any spell he casts on himself also affect his animal companion if the latter is within 5 feet at the time. The ranger may also cast a spell with a target of "You" on his animal companion.

Familiar: Miithi's familiar is a hawk named Alethial. The familiar uses the better of its own and Miithi's base save bonuses. The creature's abilities and characteristics are summarized below.

Familiar Benefits: Miithi gains special benefits from having a familiar. This creature grants Miithi a +3 bonus on Spot checks in bright light (included in the above statistics).

*Alethial grants its master Alertness as long as it is within 5 feet.

Empathic Link (Su): Miithi can communicate telepathically with his familiar at a distance of up to 1 mile. The master has the same connection to an item or a place that the familiar does.

Share Spells (Su): Miithi can have any spell he casts on himself also affect his familiar if the latter is within 5 feet at the time. He can also cast a spell a target of "You" on his familiar.

Favored Enemy (Ex): Miithi gains a +4 bonus on his Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against animals. He gains the same bonus on weapon damage.

Against giants, he gains a +2 bonus on these skill checks and on weapon damage rolls.

Raptoran Traits: Raptorans can glide at a speed of 40 feet, with average maneuverability. Raptorans have an unerring sense of direction and always know which way is north. A raptoran spellcaster gains +1 caster level for Air spells. This raptoran can fly for up to 10 minutes total during a day before becoming fatigued. A flying raptoran can make a dive attack (as charge, but must fly at least 30 feet, descend at least 10 feet, and use a piercing weapon to deal double damage on a hit).

Swift Tracker (Ex): Track at normal speed without taking the usual –5 penalty, or can track at double speed at only a –10 penalty.

Woodland Stride (Ex): Miithi can move through natural thorns, briars, overgrown areas, and similar terrain at his normal speed and without damage or other impairment. However, thorns, briars, and overgrown areas that are magically manipulated to impede motion still affect him.

Ranger Spells Prepared (caster level 4th): 1st—*entangle* (DC 12), *speak with animals*.

Sorcerer Spells Known (6/4 per day; caster level 2nd); 0—*detect magic, light, mage hand, message, read magic*; 1st—*expeditious retreat, true strike*.

Possessions: +2 mithral chain shirt, +1 ring of protection, masterwork longspear, *+1 shock footbow* (+1 Str bonus) with 20 arrows.

Alethial, Hawk Familiar: CR —; Tiny animal; HD 2; hp 37; Init +3; Spd 10 ft., fly 60 ft. (average); AC 18, touch 15, flat-footed 15; Base Atk +9; Grp –1; Atk or Full Atk +14 melee (1d4–2, talon); SQ improved evasion, low-light vision; AL CG; SV Fort +6, Ref +9, Will +7; Str 6, Dex 17, Con 10, Int 6, Wis 14, Cha 6.

Skills and Feats: Handle Animal +4, Hide +22, Listen +7, Move Silently +14, Spot +22, Survival +13; Weapon Finesse[B].

Deliver Touch Spells (Su): Alethial can deliver touch spells for Miithi (see Familiars, page 52 of the *Player's Handbook*).

Improved Evasion (Ex): If Alethial is exposed to any effect that normally allows it to attempt a Reflex saving throw for half damage, it takes no damage with a successful saving throw and half damage if the saving throw fails.

Skills: Hawks have a +8 racial bonus on Spot checks.

Jantril Sestriin, Star Chief

Jantril is new to the position of star chief and eager to make her mark. She dreams of being immortalized in a constellation, the way legend says that raptorans have been in the past. To do that, she has to make sure that everyone in the flock is paying enough attention to celestial matters. Right now, the war chief has everyone practicing with weapons night and day as if war were imminent. When they're not practicing, they're debating over whether to expand their home and how close those elves should be allowed to settle nearby. The stars favor the expansion of the cliff-dwelling, but they make ominous hints that the elves are not what they seem to be.

Jantril Sestriin's statistics are presented in the description of the skypledged prestige class (see page 126).

Elissto Nisian, Sunspeaker

Everybody is being exceptionally silly lately. So the old guy is talking to some elves. Big deal. Those who patrol the perimeter know perfectly well what he's been doing—he's been getting magical instruction. Who better to get it from than an elf? Even if that weren't the purpose of his meetings, all this debate about raptorans and elves is a bunch of hooey. They ought to be talking about the proposed expansion issue, not fighting about who lives where. The flock members on the Walk of the Four Winds could begin to return shortly, so a decision on creating new nests needs to be made soon.

Everyone is unusually quarrelsome lately, probably because they're so tired. Not in all the years that Elissto has been sunspeaker have raptorans routinely practiced past dawn with weapons. If someone doesn't put a stop to this madness, he may have to start knocking heads together.

Elissto has been the flock's sunspeaker for over a decade now, and he is much more in tune with the outside world than anyone else in his flock. He has considerable charm

and a knack for working things out with nonraptorans. Nevertheless, he is frustrated by the current situation. If common sense doesn't break out very soon, Elissto is going to have a talk with the flock chief.

Elissto Nisian: Male raptoran bard 8; CR 8; Medium humanoid; HD 8d6–8; hp 22; Init +4; Spd 30 ft., fly 40 ft. (average); AC 19, touch 14, flat-footed 15; Base Atk +6; Grp +7; Atk +12 ranged (1d8+2/×3, *+1 footbow* or +7 melee (1d6+1/18–20, rapier); Full Atk +12/+7 ranged (1d8+2/×3, *+1 footbow*) or +7/+2 melee (1d6+1/18–20, rapier); SA spells; SQ bardic knowledge +8, bardic music 8/day (countersong, fascinate, inspire competence, inspire courage +2, *suggestion*), low-light vision, raptoran traits; AL N; SV Fort +1, Ref +10, Will +7; Str 13, Dex 19, Con 8, Int 10, Wis 12, Cha 14.

Skills and Feats: Climb +3, Concentration +10, Diplomacy +13, Gather Information +15, Jump +5, Knowledge (geography) +4, Knowledge (local) +7, Listen +12, Perform (sing) +13, Spot +3; Point Blank Shot, Precise Shot, Weapon Focus (footbow).

Languages: Common, Tuilvilanuue.

Bardic Music: Use bardic music eight times per day. See the bard class feature, page 29 of the *Player's Handbook*.

Countersong (Su): Use music or poetics to counter magical effects that depend on sound.

Fascinate (Sp): Use music or poetics to cause one or more creatures to become fascinated with him.

Inspire Competence (Su): Use music or poetics to help an ally succeed at a task.

Inspire Courage (Su): Use music or poetics to bolster his allies against fear and improve their combat abilities.

Suggestion (Sp): Use music or poetics to make a *suggestion* (as the spell) to a creature that he has already fascinated.

Raptoran Traits: Raptorans can glide at a speed of 40 feet, with average maneuverability. Raptorans have an unerring sense of direction and always know which way is north. A raptoran spellcaster gains +1 caster level for air spells. Elissto can fly for 1 round at no penalty, or for 2 rounds at the cost of becoming fatigued. A flying raptoran can make a dive attack (as a charge, but must fly at least 30 feet, descend at least 10 feet, and use a piercing weapon to deal double damage on a hit).

Bard Spells Known (3/4/4/1 per day; caster level 8th): 0—*dancing lights, detect magic, light, mage hand, message, read magic*; 1st—*alarm, cure light wounds, Tasha's hideous laughter* (DC 13), *silent image* (DC 13); 2nd—*calm emotions* (DC 14), *detect thoughts* (DC 14), *heroism, tongues*; 3rd—*charm monster* (DC 15), *haste, speak with animals*.

Possessions: +1 mithral chain shirt, rapier, *+1 footbow* (+1 Str bonus), *gloves of Dexterity +2*, 2 *potions of cure moderate wounds*, 30 gp.

Other Flock Members

The Rifinti flock also counts among its membership the following NPCs. Many of these individuals (the ones lower than 5th level) are gliders—raptorans who have been judged ready to undergo the Walk of the Four Winds but who have not started on their walks yet.

Barbarian: One 3rd-level.
Bard: Two 4th-level, two 2nd-level.
Cleric: Two 4th-level, four 2nd-level.
Druid: One 3rd-level, one 2nd-level, one 1st-level.
Fighter: One 3rd-level.
Monk: None.
Paladin: None.
Ranger: Two 6th-level, two 4th-level, one 3rd-level.
Rogue: Two 6th-level, one 2nd-level.
Sorcerer: None.
Wizard: One 1st-level.
Warrior: Three 1st-level.
Adept: None.
Expert: Two 4th-level.
Multiclass (1 of each): Ranger 3rd/bard 1st; ranger 4th/sorcerer 1st/rogue 2nd.

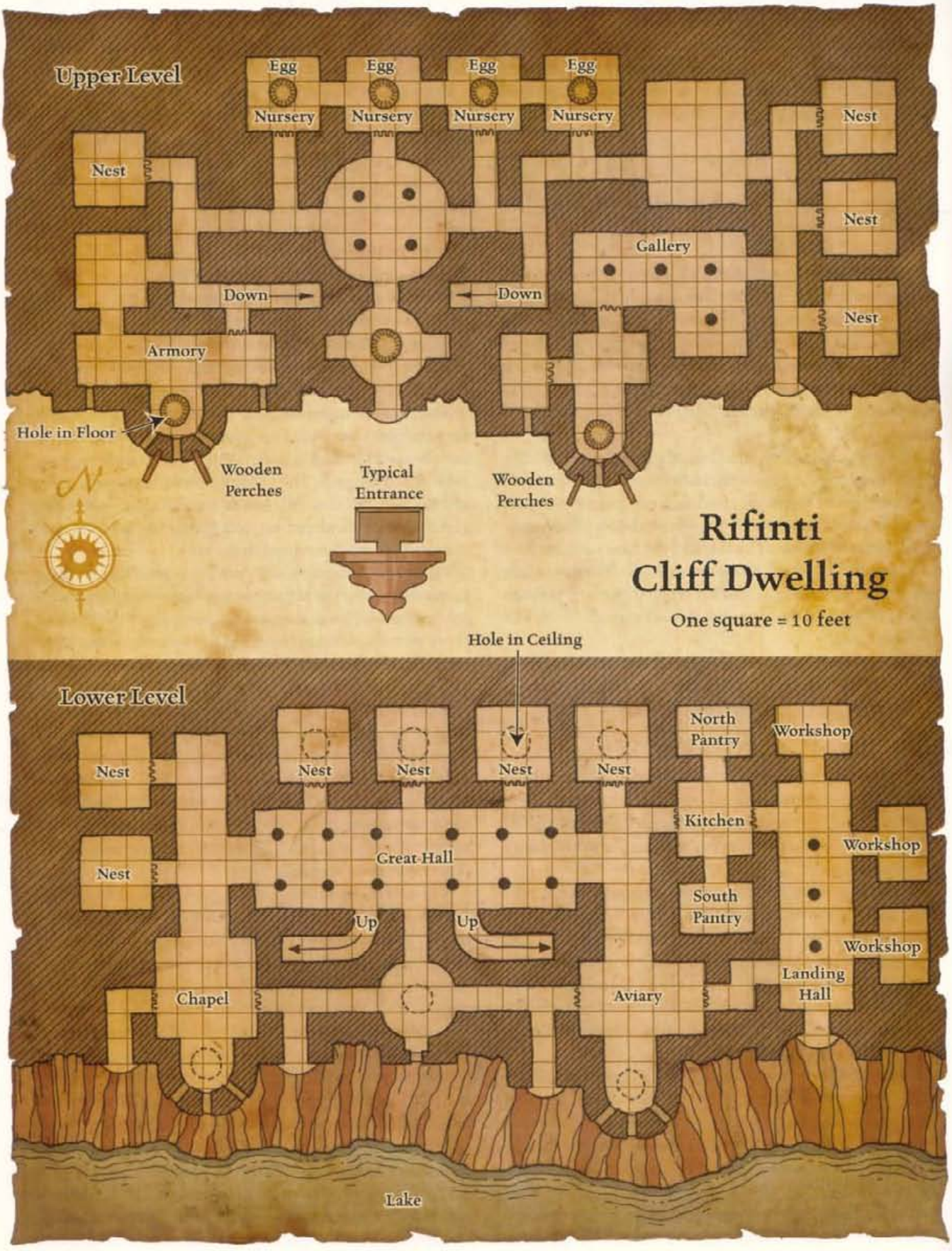
RIFINTI CLIFF DWELLING

The members of the Rifinti flock have used the same rock-cut cliff dwelling as their home for generations. The lake below provides an excellent source of fresh water and fish, and the sand from nearby beaches is valuable for glassmaking. Some nearby ridges provide good perches for the sentries, and caves and crevices in which to cache food are plentiful. The recently arrived elves have a small community directly across the lake from the raptorans' cliff dwelling.

Although there are several all-purpose rooms within the cliff dwelling that can be used as workshops in periods of bad weather, most of the flock's crafter areas are atop the cliff, with the cliff dwelling itself mainly devoted to living space and meeting rooms (the Great Hall, the chapel, and so forth). Midway between the rock-cut dwelling, with its distinctive T-shaped entrances dotting the cliffside, and the clifftop itself is a lofty natural cave chamber known as Tuilviel's Glittercave, which serves as the flock's largest indoor meeting place. The Glittercave can only be reached by flying and thus is only accessible to full adults of the tribe (those who have completed the Walk of the Four Winds) who can fly there under their own power. This area also serves as a temple to Tuilviel, the Queen of Air and Night. Her worshipers end each service by taking off, giving her homage through night flights.

The clifftop work areas include two stone furnaces and an oven. One furnace is used as a forge for weaponsmithing and repair; the other serves as a glassmaking furnace and occasionally as a kiln for pottery—the flock plans to make a separate kiln within the next year or two. The oven is used for cooking and baking flatbread from acorn flour or other grains acquired in trade. Small latticework huts with thatch roofs hold weavers' looms and the other workshops that keep the flock busy, prosperous, and healthy.

Rifinti Camp (thorp): Magical; AL CG; population 40; 40 gp limit; raptoran (100%).


Upper Level
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Down
Down
Armory
Nest
Hole in Floor
Wooden Perches
Typical Entrance
Wooden Perches
Rifinti Cliff Dwelling
One square = 10 feet
Hole in Ceiling
Lower Level
Nest
Nest
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Nest
Nest
North Pantry
Workshop
Kitchen
Workshop
Great Hall
Nest
South Pantry
Up
Up
Workshop
Landing Hall
Chapel
Aviary
Lake

Authority Figures: Jenlisa Iltinger, female raptoran druid 12; Henesku Finlist, male raptoran cleric 9; Chanil Akiilin, male raptoran ranger 10; Delembril Vintagil, female raptoran ranger 2/cleric 6; Miithi Xantiro, male raptoran ranger 8/sorcerer 2; Jantril Sestriin, female raptoran druid 7/skypledged 1; Elissto Nisian, male raptoran bard 8.

CREATING RAPTORAN CHARACTERS

Raptoran characters obey all the rules for characters described in the *Player's Handbook*.

When you create a raptoran character, remember that buying ranks in Climb, Jump, and Spot always pays, even if those are cross-class skills, because they play directly into the raptoran's racial skill modifiers. Likewise, you should be alert for chances to exploit the maneuverability of the raptoran once you earn your wings, choosing feats (such as Mobility) and skills (such as Tumble) that help you move around safely.

However, once you've gained the ability to fly, you face the dilemma of carrying gear around. You can't take flight with anything heavier than a light load, so your equipment choices are constrained. Consider other ways to boost your Armor Class, because you won't be able to fly in heavy armor.

As a raptoran, you qualify for some specific feats that greatly benefit flying characters and for raptoran-specific prestige classes (described in this book) that are unavailable to PCs of other races.

Feats: Aerial Reflexes, Aerial Superiority, Born Flyer, Diving Charge, Improved Flight, Plunging Shot.

Prestige Classes: Skypledged, stormtalon.

RAPTORANS AS CHARACTERS

Fundamentally, the class you choose determines more about your character than any other choice you make. While cleric is the raptoran's favored class, the race's community-based lifestyle relies on teamwork; thus, raptorans of other classes are quite common.

Barbarian: Many raptorans find the barbarian class appealing because it allows them to live close to nature, unfettered by the social mores that bind more civilized folk. Even young raptorans are natural jumpers and benefit from a barbarian's fast movement. A side effect of a barbarian's rage is that he can stay aloft a little longer, but low-level raptoran barbarians risk exhausting themselves if they gain fatigue both from flying too long and from raging.

Bard: Raptorans have a strong oral tradition, so bards are quite common. Their persuasive abilities also make them masters of debate, thus raising their status even more in the eyes of the community. More raptoran bards take ranks in Perform (oratory) than in any of the musical categories of the skill.

Cleric: Clerics are quite useful to the raptoran community, both as sources of healing and as versatile spellcasters. Raptoran clerics usually wear only light armor because any heavier kind interferes with their ability to fly; *shield of faith* and *entropic shield* can help compensate.

For alternative options for the raptoran cleric, see the raptoran racial substitution levels on page 160.

Druid: Like barbarians, druids are children of nature—something that holds considerable appeal for raptorans. Raptoran druids can help with healing just as clerics can, and they can also use wild shape to gain damaging natural weapons. Raptoran druids usually choose birds such as owls and hawks as animal companions.

Fighter: A raptoran fighter is more maneuverable than fighters of most other races because of her ability to fly. Though she faces the same armor problem as a cleric does, flying is very useful for her ranged attacks, particularly when combined with Shot on the Run and other archery-oriented feats, most of which a fighter can pick up as bonus feats.

For alternative options for the raptoran fighter, see the raptoran racial substitution levels on page 161.

Monk: Few raptorans ever choose the path of monk because most members of the race are chaotic. Those who do feel the need for more order in their lives can make surprisingly effective monks. Their ability to fly makes certain monk abilities (such as slow fall) less relevant, but fast movement gives raptoran monks an extraordinarily fast land speed to match or exceed their speed in the air.

Paladin: Raptoran paladins are even rarer than raptoran monks because of the alignment requirement and the lack of lawful good deities in the raptoran pantheon. Nevertheless, those who do exist are respected and valued in their communities. They have the same ranged weapon advantages and problems with armor as raptoran fighters.

Ranger: Like the druid and the barbarian, the ranger is close to nature, but a raptoran ranger is also an amazingly effective fighting machine when he takes the archery combat style. The raptoran's racial skill bonuses match the ranger's class skills well, making him exceptionally effective at spotting enemies and keeping up with them. Most raptoran rangers choose night birds as animal companions, though other choices are suitable.

Rogue: The raptorans' maneuverability on the battlefield and racial skill bonuses play directly to the strengths of the rogue class. A raptoran rogue's ability to fly enables her to reach lucrative treasures that others can't. Most raptoran rogues focus on wilderness skills rather than urban-oriented ones such as Open Lock and Disable Device.

Sorcerer: Sorcerer is a natural choice for a raptoran arcane spellcaster because he need not carry spellbooks around as he moves from place to place. Raptorans also respect innate spell ability, considering it a gift from the stars. The sorcerer's (usually) high charisma also comes in handy for debating.

For alternative options for the raptoran sorcerer, see the raptoran racial substitution levels on page 162.

Wizard: Raptorans don't like to carry books, so wizards are somewhat rare. A few, however, take up the class because it enables them to use their minds. Others are attracted to it because it offers the option to specialize.

Illus. by C. Lukacs

The wild teems with life. Elves, halflings, and raptorans live and travel through lands inhabited by restless animals, powerful monsters, and other intelligent races. The races described here all have some connection to the races of the wild described in the first three chapters of this book, even if it is simply living in the same regions and competing for the same resources. The races here embody variations on the ideas and abilities of the more common races and provide opportunities to play characters with unusual outlooks, physiologies, or histories.

USING THIS CHAPTER

These races are presented as options for PCs. Additionally, these races give Dungeon Masters new options when building foes to confront the players or unusual NPCs for them to encounter. A trek through the wild lands proves more interesting if the characters notice differences in environment and culture as they travel. This chapter helps establish the differences between such races and regions.

WHERE WERE THEY?

In many ongoing campaigns, introducing new races can be difficult. For instance, catfolk can't simply wander out of the plains and claim to have been allies with the elves for countless human generations, nor can centaurs suddenly claim a prominence in the campaign equal to that of halflings or elves. The following suggestions should give players and DMs some ideas for including new races in an existing campaign.

Distant Region or Continent: One obvious explanation for a race not being present in the campaign until now is that there is some significant geographical barrier between the race's homeland and the main region of the campaign. The race might dwell behind an impassable mountain range, across a great ocean, or in the depths of a vast and magical forest.

Minority Population: In this scenario, the new race has indeed been in the campaign world all along, but its population is so small that its members dwell completely within the shelter of a more numerous race, and the majority ultimately overshadows the minority. Although none of the races presented in this chapter use this option as their default background, you can easily adapt the races here to use this option in your own campaign.

Recent Offshoot: It could be that the new race is actually a newly emerging species, having appeared over the last few generations as a result of huge magical fluctuations or natural mutation. The killoren,

a humanlike race of fey introduced in this chapter, are an example of a newly emerging race.

MONSTER CLASSES

Several of the races described here use the monster class rules detailed in *Savage Species*. The centaur monster class presented in this chapter was first detailed in that book. It is not necessary that you have *Savage Species* in order to use these classes. Monster classes work just like other classes, with the following exceptions:

- When using monster classes to create a character, you can ignore level adjustment. This is replaced by the character's monster class level. (The level adjustment is, in effect, built into the monster class's level progression.)
- The only way to take a level of a monster class is to be that monster. A centaur cannot multiclass as a gnoll, nor can a human fighter multiclass to take levels as a centaur. She must begin taking levels in the monster class at 1st level.
- Monster classes do not grant a character skill points or Hit Dice at every level, nor do they grant a feat every three levels. When a level grants skill points, a Hit Die, or a feat, the gain is noted on the class table.
- Each monster class has a CR (Challenge Rating) entry. This has no meaning for players or PCs and is given only as an aid to DMs who want to adjust monster CRs by regressing existing creatures.
- A monster character using a monster class cannot multiclass until she completes the full progression in her monster class. This rule keeps characters from gaining the benefits of a monster's type and then quickly switching to a standard class. However, a DM may explicitly waive this rule (officially declaring a variant ruling) if he desires a slightly higher-powered campaign.
- A monster class does not impose an experience penalty for multiclassing, as other classes do.

CATFOLK

"Wherever the plains take me, that is where I will wander."
—Marrash of the Flying Eagle Tribe, catfolk scout

The great tribes of the catfolk roam where they will, putting passion into every day of their varied lives.

Catfolk nomads roam the grassy plains, living in tribes segregated by their visual differences. Catfolk tribes range from friendly to hostile; encounters with catfolk depend more on an individual catfolk's mood and the circumstance more than any tribal mind-set. Quick in movement and thought, the catfolk rely on short bursts of energy to accomplish nearly every task, making the other races seem plodding and dedicated in comparison.

CATFOLK RACIAL TRAITS

Catfolk resemble a cross between a large predatory cat and a human, with a sleekly muscled humanoid body and the head and mane of a feline. Most male catfolk wear their thick hair in braids, while females keep theirs short and sleek. The most common catfolk have feline characteristics reminiscent of lions, including thick manes for the males. Other groups have the characteristic markings and appearance of leopards, tigers, or cheetahs. Catfolk have thicker nails than other humanoids, but not the powerful claws of their feline counterparts, and they make unarmed attacks just like humans. Many catfolk favor the use of charms and totems that they braid into their hair for luck in battle, success on the hunt, and good fortune in other such endeavors.

Catfolk speak Common and a language called Feline (each tribe speaking a dialect). Brighter catfolk often learn the languages of gnolls and halflings.

Catfolk characters possess the following racial traits:

- +4 Dexterity, +2 Charisma.
- A catfolk's base land speed is 40 feet.
- Low-Light Vision: Catfolk can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- Racial Skills: Catfolk have a +2 racial bonus on Listen and Move Silently checks.
- +1 natural armor bonus.
- Automatic Languages: Common, Feline. Bonus Languages: Draconic, Gnoll, Halfling, Sylvan.
- Favored Class: Ranger.
- Level adjustment +1.

CATFOLK SOCIETY

Catfolk maintain a tribal society similar to that of many nomadic human cultures.

Lands: Catfolk roam the open grasslands in temperate and tropical regions, shunning the colder lands even in the heights of summer. Wandering tribes of catfolk rarely come close to the large cities of other races, but they occasionally camp within sight of a smaller town or village in order to trade. Catfolk roam great distances in their travels and do not become attached to a specific range or territory the way that nomadic tribes of humans sometimes do.

Settlements: Catfolk encampments balance defensibility with ease of escape from a dangerous area. Generally circular in nature, catfolk encampments center on a communal area where children play and the elders care for them and practice their crafts. The tents and lean-tos of individual families range out from this center, with the most able warriors occupying tents on the perimeter of the encampment.

Power Groups: With no large nations or powerful alliance of tribes to bind them together, catfolk experience

little of the politics and power struggles that define the societies of other races. Instead, most tribes receive guidance from three sources: the outriders, the druids, and the chieftain. The outriders are the most skilled scouts of the tribe, and they govern the direction that the tribe hunts and travels, unless the chieftain overrules their choice. The druids, the primary source of healing and magical power within the society, hold a great deal of influence over most aspects of catfolk life and often advise the chieftain on important matters. The chieftain makes decisions on everything that affects the tribe as a whole.

Beliefs: A deeply spiritual people, catfolk usually worship one deity to the exclusion of others. Most catfolk follow the precepts of Obad-Hai, and their most prominent religious figures are druids devoted to the service of the god of nature. Catfolk revere Obad-Hai more for his connection to nature's power and his governance of plants and animals than for his connection to the primary elemental forces such as fire or water.

Other catfolk, particularly adventurers and travelers, pay homage to Fharlanghn. While most tribes of catfolk move around in a nomadic fashion, a few travel much more than others and keep Fharlanghn as their primary deity.

Relations: Catfolk get along well with members of just about every other race. They admire those who live in the wild more than city dwellers. Because of this, they seek out the company of halflings, wood elves, and gnolls. Catfolk have a hard time understanding the slow, steady approach that dwarves take to life, and the two races have little in common. Because they are such opposites in both temperament and physical abilities, catfolk and dwarves rarely enjoy the other's company, although no real animosity exists between the races.

Female catfolk *Male catfolk*

Illus. by E. Fiegenschuh

CATFOLK CHARACTERS

Agile and charismatic, catfolk characters make excellent rogues and rangers.

Adventuring Catfolk: Adventuring catfolk feel the restlessness common to their people more acutely than most. The thrill of discovery and a great sense of curiosity drive these adventurers to break from their tribes and wander other lands. Beyond simple wanderlust, some catfolk find the heat of combat exhilarating, and the rush of danger draws the catfolk adventurer ever onward.

Catfolk admire adventurers and see accomplished adventurers as great assets to the tribe. The nomadic life of the catfolk is fraught with danger and unexpected encounters, and the life of the typical catfolk is more akin to that of an adventurer than the life of a typical human or elf.

Character Development: Catfolk should select feats and skills that take advantage of their high Dexterity or mitigate the drawbacks of their +1 level adjustment. The easiest way to do this is through ranged combat—it turns the catfolk's high Dexterity into a bonus on attack rolls and keeps the monsters at a distance, minimizing the catfolk's lack of a Hit Die relative to other characters of the same ECL.

Character Names: Catfolk favor names that begin with "D," "M," or "N" and contain multiple "s" and "r" sounds. A catfolk clan name translates into Common as a participle (a verb made into an adjective by adding "-ing") followed by a noun.

Male Names: Densharr, Mersharr, Nermissar, Therrass.

Female Names: Dessirris, Mianissa, Morasha, Nera, Thessana.

Clan Names: Flying Eagle, Hunting Tiger, Running Brook, Screaming Arrow.

ROLEPLAYING A CATFOLK

Catfolk respond to the varied experiences of life with passion and emotional intensity. They accomplish as much in their quick but short-lived bursts of activity or emotion as other races do at their relatively plodding pace. Catfolk relish both the heated ferocity of battle and the warmth of a quiet meal with trusted companions.

Personality: Catfolk share a quick and engaging confidence that makes them seem always ready for the next challenge. Quick to anger and just as quick to forgive, catfolk live a life filled with emotion. Members of most races find catfolk pleasant company despite their mercurial tempera-

ment, finding their free-flowing emotion and enjoyment of life refreshing and captivating. The emotional catfolk have a darker, dangerous side as well, and they are as likely to meet an insult with a drawn weapon as they are to shrug it off with a jest.

Roleplaying Application: Let your emotions come to the surface at every opportunity. When you form an opinion, express it. React passionately to most encounters, drawing weapons when a fight is eminent and offering welcome to those who seem friendly. Don't be shy about criticizing the things you don't like. Don't be stingy with praise for those things you enjoy.

Behavior: Catfolk move in quick bursts of speed rather than in one steady gait. Even when covering long distances, they intersperse short dashes with short periods of rest. Members of other races find this style of movement almost impossible to emulate, but to catfolk it's much less tiring than simply trudging on at a steady pace.

Catfolk also place great importance on small tokens that serve as physical connections to their memories, and they view these special tokens as having physiological importance if not true magical power. Adult catfolk carry several such tokens with them at all times, ranging from objects as large as weapons and armor that served well in past battles to items as subtle as a small brooch that the character wore on an important day in the past. For catfolk, this tradition is a deeply personal experience, and the highest compliment a catfolk can pay someone is to present one of his tokens as a gift and explain its significance.

Roleplaying Application: If you use miniatures while exploring a dungeon, you can represent your actions visually by moving a short distance ahead each time the group clusters or falling behind a bit as the group moves on and then catching up in a burst of speed. If you don't use miniatures, or if you only use them during combat, emphasize the way you move by describing your movements as jumping or dashing rather than walking. Take the time to be clear about your character's position relative to the rest of the party.

You should pick a minor token that has special meaning to you at least once a level. Although these tokens may sometimes be weapons or items that helped you or your companions through a trying battle, most should be simple items that others would never suspect hold such meaning. As a sign of great respect and friendship, you can present one of these items to another character or to an NPC, but you should do this at most every few levels. Such tokens might include the dagger a friend gave you a long time ago, the fletching from the arrow that killed the first game animal you took down, or a well-worn bowl that your grandfather carried with him on his adventures.

Language: Catfolk have their own language, which they use primarily for conversation with other members of their race. Regardless of whether they communicate in Feline, Common, or some other language, catfolk express their opinions quickly and expect others to do the same. Catfolk can listen to others patiently enough, but once they have expressed a clear opinion, they expect the conversation to come to a conclusion quickly. They have little time for those who attempt to persuade or debate by simply restating their opinion. They grow bored when others take a long time to reach a point or who view an exchange of opinions as a trial of endurance.

Roleplaying Application: Don't debate—take the time to listen to others and then express your opinion or view. Only express your opinion once, but don't be abrupt or blunt. Maintain an open attitude toward the thoughts of others. Express your emotions openly in conversations, magnifying most responses to represent greater heights of emotion.

CATFOLK ENCOUNTERS

The two statistics blocks presented below represent likely encounters with catfolk.

EL 1: One catfolk scout on patrol.
EL 2: Two catfolk scouts.
EL 5: Six catfolk scouts.
EL 6: Two catfolk scouts and one catfolk infiltrator.
EL 6: Two catfolk infiltrators.

Catfolk Scout: Catfolk ranger 1; CR 2; Medium humanoid (catfolk); HD 1d8+2; hp 10; Init +3; Spd 40 ft.; AC 17, touch 13, flat-footed 14; Base Atk +1; Grp +3; Atk or Full Atk +4 melee (1d8+2/19–20, masterwork longsword) or +5 ranged (1d8+2/×3, masterwork composite longbow); SA favored enemy (orcs +2); SQ low-light vision, wild empathy +1 (–3 magical beasts); AL CG; SV Fort +4, Ref +5, Will +1; Str 14, Dex 17, Con 15, Int 10, Wis 12, Cha 10.

Skills and Feats: Handle Animal +4, Hide +7, Knowledge (nature) +4, Listen +7, Move Silently +9, Survival +5; Point Blank Shot, TrackB.

Languages: Common, Feline.

Possessions: Masterwork studded leather, masterwork longsword, masterwork composite longbow (+2 Str bonus) with 40 arrows, 5 silvered arrows, 5 cold iron arrows, *elixir of hiding, elixir of sneaking, elixir of vision,* 2 *potions of cure light wounds.*

Catfolk Infiltrator: Catfolk rogue 3; CR 4; Medium humanoid (catfolk); HD 3d6+3; hp 16; Init +4; Spd 40 ft.; AC 20, touch 14, flat-footed 16; Base Atk +2; Grp +4; Atk or Full Atk +5 melee (1d6+2/18–20, masterwork rapier) or +7 ranged (1d6+2/×3, masterwork composite shortbow); SA sneak attack +2d6; SQ evasion, low-light vision, trap sense +1, trapfinding; AL CG; SV Fort +3, Ref +8, Will +2; Str 14, Dex 19, Con 13, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +8, Jump +12, Disable Device +7, Hide +9, Listen +8, Move Silently +11, Open Lock +9, Spot +6, Search +7, Survival +0 (+2 following tracks); Dodge, Mobility.

Languages: Common, Feline, Gnoll.

Evasion (Ex): If a catfolk infiltrator is exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, she takes no damage with a successful saving throw.

Sneak Attack (Ex): This catfolk infiltrator deals an extra 2d6 points of damage on any successful attack against flat-footed or flanked targets, or against a target that has been denied its Dexterity bonus for any reason. This damage also applies to ranged attacks against targets up to 30 feet away. Creatures with concealment, creatures without discernible anatomies, and creatures immune to extra damage from critical hits are all immune to sneak attacks. A catfolk infiltrator may choose to deliver nonlethal damage with her sneak attack, but only when using a weapon designed for that purpose, such as a sap (blackjack).

Trapfinding (Ex): A catfolk infiltrator can find, disarm, or bypass traps with a DC of 20 or higher. She can use the Search skill to find, and the Disable Device skill to disarm, magic traps (DC 25 + the level of the spell used to create it). If her Disable Device result exceeds the trap's DC by 10 or more, she discovers how to bypass the trap without triggering or disarming it.

Possessions: +1 studded leather, masterwork buckler, masterwork rapier, masterwork composite shortbow (+2 Str bonus) with 20 arrows, 5 silvered arrows, 5 cold iron arrows, *cloak of resistance +1, potion of cure moderate wounds.*

CATFOLK ADVENTURES

Adventures featuring catfolk are likely to focus on problems that the catfolk encounter while wandering the plains. The catfolk discover or confront any number of hazards through their nomadic lifestyle, and occasionally they require the help of adventurers to deal with them.

- While wandering, the Running Brook tribe discovered the ruins of an ancient citadel that long ago fell into a deep chasm. The ruined citadel is apparently dedicated to a dragon or a draconic cult, but the catfolk quickly moved from the area and know little else about the site.
- Samass-Sarral, a great circle of magical stones that many catfolk tribes regard as holy, has been recently plagued by undead. The time of an ancient rite nears, and the catfolk must clear the site of undead before the new moon.

CENTAUR

"Swift and sure, that is the way of the centaur."
—Abryxius Bruile, centaur courser

Far stronger and faster than other humanoid races, centaurs rule huge swathes of the wild. They build peaceful, idyllic communities, hunting what and where they wish.

Centaurs inhabit the plains and forests in tribes of varying size. Even though they build permanent shelters and live in one place for many years at a time, centaurs roam from their homes on a regular basis, ranging over great distances in relatively short amounts of time. Centaurs regard such excursions as essential to understanding the world around their homes, and they greatly enjoy such activity for its own sake. Although their crafts have not reached the level of some of the humanoid races, it is only because centaurs prefer to venture from their homes often rather than to stay in one place and ply a single trade.

CENTAUR RACIAL TRAITS

With the lower body of a large horse and the upper torso and arms of a human, centaurs combine speed and strength in their powerful forms. A centaur is as big and heavy as a horse, standing about 7 feet high and weighing about 2,100 pounds. Brown dominates most of a centaur's coloring, the long hair on the top of the head and the glossy fur of the horselike body ranging from a light tan to a deep, dark brown. A centaur's humanlike torso has a swarthy, earthy complexion. In some isolated tribes and rare individuals, other colorings emerge, such as white, gray, or black, but these are extremely uncommon.

- +8 Strength, +4 Dexterity, +4 Constitution, –2 Intelligence, +2 Wisdom.
- Large size: –1 penalty to Armor Class, –1 penalty on attack rolls, –4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.
- Space/Reach: 10 feet/5 feet.
- A centaur's base land speed is 50 feet.
- Darkvision out to 60 feet.
- Racial Hit Dice: A centaur begins with four levels of monstrous humanoid, which provide 4d8 Hit Dice; a base attack bonus of +4; and base saving throw bonuses of Fort +1, Ref +4, and Will +4.
- Racial Skills: A centaur's monstrous humanoid levels give him skill points equal to 7 × (2 + Int modifier). His class skills are Listen, Move Silently, Spot, and Survival.
- Racial Feats: A centaur's monstrous humanoid levels give him two feats.
- +3 natural armor bonus.
- Automatic Languages: Sylvan, Elven. Bonus Languages: Common, Gnome, Halfling.
- Favored Class: Ranger. Centaur rangers often choose magical beasts or some variety of humanoid as their favored enemy.
- Level adjustment +2.

CENTAUR SOCIETY

The tribal society of the centaurs regards freedom and personal choice as the highest virtues. As long as an individual's choices do not hinder the welfare of another centaur of the tribe, these peaceful creatures leave all decisions in the hands of the individual. The seemingly unorganized society of the centaurs is actually bound by an openness and camaraderie that more civilized cultures have long since lost.

Lands: Centaurs make their lairs in forested areas and prefer to range through temperate plains and forests. Although centaurs have permanent dwellings, their culture has more in common with nomads and hunters than with the city-building races of humanoids. Like nomadic cultures, centaur tribes range farther north during the warm months and concentrate in southern temperate regions during the winter.

Settlements: Centaur lairs look little like the permanent structures of other races, consisting of a series of beautiful forest glades, peaceful streams, and perhaps a few scattered lean-tos. Although these lairs seem simple and unprotected, they provide more protection than even the stoutest walls by allowing the swift-moving centaurs to encircle approaching foes or easily flee if pressed too hard.

Power Groups: A centaur druid is usually a tribe's designated leader and speaker, but groups of centaur warriors hold great sway in any given tribe, mainly because their choices of where and what to hunt greatly impact how well the tribe will eat in the coming weeks. These hunters, brave and free-spirited as they are, have their passions tempered by the wisdom of the centaur druids who study the wilderness through which the tribe roams. Although these groups rarely have lasting conflicts, the hunters and druids often wish to pursue differing short-term goals.

Male centaur *Female centaur*

Illus. by S. Belledin

Beliefs: Centaurs love and worship nature, and most who wish to devote themselves to a higher power or cause become druids. Nearly all centaur clerics (who are rare) worship the centaur deity Skerrit. Clerics of this nature deity can choose any two of the following domains: Animal, Good, or Plant.

Relations: Centaurs shun humans. Although they bear them no serious ire, they prefer open lands to the closed-in cities that humans invariably build. Centaurs get along well with elves and with many of the wandering races, such as catfolk and halflings. Centaurs have had too many dangerous skirmishes against tribes of vicious gnolls to be anything other than suspicious of the hyena-headed humanoids, but they are open-minded and intelligent enough to get along with an individual gnoll that proves itself trustworthy.

CENTAUR CHARACTERS

Because of their unique physical abilities and physiology, centaurs make versatile warriors and scouts. Centaurs who take a few levels in druid or (more rarely) cleric combine powerful ranged attacks with minor spellcasting abilities much like a multiclass humanoid spellcaster does.

Adventuring Centaurs: Centaur adventurers don't have the problems with outsiders that most centaurs do. Through a combination of confidence, curiosity, and ambition, these brave centaurs have come to view the cities and communities of other cultures as places to learn and explore rather than places to avoid.

Centaurs view adventurers as cultural outsiders. Many other races of the wild, such as gnolls and catfolk, see only a small difference between an accomplished hunter who provides food for the tribe and an adventurer, but centaurs feel quite differently. Although centaurs do not shun adventurers of their own race in the same way that they shun humans, orcs, and some other humanoids, they never make centaur adventurers feel truly welcome, and usually encourage such a character to move on to another area or community after a short time among them.

Character Development: Centaur characters have 4 racial Hit Dice and a +2 level adjustment. As a result, many of a centaur's early choices are simplified. In the early stages of their careers, centaur characters often have fewer hit points than other humanoid warriors of an equal level, causing many centaurs to favor ranged combat. Mastering the use of a powerful composite longbow allows a centaur character to take advantage of his strength, and his high speed allows him to keep his distance from most foes. For melee combat, centaurs prefer two-handed weapons that allow them to take full advantage of their high strength, such as longspears, greatswords, and greataxes.

When playing a centaur, remember that the race's unique anatomy causes problems in certain circumstances. In a four-member party, it's quite likely that if the centaur character falls in combat, the party will lack the physical strength to move him. In addition, as pointed out on page 7 of the *Monster Manual*, some creatures simply aren't

made for certain types of physical activity. Centaurs, despite their great strength, are not capable of climbing sheer surfaces, nor do they have much chance of walking a tightrope. In these situations, the DM is the final arbiter of in-game logic.

Character Names: Centaur given names are multisyllabic and commonly include the letters "z," "x," "r," and "y." Centaur family names usually have only one syllable. Centaurs use a single given name and a family name.

Male Names: Brynzin, Denryx, Kezzryn, Tyrrox, Zerrn.

Female Names: Allyri, Byss, Rynna, Zerry.

Family Names: Bri, Gyr, Hop, Tor, Zym.

ROLEPLAYING A CENTAUR

The most striking difference between centaurs and humanoid characters is obviously their physiology, but there are interesting differences in their outlooks as well. Centaurs cover great distances easily, and therefore they have less attachment to places and possessions than many humanoid races.

Personality: Most centaurs tend to be easygoing, almost mild-mannered; they are usually uninterested in interacting with members of the humanoid races. Centaur adventurers, however, have an innate curiosity that overcomes the typical centaur hesitation to interact with others, and they are generally friendly and outgoing. Even so, centaur adventurers tend to prefer halflings and elves over adventuring companions of other races.

As thinking, civilized creatures, centaurs frown upon those humanoids who look on them as potential mounts. It is a grave insult to ask a centaur to serve as a mount, and centaurs usually offer to carry their companions only in dire circumstances.

Roleplaying Application: You should roleplay the tension between your own curiosity and the stereotypes that your people hold toward members of other races. When you interact with a member of another race, try to convey that you have preconceptions about the character but that you are trying to keep an open mind.

Serving as a mount is beneath you. Only when the life of a close companion is at risk should you deign to carry a humanoid.

Behaviors: Centaur adventurers know that they can expect a cold welcome should they attempt to return to their homes, and for that reason many view themselves as permanent wanderers. This attitude is greatly comforting, rather than confining, to the swift-moving centaur adventurer. Because of this mind-set, however, such characters seldom own more than they can carry on their broad backs.

In combat, centaurs see running as the natural approach to beginning a battle, using their speed to establish a comfortable range before the fighting begins.

Roleplaying Application: Use your increased carrying capacity to be ready for any situation. You are comfortable making your home nearly anywhere, but you do not expect to stay in one place for long. You might seek to collect tokens or mementos from the exotic places that you visit, filling your backpacks with these items in the same way that a human might line his mantle with mementos of his own travels.

In combat, you should encourage your companions to fight like centaurs, even to the point of urging them to learn feats such as Spring Attack and Shot on the Run.

Language: Most centaurs are slow to share their thoughts with others, but this reticence seldom hinders their social skills. When communicating with most humanoids, centaurs keep their statements short and to the point; they are more comfortable and outgoing around halflings and elves.

Roleplaying Application: Although you are neither shy nor intimidated by others, consider your thoughts carefully before sharing them. One carefully worded statement is better than a long, ill-advised discourse. Two favored centaur battle cries are "Swift!" and "Run fast, run sure!" Try to differentiate the way you talk to most humanoids from the way you interact with halflings, elves, and your trusted friends. There should be a marked difference between the ways you interact with these two groups.

CENTAUR ENCOUNTERS

Centaurs love running battles. The centaur courser described here makes an effective leader for a patrolling group of centaurs, especially when they are able to use their preferred tactic during a fight.

EL 7: Four centaurs make up an EL 7 patrol group. The canny creatures move with more stealth than their large forms would indicate, and they are quite capable of destroying even a more powerful party in a running combat if their foes lack the speed to catch them.

EL 10: Centaur courser and four centaurs. This patrol group is led by a seasoned centaur barbarian leader, giving the group the ability to take on larger, more powerful monsters. Typically, the centaurs will all try to fight from long range, making one attack with their bows and then moving further away from their foes. When facing enemies able to keep pace with this tactic, the centaurs attempt to move around the enemy and provide flanking opportunities for the centaur courser's attacks.

Centaur Courser: Centaur barbarian 3; CR 9; Large monstrous humanoid; HD 4d8+12 plus 3d12+9; hp 64; Init +5; Spd 70 ft.; AC 22, touch 13, flat-footed 17; Base Atk +7; Grp +17; Atk +13 melee (2d8+9/19–20, masterwork greatsword) or +12 melee (1d6+6, hoof) or +12 ranged (2d6+7/×3, *+1 composite longbow*); Full Atk +13/+8 melee (2d8+9/19–20, masterwork greatsword) and +7/+7 melee (1d6+3, 2 hooves), or +12/+7 ranged (2d6+7/×3, *+1 composite longbow*) or +10/+10/+5 ranged (2d6+7/×3, *+1 composite longbow* with Rapid Shot); SA rage 1/day; SQ darkvision 60 ft., fast movement, trap sense +1, uncanny dodge; AL CG; SV Fort +8, Ref +11, Will +8; Str 23, Dex 21, Con 17, Int 6, Wis 14, Cha 10.

Table 4–1: The Centaur

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+1	+0	+2	+2	(2 + Int mod) × 4	1	Feat, +1 natural armor, 2 hooves 1d4
2nd	2d8	+2	+0	+3	+3	2 + Int mod	2	+2 Str, +2 Wis
3rd	2d8	+2	+0	+3	+3	—	2	+2 Str, +2 Con, +2 natural armor
4th	3d8	+3	+1	+3	+3	2 + Int mod	3	Feat, +2 Str, +2 Dex
5th	3d8	+3	+1	+3	+3	—	3	+2 Str, +2 Con, speed 50 ft., +3 natural armor
6th	4d8	+4	+1	+4	+4	2 + Int mod	3	Large size, 2 hooves 1d6

Skills and Feats: Jump +28, Spot +9; Point Blank Shot, Precise Shot, Rapid Shot.

Languages: Elven, Sylvan.

Rage (Ex): Once per day, a centaur courser can enter a state of fierce rage that lasts for 8 rounds. The following changes are in effect as long as he rages: hp increase by 14; AC 20, touch 11, flat-footed 15; Grp +19; Atk +15 melee (2d8+12/19–20, masterwork greatsword) or +14 melee (1d6+8, hoof); Full Atk +15/+10 melee (2d8+12/19–20, masterwork greatsword) and +9/+9 melee (1d6+4, 2 hooves); SV Fort +10, Will +10; Str 27, Con 21; Jump +30. At the end of his rage, the centaur courser is fatigued for the duration of the encounter.

Uncanny Dodge (Ex): This centaur courser retains his Dexterity bonus to Armor Class even when flat-footed or targeted by an unseen foe (he still loses his Dexterity bonus if paralyzed or otherwise immobile).

Possessions: +1 mithral chain shirt, masterwork greatsword, *+1 composite longbow* (+6 Str bonus) with 20 arrows, *gloves of Dexterity +2, cloak of resistance +1, potion of bear's endurance,* 2 *potions of cure moderate wounds.*

CENTAUR ADVENTURES

Centaurs often shun outsiders, and therefore adventurers may find themselves unwelcome and unwanted in centaur lands. In the rare situations where centaurs find themselves unable to flee from a more powerful foe, they have turned to adventurers for assistance. In addition to these extremely rare situations, centaurs have been known to overcome their distaste for the company of other races long enough to help a group of adventurers locate some monster or foe that threatens their lands. By guiding the adventurers in this way, centaurs usually minimize the time that the adventurers spend within their lands and make it more likely that the adventurers will inadvertently aid them by driving off or at least weakening one of their foes.

- A tribe of centaurs seems to menace a human community. Although the centaurs have not yet resorted to violence, they have clearly discouraged the humans from taking lumber from the nearby forest. Despite having only recently moved to the area, the centaurs consider the forest to be their territory and tolerate no interference from the humans. Rather than moving on, the centaurs have decided to drive the humans away. They don't wish to resort to violence and would prefer that the humans leave in peace, but their speed and ability with the bow make them confident that they can defend the forest from any human incursion. Adventurers must succeed at the difficult task of persuading the centaurs, who clearly have the upper hand in the growing conflict, to leave or coexist peacefully with the human community—a difficult task considering the centaur's reluctance to interact with outsiders.
- Centaurs have long avoided the heart of the great forest through which they roam. Dangerous poisonous gases, unusual patches of magical darkness, and other strange features in the forest's center make it hazardous even to the swift centaurs. When this terrible region begins to expand through the forest, the centaurs suspect a green dragon lurks deep within the wood, and they finally decide to seek powerful adventurers to help rid them of the menace.

CENTAUR MONSTER CLASS

Monstrous Humanoid

Proud and noble beings with the strength and speed of horses and a fondness for archery, centaurs are guardians of the forest. Centaur tribes trade with many elf communities, and each agrees to protect the other in times of need. It is under agreements such as these that centaurs may be found traveling with bands of elves, lending their muscles and hooves to defend against evil creatures and despoilers.

The centaur is a strong class suitable for any player who enjoys nature-oriented characters. It has few special abilities and reasonable ability score modifiers, making a centaur character more than capable of holding his own in a fight compared to barbarians, fighters, and rangers. Over the levels of this class, a centaur's Strength and Constitution increase to an impressive level, he becomes faster and larger, and he deals more damage with his great hooves.

Racial Traits

Note that these traits are not identical to the regular centaur's full suite of racial traits because the centaur's ability scores and racial Hit Dice increase with level as shown below.

- Starting Ability Score Adjustments: +2 Dex, –2 Int. Centaurs are quick and agile, but not as mentally adept as humans.
- Medium Size: A 1st-level centaur character has no special bonuses or penalties due to his size.

- A centaur's base land speed is 40 feet.
- Darkvision out to 60 feet.
- Natural Armor: A centaur has a +1 natural armor bonus to Armor Class at 1st level.
- Hooves: A centaur has two hoof attacks that are secondary natural weapons dealing the indicated damage plus 1/2 Strength bonus. A centaur can make two hoof attacks as secondary attacks as part of a full attack.
- Automatic Languages: Elven, Sylvan.
- Favored Class: Ranger.

Class Skills

The centaur's class skills (and the key ability for each skill) are Listen (Wis), Move Silently (Dex), Spot (Wis), and Survival (Wis).

Class Features

All the following are class features of the centaur monster class.

Weapon and Armor Proficiency: Centaurs are proficient with all simple weapons, longswords, and longbows, but with no armor or shields. Centaurs count as nonhumanoid creatures for the purpose of determining the cost of armor (see page 123 of the *Player's Handbook*).

Feats: A centaur receives one feat at 1st level and another one at 4th level. After 6th level, he gains feats normally according to his Hit Dice, as shown on Table 3–2: Experience and Level-Dependent Benefits, page 22 of the *Player's Handbook*.

Natural Armor: A centaur's natural armor bonus improves to +2 at 3rd level and to +3 at 5th level.

Speed: At 5th level, a centaur's base land speed increases to 50 feet.

Large Size: At 6th level, a centaur becomes Large, with a space of 10 feet and a reach of 5 feet. He gains a –1 penalty to AC, a –1 penalty on attack rolls, a –4 penalty on Hide checks, and a +4 bonus on grapple checks. His lifting and carrying limits become double those of a Medium quadruped.

GNOLL

"The cruelty of our past has made us strong. Now we must prove we can also be just."

—Garnock Truefeather, gnoll druid of Obad-Hai

While most of their people remain mired in the cruelty of their demon prince, a few tribes of gnolls seek to pull themselves out of savagery. These tribes walk with weapons in hand, knowing that the civilized races hate and fear their people and that other tribes of evil gnolls already seek to strike them down.

Fueled by their own bestial strength and the cruel will of the demon prince Yeenoghu, most gnolls roam the wild in search of sentient prey. These savages know little of mercy and honor, and nothing of kindness or compassion. The exceptions to this rule, who have banded together in rough tribes that roam the plains and forests, have begun to learn the value of personal honor. Some even approach the harsh but ultimately fair codes that tribes of barbaric humans often adopt. Geared more toward survival than the cruelty of their kin, these gnolls stand at a critical juncture: Either they will succeed in allying with the civilized races and pull some of their people away from the cruel worship of Yeenoghu—or they will fail, and their tribes will slip back into evil and brutality.

GNOLL RACIAL TRAITS

Gnolls have hyenalike heads, and their long limbs possess a lean strength. Gnolls are covered in coarse yellow or reddish-brown fur, and their feet and legs are structured more like a hyena's hind legs than those of other humanoids. Despite the somewhat awkward appearance of their legs and feet, gnolls walk as bipeds and are as agile and speedy as a normal human. The wild gnolls who prey on the civilized races use patchwork armor and rusted weapons that they've stolen from past kills. Tribes that have found some level of personal honor favor hide or leather armor similar to the barbarian tribes of humans.

Gnoll characters possess the following racial traits:

- Strength +4, Constitution +2, Intelligence –2, Charisma –2.
- Medium size.
- A gnoll's base land speed is 30 feet.
- Darkvision out to 60 feet.
- Racial Hit Dice: A gnoll begins with two levels of humanoid, which provide 2d8 Hit Dice; a base attack bonus of +1; and base saving throw bonuses of Fort +3, Ref +0, and Will +0.
- Racial Skills: A gnoll's humanoid levels give him skill points equal to 5 × (2 + Int modifier). His class skills are Listen and Spot.
- Racial Feats: A gnoll's humanoid levels give him one feat.
- +1 natural armor bonus.
- Automatic Language: Gnoll. Bonus Languages: Common, Draconic, Elven, Goblin, Orc.
- Favored Class: Ranger.
- Level adjustment +1.

GNOLL SOCIETY

Most gnoll tribes wander the wilderness, the strongest warrior governing with a brutal adherence to the idea that the strong can freely take from the weak. A few gnoll tribes attempt to pull away from their savage past, but they are the rare exception rather than the rule.

Lands: Driven into the mountain foothills and deep forests by the armies of human nations and their allies, gnolls live in scattered wilderness areas much like those preferred by tribes of barbaric humans. Competing against humans, orcs, giants, and more exotic species is the norm for gnolls in these wilderness areas, and the gnolls occasionally form alliances with other evil humanoids. In rare cases, large groups of gnolls gather above or below ground. These settlements serve only as a common crossroads for more

nomadic gnolls—those who leave to continue wandering are balanced against new tribes arriving to trade or swear fealty to a powerful leader.

As some gnolls turn away from the worship of the dread prince Yeenoghu, however, gnolls grow more and more scattered rather than less so. Driven away from their kin by the wrath of Yeenoghu's priests, yet still subject to the suspicions of the civilized races, these gnolls wander far and wide in a near-permanent nomadic state.

Settlements: Gnoll settlements are rough and crude, rarely anything more than temporary shelters. Gnolls prefer underground lairs for longer stays, especially when a traveling group of gnolls must await new births. Large groups of gnolls often have several crude underground complexes between which they wander. While these caves might not even be large enough to house the entire group of gnolls, they provide the group's strongest warriors a place to sleep in relative safety. Weaker members of the tribe must make do with the less trustworthy shelters they can set up outside of the cave complex.

Power Groups: Gnolls have little in the way of power groups. Among tribes of evil gnolls, the strongest warriors rule by brute force. Occasionally, exceptionally powerful or persuasive priests of Yeenoghu will lead a tribe, usually by ensuring that the strongest warriors are devoted to the dark worship of the demon prince. Even those rare gnoll tribes that place a greater value on personal honor are led by the most physically powerful warrior. Because of this, when a gnoll adventures with members of other races, he will sometimes expect to lead if he is the strongest, regardless of the difficulties he faces when traveling within the members of other races and regardless of other group members' more developed social skills.

Beliefs: Most gnolls pay homage to Yeenoghu, demon prince of gnolls. Yeenoghu's cruel and selfish beliefs inspire gnoll priests to keep their people firmly on the path of evil. Those few gnolls who have managed to pull away from the dark cult at the center of their people's existence often revere Obad-Hai or turn away from religion altogether.

Relations: Few races regard gnolls as anything other than feral creatures who pose a menace to peaceful life. Because of the prevalence of evil gnolls, this assumption isn't far from the truth, and player character gnolls should find it difficult to move unescorted through a human city.

GNOLL CHARACTERS

Gnoll characters balance the challenges of roleplaying contrary to a race's normal image with the novelty of playing a monstrous race. The gnoll race provides an opportunity to play a strong and powerful warrior character struggling not only against physical foes but also against the opinions of other races. As a gnoll character grows to trust his fellow adventurers, new roleplaying opportunities arise as bonds of friendship overcome suspicion, and the other characters grow to respect the gnoll's values as well as his physical abilities. The other PCs might even play a role in helping the gnoll character's tribe of neutral or honorable gnolls build the first few trusting relationships with other races.

Adventuring Gnolls: Gnolls adventure to see the world, to rise above the savagery of their people, and to find what civilization has to offer. While some return to their tribes thinking less of the civilized races because of their experiences as adventurers, others find wealth, power, or prestige far beyond the normal images of gnoll warriors.

Character Development: Gnolls are most effective when they take levels in barbarian, ranger, or another martially focused class. Focusing on melee combat allows gnoll characters to capitalize on their high Strength scores and their natural armor. As your character gains levels, feats such as Power Attack and Cleave help accentuate his physical prowess.

Character Names: Gnoll names often sound like growls to members of other races, featuring multiple "r" sounds. Gnoll tribal names, although not widely shared with other creatures, are usually compound words, as in the following examples.

Male Names: Derror, Grerr, Remmar, Thurrg.

Female Names: Arrna, Mirrin, Ryssa, Thrrae.

Tribal Names: Bloodfist, Greatfang, Speardeath, Thunderdance.

ROLEPLAYING A GNOLL

Cruelty and viciousness remain the defining traits of most gnolls, but a few tribes have managed to pull away from this bestial outlook and the worship of the demon prince Yeenoghu that usually accompanies and engenders this behavior. Although far from altruistic, these gnolls temper the viciousness of their kind with a rough sense of honor and an unwavering bond with their chosen companions.

Personality: Even those gnolls who have turned from the evil ways of their demon prince are less intelligent and less charismatic than the average human. Gnolls don't see this deficiency as a weakness, however, placing more value on physical abilities and natural cunning than on subtle thought or persuasive abilities. Gnolls also remain very suspicious of other races, especially humans and their allies, with whom they have had generations of conflict and strife.

Roleplaying Application: You should be suspicious of others' motives until they give you reason to trust them. If you can, devote a few skill points to Sense Motive, and emphasize its use in roleplaying encounters. Your suspicions rest on the firm foundation of your people's long conflicts with the civilized races, and such mistrust and conflict cannot be erased easily or quickly. Humans, elves, dwarves, and members of their allied races are likely to use the past behavior of your people as a reason to betray you. After someone earns your trust completely, however, he or she becomes like a brother or sister to you, and the few powerful emotional bonds that you form with others shape your life

and your outlook. Once you name someone a packbrother, he forever has your trust.

Behavior: Gnolls are travelers, hunters, and scavengers; adventuring gnolls travel almost constantly. To a gnoll, sitting in one place isn't cowardly or illogical; it's simply unpleasant. Some gnolls are drawn simply by the thrill and variety of the hunt, while others are motivated only by curiosity. As a pack of gnolls grows, the bond of the pack serves as a major impetus for travel—the most adventurous gnolls pull the rest of the pack along on their hunts. Packs of evil gnolls are driven to travel by the will of their demon prince, and packs of neutral gnolls travel to escape the influence of other gnoll packs and the wariness of human cities accustomed to fighting off their cruel and evil kin.

Roleplaying Application: You should often urge your adventuring companions to contemplate long, overland journeys. In light of this, make sure that you can carry everything you own. If you can't carry something with you personally, make sure you have a trusted mount or beast of burden to carry it for you. In general, a few high-quality possessions are much more valuable to you than numerous goods or more visible wealth. You might emphasize your love of travel by encouraging your group to stay outdoors rather than at an inn. Focus on adventuring opportunities that will take you on long journeys rather than those in your immediate area.

Male gnoll

Female gnoll

Language: Gnolls who travel beyond the homeland of their tribes usually try to adopt the speaking habits of those around them, hoping to lessen other humanoid's sense of discomfort around them. Around their own kind, gnolls use their racial tongue and usually speak in the imperative, considering it polite to show strength by phrasing statements as commands rather than requests.

Roleplaying Application: It is a sign of weakness to ask for things, so don't do it often. You understand that others don't speak in commands the way your people do, but sometimes you slip into old habits. Those who ask too often or who phrase everything as a question are unworthy of respect, for they are weak.

GNOLL ENCOUNTERS

The gnoll barbarian described below makes an excellent addition to a pack of the standard gnolls described in the *Monster Manual* or an interesting solo NPC. This barbarian can represent either a powerful member of an evil gnoll tribe or a tough but honorable outrider of a neutral tribe.

EL 6: Scouting party of three gnolls (*Monster Manual* page 130) and one gnoll barbarian.

Gnoll Barbarian: Gnoll barbarian 2; CR 5; Medium humanoid (gnoll); HD 2d8+6 plus 2d12+6; hp 39; Init +1; Spd 40 ft.; AC 18, touch 11, flat-footed 17; Base Atk +3; Grp +8; Atk or Full Atk +9 melee (1d12+8/×3, +1 *greataxe*) or +5 ranged (1d8+5/×3, masterwork composite longbow); SA rage 1/day; SQ darkvision 60 ft., fast movement, uncanny dodge; AL CN; SV Fort +9, Ref +1, Will +1; Str 20, Dex 13, Con 16, Int 8, Wis 12, Cha 6.

Skills and Feats: Listen +4, Spot +6, Survival +4; Cleave, Power Attack.

Language: Gnoll.

Rage (Ex): Once per day, a gnoll barbarian can enter a state of fierce rage that lasts for 8 rounds. The following changes are in effect as long as he rages: hp increase by 8; AC 16, touch 9, flat-footed 15; Grp +10; Atk or Full Atk +11 melee (1d12+11/×3, +1 *greataxe*); SV Fort +11, Will +3; Str 24, Con 20. At the end of his rage, the gnoll barbarian is fatigued for the duration of the encounter.

Uncanny Dodge (Ex): A gnoll barbarian retains his Dexterity bonus to Armor Class even when flat-footed or targeted by an unseen foe (he still loses his Dexterity bonus if paralyzed or otherwise immobile).

Possessions: +1 breastplate, +1 greataxe, masterwork composite longbow (+5 Str bonus).

GNOLL ADVENTURES

Adventures featuring evil gnolls as antagonists are usually straightforward affairs—the vicious humanoids attack sentient prey whenever they have the chance, and adventurers must often stop their depredations. Adventures featuring neutral gnolls, however, pose much greater challenges and might force characters to reevaluate their own beliefs and behaviors. These adventures could be as simple as the characters siding with the rare group of honorable gnolls to fight off some other menacing force, or they might

Illus. by W. England

Table 4–2: The Gnoll

Level	Base Hit Dice	Fort Attack Bonus	Ref Save	Will Save	Skill Save	Points	Special
1st	1d8	+0	+2	+0	+0	(2 + Int mod) × 4	Feat
2nd	2d8	+1	+3	+0	+0	2 + Int mod	+2 Con
3rd	2d8	+1	+3	+0	+0	—	+2 Str, natural armor +1

be more involved, introducing the gnolls first through the suspicious eyes of human villagers and then slowly presenting evidence that the gnolls are not evil like most of their kin. As the characters face the growing certainty that the gnolls are not evil or cruel, they must decide for themselves how to act and whether or not to believe these unusual gnolls. If they make the decision to believe them, they must play a part in building trust between the gnolls and the human villagers who still find the hyena-headed humanoids frightening.

- A group of gnolls has approached a human village about opening trade between the tribe and the village. The village elder who is going to meet with the tribe needs an escort. While the negotiations take place, a group of evil gnolls attacks the tribe seeking to trade. Although the first tribe's leaders are sincere in their desire to trade with the civilized races, the tribe still harbors worshipers of Yeenoghu, who have worked to bring the tribe of evil gnolls here to destroy both the peaceful gnolls and the human village. In addition to fighting the evil gnolls, the adventurers will have their hands full trying to keep the negotiations going after the attacks.
- A powerful gnoll warrior has gathered a huge number of his people together. Although this warrior-king has no love for the cruelty of Yeenoghu, neither does he trust the kingdoms of man. Facing an incursion by other evil humanoids, the human kingdoms are in dire need of aid. The adventurers must travel through the gnoll lands, discern whether the gnoll king can be trusted, and then prove themselves to the savage but honorable gnoll king. Earning his respect requires the swift completion of a dangerous quest, and one misstep in deed or etiquette will confirm his suspicions about the civilized races and prevent him from coming to the aid of the human kingdoms.

GNOLL MONSTER CLASS

Humanoid (Gnoll)

Gnolls are physically powerful humanoids with hyenalike heads. Gnolls have 2 racial Hit Dice and a level adjustment of +1, making a regular gnoll the equivalent of a 3rd-level character. If you want to start playing a gnoll at 1st level, you can use the monster class described below.

Racial Traits

Characters using the gnoll monster class start with the following racial traits. Note that these are not identical to the regular gnoll's full suite of racial traits because the gnoll's ability scores and racial Hit Dice increase with level as shown below.

- +2 Strength, –2 Intelligence, –2 Charisma
- Medium size.
- A gnoll's base land speed is 30 feet.
- Darkvision out to 60 feet.
- Automatic Language: Gnoll. Bonus Languages: Common, Draconic, Elven, Goblin, Orc.
- Favored Class: Ranger.

Class Skills

The gnoll's class skills are Listen and Spot.

Class Features

All the following are class features of the gnoll monster class.

Weapon and Armor Proficiency: Gnolls are proficient with light armor, shields, and simple and martial weapons.

Feats: A gnoll begins with one feat at 1st level. After 3rd level, he gains feats normally according to his Hit Dice.

Natural Armor: A gnoll gains a +1 natural armor bonus to Armor Class at 3rd level.

KILLOREN

"Hunter, destroyer, and keeper of ancient knowledge; I am nature's answer to the rising power of man."

—Allailai, killoren ancient.

A newly risen race of powerful fey, the killoren blend nature's patience and power with the ambition and aggression of the humanoid races.

The ancient places of the world stir with a power of their own. From this power, the killoren have sprung in answer to the growing might of the humanoid races. Whether the work of some great nature deity or the spontaneous creation of the wild power of nature itself, killoren are at once young and eternal, newly brought to the world but with unknowably ancient ties to the heart of nature. As fey, killoren have a tie to nature unmatched by the humanoid races, but unlike other fey, killoren are not content to wait in the dark recesses of the dwindling forests.

Killoren are aggressive, ambitious manifestations of nature's presence and power, and they walk through the cities of man as easily as they meditate in the glades of a verdant forest. There are as yet few killoren in the world compared to the population of humans and other humanoid races, but their numbers are quickly growing. So far, these adaptable fey have only come into isolated conflict with evil powers bent on despoiling nature, but it is obvious that they

are destined for more. The killoren have begun to make known their presence in the world, and a few far-seeing and learned sages wonder at the implications of their growing power and numbers.

KILLOREN RACIAL TRAITS

Killoren resemble half-elves, and males and females alike average about 5-1/2 feet in height. They mature quickly, being full-grown by the age of 10, and live very long lives, hardly changing at all in appearance for their first century. Killoren have green or tan skin the texture of a soft, young leaf, and their limbs are unusually long and slender when compared with those of the humanoid races. An individual killoren's hair and eye color depends on which aspect of nature the killoren is currently manifesting.

- Fey: Killoren are of the fey type and are therefore not affected by spells such as *charm person* and *hold person*. Unlike other fey, killoren gain Hit Dice only by acquiring levels in a character class.
- A killoren's base land speed is 30 feet.
- Low-Light Vision: Killoren can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- Immunity to magic sleep effects and a +2 racial bonus on saves against enchantment spells or effects.
- Racial Skills: Killoren have a +2 racial bonus on Handle Animal and Survival checks.
- Cold Iron Anathema (Su): Killoren have a difficult time wielding weapons made of cold iron. Killoren take a –2 penalty on any attack roll they make with a cold iron weapon or a weapon made only partially out of cold iron, such as a cold iron spear or a bow firing cold iron arrows.
- Manifest Nature's Might (Su): Killoren are forever bound to the raw forces of nature itself, manifesting this bond even in their physical form. A killoren can only manifest one aspect of nature's might at a time. Each morning as the sun rises, a killoren spends 10 minutes in quiet meditation, filling her spirit with the aspect of nature that is most needed for her current tasks. Once a killoren chooses an aspect, she manifests that aspect until the next morning, when she chooses again which aspect to manifest. Many killoren favor one aspect over the others and rarely choose to manifest one of the other two aspects.

  Aspect of the Ancient: While manifesting the aspect of the ancient, a killoren embodies the deep and ancient secrets of nature itself. With this bond to nature's secret lore, a killoren gains a racial bonus on Knowledge (nature) checks equal to her Hit Dice and gains an additional +2 bonus on saving throws against enchantment effects. This bonus stacks with the killoren's normal racial bonus on saving throws against enchantment effects. While a killoren manifests the aspect of the ancient, her hair turns white and her eyes turn to the color of a blue summer sky.

  Aspect of the Destroyer: Many races revere nature for its power to destroy, but none more so than a killoren manifesting the aspect of the destroyer. Once per hour (up to a maximum number of times per day equal to the character's Charisma bonus, minimum 1), a killoren manifesting the aspect of the destroyer can make a special smite attack that deals extra damage to the foes of nature. When making this smite attack, a killoren adds her Charisma bonus to her attack roll and deals an extra 1 point of damage per Hit Die. This smite attack works only against aberrations, constructs, humanoids, oozes, outsiders, and undead. If a killoren accidentally smites a creature that is not one of the creature types listed above, the smite has no effect, but the ability is still used up for that hour and counts against the total uses per day. While a killoren manifests the aspect of the destroyer, her hair and eyes turn a deep, lusterless black; many find the gaze of a killoren destroyer's coal-black eyes to be unnerving.

  Aspect of the Hunter: The hunt affects nearly every aspect of nature and claims a place of great prominence and importance in the cycle of life. A killoren manifesting the aspect of the hunt is bound to nature's ancient tradition of the hunt, and her senses sharpen to an amazing degree. While manifesting the aspect of the hunt, a killoren gains a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks, and a +2 racial bonus on initiative checks. While a killoren manifests the aspect of the hunter, her hair and eyes turn a deep forest green, and her skin tone becomes a deeper brown than when manifesting one of the other aspects.
- Automatic Languages: Common, Sylvan. Bonus Languages: Aquan, Auran, Elven, Gnome, Ignan, Terran.
- Favored Class: Druid.

KILLOREN SOCIETY

The killoren have no organized kingdoms and only a few scattered communities. They live comfortably in nearly any climate, and their dwellings and communities blend beautifully with the natural world around them. Few members of humanoid races are knowledgeable enough about nature to recognize where the wilds end and a killoren community begins.

Lands: As yet, killoren claim no lands as their own. Killoren concepts of property and land ownership differ greatly from those of the humanoid races: They see the world as belonging to nature itself. As stewards and manifestations of nature, they might at some point deny others the right to settle or despoil part of the wild, but their numbers are few enough that this has not yet come to pass. In the small conflicts that have cropped up between killoren and particular groups of evil humanoids, the killoren have not claimed ownership of the land, instead claiming only that they guard the land from evil.

Settlements: Their small communities blend with the natural world, but many killoren are drawn away from their home community to mingle with the populations

of the humanoid races. A killoren community might be as simple as a few families dwelling among the boughs and shade of a peaceful forest or as remote as a small group of killoren following game across the frozen steppes of the far north.

Power Groups: Killoren communities are usually governed by a group of elder druids and wizards, but any individual killoren might rise to leadership depending on his or her personal exploits. These leaders act more as councilors and protectors than as an organized form of government, the small size of killoren communities keeping their roles relatively simple compared to the politics of the humanoid races.

As the number of killoren grows, so too does their difference in outlook. A small group of elder killoren, some having walked among the humanoid races for a hundred years or more, believe they have seen enough of humans and the allied civilized races. Calling themselves simply The Wild, these powerful killoren have chosen to defend their refuges with magical and physical force. Many of these killoren are druids and wizards, and their radical outlook is quickly drawing the attention of both other killoren and the armies of the human kingdoms.

Beliefs: Most killoren revere the silent might of nature itself, although some, particularly clerics, pay homage to the god Obad-Hai. Killoren do not simply admire nature—they are part of it. A killoren cannot look at a distant mountain range without feeling its power and beauty stir her, nor can a killoren walk through a forest glade without being moved by the peace and strength of nature. Nature is more than a distant ideal to the killoren; it is life itself.

Relations: Although tension grows between the killoren and the humanoid kingdoms, for the most part killoren remain a curiosity in the eyes of the humans and their allies. Killoren walk freely within the cities of almost every civilized race. Of all the humanoid races, the elves are closest in outlook to the killoren, but even the elves remain curious about the killoren's recent origin and their ultimate role in nature's plan.

KILLOREN CHARACTERS

Killoren characters range from powerful and zealous defenders of nature to inquisitive and insightful students of humanoid cultures. The killoren's ability to manifest different aspects of nature's power lets them fill multiple roles in a party of adventurers, depending on the expected encounters and adventures. Killoren NPCs hint at the growing unrest of powerful natural forces, adding a sense of mystery and danger to the wild places of the campaign world.

Adventuring Killoren: Killoren adventure to learn about the world. Unlike other fey, killoren are driven by the nameless powers of nature to learn about the humanoid races and customs. Killoren match the aggression and ambition of humanoids, but they also maintain the eternal connection to nature that all fey embody. As killoren grow in power and number, they form ever-changing opinions of humans and their allies, helping the causes that they deem to be one with nature's design and opposing those who would despoil or destroy nature's beauty. Experienced killoren might adventure with a more definite purpose—working to thwart the schemes of a particular religious cult, protecting nature from wild orcs and goblinoids, or hunting powerful outsiders that are beyond the reach of nature's other servants.

Character Development: Killoren characters are best served by focusing on one aspect and ensuring that the abilities they favor work well with the choices they make concerning skills, feats, and class levels. Because of their obvious connection with nature, many adventuring killoren advance as rangers and druids. Perhaps more intriguing, however, are those killoren who take levels in other classes such as wizard or paladin, yet retain their unswerving connection to the power of nature.

Character Names: Killoren have only one name, and they choose this name themselves upon declaring their own maturity, usually near the beginning of their tenth year of life. Killoren names always have three syllables, the last of which denotes their family in the same way that a human's family name shows his or her relation. Example killoren names include Durmindin, Ennimbel, Kettenbar, and Shallahai.

ROLEPLAYING A KILLOREN

With the power of nature forever bonded to their souls, killoren characters have both the enigmatic outlook of the fey and the inquisitive drive of the humanoid races. This unique outlook, combined with the unusual ability to manifest different aspects of nature's own power, makes killoren a challenge to roleplay. When roleplaying a killoren, you must make the reverence of nature a subtle yet ever-present aspect of your personality without overdoing it, and you must be ready to express markedly different aspects of your character's personality depending on which aspect of nature you choose to manifest each day.

Personality: Killoren have an innate connection to nature's power; as such, the natural world and its best interests are never far from their thoughts. Killoren also differ from other races in that they have three different aspects of their personality that correspond with their ability to manifest different aspects of nature's might. Killoren who manifest the destroyer aspect are arrogant and aggressive, those who manifest the aspect of the hunter are stealthy and subtle, and those who manifest the aspect of the ancient think carefully and look deep into the heart of a matter before voicing their thoughts.

Roleplaying Application: Make the most of the different aspects of nature that you manifest by accentuating the changes in your character's personality with each change. Don't overdo it—this ability is not a case of three separate personalities. Rather, it's an opportunity to build multiple aspects of one character. The best way

to do this is to make a short list of common sayings or expression your character uses and then change the tone and delivery depending on the aspect that your character is manifesting.

Behaviors: Just as their personality changes slightly when they manifest a different aspect, the behaviors of individual killoren change slightly depending on the aspect that they are manifesting.

Roleplaying Application: The best way to reinforce the differences between the aspects of nature that your character manifests is with body language. Sit forward in your chair and speak a little bit louder when manifesting the aspect of the destroyer; sit back and think before speaking when manifesting the aspect of the ancient; and make quick, darting movements when manifesting the aspect of the hunter. Develop one or two obvious idiosyncrasies that only surface when your character is manifesting a specific aspect.

Language: Killoren make a great effort to speak as those around them speak. Learning the speaking styles as well as the language of the humanoids they are with gives them greater insight into the culture and attitudes of their friends.

Roleplaying Application: Make it a point to pick up on the sayings and speaking rhythms of those you are with. This includes notable NPCs as well as your fellow player characters. Don't go so far as to mimic anyone; that is not the killoren way. Rather, pay attention to the way others speak as well as what they say and try to slip a few sayings of theirs into your own dialogue.

Female killoren

Male killoren

Illus. by J. Zhang

KILLOREN ENCOUNTERS

Killoren are enigmatic fey, and as such they serve a campaign better as occasional neutral parties rather than direct antagonists. Hinting that the inquisitive and ambitious fey are growing in number and power will serve to build tension normally absent from encounters with fey creatures.

EL 4: Two killoren travelers. Although killoren usually travel alone, a pair of killoren travelers might investigate a large community or track a party of adventurers (perhaps the player characters) to learn of their activities.

Killoren Traveler: Killoren ranger 1/rogue 1; CR 2; Medium fey; HD 1d8+1 plus 1d6+1; hp 13; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +1; Grp +3; Atk or Full Atk +4 melee (1d8+2/19–20, masterwork longsword) or +4 ranged (1d8+2/×3, masterwork composite longbow); SA sneak attack +1d6; SQ favored enemy humans +2, low-light vision, manifest nature's might (aspect of the hunter), trapfinding, wild empathy +0 (–4 magical beasts); AL N; SV Fort +3, Ref +6, Will +0; Str 14, Dex 15, Con 13, Int 12, Wis 10, Cha 8.

Skills and Feats: Handle Animal +5, Hide +7, Knowledge (nature) +5, Listen +5, Move Silently +7, Spot +5, Search +6, Survival +6 (+8 following tracks); Point Blank Shot, Track.

Languages: Common, Elven, Sylvan.

Favored Enemy (Ex): This killoren traveler has selected humans as a favored enemy. She gains a +2 bonus on her Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against humans. She gets the same bonus on weapon damage rolls against humans.

Manifest Nature's Might (Su): This killoren traveler is manifesting the aspect of the hunter, which increases her skill modifiers as follows: Hide +9, Listen +7, Move Silently +9, and Spot +7. It also increases her initiative bonus to +4.

Sneak Attack (Ex): This killoren traveler deals an extra 1d6 points of damage on any successful attack against flat-footed or flanked targets, or against a target that has been denied its Dexterity bonus for any reason. This damage also applies to ranged attacks against targets up to 30 feet away. Creatures with concealment, creatures without discernible anatomies, and creatures immune to extra damage from critical hits are all immune to sneak attacks. The killoren traveler may choose to deliver nonlethal damage with her

sneak attack, but only when using a weapon designed for that purpose, such as a sap (blackjack).

Trapfinding (Ex): This killoren traveler can find, disarm, or bypass traps with a DC of 20 or higher. She can use the Search skill to find, and the Disable Device skill to disarm, magic traps (DC 25 + the level of the spell used to create it). If her Disable Device result exceeds the trap's DC by 10 or more, she discovers how to bypass the trap without triggering or disarming it.

Possessions: Masterwork studded leather armor, masterwork longsword, masterwork composite longbow (+2 Str bonus), *elixir of hiding, elixir of sneaking, potion of aid, potion of cure light wounds, potion of pass without trace,* 10 gp.

KILLOREN ADVENTURES

Adventures featuring the killoren are likely to center on natural themes, particularly nature's response to civilization. Just as killoren give players a chance to reach for an alien mind-set and a unique roleplaying experience, they offer DMs a chance to show the characters that there are more than two sides to many conflicts. Despite the multitude of good forces in the world, few are entirely on the side of nature; the killoren are the fey that nature can count on to fight for it should the need arise.

- A killoren traveler has been asking pointed questions about a town's recent growth. As farmers stretch their fields ever closer to an ancient forest, many in the town are wondering if there will be some sort of conflict with the denizens of the forest. In truth, the killoren is new to the area and seeks only to protect the town from a young green dragon that has been hunting the forest's edges recently. Seeing the dragon as a natural predator, however, she does not wish to attract dragonslayers or other powerful heroes to the area before the dragon moves on.
- Something large and powerful has been seen in the heart of an ancient woodland. Even the killoren, the most forthcoming denizens of the forest, do not know what it represents or what it is. Legends tell of a powerful avatar of the forest's might, but no one knows why it might have been awakened or whether it might venture out of the forest.

VITAL STATISTICS

This section includes tables for determining age, height, and weight for races of the wild.

HEIGHT, WEIGHT, AND AGE

The following tables can help you determine your character's starting height, weight, and age. Remember that you are also free to simply choose these descriptive elements of your character, but you can roll on the tables below if you wish. An explanation for using these tables can be found on page 109 of the *Player's Handbook*.

Table 4–3: Random Starting Ages

Race	Adulthood	Barbarian Rogue Sorcerer	Bard Fighter Paladin Ranger	Cleric Druid Monk Wizard
Catfolk	14 years	+1d4	+1d6	+2d6
Centaur	30 years	+2d6	+4d6	+6d6
Gnoll	14 years	+1d4	+1d6	+2d6
Killoren	10 years	+1d4	+1d6	+2d6
Raptoran	20 years	+1d6	+2d6	+3d6

Table 4–4: Aging Effects

Race	Middle Age[1]	Old[2]	Venerable[3]	Maximum Age
Catfolk	35 years	53 years	70 years	+2d10 years
Centaur	75 years	112 years	150 years	+3d% years
Gnoll	35 years	53 years	70 years	+2d10 years
Killoren	30 years	100 years	n/a[4]	n/a[4]
Raptoran	100 years	200 years	250 years	+3d10 years

1 At middle age, –1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.
2 At old age, –2 to Str, Dex, and Con; +2 to Int, Wis, and Cha.
3 At venerable age, –3 to Str, Dex, and Con; +3 to Int, Wis, and Cha.
4 Killoren age normally through the old age category, but they never reach the venerable age category and can live indefinitely should they choose to do so.

Table 4–5: Random Starting Heights

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Catfolk, male	4′ 10″	+2d10	120 lb.	× (2d4) lb.
Catfolk, female	4′ 5″	+2d10	85 lb.	× (2d4) lb.
Centaur, male	6′ 5″	+2d6	2050 lb.	× (4d6) lb.
Centaur, female	6′ 2″	+2d6	1900 lb.	× (4d6) lb.
Gnoll, male	5′ 4″	+2d12	200 lb.	× (2d6) lb.
Gnoll, female	5′ 2″	+2d12	180 lb.	× (2d6) lb.
Killoren, male	5′ 0″	+2d6	100 lb.	× (2d4) lb.
Killoren, female	5′ 0″	+2d6	90 lb.	× (2d4) lb.
Raptoran, male	5′ 2″	+2d10	100 lb.	× (2d4) lb.
Raptoran, female	5′ 2″	+2d10	100 lb.	× (2d4) lb.

Illus. by C. Lukacs

Many wilderness characters eventually pursue advancement in one prestige class or another. The elves, in particular, follow many different paths in their careers. As creative individualists, elves see great value in finding a way uniquely suited to each person. Many elven martial traditions—arcane archery, bladesinging, spellsinging, and more—were born of talented individuals seeking the perfect and unique expression of their talents with spell, song, and sword.

The prestige classes described here reflect the strengths and values of the races who live in wilderness settings. Still, they can work well with nearly any race, not just those detailed in this book. In addition to the new prestige classes presented here, don't overlook these prestige classes from other sourcebooks:

Arcane Archer (*Dungeon Master's Guide*): Considered by some the pinnacle of elven archery, the arcane archer is a deadly ranged combatant.

Arcane Trickster (*Dungeon Master's Guide*): Many elves and halfling rogues find it useful to combine the study of magic and the art of stealth.

Archmage (*Dungeon Master's Guide*): Elf wizards often reach the great heights of magical might required to become an archmage.

Bladesinger (*Complete Warrior*): Practitioner of the quintessential elven martial art, the bladesinger is both a skilled mage and a deadly swordmaster.

Dervish (*Complete Warrior*): Known for blinding speed and graceful swordplay, the dervish appeals to elves, halflings, and raptorans alike.

Duelist (*Dungeon Master's Guide*): Relying on speed and agility more than brute strength, elves, raptorans, and halflings who excel at swordplay are all drawn to the duelist prestige class.

Eldritch Knight (*Dungeon Master's Guide*): Elves embody the combination of martial prowess and magical skill exemplified by the eldritch knight, and many elves follow the path of sword and staff.

Halfling Outrider (*Complete Warrior*): Naturally, many halflings follow the way of the outrider, using the speed and power of a mount to make up for their small size.

Loremaster (*Dungeon Master's Guide*): Known for their love of learning and memories of things long past, elves are natural loremasters.

Mystic Theurge (*Dungeon Master's Guide*): Since elves often combine the study of arcane magic with another calling, many elf clerics pursue the path of the mystic theurge.

Shadowdancer (*Dungeon Master's Guide*): As natural rogues, halflings are sometimes drawn to the hidden arts of the shadowdancer.

Spellsword (*Complete Warrior*): Like the bladesinger, the spellsword masters both spell and blade. Both elves and halflings are drawn to this prestige class.

Sublime Chord (*Complete Arcane*): Elf bards are often drawn to this prestige class, which permits a bard to achieve unrivalled heights of magical power.

Wild Mage (*Complete Arcane*): The masters of chaotic magic, wild mages are often elves or halflings.

ARCANE HIEROPHANT

"There's nothing unnatural about magic. Magic ebbs and flows through the very earth where you stand, the air that your breathe, and the water that you drink. A fire has some magic of its own, as I'm sure you'll agree when it warms you on a cold day or cooks your food."

—Altherion Duniiloli, arcane hierophant

Arcane hierophants wield a blending of arcane magic and divine magic with a heavy emphasis on nature and the elements. Though they possess the learning and discipline commonly associated with wizards, they also have practical knowledge of the natural world commonly associated with druids. Like druids, they can change shape into animal and elemental forms, but they also can wield powerful arcane spells.

BECOMING AN ARCANE HIEROPHANT

Multiclassing as a wizard/druid provides the quickest path to becoming an arcane hierophant, though you can meet the arcane spellcasting requirements as a bard or sorcerer and the divine spellcasting requirements as a relatively high-level ranger. You'll need druid or ranger levels to meet the class feature requirements. Intelligence or Wisdom (either one can govern your spellcasting) is a key ability for you. A high Dexterity score can prove helpful to you in combat, both to improve your Armor Class and to help you beat the opposition to the punch with a quick spell.

Entry Requirements

Alignment: Any nonlawful.
Base Attack Bonus: +4.
Skills: Knowledge (arcana) 8 ranks, Knowledge (nature) 8 ranks.
Spells: Ability to cast 2nd-level arcane spells and 2nd-level divine spells.
Special: Trackless step class feature.

CLASS FEATURES

As they advance in level, arcane hierophants improve their spellcasting abilities. They also learn how to change shape, and they develop powers that allow them to use plants and animals as weapons and tools.

Weapon and Armor Proficiency: You gain no proficiency in any weapons or armor. You abide by the same armor restrictions that druids do, and you lose your divine spellcasting ability and supernatural or spell-like class abilities if you wear prohibited armor or carry a prohibited shield.

Spellcasting: At each level, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in an arcane spellcasting class and a level in a divine spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other class feature a character of that class would have gained. If you had more than one arcane spellcasting class or more than one divine spellcasting class before becoming an arcane hierophant, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Ignore Arcane Spell Failure: When casting an arcane spell, you ignore the arcane spell failure chance for any nonmetallic light or medium armor (padded, leather, or hide armor). You learn to cast arcane spells while wearing the types of armor that druids favor.

Wild Shape (Su): If you do not already possess the ability, you gain no new ability to wild shape. However, you add your arcane hierophant level to your druid level and gain the wild shape ability of a druid of the resulting level. For example, a character who is a 3rd-level wizard/3rd-level druid/4th-level arcane hierophant has the wild shape ability of a 7th-level druid. If you are not a druid, (for example, if you entered the class as a wizard/ranger), you do not gain the ability to wild shape.

Companion Familiar: Upon becoming an arcane hierophant, you must dismiss your familiar, if you have one. (You do not risk losing XP for doing so.) You may retain any one animal companion you already possess. You add your arcane hierophant class level to your druid or ranger level for purposes of determining your animal companion's bonus Hit Dice, natural armor adjustment, and Strength/Dexterity adjustment (see the sidebar The Druid's Animal Companion, page 36 of the *Player's Handbook*). For example, a character who is a 4th-level druid/3rd-level wizard/4th-level arcane hierophant has the animal companion of an 8th-level druid (+4 bonus HD, +4 natural armor, and +2 Strength/Dexterity adjustment, or an animal companion chosen from the 4th-level or 7th-level lists).

In addition, your animal companion (if any) gains many of the abilities that a familiar would normally possess. You add your arcane hierophant class level to your arcane spellcasting class level, and determine the Intelligence bonus and special abilities of your animal companion accordingly (see the sidebar Familiars, page 53 of the *Player's Handbook*). For example, a 4th-level druid/3rd-level wizard/4th-level arcane hierophant has a familiar companion equal to that of a 7th-level wizard and 8th-level druid (Intelligence 9, alertness, improved evasion, share spells, empathic link, deliver touch spells, speak with master, speak with animals of its kind, devotion).

Table 5–1: The Arcane Hierophant **Hit Die: d6**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Companion familiar, ignore arcane spell failure, wild shape	+1 level of existing arcane spellcasting class and +1 level of existing divine spellcasting class
2nd	+1	+0	+0	+3	—	+1 level of existing arcane spellcasting class and +1 level of existing divine spellcasting class
3rd	+2	+1	+1	+3	—	+1 level of existing arcane spellcasting class and +1 level of existing divine spellcasting class
4th	+3	+1	+1	+4	*Channel animal* 2/day	+1 level of existing arcane spellcasting class and +1 level of existing divine spellcasting class
5th	+3	+1	+1	+4	—	+1 level of existing arcane spellcasting class and +1 level of existing divine spellcasting class
6th	+4	+2	+2	+5	*Channel plant* 1/day	+1 level of existing arcane spellcasting class and +1 level of existing divine spellcasting class
7th	+5	+2	+2	+5	—	+1 level of existing arcane spellcasting class and +1 level of existing divine spellcasting class
8th	+6	+2	+2	+6	*Channel animal* 4/day	+1 level of existing arcane spellcasting class and +1 level of existing divine spellcasting class
9th	+6	+3	+3	+6	—	+1 level of existing arcane spellcasting class and +1 level of existing divine spellcasting class
10th	+7	+3	+3	+7	*Channel plant* 2/day	+1 level of existing arcane spellcasting class and +1 level of existing divine spellcasting class

Class Skills (4 + Int modifier per level): Concentration, Craft, Diplomacy, Handle Animal, Knowledge (arcana), Knowledge (nature), Listen, Profession, Ride, Spellcraft, Spot, Survival, Swim.

The Hit Dice, hit points, attack bonus, saving throws, feats, and skills of the familiar companion are determined as normal for an animal companion. Due to the familiar companion's unusual Intelligence score, it may very well have more skill points than other animals of its kind. The familiar companion is a magical beast (augmented animal), but you can bestow harmless spells on your familiar companion as if it were an animal instead of a magical beast.

If your familiar companion is killed or dismissed, you do not lose XP. You can summon a new familiar companion by performing a ceremony requiring 24 hours of uninterrupted prayer.

Channel Animal (Sp): Starting at 4th level, you gain the ability twice per day to establish a magical conduit between yourself and a single animal that you touch (including your familiar companion). For each use of this class feature, a spell you cast whose range is touch or greater can originate from the animal instead of from you, provided that you have line of sight and line of effect to the animal. The spell's line of effect then extends from the animal to the target based on the senses of the animal, not you.

You can also use this power to deliver touch spells through the animal. Once you cast the spell, the animal is considered to be holding the charge for the spell (see page 176 of the *Player's Handbook*).

Starting at 8th level, you gain two additional uses of this ability each day.

Channel Plant (Sp): Starting at 6th level, you gain the ability to establish a magical conduit between yourself and a natural, nonanimated plant (but not creatures of the plant type) once per day. This ability functions like the channel animal class feature, except that the line of effect from the plant to the target is based on your senses.

You can use this power to deliver touch spells through the plant. Once you cast the spell, the plant is considered to be holding the charge for the spell (see page 176 of the *Player's Handbook*), except that the spell is delivered to the first creature or object that can receive the spell when the subject touches the plant.

At 10th level, you gain a second daily use of your channel plant ability.

Edrec, an arcane hierophant, accompanied by his dire boar companion familiar

Illus. by M. Faulkner

PLAYING AN ARCANE HIEROPHANT

Think deeply, but creatively. Your character relies on a deep understanding of magic and nature for his powers. He didn't get where he is, however, by thinking inside the box. He has forged his own way by melding two distinct magical traditions to create a potent new whole. Your thoughts and actions should reflect that blending of nature and magic.

Avoid emotion and excess. Nature wastes nothing and proceeds without emotion or sentimentality. You need not be dour, but calm deliberation suits your character better than recklessness or a volatile temper. Be wary of unexpected results and unintended consequences from your actions. Take risks if you must, but stick to calculated risks. When you ponder an action, know what you're likely to achieve if successful and what you're likely to lose if you fail. Reject courses of action that expose you to losses greater than your potential gains.

Be persistent. In time, the wind can wear away a mountain, so don't get discouraged when things don't go your way. Still, strike hard when you can. A stroke of lightning cleaves away rock faster than sand blown on the wind.

Show reverence for nature's beauty and bounty. Oppose the wanton destruction of natural places and objects.

An arcane hierophant uses his channel plant ability to make a lightning bolt erupt from a tree

Illus. by W. England

Combat

Your wild shape ability can make you an effective combatant when the need arises, but your strength lies in your spells, and you don't have the Armor Class or hit points to fight in the front line all the time. Your combination of arcane and divine spellcasting ability gives you access to all the offensive spells you're likely to need, so don't forget to prepare a variety of utilitarian spells that provide you and your party with healing, information gathering, and mobility.

Advancement

Arcane hierophant circles usually keep a close watch on any potential new members operating in or near their areas. They pay special attention to characters who choose on their own to multiclass as druid/wizards (recognizing kindred spirits), but they often study and secretly groom any spellcasters who show an interest in nature. They may approach such characters with opportunities for adventuring in the wild, such as tracking and rescuing captives, intercepting raids, or even locating and propagating rare plants and animals.

Once accepted into a circle (see Organizations, below), a new arcane hierophant is expected to continue his divine and arcane studies, maintain and defend the circle's citadel, and undertake such missions as might become necessary to maintain the circle's integrity. These might include reconnaissance missions (to determine the whereabouts and intentions of potential enemies), diplomatic missions, and seeing to the protection and training of prospective new recruits to the circle.

If you have the ability to wild shape, many options open up for you. The ability is good for fighting, but you also can fly, swim, and even pass through solid ground when in elemental form, making you an excellent scout and infiltrator. Don't forget to take the Natural Spell feat in order to be able to use your formidable spellcasting abilities while using wild shape.

Don't overlook the tactical possibilities that your channel power gives you. You can literally cast spells around corners though the use of this ability. You may need to combine it with some divination to get a decent idea of where your spell is aimed.

Resources

As a member of a circle, you have access to the circle's citadel. Many citadels are little more than secret hideouts where you can stay for a night or two in reasonable safety. More influential and powerful circles have citadels that contain libraries and laboratories for your use and a staff of servants and guards for assistance and protection.

Membership in a circle brings you in contact with other characters who share your ideals and your commitment to nature and to magic and who might be available to

accompany you on adventures. A circle may include wildrunners, druids, rangers, wizards, and maybe even some mid- to high-level barbarians. Such characters generally have starting attitudes of friendly toward you but will expect some sort of compensation (such as a little cash up front and a cut of the proceeds after the adventure). These characters might help you in other ways such as casting spells for you or even creating items. You'll still have to pay the going rate for such services, but at least word of what you're doing won't spread beyond the circle. Likewise if you're strapped for cash you might purchase services or items in return for your own labor (or for a favor to be named later).

ARCANE HIEROPHANTS IN THE WORLD

If the PCs get involved in the diplomacy, politics, or trade that passes between different groups in the wild, they'll eventually meet arcane hierophants—though they might not recognize them for what they are. To the casual observer, there's not much difference between an arcane hierophant and a druid or wizard. When you need an inscrutable character to convey information, render aid, or launch a magical attack in the wilderness, an arcane hierophant (or a whole circle of them) can serve very well indeed.

Organization

Arcane hierophants band together in groups called circles. A circle traditionally has at least seven members (though in theory even a single arcane hierophant might establish a circle) and seldom more than two dozen members (not including guards and servants). Each circle maintains a secret retreat, called a citadel, where the members can meet to study, train, and discuss matters of mutual interest. A citadel is usually located in an area of great natural beauty, such as a mountain valley, sylvan glade, or island. Some circles, however, operate within cities, and their citadels might be located near waterways, gardens, or markets where produce or other natural products are sold.

Most circles value their privacy, but they don't take great pains to conceal their existence (though they invariably keep the location of their citadel secret). Some circles operate publicly and others covertly, as their members prefer.

Each circle has a leader, usually called the speaker, chosen for his magical accomplishments, leadership skills, and persuasiveness. A speaker is often, but not always, the most powerful spellcaster in the circle. Beyond that, a circle has no formal organization, though an informal hierarchy based on seniority and merit develops in well-established circles.

Circles usually have no formal names. For convenience, the members choose some fairly meaningless name or simply adopt the name of the circle's founder or one of its more famous members. Circle members avoid names based on the location or appearance of their citadel, because that information is supposed to be secret. Typical circle names include The Fellowship of Cymbeline, Servants of the Harvest, Friends of the Highwood, and Syngil's Watchers.

The only circle member with any real duties is the speaker, who keeps track of the other members and their doings, stays in contact with other circles, and sees to it that someone (often the speaker himself) maintains the citadel and trains new members.

Many arcane hierophants (especially halflings and adventurers of all kinds) become associated with several different circles as they roam about. These itinerant members almost never serve as speakers; they move from citadel to citadel, exchanging news with the local arcane hierophants and taking on any tasks for which a relative outsider might be well suited. The Circle of the Open Road provides a notable exception to this rule: It is a mobile circle in which halflings make up most of the membership. Their speaker, a tallfellow halfling called Feideal Chestnutsower, is known for his love of roasted chestnuts and his penchant for planting chestnut trees wherever he goes.

NPC Reactions

Arcane hierophants provoke a wide variety of reactions, depending on their own actions and the ideals and prejudices of the people they meet.

A known member of a circle often stands in high regard among commoners in the area where the circle is located, especially if the circle has been active in defending the area, dealing with natural disasters, or giving support and advice. Such commoners will have an indifferent starting attitude at worst.

Not all circles are benign, however, and local folk probably have an unfriendly or even hostile starting attitude when a circle has been acting contrary to their interests, such as interfering with attempts at settlement, breeding or introducing predatory animals, or disrupting activities such as mining or woodcutting.

Many druids look upon arcane hierophants as dabblers in the ethos of the druid and are indifferent at best. Some druids look upon arcane hierophants as heretical or iconoclastic because of their mingling of nature and magic. The major point of disagreement is how arcane hierophants think about nature and magic. They see both as forces that can be understood and manipulated, an idea many druids find deeply offensive. These druids usually prove hostile to the arcane hierophant circle.

Other druids regard arcane hierophants as kindred spirits and tend toward friendly starting attitudes upon meeting them. These druids may become allies or even members of an arcane hierophant circle.

Rangers and bards usually respect arcane hierophants for their knowledge and magical powers.

ARCANE HIEROPHANT LORE

Characters with Knowledge (arcana) or Knowledge (nature) can research the arcane hierophants to learn more about them. When a character makes a skill check, read or paraphrase

the following material, including the information from lower DCs.

DC 10: "Arcane hierophants wield the magical might of both arcane spellcasters and powerful druids. Many can take on the forms of animals and imbue the creatures and plants around them with dangerous or useful spells."

DC 15: "Groups of arcane hierophants are called circles, and their functions vary, depending on their location and the temperaments of their members. Arcane hierophant circles are loosely organized under a single leader, called a speaker. The speaker represents the circle in relations with outsiders but has little real authority."

DC 20: "Arcane hierophants believe that magic is just another force of nature, and they behave accordingly. They share many of the same values and philosophical ideas as druids but lack the druid's commitment to neutrality and the natural order."

DC 30: Characters who achieve this level of success can learn important details about the specific circles in your campaign, including notable members, the areas where they operate, and the kinds of activities they undertake.

PCs trying to establish contact with a circle of arcane hierophants for some reason can do so through a Gather Information check. The check DC depends on how open the circle members are about their activities and goals; it can range from 10 for a circle that operates publicly to 20 for a clandestine circle. Most circles don't bother to keep their existence a secret, but they don't advertise their presence either. Contacting such a circle requires a DC 15 Gather Information check. In any case, a successful check either puts you in contact with the speaker or with an intermediary or ally of the circle.

Discovering the whereabouts of a circle's citadel takes at least a DC 25 Gather Information check, and the task could be much more difficult or simply impossible.

ARCANE HIEROPHANTS IN THE GAME

Given their semisecretive nature, it's easy to introduce arcane hierophants to the game. The PCs could meet one while traveling, or perhaps a druid or wizard they know chooses to multiclass and eventually enters the prestige class.

The prestige class appeals to players who like to wield flashy magic but find sorcerers and wizards a little too fragile.

Adaptation

Arcane hierophants are relatively rare as presented here, but you can decide otherwise for your own campaign. You could create a great circle of arcane hierophants as the ruling magocracy (or theocracy) in a particular land, such as an elf kingdom or an unspoiled human realm. Entrusted with the learning and lore of a kingdom, arcane hierophants choose the land's kings, hold the powers of high and low justice, and guide the land's defense against the dangers all around.

Encounters

Arcane hierophants can be effective villains who practice the same sorts of nefarious deeds that other evil spellcasters engage in.

EL 13: Edrec believes that humans are the most dangerous plague ever to blight his beloved forests because of their voracious appetite for land to clear, timber to cut, and furs to sell. He wages a bitter and lonely war against all the human settlements nearby, killing farmers, woodcutters, and trappers without a word of warning. Edrec has come to believe that no tactic or weapon is too foul to use against humans, so he gathers monsters of all kinds to attack human settlements and travelers. He is allied to Yeshelvarra, a young adult green dragon who gladly collects the plunder of Edrec's attacks. The PCs might stumble across one of Edrec's rampaging dire animals, or perhaps human villagers beg the PCs to aid them against the dark and angry forest power that besets them.

Edrec: Male elf druid 4/wizard 3/arcane hierophant 4; CR 11; Medium humanoid; HD 4d8+6 plus 3d4+6 plus 5d6+10; hp 65; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +7; Grp +7; Atk +9 melee (1d6+2/18–20, +2 *scimitar*) or +10 ranged (1d8/×3, masterwork longbow); Full Atk +9/+4 melee (1d6+2/18–20, +2 *scimitar*) or +10/+5 ranged (1d8/×3, masterwork longbow); SA spells; SQ *channel animal* 2/day, elf traits, familiar companion (dire boar), familiar companion benefits, trackless step, wild empathy +5 (+1 magical beasts), wild shape 3/day, woodland stride; AL NE; SV Fort +9, Ref +6, Will +14; Str 10, Dex 14, Con 14, Int 16, Wis 14, Cha 8.

Skills and Feats: Concentration +16 (+20 casting defensively), Handle Animal +9, Knowledge (arcana) +14, Knowledge (nature) +16, Listen +12, Ride +4, Search +5, Spellcraft +13, Spot +15, Survival +14 (+16 in aboveground natural environments), Swim +5; Alertness*, Combat Casting, Eschew Materials, Natural Spell, Scribe Scroll, Track.

Languages: Common, Draconic, Druidic; Elven, Gnoll, Sylvan.

Channel Animal (Sp): Twice per day, Edrec can cast spells through an animal (see the channel animal class feature above).

Elf Traits: Elves have immunity to magic sleep effects. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if he were actively looking for it.

Familiar Companion (Ex): Edrec has a dire boar named Hruth as a familiar companion. Hruth's abilities and characteristics are summarized below.

Familiar Companion Benefits: Edrec and Hruth enjoy the link and share spells special qualities.

Link (Ex): Edrec can handle Hruth as a free action. He also gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding his dire boar.

Share Spells (Ex): Edrec can have any spell he casts on himself also affect his familiar companion if the latter is

within 5 feet at the time. He can also cast a spell with a target of "You" on his dire boar.

Alertness (Ex): *Hruth grants its master Alertness as long as it is within 5 feet.

Trackless Step (Ex): Edrec leaves no trail in natural surroundings and cannot be tracked.

Wild Shape (Su): Edrec can change into a Small to Large animal and back again, as per the *polymorph* spell. This ability lasts for 8 hours or until he changes back.

Woodland Stride (Ex): Edrec can move through natural thorns, briars, overgrown areas, and similar terrain at his normal speed and without damage or other impairment. However, thorns, briars, and overgrown areas that are magically manipulated to impede motion still affect him.

Druid Spells Prepared (caster level 8th): 0—*cure minor wounds* (3), *detect magic, light, read magic;* 1st—*charm animal* (DC 13), *longstrider, magic fang* (DC 13), *obscuring mist, speak with animals;* 2nd—*barkskin, hold animal* (DC 14), *resist energy* (DC 14), *tree shape;* 3rd—*call lightning* (DC 15), *dominate animal* (DC 15), *snare;* 4th—*air walk, giant vermin.*

Wizard Spells Prepared (caster level 7th): 0—*dancing lights, detect magic, ghost sound* (DC 13), *message;* 1st—*charm person* (DC 14), *magic missile* (2), *shield, true strike;* 2nd—*mirror image, scorching ray* (+9 ranged touch), *see invisibility, web* (DC 15); 3rd—*dispel magic, lightning bolt* (DC 16), *nondetection* (DC 16); 4th—*greater invisibility* (DC 17).

Spellbook: as above plus 0—all others; 1st—*expeditious retreat, reduce person;* 2nd—*whispering wind;* 3rd—*clairaudience/clairvoyance;* 4th—*Evard's black tentacles, polymorph.*

Possessions: +2 leather armor, +1 light wooden shield, +2 amulet of health, +2 scimitar, masterwork longbow with 20 arrows, 10 cold iron arrows, and 10 silvered arrows, *cloak of resistance +1, wand of cure light wounds* (19 charges), *wand of magic missile* (caster level 3rd, 25 charges), *potion of invisibility.*

Hruth: Dire boar familiar companion; CR 4; Large magical beast (augmented animal); HD 7d8+21; hp 52; Init +0; Spd 40 ft.; AC 15, touch 9, flat-footed 15; Base Atk +5; Grp +17; Atk or Full Atk +12 melee (1d8+12, gore); SA ferocity; SQ deliver touch spells, devotion, empathic link, improved evasion, speak with master, speak with swine; AL N; SV Fort +8, Ref +5, Will +8 (+12 against enchantments); Str 27, Dex 10, Con 17, Int 9, Wis 13, Cha 8.

Skills and Feats: Listen +8, Spot +8; Alertness, Endurance, Iron Will.

Deliver Touch Spells (Su): Hruth can deliver touch spells for its master (see Familiars, page 52 of the *Player's Handbook*).

Devotion (Ex): Hruth's devotion to Edrec is so complete that it gains a +4 morale bonus on Will saves against enchantment spells and effects.

Empathic Link (Su): Edrec can communicate telepathically with his familiar companion at a distance of up to 1 mile. The master has the same connection to an item or a place that the familiar companion does.

Improved Evasion (Ex): If Hruth is exposed to any effect that normally allows it to attempt a Reflex saving throw for half damage, it takes no damage with a successful saving throw and half damage if the saving throw fails.

Speak with Master (Ex): Edrec can communicate verbally with Hruth. Other creatures do not understand the communication without magical help.

Speak with Swine (Ex): Hruth can communicate with animals of approximately the same kind as itself.

CHAMPION OF CORELLON LARETHIAN

"When an arrow will not suffice, when no spell will overcome, a stout heart and a sharp blade may prevail. With Corellon's grace, I fear no foe who stands within reach of my sword."

— Alissera Berothar, champion of Corellon Larethian

Many evil warriors believe that elves, while dangerous in ranged combat, have no stomach for melee. They expect that elves would fall like leaves in an autumn windstorm once the battle becomes the work of sword and axe rather than arrow and spell. These warriors have never encountered a champion of Corellon Larethian.

The champion of Corellon is a noble elf fighter, an elf knight or lord who can stand up to any orc or human warrior. All elves admire the grace, discipline, and skill necessary to become a swordmaster, and the champion of Corellon is the very paragon of elven swordsmanship. Clad in shining elven mail or plate, the champion relies on quickness, agility, and an almost scholarly study of the most difficult and advanced techniques of swordplay instead of brute power.

As the name suggests, a champion of Corellon Larethian holds a special place in elf society. Large temples of Corellon Larethian often host groups of champions who serve as elite temple guards, advisors and bodyguards to elf rulers, and questing knights in the service of the whole elf race.

BECOMING A CHAMPION OF CORELLON

In order to become a champion of Corellon, an elf must excel in swordplay and exhibit patience, grace, and compassion. Even in the most desperate of times, elves do not judge a warrior merely by her martial skill. To take joy only in feats of arms is to live a crude and diminished life. There is more to life than fighting well, and the true champion knows this.

The quickest way to become a champion of Corellon Larethian is to advance as a fighter, due to the difficult feat requirements. However, a level of cleric, paladin, or rogue (preferably paladin, because it maximizes your base attack bonus) will be quite useful in meeting the skill requirements. The champion of Corellon class offers no spellcasting advancement, so you will not receive much benefit for entering this prestige class after advancing primarily as a spellcaster.

Entry Requirements

Race: Elf or half-elf.
Alignment: Any nonevil.
Base Attack Bonus: +7.
Skills: Diplomacy 4 ranks, Knowledge (religion) 2 ranks.
Feats: Proficient with all martial weapons and heavy armor, Combat Expertise, Dodge, Mounted Combat.
Special: Must worship Corellon Larethian.
Special: In addition to the feats above, you must also take either Weapon Focus (longsword) or Exotic Weapon Proficiency (elven thinblade or elven courtblade).

Table 5–2: The Champion of Corellon Larethian

Hit Die: d10

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Corellon's blessing, bonus feat
2nd	+2	+3	+0	+3	Elegant strike
3rd	+3	+3	+1	+3	Superior defense +1
4th	+4	+4	+1	+4	Bonus feat
5th	+5	+4	+1	+4	Unimpeded movement
6th	+6	+5	+2	+5	Superior defense +2
7th	+7	+5	+2	+5	Bonus feat
8th	+8	+6	+2	+6	Corellon's wrath
9th	+9	+6	+3	+6	Superior defense +3
10th	+10	+7	+3	+7	Bonus feat

Class Skills (2 + Int modifier per level): Concentration, Craft (any), Diplomacy, Handle Animal, Heal, Intimidate, Knowledge (any), Profession, Ride, Sense Motive, Spellcraft.

CLASS FEATURES

Champions of Corellon continue to improve their combat skills as they advance in level, learning bonus fighter feats and special techniques for making use of heavier armor than that favored by most elves.

Weapon and Armor Proficiency: You gain no proficiency with any weapon or armor.

Corellon's Blessing (Su): Upon entering this class, you gain the ability to heal wounds by touch, much like a paladin's lay on hands ability. Each day you can heal a total number of hit points of damage equal to your champion level × your Charisma modifier (minimum 1). For example, a 6th-level champion of Corellon with a Charisma score of 14 can heal 12 points of damage per day. You can choose to divide the healing among multiple recipients, and you don't have to do it all at once. Using this ability is a standard action.

You can use any or all of this healing power to deal damage to undead creatures. Using Corellon's blessing in this way requires a successful melee touch attack and doesn't provoke attacks of opportunity. You decide how much of your daily allotment of healing to use as damage after successfully touching your undead foe.

If you have levels in paladin, you add your levels of champion of Corellon and paladin together and determine your ability to heal accordingly (although if you have a Charisma score of lower than 12, your paladin levels do not contribute to your ability to heal).

Bonus Feat: At 1st level and every three levels thereafter, you gain a bonus feat. This must be a feat noted as a bonus fighter feat, and the feat must have Combat Expertise, Dodge, or Mounted Combat as a prerequisite.

Elegant Strike (Ex): Upon reaching 2nd level, you become able to place your attacks where they deal greater damage. You apply your Dexterity bonus as a bonus on damage rolls (in addition to any Strength bonus you may have) with any of the following weapons: longsword, rapier, elven thinblade, elven lightblade, elven court sword, or scimitar. Targets immune to sneak attacks or extra damage from critical hits are immune to your elegant strike.

Superior Defense (Ex): At 3rd level, you learn special techniques for making the best use of an elf's natural agility even while wearing restrictive armor. The maximum Dexterity bonus for any medium or heavy armor you wear (including mithral versions) is increased by 1. For example, full plate armor normally has a maximum Dexterity bonus of +1, but the superior defense ability increases this to +2.

At 6th level, you improve the maximum Dexterity bonus of medium or heavy armor by 2 and at 9th level by 3.

Unimpeded Movement (Ex): At 5th level, you no longer reduce your movement when wearing medium or heavy armor. (You still reduce your movement if carrying a medium or heavy load, however.)

If you know the Spring Attack feat, your unimpeded movement ability allows you to use Spring Attack even while wearing heavy armor.

Corellon's Wrath (Su): At 8th level, you gain the ability to briefly channel the divine power of Corellon Larethian, enveloping one melee weapon you wield in a veil of incandescent light as a free action. You gain a +2 sacred bonus on attack rolls and deal an extra 2d6 points of damage with each melee attack you make with the affected weapon for 1 round. While Corellon's wrath is in effect, the weapon is considered magic and good-aligned for the purpose of overcoming damage reduction. You can use this ability a number of times per day equal to 3 + your Cha modifier (minimum once per day).

EX-CHAMPIONS OF CORELLON

Few champions of Corellon ever turn to evil, but it occasionally happens. If your alignment changes to evil, you are expelled from the order and lose the supernatural abilities derived from this class (Corellon's blessing and Corellon's wrath). However, you are not barred from gaining more levels in this class if you so desire. You can continue to refine the combat techniques you have learned, but you cannot make use of the class's supernatural abilities.

PLAYING A CHAMPION OF CORELLON

You are a noble and courageous warrior. While you espouse a personal code that bears some resemblance to the chivalric tradition of a human knight, you bring a uniquely elven

perspective to the concepts of honor, valor, fidelity, and truthfulness. Specifically, you are not under any obligation to prove your personal bravery by declining advantages that would help you to defeat a foe or by rashly attacking enemies superior to you. If you had not proved your valor already, you would not be a champion of Corellon; your sacred trust is to defend the innocent, the weak, and the elf people in the most expedient and effective way you can. Consequently, you do not scorn the bow, the spell, or the ruse of war when such things are called for.

You know that once you strike a blow you cannot undo it, even if it later proves to have been a mistake. Therefore, you are slow to strike and deliberate in your actions and words until it is clear that combat is the best response to a particular challenge. When blood must be spilled, you will do so quickly and expertly. You do not enjoy killing, but you take pride in doing it well when it must be done.

Remember, life is not one continuous battle, and you should not diminish yourself by defining your entire existence as empty perfection behind your blade. You appreciate many fine things—art, literature, beauty, good company, laughter, and love. Sometimes hope and heart are the best weapons against evil.

Combat

You fight with skill and special maneuvers, not brute power. Your best attribute is your Armor Class—you win fights by avoiding damage. Combine your Combat Expertise feat with heavy armor and a shield, and you'll be hard to hit indeed, especially after your superior defense ability kicks in. If you're facing a tough foe, think about using your Combat Expertise aggressively in conjunction with fighting defensively to occupy your enemy while your companions wear him down.

Your best weapon choice is probably the elven thinblade. It's better than a longsword, and you can use Weapon Finesse to make yourself into a very effective Dexterity-based fighter instead of a Strength-based fighter.

Advancement

In order to become a champion of Corellon, you must start down a road that leads to some of the most interesting and powerful feats in the game—Spring Attack and Whirlwind Attack. You should definitely consider making your next three feat choices Mobility, Spring Attack, and Whirlwind Attack. You should also think about Improved Disarm, Improved Feint, and Improved Critical (which works very well with the elven thinblade).

Your class abilities are at their best when you commit to wearing the best heavy armor you can afford. At your first opportunity, upgrade to mithral full plate armor. It's expensive, but you will appreciate the increase in your maximum Dexterity bonus and your movement rate, especially if you picked up Spring Attack.

Resources

Temples to Corellon Larethian can be found in almost any elf town or city, and even small forest settlements are likely to have at least a shrine dedicated to the Creator of the Elves. Clerics of Corellon regard you as a staunch friend and ally, and they will go out of their way to aid you in whatever fashion they can. As long as there aren't other demands on their spellcasting services, you can obtain spells from these temples at no cost unless the spells in question demand an expensive material component or an experience point expenditure, in which case the cleric in question expects you to provide the component or compensate him appropriately for the experience points he must spend.

In addition to the clerics, the other members of your chapter share your skills and interests. They can often be persuaded to join you in an important quest or to attend to some matter that you cannot deal with yourself because other affairs demand your attention. Of course, you may in turn be asked to help a fellow champion from time to time in the same way.

CHAMPIONS OF CORELLON IN THE WORLD

As some of the most capable fighters found among elf communities, champions of Corellon can often be found in three common situations—as elite guards to elf rulers, mages, or clerics; as commanders and leaders in elf armies; and as crusaders outside the elf homelands, working hard to counter the efforts of those the elves consider enemies. When you need an elf swordmaster to serve as an ally to the PCs, as a guard to an important elf NPC, or even an honorable lord to rule an elf city, a champion of Corellon is a good choice.

Champions of Corellon bear a strong resemblance to elf fighters or elf paladins, and most strangers do not recognize a member of the prestige class as anything other than a skillful elf warrior.

Organization

Naturally, champions of Corellon are strongly affiliated with temples dedicated to Corellon's worship. Collectively, they comprise an order of religious warriors known to the elves as the *Aelavellin Corellon*—literally, the Sword Knights of Corellon. Each temple of sufficient size (generally, any temple in a small town or larger community) hosts a chapter of the *Aelavellin*, which consists of anywhere from one to a dozen or more champions in the largest temples.

While the chapters are affiliated with the temples of Corellon, the individual champions are not under the command of the clerics of Corellon or even higher-ranking members of the order. Champions of Corellon generally hold other responsibilities in the community, serving as watch captains, royal advisors, and so on. Meetings of each chapter are ceremonial in nature, conducted for purposes of companionship and consideration of civic issues. The *Aelavellin Corellon* has

Illus. by J. Zhang

Alissera Berothar, a champion of Corellon

a command hierarchy of sorts, and on rare occasions (a great battle, for instance) the champions assemble as an elite guard, serving as the armored heart of an elf army. In practice, a champion of Corellon never has to weigh the dictates of the order against her personal responsibilities to her home, ruler, or family.

A champion is welcome among any chapter she encounters in her travels and free to leave a chapter whenever her duties or desires lead her to move on.

NPC Reactions

Champions of Corellon are indistinguishable from any other elf fighters, at least in the eyes of nonelves, and therefore receive much the same reaction from others. Those who would be disposed to be friendly toward elves will likewise be friendly to champions of Corellon Larethian, and those who regard elves as enemies certainly feel no differently about champions of elf deities.

If it is possible for an orc to hate an elf more than orcs generally hate elves, clerics of Gruumsh despise any cleric or servant of Corellon Larethian beyond all reason. Gruumsh worshipers sometimes launch suicidal attacks in the hope of killing a servant of Corellon.

CHAMPION OF CORELLON LORE

Characters with Knowledge (religion) or Knowledge (nobility and royalty) can research the champions of Corellon Larethian to learn more about them. When a character makes a skill check, read or paraphrase the following material, including the information from lower DCs.

DC 10: "Some powerful elf lords or knights are dedicated to the service of Corellon Larethian. They are known as champions of Corellon."

DC 15: "Any large temple dedicated to Corellon Larethian is likely to be home to one or more champions. They are elite guards, agents, and troubleshooters for elven realms, often embarking on quests to advance causes important to elves or defend the elven people. They don't like to start fights, but when violence becomes necessary you won't find a more skillful or determined opponent."

DC 20: "Champions of Corellon are highly skilled swordmasters. Few can match their ability with the blade. They are expert melee fighters and often wear heavier armor than most elves do. They possess some paladinlike abilities and strive to be just, honorable, and courageous."

DC 30: Characters who achieve this level of success can learn important details about specific chapters or champions in your campaign.

Finding a champion of Corellon is not terribly difficult, provided one knows where to find a good-sized temple of Corellon Larethian or an elf town or city. Once the PCs have found an appropriate site, they can establish contact with a chapter of champions by making a DC 10 Gather Information check. If, for some reason, they wish to meet a champion without going through elf intermediaries or without approaching the clerics of Corellon Larethian, the DC increases to 25. Elf PCs gain a +5 circumstance bonus on these Gather Information checks.

CHAMPIONS OF CORELLON IN THE GAME

Any elf warrior of sufficient skill might turn out to be a champion of Corellon Larethian. Champions of Corellon make excellent NPC allies who might aid the PCs against a threat the elves consider important, or the ruler of an elf town might be a champion herself.

The great majority of champions are good. However, some embark on this path only to later fall into darkness or evil. Some allow their hatred for enemies or rivals of the elven folk to overcome them and become cold and remorseless killers. Others are enamored by the lure of power and seek to rule over their fellows. Few elf realms are subject to the same sort of bitter power struggles that often erupt in human kingdoms, but even elves are not immune to bitterly contested successions or clan rivalries, and an embittered ex-champion is often at the heart of such trouble.

The champion of Corellon prestige class appeals to players who like playing smart fighters who possess a number of tactics at their disposal, thanks to a broad and sophisticated selection of feats. While she might not match a fighter built purely for inflicting damage, a champion has more options at her disposal and can be just as effective (or more effective, in many cases) than a simple Strength-based fighter in many situations.

Adaptation

You can easily adapt the champion of Corellon to the service of almost any other deity, or even another race altogether. The basic premise of the class (a Dexterity-based fighter with some divine powers) lends itself to association with any number of deities. A human order of champions in the service of Pelor, for instance, could use the champion of Corellon class with very little alteration.

Encounters

Champions of Corellon Larethian are rarely found in villainous roles, although it is always possible that a PC party acting in ignorance might inadvertently pose a threat to an elf community—for example, by exploring a dungeon in whose sealed chambers some dangerous monster lies imprisoned. While most champions are slow to draw their swords against folk who are not clearly evil, the possibility for a tragic misunderstanding is still present.

EL 13: A doppelganger assumes the guise of one of the PCs and assassinates an elf diplomat in a human city. Alissera Berothar, a champion of Corellon, sets out to bring the PC to justice, unaware that he is innocent. She waits for an opportunity to catch the PC alone and does her best to avoid killing the character; she wants to bring him to trial in elf lands, not execute him in the streets. Alissera can be persuaded of the character's innocence if she is given an opportunity to question the PC with the benefit of a *discern lies* or *zone of truth* spell cast by an impartial cleric, through other magical means that establish the truth of the matter, or by reputable authority figures who provide an alibi.

Alissera Berothar: Female elf rogue 1/fighter 7/champion of Corellon 5; CR 13; Medium humanoid; HD 1d6+2 plus 12d10+24; hp 98; Init +4; Spd 30 ft.; AC 29, touch 15, flat-footed 25; Base Atk +12; Grp +14; Atk +18 melee (1d8+9/15–20, +1 *silvered keen elven thinblade*) or +17 ranged (1d8+2/×3, masterwork composite longbow); Full Atk +18/+13/+8 melee (1d8+9/15–20, +1 *silvered keen elven thinblade*) or +17/+12/+7 ranged (1d8+2/×3, masterwork composite longbow); SA sneak attack +1d6; SQ Corellon's blessing, elegant strike, elf traits, superior defense +1, trapfinding, unimpeded movement; AL CG; SV Fort +12, Ref +10, Will +6; Str 14, Dex 18, Con 14, Int 13, Wis 8, Cha 10.

Skills and Feats: Bluff +4, Diplomacy +9, Disable Device +5, Handle Animal +5, Heal +6, Jump +3, Knowledge (local) +5, Knowledge (religion) +3, Listen +5, Ride +16, Search +7, Sense Motive +3, Spot +6; Combat Expertise, Dodge, Exotic Weapon Proficiency (elven thinblade), Improved Disarm, Mobility, Mounted Combat, Spring Attack, Weapon Focus (longsword), Weapon Finesse, Weapon Specialization (longsword), Whirlwind Attack.

Languages: Common, Elven; Orc.

Sneak Attack (Ex): Alissera deals an extra 1d6 points of damage on any successful attack against flat-footed or flanked targets, or against a target that has been denied its Dexterity bonus for any reason. This damage also applies to ranged attacks against targets up to 30 feet away. Creatures with concealment, creatures without discernible anatomies, and creatures immune to extra damage from critical hits are all immune to sneak attacks. Alissera may choose to deliver nonlethal damage with her sneak attack, but only when using a weapon designed for that purpose, such as a sap (blackjack).

Elegant Strike (Ex): Alissera applies her Dexterity bonus as a bonus on damage rolls (already figured into the statistics given above) with any of the following weapons: longsword, rapier, elven thinblade, elven lightblade, elven court sword, or scimitar. Targets immune to sneak attacks or extra damage from critical hits are immune to her elegant strike.

Elf Traits: Elves have immunity to magic sleep effects. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she where actively looking for it.

Superior Defense (Ex): Alissera increases the maximum Dexterity bonus for any medium or heavy armor she wears by 1.

Trapfinding (Ex): Alissera can find, disarm, or bypass traps with a DC of 20 or higher. She can use the Search skill to find, and the Disable Device skill to disarm, magic traps (DC 25 + the level of the spell used to create it). If her Disable Device result exceeds the trap's DC by 10 or more, she discovers how to bypass the trap without triggering or disarming it.

Unimpeded Movement (Ex): Alissera does not reduce her speed when she wears medium or heavy armor. She can use her Spring Attack feat even while wearing heavy armor.

Possessions: +2 mithral full plate armor, +2 heavy steel shield, +1 ring of protection, +1 silvered keen elven thinblade, masterwork composite longbow (+2 Str bonus) with 20 *+1 arrows, gauntlets of ogre power, cloak of resistance +1, 2 potions of cure light wounds.*

LUCKSTEALER

"Want riches beyond measure? Just make sure you're there when the other guy's luck runs out."
—Mik Cobblethrush, luckstealer with the halfling "Four Hands" caravan.

As a luckstealer, you're part spellcaster, part professional gambler—and 100% mischief-maker. You're the halfling who fleeces local card sharps out of their hard-earned gold, then disappears in a puff of smoke when the swords come out. Not that you flee, of course—you're just moving to the perfect ambush spot and signaling the rest of your caravan to rob the town treasury while the locals are busy fighting you.

BECOMING A LUCKSTEALER

Luckstealers are spellcasters, so the easiest way to get into the prestige class is to take levels in wizard or sorcerer. Wizards have more skill points due to their high Intelligence, so it's a little easier for them to buy ranks in Profession (gambler). A sorcerer is a better match for this prestige class because some of its skills and class features rely on Charisma. Clerics with the Luck domain also qualify for the luckstealer class, but the low hit points and poor base attack bonus make the prestige class less attractive to them. Bards also qualify for the luckstealer prestige class easily, but the class doesn't enhance their existing abilities.

Entry Requirements

Race: Halfling.
Skills: Profession (gambler) 9 ranks.
Feats: Dallah Thaun's Luck (see page 149).
Spells: Ability to cast 3rd-level arcane or divine spells.
Domain: Luck (divine spellcasters only).

CLASS FEATURES

As a luckstealer, your spellcasting progression slows down a bit, but you gain two useful curse abilities, class features that have an element of gambling to them, and some magical techniques that help you work your mischief at the gaming table.

Spellcasting: At each level indicated on Table 5–3, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other class feature a character of that class would have gained. If you had more than one spellcasting class before becoming a luckstealer, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Curse of the Fatespurned (Sp): By staring at a living opponent for a moment (a move action), you can steal a bit of his or her luck for yourself. Your target must succeed on a Will save (DC 10 + your class level + your Cha modifier) or take a –2 penalty on attack rolls, saves, ability checks, and skill checks for 1 minute. The *curse of the fatespurned* has a range of 60 feet. The effect cannot be dispelled, but it can be removed with a *break enchantment, limited wish, miracle, remove curse,* or *wish* spell.

Your cursed enemy's bad fortune is your good fortune. Whenever you successfully use *curse of the fatespurned*, you gain 2 points for your luck pool. You can spend points from your luck pool on a 1-for-1 basis to gain a luck bonus on any attack roll, ability check, skill check, or saving throw you make. You decide how many points you're spending before you make the roll. You can also use points from your luck pool to power your desperate recall and fate's proof class features (described below).

Unspent points remain in your luck pool for 1 minute. You can't have more points in your luck pool than your Charisma modifier (minimum 1). You retain the good fortune (and the points in your luck pool) even if your enemy uses *remove curse* or another spell to remove his or her bad luck.

Subtle Magic (Su): The spells you cast often don't register to divination magic. If a divination is attempted against one of your spells, the caster of the divination must succeed on a caster level check (1d20 + caster level) against a DC of 15 + your caster level. The subtle magic class feature covers only your spells; the magic items you possess still register normally to *detect magic* and other spells.

Table 5–3: The Luckstealer **Hit Die: d4**

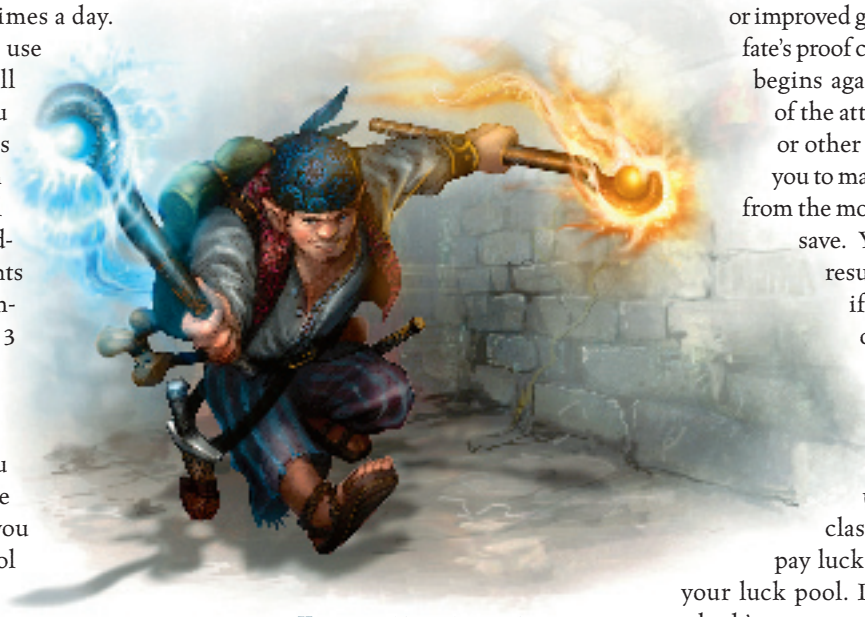
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	*Curse of the fatespurned,* subtle magic	—
2nd	+1	+0	+0	+3	—	+1 level of existing spellcasting class
3rd	+1	+1	+1	+3	—	+1 level of existing spellcasting class
4th	+2	+1	+1	+4	Lucky magic, desperate recall 1/day	+1 level of existing spellcasting class
5th	+2	+1	+1	+4	—	+1 level of existing spellcasting class
6th	+3	+2	+2	+5	—	+1 level of existing spellcasting class
7th	+3	+2	+2	+5	*Curse of the black cloud* 1/day, desperate recall 2/day	—
8th	+4	+2	+2	+6	—	+1 level of existing spellcasting class
9th	+4	+3	+3	+6	—	+1 level of existing spellcasting class
10th	+5	+3	+3	+7	*Curse of the black cloud* 2/day, desperate recall 3/day, fate's proof 3/day	—

Class Skills (4+ Int modifier per level): Appraise, Bluff, Concentration, Craft, Knowledge (local), Profession, Sense Motive, Sleight of Hand, Spellcraft.

Lucky Magic (Su): When you reach 4th level, good fortune infuses the spells you cast. Whenever you cast a spell that has a variable, numeric effect, you can reroll one die out of every five (minimum one reroll). For example, if you cast *enervation*, you can reroll the 1d4 to determine how many negative levels the spell bestows. If you cast a 15d6 *delayed blast fireball*, you can reroll any three of the fifteen dice. You must take the results of the new rolls, even if they're worse.

Desperate Recall (Su): At 4th level and higher, you can recover the energy from a spell you just cast, but doing so costs you a bit of the luck you have accumulated. Once per day, as a move action, you can recall any one spell that you had prepared and then cast (if you prepare spells ahead of time) or the energy from one spell slot (if you cast spells spontaneously). The spell or spell slot is then ready for use again, just as if it had not been cast. At 7th level, you can use desperate recall twice per day, and at 10th level, you can use it three times a day.

Whenever you use the desperate recall class feature, you have to pay luck's cost: 1 point from your luck pool for a 1st- to 3rd-level spell, 2 points for a 4th- to 6th-level spells-, and 3 points for a 7th- to 9th-level spell. If you can't afford to pay luck's cost, you can instead lose any luck points you have in your pool and give up a measure of your own personal good fortune: For 1 minute, you take a –1 penalty on all attack rolls, saves, ability checks, and skill checks, and a –1 penalty to your Armor Class. This penalty stacks with itself and with penalties from the fate's proof class feature and the Dallah Thaun's Luck feat.



Kulya Vashkarath, a luckstealer

Curse of the Black Cloud (Sp): At 7th level and higher, you can manipulate the threads of fate itself, causing a thin black cloud to descend over your foes and steal their luck away. This ability functions like the *curse of the fatespurned* class feature, except that the black cloud curses everyone within a 20-foot spread. The cloud doesn't affect vision, and it naturally disperses a round after you use this class feature. At 10th level, you can use this class feature twice a day.

As with *curse of the fatespurned*, you get the good luck that your enemies lose. You gain 2 points for your luck pool for each living creature that suffers the *curse of the black cloud*. The luck pool's maximum size is equal to your Charisma modifier (minimum 1). As described in the *curse of the fatespurned* class feature, you can use points from your luck pool to improve your rolls or to use the desperate recall or fate's proof class features.

Fate's Proof (Su): At 10th level, you have a sense of fate that borders on the precognitive. You gain occasional flashes of insight when you're in danger. For example, in the middle of a battle you might receive an instantaneous vision of a troll rending you limb from limb. By ducking and evading the troll's outstretched claws, you're able to avert a grisly fate. You can use this ability to avoid critical hits, poison attempts, and other particularly dangerous attacks.

Three times per day, you can force an opponent to reroll an attack roll, or you can reroll a save you've failed. Announce your decision to do so after you know the full effects of your bad fortune: how much damage the attack deals, the consequences of the failed save, or secondary effects such as poison or improved grab. When you use the fate's proof class feature, the attack begins again from the moment of the attack roll, and the spell or other condition that forced you to make a save begins again from the moment you attempt the save. You must accept the result of the reroll, even if it's worse than the original result. You can't use fate's proof more than once on the same roll.

Whenever you use the fate's proof class feature, you have to pay luck's cost: 5 points from your luck pool. If you can't afford to pay luck's cost, you can instead lose any luck points you have in your pool and give up a measure of your own personal good fortune: For 1 minute, you take a –2 penalty on all attack rolls, saves, ability checks, and skill checks, and a –2 penalty to your Armor Class. This penalty stacks with itself and with penalties from the desperate recall class feature and the Dallah Thaun's Luck feat.

PLAYING A LUCKSTEALER

You are finely attuned to the ebb and flow of probability, and you love to play the odds—or better yet, stack them in your favor. Tempting fate comes naturally to you. Whether across a card table or on the field of battle, your enemies wince whenever they have to face you. They know that you'll take any good fortune they have and replace it with bad luck—and bad luck is the one attack no one can defend against.

Many of the more established and populous halfling caravans have a luckstealer or two traveling with them;

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the luckstealer title isn't considered pejorative in halfling culture. The magical techniques that comprise your class features are well understood by halfling sages—it's just that not everyone shows the aptitude for or interest in messing with the laws of probability. Your fellow halflings think of you primarily as a powerful spellcaster and don't pay too much attention to the literal meaning of your title. If someone threatens the safety or welfare of a halfling community, the leaders will often turn to a luckstealer, saying, "Can't you curse our nemesis so they'll leave us alone?" They understand the general principle behind a luckstealer's abilities, but they usually don't know the specifics.

Combat

For a luckstealer, the fundamental tactical decision is how to spend the luck points you get with your curse class features. The luck points only last for 1 minute, so it's not worth it to hoard them unless you know in advance that you have a critical roll or check coming up.

Early in a fight or in a battle against undead, you may be caught without luck points. You can still use desperate recall and fate's proof, but you need to balance the penalties you'll accept against the benefits from an extra spell or possibly thwarting an enemy attack.

Your *curse of the black cloud* ability is the fastest way to get a lot of luck points, but you have to be careful placing it so you don't steal the luck of your allies. If you really need the extra spell that desperate recall will provide, it's not necessarily the end of the world if you steal a little luck from a friend. The penalties disappear after 1 minute anyway, so your ally might agree that a critical, party-saving spell might be more important than a temporary inconvenience. (At least that's how you'll spin it if your friends complain.)

If you're a high-level luckstealer facing a particularly dangerous foe, it's a good idea to try to get 5 luck points as soon as you can and keep them. That's because the fate's proof ability is your best way to thwart certain death. It's best used after your enemies get lucky, such as when a monster scores a critical hit against you or you roll a 1 on an easy but important saving throw. Fate's proof is less useful when average dice results did you in, because it's likely that your enemy will be able to repeat the success during the reroll.

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A luckstealer's curse of the black cloud descends on a hobgoblin

Advancement

Usually a wizened mentor teaches the magical techniques that make up the luckstealer's class features to a promising but mischievous student in the halfling community. The techniques are straightforward but delicate, so the mentor demonstrates them and teaches a series of exercises that hone the student's ability to manipulate fate and fortune. Once a mentor has taught these exercises, a young luckstealer requires no further instruction.

However, knowing how luckstealing works and actually being able to pull it off are two different things. It takes countless hours of practice to master the delicate ebb and flow of probability for the luckstealer's art. When you use first send a *curse of the black cloud* against your enemies, it doesn't represent something you've just learned. You've been attempting the *curse of the black cloud* for months or years, and this is just the first time it worked.

Once you become a luckstealer, your other character-advancement choices are relatively straightforward. If you were a wizard before you became a luckstealer, use magic to improve your Charisma score. Don't neglect Intelligence, obviously, but make Charisma a priority. If you're a sorcerer, consider spells that have variable effects so you can get the full benefit of your lucky magic class feature.

Resources

There is no secret society of luckstealers, but most halfling communities recognize that it's useful to have a powerful spellcaster in their midst. A luckstealer on the run can almost always count on safe refuge among halflings, who'll hide him and provide what other aid they can spare. Temples dedicated to Olidammara also treat luckstealers well—if they've heard of them.

LUCKSTEALERS IN THE WORLD

From a DM's standpoint, the luckstealer is a good prestige class to offer a player who has a natural mischievous streak—and to use for a frustrating, hard-to-pin-down nemesis for PCs.

Organization

Lucksteelers don't have an organized group or an agenda beyond that of their halfling caravans. Because a lucksteeler is a charismatic, powerful spellcaster, such a character is almost always an influential member of the community. A lucksteeler is sometimes an instigator of criminal schemes cooked up by less respectable halflings; many are the ringleaders of roving thieves' guilds. Other lucksteelers lead caravans of their own or act as senior advisors to a community leader. Pulling strings from behind the scenes is a common tactic for lucksteelers because they're personable, good bluffers, and able to use spells surreptitiously to good effect with their subtle magic class feature.

Some lucksteelers spend their days working on their next scheme, setting up the big folk for another humiliating loss at the hands of the halflings. Others take a day-to-day approach to life, relying on fate to bring them one adventure after another. They're rarely disappointed.

Many lucksteelers venerate Dallah Thaun, but their relationship with clerics of the halfling goddess can be complicated. Recently, clerics of Dallah Thaun have been trying to bring lucksteelers under their wing, granting them high station in the church in exchange for magical aid and a measure of control. Some lucksteelers are stubbornly independent, spurning the advances of the church even if they are worshipers of Dallah Thaun. Other lucksteelers wonder whether the lucksteeling techniques weren't really Dallah Thaun's to begin with, and they're more willing to cast their lot with Dallah Thaun's clergy.

NPC Reactions

Few nonhalflings know about lucksteelers, and saying someone is a "lucksteeler" sounds like a quaint halfling way of describing an unlucky person. Of course, those in the know have definite opinions about powerful spellcasters who can twist fate itself.

Most halfling caravan leaders have heard of lucksteelers, and few are indifferent toward them. About half of such leaders regard lucksteelers well and have an initial attitude of friendly. The others have found that trouble follows in the wake of a lucksteeler and have an initial attitude of unfriendly. Halflings who are not part of a community's leadership almost always have an initial attitude of friendly because many halfling folk tales feature a lucksteeler who's always getting into trouble but escaping by fooling the big folk.

Lucksteelers likewise have few enemies beyond halfling communities. Rivalries occasionally develop between a lucksteeler and a cleric of Dallah Thaun, and sometimes an evil lucksteeler will turn on his own caravan. Clerics of Olidammara (and other gods with the Luck and Trickery domain) tend to think of lucksteelers as kindred spirits, when they have heard of them at all, and have an initial attitude of friendly.

LUCKSTEALER LORE

Characters with Knowledge (local) can research the lucksteelers to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs. Halflings get a +4 circumstance bonus on the check because lucksteelers are a significant part of their culture.

DC 10: "Lucksteelers are spellcasters who specialize in curse-magic."

DC 15: "A lucksteeler does what it says—he takes your luck and uses it to power his magic. A lot of them hide in halfling caravans, stealing people's good fortune and then leaving town."

DC 20: "A lucksteeler can steal people's luck—it's a sort of curse—but the effects don't last very long. Almost all of them used to be sorcerers."

DC 30: Characters who achieve this level of success can learn important details about specific lucksteelers in your campaign.

A DC 25 Gather Information check is sufficient to set up a meeting with a lucksteeler. Halflings get a +4 circumstance bonus on this check as well, as a lucksteeler is more apt to trust a fellow halfling.

LUCKSTEALERS IN THE GAME

Whether it's a PC or an NPC, a lucksteeler is a good choice when you want a slippery spellcaster who always lives to fight another day.

If you have a lucksteeler at the table, you can challenge the PCs by giving them multiple encounters without a rest break. That will give the lucksteeler a chance to use his desperate recall ability to save the group. Longer battles also favor a lucksteeler, because his curses have a bigger effect on the game when combat stretches beyond two or three rounds.

Adaptation

As written, the lucksteeler is tied to halfling culture, but it would be a balanced prestige class for any race. It would be particularly appropriate for spellcasters with a connection to luck or fate—whether they're arcane or divine casters. It's also straightforward to put an evil twist on lucksteelers, turning them into secretive plotters who work secret magic, bring misfortune, and manipulate fate to their own ends.

Encounters

When you run an encounter with a lucksteeler, make sure the character uses one of the curse abilities (*fatespurned* or *black cloud*) early in the battle. The desperate recall and lucky magic abilities are interesting in the hands of PCs but invisible to your players when an NPC lucksteeler uses them, so they're less important. Like all arcane spellcasters, lucksteelers are physically vulnerable, so they work best when accompanied by a tough bodyguard.

EL 11: Kulya Vashkarath is a lucksteeler who travels in the company of halfling burglars (see page 182), taking whatever wealth isn't nailed down. The burglars give generously to whatever halfling caravan they're traveling with, and they waste the rest of their ill-gotten gains on dissolute living until the next caper comes along.

Kulya Vashkarath: Male halfling sorcerer 6/lucksteeler 3; CR 9; Small humanoid; HD 9d4+9; hp 33; Init +3; Spd 20 ft.; AC 14, touch 14, flat-footed 11; Base Atk +4; Grp –2; Atk or Full Atk +4 melee (1d3–2/19–20, masterwork dagger) or +9 ranged (1d3–2/19–20, masterwork dagger); SA spells, *curse of the fatespurned*; SQ halfling traits, subtle magic; AL CN; SV Fort +4, Ref +4, Will +9; Str 6, Dex 16, Con 13, Int 12, Wis 10, Cha 19.

Skills and Feats: Bluff +6, Climb +1, Concentration +12 (+16 casting defensively), Hide +7, Jump –5, Listen +1, Move Silently +5, Profession (gambler) +12, Spellcraft +12; Combat Casting, Dallah Thaun's Luck, Dodge, Mobility.

Languages: Common, Halfling; Gnome.

Curse of the Fatespurned (Sp): As a move action, Kulya can steal a bit of a foe's luck for himself, bestowing a –2 penalty on attack rolls, saves, ability checks, and skill checks for 1 minute (Will DC 17 negates). The curse has a range of 60 feet. *Break enchantment, limited wish, miracle, remove curse,* or *wish* removes the effect.

Whenever Kulya successfully uses *curse of the fatespurned,* he gains 2 points for his luck pool. He can spend points from his luck pool on a 1-for-1 basis to gain a luck bonus on any attack roll, ability check, skill check, or saving throw roll he makes. Unspent points remain in his luck pool for 1 minute. He can't have more than 4 points in his luck pool at a time.

Subtle Magic (Su): If a divination is attempted against one of Kulya's spells, the caster of the divination must succeed on a DC 21 caster level check (1d20 + caster level) .

Sorcerer Spells Known (6/7/7/6/4 per day; caster level 8th): 0—*dancing lights, detect magic, ghost sound* (DC 14), *mage hand, open/close* (DC 14), *prestidigitation* (DC 14), *read magic, touch of fatigue* (+3 melee touch, DC 14); 1st—*disguise self, expeditious retreat, mage armor* (DC 15), *magic missile, shield;* 2nd—*cat's grace* (DC 16), *spider climb* (DC 16), *web* (DC 16); 3rd—*lightning bolt* (DC 17), *suggestion* (DC 17); 4th—*dimension door* (DC 18).

Possessions: 3 masterwork daggers, *cloak of Charisma +2, wand of invisibility* (30 charges), *wand of scorching ray* (20 charges), scroll of *teleport,* scroll of *mind fog, potion of cure moderate wounds, potion of fly.*

RUATHAR

"If you agree to leave the land west of the Dursar River unsettled, the elves of Veldiri will give you leave to settle in the eastern forest and answer any call for their aid, should you need it. On this matter I can speak for the Veldiri."

— Johdur Ter Harak, elf-friend of Veldiri

Also known as "elf-friend" or "star-friend," a ruathar is a person of some other race who has earned the special friendship of the elven folk. While many individuals who render the elf people some notable service are known as elf-friends, a ruathar is truly blessed—the recipient of a powerful magical ritual that infuses him with the real and lasting blessing of the elf race. The elves extend the invitation to become ruathars to very few individuals indeed, but those so honored have a home among the elf people for the rest of their days if they so desire.

Elves can become ruathars, but such characters are somewhat unusual. An elf becomes a ruathar when he renders a great service to an elf realm that is not his homeland, or when one or more of his nonelf companions receive the honor in recognition for a deed he also shared in. When an individual elf is singled out for this kind of recognition in his homeland, he is usually called "star-friend" rather than "elf-friend."

BECOMING A RUATHAR

Ruathars are expected to be capable of serving as defenders of the elven people. While many elf-friends render elves service of great importance through feats of diplomacy, invention, gift giving, or compassion, only those who are willing and able to hazard their lives side-to-side with elf warriors are made into ruathars. Therefore, elves must find some basic competence with blade or spell in a potential ruathar before they consider bestowing the honor of the ritual. Ruathars must be noteworthy examples of elven values, so they are often particularly keen-eyed, magically skilled, or well-spoken individuals.

Entry Requirements

Base Attack Bonus: +6, OR
Skills: Any skill 9 ranks, OR
Spells: Ability to cast 3rd-level spells.

Table 5–4: The Ruathar **Hit Die: d6**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+2	+2	*Word of friendship,* gift of the elves	+1 level of existing spellcasting class
2nd	+1	+0	+3	+3	Low-light vision, elfwise	+1 level of existing spellcasting class
3rd	+2	+1	+3	+3	Star blessing, Arvandor's grace	+1 level of existing spellcasting class

Class Skills (4 + Int modifier per level): Concentration, Craft (any), Diplomacy, Handle Animal, Hide, Knowledge (all skills, taken individually), Listen, Move Silently, Profession, Search, Sense Motive, Spellcraft, Spot, Survival.

Special: In addition to meeting one of the three requirements given above, you must have performed a great service to an elf community, such as participating in the defeat of a monster of at least CR 10, recovering a valuable elven magic item, or risking death in order to save an elf's life.

CLASS FEATURES

You continue to improve both your skill at arms and your spellcasting abilities as you advance in level.

Weapon and Armor Proficiency: You receive Martial Weapon Proficiency as a bonus feat. You can choose the longsword, rapier, longbow (including composite longbow), or shortbow (including composite shortbow). Other than that, you gain no proficiency with any type of weapon, armor, or shield.

Spellcasting: At each level, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other class feature a character of that class would have gained. If you had more than one spellcasting class before becoming a ruathar, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Word of Friendship (Sp): You learn a short magical phrase that identifies you as a ruathar. While anyone can learn to mouth the words of the phrase, only ruathars are taught the magical key that makes the phrase more than just a few words in Elven. This is a sonic, language-dependent effect and is equivalent to a 1st-level spell. The *word of friendship* does not influence the hearer's mind in any way, but all elves know that only ruathars are taught it. Elves addressed in such a fashion generally begin with an attitude of friendly or helpful toward you, unless you are obviously engaged in an evil act.

Gift of the Elves: During the ruathar ceremony, you are traditionally presented with a gift of elven magic to aid you in your travels. This gift takes the form of any one of the following items: *boots of elvenkind*, *cloak of elvenkind*, elven chain, a *+1 rapier*, a *+1 longsword*, or a *+1 composite longbow* (Strength bonus up to +4, as appropriate for you). The elves provide whatever gift they deem most useful to you. If the gift is lost or destroyed, you do not receive another one. While you are free to give away or sell the gift, good manners dictate that the gift of the elves should be kept and treasured.

Low-Light Vision (Ex): At 2nd level, you gain low-light vision. You can see twice as far as a human in conditions of dim illumination. If you already have low-light vision, you gain improved low-light vision, and you can now see four times as far as a human in conditions of dim illumination.

Elfwise (Ex): At 2nd level, you gain the uncanny visual acuity and senses of the elves. You gain a +2 bonus on Search, Spot, and Listen checks. (These bonuses stack with an elf's racial bonuses.)

Star Blessing (Su): At 3rd level, you gain a +1 sacred bonus on attack rolls and saving throws while under the night sky (above ground and outside during nighttime).

Arvandor's Grace (Ex): When you reach 3rd level, the love of the elven folk actually changes you, instilling in you a glimmer of elven agelessness. Your racial life span and the lower limit of each of your age categories increase by 50%. If this change places you in a younger age category than you formerly occupied, you retain any ability score bonuses and penalties you previously gained for aging—your aging effectively stalls until you cross a threshold into an age category that's new to you.

For example, a human normally reaches middle age at 35, old age at 53, and venerable age at 70, and his maximum age is 2d20 years beyond that. A 3rd-level human ruathar reaches middle age at 52, old age at 79, venerable age at 105, and has a maximum age of 3d20 years beyond that. If a 40-year-old human became a 3rd-level ruathar, his age category would revert to adult. He would retain the –1 penalty to Strength, Dexterity, and Constitution he took when he previously entered middle age at age 35, as well as the +1 bonus to Intelligence, Wisdom, and Charisma he previously received. He wouldn't age further until age 79, when he would receive the bonuses and penalties for old age.

Even elf ruathars can receive Arvandor's grace; such characters are astonishingly long-lived.

PLAYING A RUATHAR

You have earned a special trust that very few nonelves ever receive. Above all else, you want to live up to that trust and make sure that you never abuse it. It's very likely that you already carry yourself with at least some amount of grace, compassion, and wisdom. After all, if the elves did not see in you many of the values and character traits they hold praiseworthy, they would not have named you a ruathar.

In dealing with others, be patient and consider long-term repercussions. As a ruathar, your actions reflect on those elves who honored you as an elf-friend. Do not give hasty answers or act rashly. You believe, as do the elves, that many problems are only worsened by taking a quick and ill-considered response today, when a better answer might become apparent with a little time. Don't be afraid to stop and ask yourself: What would my elf friends want me to do now?

While you admire elven ways and seek to emulate elves in many respects, one of the things that your elf comrades most admire in you is the fact that you are not an elf. You often think of things that would never occur to elves, and sometimes see answers to problems that elves might otherwise miss. You are at your best when you combine your knowledge and respect for elven ways with the particular viewpoint of your own race.

Combat

Your character's strengths and weaknesses remain largely unchanged by taking ruathar levels. If you were a skilled

spellcaster before, you remain one. If you were a skilled melee combatant before, you still are now. Do not expect a level or two in ruathar to change the way you handle yourself in a fight. Remember, though—elves don't often seek out unnecessary fights, and it never hurts to ask yourself whether an act of stealth, subterfuge, or spellcasting might achieve the same result as a battle, but with much less risk.

Advancement

As a ruathar, you are not expected to abandon your previous calling and try to be something you are not. You should continue to hone whatever skills or talents you previously possessed. If you were a fighter before you became a ruathar, you should continue to choose feats that support your own combat style or help to shore up your weaknesses. If you were a wizard, you should continue to pursue knowledge of spells in your favored schools of magic and search out arcane lore useful in your chosen quests.

While the ruathar class abilities offer few specific advancement paths, the class slightly favors multiclass characters, who find the combination of a good base attack bonus and good spellcasting advancement useful. If all you have (other than your ruathar levels) are levels in fighter or some other nonspellcasting class, you are not gaining the full benefit the ruathar class offers. Consider picking up a level of a spellcasting class, even if you otherwise might not have done so.

The ruathar class also offers some attractive benefits for characters who are good at stealth and detection. While the class does not provide a great number of skill points, its class skills are useful ones such as Hide, Search, and Spot. In addition, the low-light vision and elfwise abilities are very useful for characters such as halflings or humans who otherwise don't see well in the dark.

Resources

A ruathar can live among the elves as long as he likes, but he will be expected to be as self-sufficient and responsible as any other member of the community. A ruathar can even bring nonelf guests into an elf community, and the elves will respect the ruathar's judgment as to the intentions and discretion of his comrades (although the ruathar must answer for his poor judgment as any other elf would, should his trust prove to be misplaced). A ruathar can certainly purchase or trade for minor magic items, elven items, spellcasting services, and other such useful objects if he so chooses.

Ruathars in distress can count on whatever aid the elves can muster, without expectation of repayment. Of course, ruathars who require rescuing more than once or twice, or who ask for help when it isn't clearly needed, could conceivably wear out their welcome—but the elves don't make elf-friends of the sorts of people who would abuse their trust, and so the question "How much is too much?" simply doesn't come up.

RUATHARS IN THE WORLD

Elf-friends are generally found in and around elf settlements, as one might expect. Any nonelf who spends a lot of time near elves might be a ruathar, although in truth real elf-friends are very rare indeed.

Ruathars who don't actually live among elves often serve as elven eyes and voices in other lands. For example, a human cleric who happens to be an elf-friend keeps her eyes open for news that might interest elves, and certainly reports any dangers she discovers in her travels. If need be, a ruathar speaks on behalf of his elf friends, representing their views in the courts of human nobles or the throne halls of dwarven clan-fathers. Most ruathars would not presume to commit their friends to dangerous or distasteful courses of action, but if some matter must be decided, the ruathar can give an answer, and the elves will give his words the same weight they would give to their own.

Organization

No real organization of ruathars exists. Each ruathar is a unique individual, and the majority of ruathars know no other elf-friends. (The elves themselves know many ruathars, of course.) Sometimes, small orders or bands of trustworthy elf allies—for example, the rangers of a particular forest, a druid circle, or an elite order of eldritch knights from a nearby human realm—may include a number of ruathars, all of whom have rendered great service to elvenkind. Any character belonging to such a group is likely to be treated as an elf-friend himself, even if he has not formally been named as such.

NPC Reactions

Ruathars have chosen to stand with the elves, for better or worse. Those who befriend elves befriend ruathars; those who are enemies to elves are also enemies to ruathars.

Naturally, any elf who meets a ruathar is inclined to be either friendly or helpful toward the character, unless the elf is devoted to evil—in which case he likely looks on the ruathar as an insolent dog who crudely mimics the ways of the elf people.

Rangers and good-aligned bards or druids also look favorably upon a ruathar. They know that anyone who has earned so much trust from the elf people must be a staunch defender of good and a potential ally in the fight against evil. Dwarves tend to be suspicious of a ruathar and wonder what the character sees in the carefree, lazy lifestyle that elves embrace.

Orcs, goblins, and other humanoids who hate elves also despise ruathar. A ruathar would be wise to avoid falling into their hands.

RUATHAR LORE

Characters with the Knowledge (geography) or Knowledge (local) skills can research the ruathars to learn more about them. When a character makes a skill check, read or para-

phrase the following material, including the information from lower DCs. Elf characters making these checks gain a +10 circumstance bonus.

DC 10: "Elves sometimes reward nonelves who have performed some great service for elvenkind by naming them elf-friends."

DC 15: "Elf-friends are called 'ruathars' in Elven. They are given gifts of magic by the elves they have helped, and they are received as friends in any elf settlement."

DC 20: "Ruathars have phenomenal longevity; they're lightly touched by the same timelessness that elves seem to possess. They also acquire some other elven traits, such as elven sight, and enjoy the blessing of the elven deities."

DC 30: Characters who achieve this level of success can learn important details about specific elf-friends in your campaign.

PCs who wish to contact a ruathar can attempt to do so by making a DC 30 Gather Information check (or DC 20 if made in an elf settlement). If a PC is an elf or a ruathar herself, she gains a +5 circumstance bonus on this check. A successful check puts the PC in contact with an elf who knows the ruathar personally; whether the elf consents to lead the PCs to the elf-friend is another matter.

RUATHARS IN THE GAME

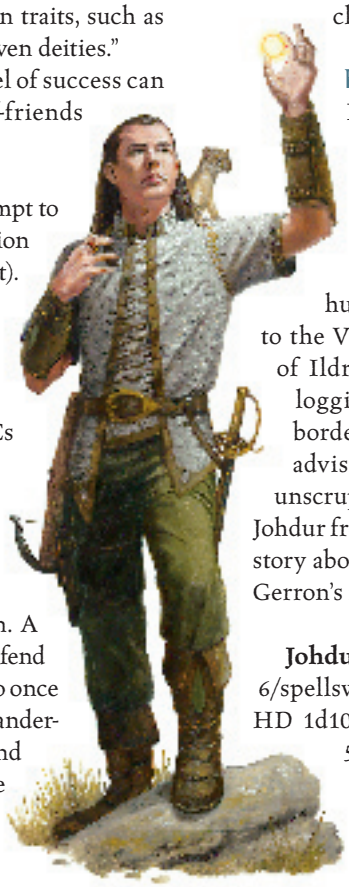
Almost any good-aligned nonelf character might be a ruathar, especially if he is a natural ally to the elves in your campaign. A stalwart ranger who helps the elven folk to defend their forest from evil incursions, a cleric who once healed a badly wounded elf prince, or a wandering adventurer who happened to recover and return an elven artifact might easily have been named an elf-friend. However, most ruathars in your game will likely be players, not NPCs. The opportunity to become a ruathar is a special reward you can offer a player character who has completed a dangerous quest that aids the elf people. Even if the PCs did not necessarily set out to perform a service for the elves, the elves admire brave and just deeds, especially those that counter the machinations of evil forces.

The ruathar prestige class appeals to players who like to immerse their characters in the evolving story of the campaign and sink roots into the world you're building for them. Winning a rare and special honor such as the undying friendship of the elf people is an especially memorable reward, something that these players will appreciate much more than simple experience points and gold pieces.

Adaptation

The drow have ruathar of their own, whose mind-set and personality are as well attuned to the dark elves as normal elf-friends are to the surface elves; nonevil player characters would certainly not want to meet them. Drow-favored ruathar gain darkvision rather than low-light vision at 2nd level and a +1 profane bonus on attacks and saves when underground at 3rd level.

Beyond this, the ruathar prestige class is one that does not adapt well. You probably shouldn't try to make it into something it isn't. While you could easily envision a prestige class of "dwarf-friends" or "halfling-friends," the ruathar class features reflect elven strengths and talents. You would have to create a new set of class features to theme the ruathar class for another race.



Johdur Ter Harak, a ruathar

Encounters

Ruathars are almost always guides, allies, or patrons to good-aligned PCs, and rarely serve as adversaries.

EL 10: Johdur Ter Harak is an honorable spellsword who serves as an advisor to and agent of Lord Gerron, ruler of the human city of Ildrifaran. This city lies close to the Veldir Forest, home to an elven realm. Many of Ildrifaran's powerful merchants want to start logging operations in the Veldir and settle its borders, but Johdur speaks on behalf of the elves, advising Lord Gerron against such actions. An unscrupulous merchant might hire the PCs to remove Johdur from the picture, after the merchant concocts a story about a glib sorcerer whose wiles have ensnared Gerron's mind.

Johdur Ter Harak: Male human fighter 1/sorcerer 6/spellsword 1/ruathar 2; CR 10; Medium humanoid; HD 1d10+2 plus 6d4+12 plus 1d8+2 plus 2d6+4; hp 56; Init +2; Spd 30 ft.; AC 19, touch 13, flat-footed 17; Base Atk +6; Grapple +5; Atk +9 melee (1d6/18–20, +1 *rapier*) or +9 ranged (1d8+1/19–20, +1 *light crossbow*); Full Atk +9/+4 melee (1d6/18–20, +1 *rapier*) or +9 ranged (1d8+1/19–20, +1 *light crossbow*); SA spells; SQ elfwise, familiar (weasel), familiar benefits, ignore spell failure 10%, low-light vision, *word of friendship*; AL CG; SV Fort +8, Ref +9, Will +12; Str 8, Dex 14, Con 14, Int 13, Wis 10, Cha 17.

Skills and Feats: Concentration +10 (+14 casting defensively), Diplomacy +7, Gather Information +5, Handle Animal +5, Knowledge (arcana) +7, Knowledge (nature) +5, Listen +2 (+4 with familiar), Ride +4, Search +7, Sense Motive +4, Spellcraft +3, Spot +2 (+4 with familiar), Survival +4; Alertness*, Combat Casting, Combat Expertise, Iron Will, Negotiator, Spell Focus (illusion), Weapon Finesse.

Languages: Common; Elven.

Elfwise (Ex): Johdur gains a +2 bonus on Search, Spot, and Listen checks (included in the skill modifiers above).

Familiar: Johdur's familiar is a weasel named Quickpaw. The familiar uses the better of its own and Johdur's base

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save bonuses. Quickpaw's abilities and characteristics are summarized below:

Familiar Benefits: Johdur gains special benefits from having a familiar. Quickpaw grants Johdur a +2 bonus on Reflex saves (already included in the statistics above).

Alertness (Ex): *Quickpaw grants its master Alertness as long as it is within 5 feet.

Empathic Link (Su): Johdur can communicate telepathically with his familiar at a distance of up to 1 mile. The master has the same connection to an item or place that the familiar does.

Share Spells (Su): Johdur may have any spell he casts on himself also affect Quickpaw if the latter is within 5 feet at the time. He may also cast a spell with a target of "You" on his familiar.

Ignore Spell Failure (Ex): Johdur subtracts 10% from his chance of arcane spell failure due to wearing armor. This class feature derives from the spellsword class, described fully in *Complete Warrior.*

Low-Light Vision (Ex): Johdur has low-light vision, and can see twice as far as a normal human in conditions of dim light.

Word of Friendship (Sp): Johdur can identify himself as a ruathar with a short magical phrase, which any elf recognizes.

Sorcerer Spells Known (6/7/7/7/4 per day; caster level 9th): 0—*acid splash* (+8 ranged touch), *detect magic, disrupt undead* (+8 ranged touch), *ghost sound* (DC 14), *light, mage hand, read magic, resistance* (DC 13); 1st—*disguise self* (DC 15), *magic missile, shield, silent image* (DC 15), *true strike;* 2nd—*daze monster* (DC 15), *invisibility* (DC 16), *levitate, scorching ray* (+8 ranged touch); 3rd—*dispel magic, lightning bolt* (DC 16), *major image* (DC 17); 4th—*fire shield, rainbow pattern* (DC 18).

Possessions: +2 mithral chain shirt, +1 ring of protection, +1 rapier, +1 light crossbow with 20 bolts, *gauntlets of Dexterity +2.*

Quickpaw, Weasel Familiar: CR —; Tiny animal; HD 6; hp 28; Init +2; Spd 20 ft., climb 20 ft.; AC 17, touch 14, flat-footed 15; Base Atk +7; Grapple –5; Atk +11 melee (1d3–4, bite); Full Atk +11 melee (1d3–4, bite); SA attach, deliver touch spells; SQ improved evasion, low-light vision, scent, speak with master; AL CG; SV Fort +6, Ref +7, Will +11; Str 3, Dex 15, Con 10, Int 8, Wis 12, Cha 5.

Skills and Feats: Balance +10, Climb +10, Hide +11, Move Silently +8, Spot +3; Weapon FinesseB.

Attach (Ex): If a weasel hits with a bite attack, it latches onto the opponent's body and automatically deals bite damage each round it remains attached. An attached weasel loses its Dexterity bonus to Armor Class. An attached weasel can be struck with a weapon or grappled itself. To remove an attached weasel through grappling, the opponent must achieve a pin against the creature.

Deliver Touch Spells (Su): Quickpaw can deliver touch spells for Johdur (see Familiars, page 52 of the *Player's Handbook*).

Improved Evasion (Ex): If Quickpaw is exposed to any effect that normally allows it to attempt a Reflex saving throw for half damage, it takes no damage with a successful saving throw and half damage if the saving throw fails.

Speak with Master (Ex): Quickpaw can communicate verbally with Johdur. Other creatures do not understand the communication without magical help.

Skills: Weasels have a +4 racial bonus on Move Silently checks and a +8 racial bonus on Balance and Climb checks. They use their Dexterity modifier for Climb checks. A weasel can always choose to take 10 on a Climb check, even if rushed or threatened.

SKYPLEDGED

"Hear my cry, lords of wind and sky! Honor the age-old bargain once more!"

—Mikraeni Vithikil, skypledged druid

The skypledged represent a mystical tradition among the raptorans that hearkens back to an ancient pact with powerful lords of the Elemental Plane of Air. The skypledged are a tangible manifestation of that pact, exchanging divine power with one another and with powerful air elementals.

BECOMING A SKYPLEDGED

Raptoran clerics and druids will find it relatively straightforward to join the skypledged once they have acquired a modicum of divine power.

Entry Requirements

Race: Raptoran.
Spells: Ability to cast *summon monster IV* or *summon nature's ally IV.*
Special: Flight extraordinary ability.

CLASS FEATURES

The skypledged class features all relate to the bargain that the raptoran race made ages ago with powerful air elementals.

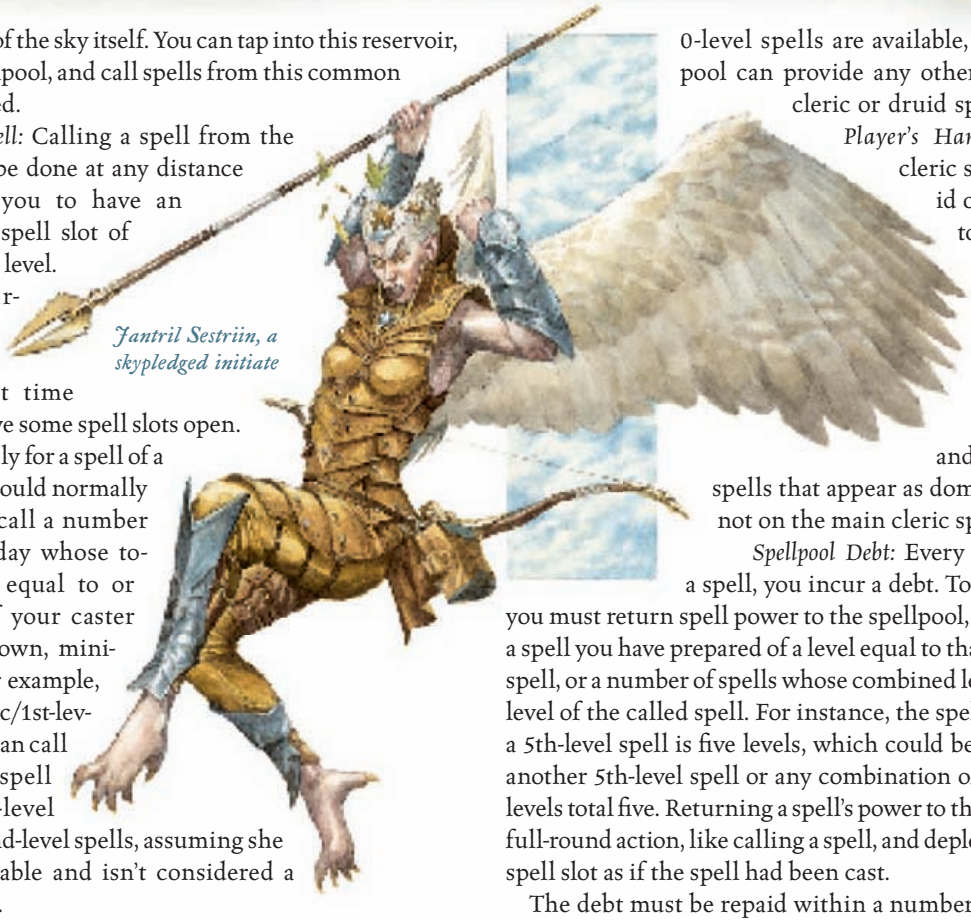
Skypledge: The skypledged receive much of their power from a conduit to the Elemental Plane of Air. In exchange for this gift, every skypledged must be an exemplar of loyalty to his or her elemental patrons. Upon joining the skypledged, you vow to aid air elementals in their struggles against other primal forces of the universe (such as the other elements). As part of this vow, you voluntarily forego casting any spell with the fire, water, or earth descriptors. If you choose to cast a prohibited spell, it functions normally, but you are considered a pledgebreaker (described below) until you pay for your transgression (often with an *atonement* spell).

Spell completion and spell trigger items that reproduce fire, water, or earth effects are not prohibited. You can use a scroll of *wall of fire* or a *staff of earth and stone* normally.

Divine Spellpool (Su): The skypledged and their elemental patrons share a magical reservoir of spell energy bound

into the fabric of the sky itself. You can tap into this reservoir, called the spellpool, and call spells from this common resource at need.

Calling a Spell: Calling a spell from the spellpool can be done at any distance but requires you to have an open, unused spell slot of the appropriate level. When preparing spells for the day, you decide at that time whether to leave some spell slots open. You can call only for a spell of a level that you could normally cast. You can call a number of spells per day whose total levels are equal to or less than half your caster level (round down, minimum one). For example, a 7th-level cleric/1st-level skypledged can call one 3rd-level spell and one 1st-level spell, or two 2nd-level spells, assuming she has slots available and isn't considered a pledgebreaker.



Jantril Sestriin, a skypledged initiate

When you call a spell, you take a full-round action to concentrate (which does provoke attacks of opportunity). The spell appears in your mind at the beginning of your next turn and can be used immediately. However, if you do not cast the called spell within a number of minutes equal to your caster level, it fades from your mind as though cast.

Spell Availability: Three stages of access to the spellpool exist. A new skypledged gains divine spellpool I privileges, which grants access to spells of 1st to 3rd level. Starting at 4th level, divine spellpool II allows access to 4th- to 6th-level spells. Starting at 7th level, divine spellpool III grants access to 7th- to 9th-level spells. No 0-level spells are available, but the spellpool can provide any other spell on the cleric or druid spell list in the *Player's Handbook*—even cleric spells to a druid or druid spells to a cleric. The only unavailable spells are those with the fire, earth, or water descriptor, and those cleric spells that appear as domain spells but not on the main cleric spell list.

Spellpool Debt: Every time you call a spell, you incur a debt. To pay this debt, you must return spell power to the spellpool, in the form of a spell you have prepared of a level equal to that of the called spell, or a number of spells whose combined levels equal the level of the called spell. For instance, the spellpool debt for a 5th-level spell is five levels, which could be paid off with another 5th-level spell or any combination of spells whose levels total five. Returning a spell's power to the spellpool is a full-round action, like calling a spell, and depletes a prepared spell slot as if the spell had been cast.

The debt must be repaid within a number of days equal to your skypledged class level; otherwise, you become a pledgebreaker (see below) and you cannot access the spellpool again until you repay your debt and atone for your transgression. You must repay this debt as a part of any atonement for being a pledgebreaker. You can't build up a positive balance with the spellpool by paying off a debt before incurring it.

Spellcasting: At each level, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a divine spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other class feature a character of that class would have gained. If you had

Table 5–5: The Skypledged **Hit Die: d6**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+2	+2	Skypledge, divine spellpool I	+1 level of existing divine spellcasting class
2nd	+1	+0	+3	+3	*Beckon breeze*	+1 level of existing divine spellcasting class
3rd	+2	+1	+3	+3	*Instant supplication*	+1 level of existing divine spellcasting class
4th	+3	+1	+4	+4	Divine spellpool II	+1 level of existing divine spellcasting class
5th	+3	+1	+4	+4	*Beckon winds*	+1 level of existing divine spellcasting class
6th	+4	+2	+5	+5	Servant supplication	+1 level of existing divine spellcasting class
7th	+5	+2	+5	+5	Divine spellpool III	+1 level of existing divine spellcasting class
8th	+6	+2	+6	+6	*Beckon gale*	+1 level of existing divine spellcasting class
9th	+6	+3	+6	+6	Assumptive supplication	+1 level of existing divine spellcasting class
10th	+7	+3	+7	+7	Cyclonic doom	+1 level of existing divine spellcasting class

Class Skills (4 + Int modifier per level): Concentration, Craft, Handle Animal, Heal, Intimidate, Knowledge (nature), Knowledge (the planes), Listen, Profession, Spellcraft, Spot, Survival.

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more than one divine spellcasting class before becoming a skypledged, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Beckon Breeze (Sp): At 2nd level, you gain the ability to ask your elemental patrons to change the wind speed and direction on your behalf once per day. You can change the wind direction as you like, and you can change the wind force by one category in either direction—for example, from light to moderate or from severe to strong (see Table 3–24: Wind Effects, page 95 of the *Dungeon Master's Guide*). The prevailing winds change everywhere within a 100-foot radius centered on your location at the time you ask the wind lords for aid.

The changes you create with this ability last 1 minute per level, and it takes 1d4 rounds for the winds to shift as you've beckoned. This ability does not function indoors or underground.

Instant Supplication (Sp): Beginning at 3rd level, you can beg the wind-lords to save a falling creature within sight—often a comrade, but you can seek the boon for the yourself if you're somehow rendered unable to fly. This effect functions like a *feather fall* spell cast on the targeted creature. This is an immediate action that a skypledged character can use at any time (even on someone else's turn).

Beckon Winds (Sp): When you reach 5th level, this ability replaces the *beckon breeze* class feature. It is identical to that ability, except you can now change the wind force by up to two categories (from light to strong, for example, or from severe to moderate).

Servant Supplication (Su): Starting at 6th level, you gain an ally drawn from the primal power of the Elemental Plane of Air. Once per day, as a full-round action, you may call a 15 HD Large air elemental (described on page 131) to serve you loyally and well as long as you avoid pledgebreaker status. The air elemental remains with you for 1 hour, after which it returns to the Elemental Plane of Air. The elemental acts as you command during your turn.

Beckon Gale (Sp): At 8th level, this ability replaces the *beckon winds* class feature. It is identical to that ability, except you can now change the wind force by up to four categories (from light to windstorm, for example, or from hurricane to moderate).

Assumptive Supplication (Su): Beginning at 9th level, you can ask the elemental powers to lend you their form for 1 minute once per day. You assume the form of a Huge air elemental; see the 20th-level druid wild shape class feature, page 37 of the *Player's Handbook*).

Cyclonic Doom (Su): When you attain 10th level, the elemental lords cloak you in the protective power of your own personal cyclone, if you take a standard action to ask for their help. A cyclone of magical wind spins through all spaces adjacent to you.

If you are on the ground, anyone in an adjacent square takes 15d6 points of bludgeoning damage from the magically enhanced wind. Those who survive must succeed on a Fortitude save (DC 20 + your Str modifier) or be knocked prone.

If you are flying, anyone in an adjacent square takes 15d6 points of bludgeoning damage and must succeed on a Reflex save (DC 20 + your Str modifier) or be ejected 2d6×10 feet directly away from you (as if they had been bull rushed that far).

Check to see whether a creature is adjacent to you at the start of that creature's turn and at any point during that creature's movement. If you move adjacent to someone, for example, he won't take damage or attempt a save until the start of his turn. If someone moves adjacent to you, he takes damage and attempts the saving throw immediately.

The cyclonic doom ability is usable for 10 rounds per day, split up as desired. You can activate or deactivate your cyclonic doom as a free action, but you can't do both in the same turn.

PLAYING A SKYPLEDGED

To be one of the skypledged is to love the freedom of the open skies and the rush of the wind over your feathered wings. It's also a solemn role, because you are the tangible proof of an ancient pact made between your ancestors and the lords of the Elemental Plane of Air.

All raptorans have a minor connection to the pact—everyone finds air spells a little easier to manipulate, and all raptorans undergo the Walk of the Four Winds to honor the pact with the air elementals and earn the right to fly. In contrast, you pledge to uphold the pact in a much more fundamental way. The mysterious lords of the Elemental Plane of Air grant you extra power because you embody that ancient pact to the fullest.

PLEDGEBREAKERS

Your pledge to forego fire, earth, and water spells is entirely voluntary on your part; you still have access to those spells, and you can prepare and cast them if you so choose. Likewise, you can take spells from the divine spellpool without replenishing the reservoir.

However, if you do either of those things, you are considered a pledgebreaker. While a pledgebreaker, you retain your spellcasting ability, but you lose access to other class features until you atone for your breach of the ancient pact between the raptorans and the air elementals. An *atonement* spell is often a good way to restore your good standing in terms of the pledge. Unless you broke your pledge while under magical compulsion or similar extenuating circumstances, it'll cost you 500 XP to atone for your misdeed. In particularly egregious cases, the elemental lords may put a *geas/quest* on you prior to letting you back into the fold.

Usually, you don't have to do anything other than forgo spells associated with other elements to keep your part of the bargain. Nevertheless, the powerful elementals who made the pact know that if they need winged warriors from the Material Plane, they can call on the skypledged and get immediate help. They haven't done so in living memory, but you could get the call to help fight a war on the Inner Planes at any time.

The skypledged are spread out among the thousands of flocks that make up raptoran society. Their only organizational purpose is to pass along the tradition to worthy raptorans and look after the interests of the raptoran race. Two skypledged who meet don't necessarily agree in matters of alignment, flock affiliation, or anything else. As a skypledged, you share with your fellows an affinity for air and sky, but little else. Another skypledged is no more or less likely to aid you than any other raptoran.

Combat

Skypledged are spellcasters first and foremost, so you'll generally circle a battlefield from above, hurling spell after spell from the sky. Because the spellpool gives you access to both cleric and druid spells, you can confound your enemies with combinations few other spellcasters can manage, such as casting both *barkskin* and *shield of faith* before a fight, or following a *holy smite* spell with *call lightning*.

Many skypledged favor summoning spells (though your dedication to air constrains your choices somewhat), using minions from the Elemental Plane of Air to flank enemies, harry flying foes, and chase down escaping enemies.

You can also use the wind itself to good advantage. By making the wind blow harder, you can render ranged attacks difficult or impossible. By confounding archers, you've just made the sky a safer place for you to fly.

Advancement

When a skypledged reaches old age, he or she passes along the tenets of the skypledge to two or three younger raptorans—often a flock's most capable clerics or druids. Not all skypledged survive to old age, so those who do take multiple apprentices to ensure that the overall number of skypledged stays more or less constant.

Such training isn't unduly complicated. A would-be member of the prestige class must memorize the skypledge itself, then must master the esoteric techniques for accessing the spellpool. Prospective members also learn the names and histories of some of the mysterious elemental lords on the other side of the elemental–raptoran pact.

Resources

The skypledged have no larger agenda beyond observing the ancient pact, so their organization provides little in the way of resources to its members, though a retiring skypledged will sometimes pass along heirloom weapons or other magic items to promising apprentices. Part of the ancient pact states that the skypledged should be ready to go to war on behalf of the Elemental Plane of Air at a moment's notice, so you should make sure you're always properly equipped for battle. (For most adventurers, this won't be a problem.)

SKYPLEDGED IN THE WORLD

As an NPC, a skypledged makes an effective elite guardian of a raptoran flock. The ability to combine druid and cleric magic offers an interesting surprise in combat, and a flying spellcaster with air elemental allies poses a tactical challenge for even a well-prepared group of adventurers.

Organization

There's no hierarchy among the skypledged. The organization of the class manifests more as a shared mystical tradition and a way of life than as a group with schemes and agendas. Individual skypledged certainly have goals of their own, and there's nothing preventing a group of skypledged from working toward a common objective.

If anyone directs the affairs of the skypledged, it's the elemental lords on the Elemental Plane of Air. The elemental lords vie with each other for dominance on their own plane. They drop their internal rivalries only when plotting against the forces of other elemental planes and when facing other threats to the power of air.

The elemental lords function best in a campaign when their exact nature and goals remain mysterious. If you want to introduce a specific elemental lord into one of your adventures, start with an elder air elemental, increase one of its mental ability scores to the mid-20s, and add levels in a spellcasting class (probably cleric or sorcerer). Names of the better-known elemental lords include Halasti of the Twelve Zephyrs, Shallafari Achandi, Cumularon, and Rashalae of the Last Breath.

Most skypledged have positions of authority within a raptoran flock, but a few wander the Material Plane helping raptoran communities in need. Some high-level skypledged spend time on the Elemental Plane of Air, soaring across the endless sky there.

Recently a couple of factions have emerged within the skypledged. The Vanguard of the Home Skies is a group of several dozen skypledged who have taken it upon themselves to fight the forces of earth, fire, and water—despite no request to do so from an elemental lord. They attack nonraptoran spellcasters who rely on the power of one of these elements, attack elementals of these kinds they find on the Material Plane, and even raid the other elemental planes. The Liberators of Vanakalth are a group of seven skypledged who all had a role in the freeing of a noble djinni from imprisonment by a rakshasa clan. The Liberators are making war on the rakshasas and may have other goals; the djinni Vanakalth now directs their affairs from a cloud-castle on the Elemental Plane of Air.

NPC Reactions

The skypledged used to be made up of only the best and brightest among the raptorans, but the ardor of the

raptorans to observe the tenets of the pact has cooled somewhat over the centuries. The average raptoran doesn't often think about the race's pact with the air elementals. Most raptorans don't consider the pact an active concern but a historical event, and those same individuals largely see the skypledged as followers of an esoteric mysticism. Raptorans don't treat a skypledged any better than they would treat a member of another class. They have a starting attitude of indifferent.

The skypledged have at least something in common with one another, even if their alignments and flock affiliations are at odds. Two skypledged who meet have a starting attitude toward one another one step more favorable than would otherwise be the case.

Creatures native to the Elemental Plane of Air have a starting attitude of friendly toward skypledged. It's rare for Material Plane creatures to understand elemental affairs, and rarer still for others to pledge service to an elemental ideal.

Creatures native to other elemental planes have a starting attitude of unfriendly if they know they're interacting with a skypledged.

If a raptoran is known to be a pledgebreaker, the attitudes of Inner Plane natives are reversed. The powers of earth, fire, and water will be eager to talk to someone who has spurned the air, but natives of the Elemental Plane of Air will suspect treachery, or at least untrustworthiness, from a pledgebreaker.

SKYPLEDGED LORE

Characters with Knowledge (the planes) can research the skypledged to learn more about them. When a character makes a skill check, read or paraphrase the following material, including the information from lower DCs.

DC 10: "The skypledged? They're raptoran air-element spellcasters."

DC 15: "The skypledged are so called because they've promised to aid the Elemental Plane of Air if it's attacked. In the meantime, they can draw spell power from the plane, and they're really good at summoning air elementals."

DC 20: "Most skypledged can cast both cleric and druid spells, and many have a powerful air elemental at their beck and call. They can control the wind itself."

DC 30: Characters who achieve this level of success can learn important details about specific skypledged in the campaign.

PCs who wish to contact a skypledged must first locate a raptoran tribe. Once they have established contact with the tribe, a successful DC 20 Diplomacy check convinces the raptorans to identify one among their number (if any) as a skypledged.

SKYPLEDGED IN THE GAME

A skypledged PC doesn't place any unusual demands on the DM, because the skypledged organization doesn't demand much from its members. Unless you're planning a planar campaign where the Elemental Plane of Air is threatened, the elemental lords that created the raptoran pact will never demand anything from the skypledged.

A skypledged PC will want to use her beckon abilities from time to time, so the adventures you create should have some outdoor encounters. In addition, like any DM with a raptoran PC at the table, you'll quickly become adept at the aerial maneuverability rules (described on page 20 of the *Dungeon Master's Guide*).

Adaptation

As written, the prestige class reflects an important event in raptoran history: the pact with the air elementals. It can also serve as a model for any spellcasting prestige class that has pledged itself to an extraplanar power. If you alter the class in this way, you can leave the spellpool class feature intact and develop new abilities to replace the beckon and cyclonic doom class features.

Encounters

Encounters with the skypledged often feature a mix of druid and cleric magic. They frequently incorporate air elementals, whether summoned or there as allies.

EL 8: Jantril Sestriin, the star chief of the Rifinti flock (see page 82), is a recent adherent to the skypledged way who delights in flying high over enemies, then summoning creatures to do the actual fighting for her.

Jantril Sestriin, Skypledged Initiate: Female raptoran druid 7/skypledged 1; CR 8; Medium humanoid (raptoran); HD 7d8+14 plus 1d6+2; hp 54; Init +2; Spd 30 ft., fly 40 ft. (average); AC 15, touch 12, flat-footed 13; Base Atk +5; Grp +6; Atk or Full Atk +7 melee (1d8+1/×3, masterwork spear) or +8 ranged (1d8+2/×3, *+1 footbow*); SA spells; SQ animal companion, animal companion benefits, divine spellpool I, raptoran traits, resist nature's lure, skypledge, trackless step, wild empathy +6 (+2 magical beasts), wild shape 3/day, woodland stride; AL N; SV Fort +7, Ref +6, Will +11; Str 12, Dex 14, Con 14, Int 10, Wis 18, Cha 8.

Skills and Feats: Climb +3, Concentration +8, Jump +11, Listen +15, Spellcraft +5, Spot +17, Survival +17; Augment Summoning, Martial Weapon Proficiency (footbow), Spell Focus (conjuration).

Languages: Common, Druidic, Tuilvilanuue.

Animal Companion (Ex): Jantril has a dire wolf as a companion. The companion's abilities and characteristics are summarized on page 65 of the *Monster Manual*.

Animal Companion Benefits: Jantril and her dire wolf enjoy the link and share spells special qualities.

Link (Ex): Jantril can handle her wolf as a free action. She also gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding her companion.

Share Spells (Ex): Jantril can have any spell she casts on herself also affect her animal companion if the latter is within

5 feet at the time. She can also cast a spell with a target of "You" on her animal companion.

Divine Spellpool I (Su): Whenever Jantril has open, unused spell slots of 1st, 2nd, or 3rd level, she can call up to three total levels of spells (from the cleric or druid list) to go into those slots. It takes a full-round action to do so, and the spell or spells remain available for 1 minute.

Spells with the fire, earth, or water descriptor are unavailable. Jantril must repay her spellpool debt within 1 day; doing so is a full-round action. Repaying the debt depletes a combination of prepared spells whose total levels is equal to that of the spells previously called from the spellpool.

Raptoran Traits: Raptorans can glide at a speed of 40 feet, with average maneuverability. Raptorans have an unerring sense of direction and always know which way is north. A raptoran spellcaster gains +1 caster level for air spells. Jantril can fly for 2 rounds at no penalty, or for 4 rounds at the cost of becoming fatigued. A flying raptoran can make a dive attack (as a charge, but must fly at least 30 feet, descend at least 10 feet, and use a piercing weapon to deal double damage on a hit).

Resist Nature's Lure (Ex): Jantril gains a +4 bonus on saving throws against the spell-like abilities of fey.

Skypledge: Jantril won't cast any spell with the fire, water, or earth descriptor. Spell completion and spell trigger items that reproduce fire, water, or earth effects are not prohibited.

Trackless Step (Ex): Jantril leaves no trail in natural surroundings and cannot be tracked.

Wild Shape (Su): Jantril can change into a Small to Medium animal and back again, as per the *polymorph* spell. This ability lasts for 7 hours or until she changes back

Woodland Stride (Ex): Jantril can move through natural thorns, briars, overgrown areas, and similar terrain at her normal speed and without damage or other impairment. However, thorns, briars, and overgrown areas that are magically manipulated to impede motion still affect her.

Spells Prepared (caster level 8th): 0—*cure minor wounds* (DC 14), *detect magic* (2), *guidance* (DC 14), *light, read magic*; 1st—*cure light wounds* (DC 15), *endure elements* (DC 15), *entangle* (DC 15), *speak with animals*, one open slot; 2nd—*barkskin, bear's endurance* (DC 16), *lesser restoration* (DC 16), *resist energy* (DC 16); 3rd—*call lightning* (DC 17), *cure moderate wounds* (DC 17), *wind wall* (caster level 9th; DC 17), one open slot; 4th—*cure serious wounds* (DC 18), *dispel magic, ice storm*.

Possessions: +1 leather armor, masterwork spear, *+1 footbow* (+1 Str bonus) with 20 arrows, *periapt of Wisdom* +2, scroll of *call lightning storm*, scroll of *flame strike*.

ADVANCED LARGE AIR ELEMENTAL

This air elemental is typical of those received through a skypledged's servant supplication class feature. It is a 15 HD version of the one found on page 95 of the *Monster Manual*.

Large Air Elemental: CR 7; Large elemental (air, extraplanar); HD 15d8+45; hp 112; Init +11; Spd fly 100 ft. (perfect); AC 20, touch 16, flat-footed 13; Base Atk +11; Grp +17; Atk +18 melee (2d6+2, slam); Full Atk +18 melee (2d6+2, 2 slams); SA air mastery, whirlwind; SQ damage reduction 5/—, darkvision 60 ft., elemental traits; AL N; SV Fort +8, Ref +16, Will +5; Str 15, Dex 25, Con 16, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +9, Spot +9; Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Mobility, Spring Attack, Weapon Finesse, Weapon Focus (slam).

Air Mastery (Ex): Airborne creatures take a –1 penalty on attack and damage rolls against an air elemental.

Whirlwind (Su): This elemental can transform itself into a whirlwind once every 10 minutes for up to 7 rounds at a time. The whirlwind is 5 feet wide at the base, 30 feet wide at the top, and 40 feet tall. Medium or smaller creatures take 2d6 points of damage per round in the whirlwind (Reflex DC 19 negates).

A second Reflex save at the same DC is required to avoid being picked up by the winds. Creatures in the whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. A creature that can fly is allowed a Reflex save each round to escape the whirlwind.

If the base of the whirlwind touches the ground, the whirling debris creates a 20-foot-diameter cloud centered on the whirlwind. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

STORMTALON

"Fear nothing! Death from the sky!"
—Austriesha, stormtalon captain

The stormtalons are consummate aerial warriors, using both their weapons and their razor-sharp foot talons to dive on their hapless foes. They are elite protectors of the raptoran race, sent by the high chieftain whenever a raptoran flock is in trouble.

BECOMING A STORMTALON

Becoming a stormtalon means joining the raptoran equivalent of the military. Recruits are tested for combat prowess before admission into the ranks of the stormtalons, so fighters, paladins, rangers, and barbarians get into the prestige class easiest. The latter two classes find the stormtalon class particularly appealing because they don't wear heavy armor anyway and will be able to fly unencumbered.

Entry Requirements

Race: Raptoran.
Base Attack Bonus: +5.
Special: Flight extraordinary ability.

Table 5–6: The Stormtalon **Hit Die: d10**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Foot talons
2nd	+2	+3	+0	+0	Bonus aerial feat
3rd	+3	+3	+1	+1	Fast flight (+10 ft.)
4th	+4	+4	+1	+1	Bonus aerial feat
5th	+5	+4	+1	+1	Fast flight (+20 ft.)
6th	+6	+5	+2	+2	Bonus aerial feat
7th	+7	+5	+2	+2	Improved foot talons
8th	+8	+6	+2	+2	Bonus aerial feat
9th	+9	+6	+3	+3	Fast flight (+40 ft.)
10th	+10	+7	+3	+3	Bonus aerial feat

Class Skills (2+ Int modifier per level): Balance, Climb, Craft, Intimidate, Jump, Spot, Tumble.

CLASS FEATURES

The stormtalon's class features all make you a better fighter in the air.

Foot Talons (Ex): The first lesson a stormtalon learns is how to sharpen his or her foot talons so they become weapons. Such sharpening takes an hour a day to maintain, but it turns your feet into claws that deal 1d6 points of damage plus your Strength modifier. You are considered proficient with these attacks. When you make a full attack, you use your full base attack bonus with any weapons in hand and take a –5 penalty on your talon attack. The Multiattack feat (see page 304 of the *Monster Manual*) lessens this penalty to –2.

You can use your foot talons only when you're airborne. They deal both piercing and slashing damage, so they'll do double damage when you make a dive attack (see page 68).

The talons are useful as weapons, but they're not dexterous enough to wield weapons or perform any action requiring fine motor skills.

Bonus Aerial Feat: At every even-numbered level, you learn a new trick useful to aerial combat. Choose a feat from the following list: Aerial Reflexes†, Aerial Superiority†, Born Flyer†, Diving Charge†, Flyby Attack*, Hover*, Improved Flight†, Multiattack*, Wingover*.

*Feat described on page 304 of the *Monster Manual*.

†New feats described in Chapter 6 of this book.

Fast Flight (Ex): Beginning at 3rd level, you gain a fly speed 10 feet faster than the norm for your race. At 5th level, it's 20 feet faster, and at 9th level, it's 40 feet faster. Except that this class feature applies to fly speed rather than land speed, it otherwise functions like the fast movement barbarian class feature described on page 25 of the *Player's Handbook*.

Improved Foot Talons (Ex): When you reach 7th level, you have become more adept at dealing wicked cuts with your foot talons. Your talons now deal 1d8 points of damage and can be used even when you aren't flying.

PLAYING A STORMTALON

The stormtalon's battle cry "Death from the sky!" tells you all you need to know. You swoop down on your foes and deal grievous damage before they even know what hit them. Take this prestige class if you want a potent combination of battlefield maneuverability and combat effectiveness.

You're also part of a larger organization devoted to protecting raptoran flocks scattered all across the world. When the high chieftain of the raptorans sends in the stormtalons, it's a sign that she takes a particular crisis seriously.

Combat

You obviously fight best when you're in the air, but your tactical decisions just start there. You can function as pinpoint artillery for your allies, circling above the battlefield and skewering with arrows anything that moves. Alternatively, you can dive down on your foes, dealing double damage with a spear or other piercing weapon and then either moving back out of harm's way or hovering just above the enemy. Once your enemies have seen one technique, you can confound them by switching to the other.

Your ability to get airborne is also useful before a fight starts. You can scout out the best terrain in relative safety and perhaps see enemies before they see you. You're able to get around the battlefield easier than either your nonraptoran comrades or your enemies, so you can quickly move to provide a flanking situation, get a healing potion to a fallen friend, or cut off an enemy's escape route.

Advancement

Would-be stormtalons have to pass a six-week training regimen designed to weed out those who aren't tough enough. You don't have to play through the whole basic training process; your DM will likely account for it between adventures.

You'll periodically reconnect with the stormtalon leadership to get further training. The leadership may also assign you missions from time to time, sending you to defend a raptoran flock that's in some kind of trouble.

Resources

Stormtalons traditionally wield spears in combat, and the organization has accumulated quite an arsenal of magic spears over the years. PCs who want a magic spear can get one for 80% of its normal cost if they contact the stormtalons and request one. Acquiring a spear this way takes one week per point of enhancement bonus (or equivalent if the spear has a special ability).

STORMTALONS IN THE WORLD

The stormtalon prestige class is a good fit for a player who wants to focus on aerial combat. As a group, the stormtalons function as the cavalry that rushes in at the last minute to save an endangered raptoran flock. Depending on the situation, the stormtalons might be the answer to PCs' prayers or the object of their curses.

A stormtalon recruit

Illus. by V. Rams

Organization

The stormtalons are organized like a military, with senior officers issuing commands to junior officers in charge of small groups of rank-and-file soldiers. However, they are dispersed across the world, so communication up and down the chain of command is reserved for major issues. Each stormtalon has a great degree of autonomy.

At any one time, a few hundred stormtalons are stationed near the high chieftain of the raptorans. If a raptoran flock is in trouble, the group sends a message (often by magical means) to the high chieftain. If the chieftain perceives a serious threat, she orders a small team of stormtalons (usually less than a dozen) to fly to the distressed flock and take care of the situation. Stormtalons are also usually the ones chosen as messengers when the high chief needs to deliver urgent news to leaders of other races.

Stormtalons who aren't stationed with the high chieftain or out on a mission are dispersed among the thousands of raptoran flocks. Often an individual stormtalon or a small group will be assigned several flocks to watch over. The individual or group visits each in turn, benefiting from each flock's hospitality but remaining alert for threats.

Stormtalons can also request "detached duty," which maintains their standing in the organization but frees them to travel on their own. As long as a stormtalon provides a way for superior officers to make contact with him, he's likely to be granted detached duty status. Adventuring PCs will probably spend most of their time on detached duty.

A rivalry exists between the high chieftain's stormtalons and those dispersed among the raptoran flocks. The high chieftain's stormtalons believe that their fellows lose the benefit of discipline when they aren't in daily contact with the rest of the organization. The flock-based stormtalons believe that the high chieftain's stormtalons are too "by the book" and unwilling to employ creative solutions. There's an element of truth to both stereotypes. The rivalry isn't violent—a stormtalon is a stormtalon, after all—but the raptoran penchant for debate often comes home to roost in a chieftain-versus-flock argument.

NPC Reactions

The average raptoran adores the stormtalons. They're the raptoran equivalent of the colonial Minutemen, the Texas Rangers, and the 101st Airborne all rolled into one. A raptoran's starting attitude toward a stormtalon is

friendly—or helpful if the stormtalons are responding to a threat against a flock.

STORMTALON LORE

Characters with Knowledge (local) can research the stormtalons to learn more about them. When a character makes a skill check, read or paraphrase the following material, including the information from lower DCs.

DC 10: "The stormtalons are what raptorans call their best warriors."

DC 15: "Stormtalons work in small groups at the behest of the raptoran leadership. They swoop in to save raptoran communities under some kind of threat."

DC 20: "The stormtalons train endlessly in aerial combat, and they fight in three dimensions better than most people fight in two."

DC 30: Characters who achieve this level of success can learn important details about the activities of specific stormtalons in your campaign.

Stormtalons are far from shy, so PCs trying to establish contact with one need only contact the nearest raptoran flock (which can require a DC 20 Gather Information check if its location is not already known). Once the PCs have made their intentions known, the nearest stormtalon will seek them out at a time and place of his choosing to find out their purpose.

STORMTALONS IN YOUR GAME

A stormtalon PC will probably spend most of his time on detached duty status, but you can have a superior officer assign a mission if you need to kick-start an adventure that involves a threatened raptoran flock. Stormtalons will fight alongside nonraptorans as needed, so the entire party can rush to the rescue of a raptoran flock under monstrous attack.

The stormtalons are also a useful way to rescue PCs who have gotten themselves in over their heads near a raptoran community—and a tough foe for PCs who attack a raptoran cliff dwelling.

Any raptoran PC wants the chance to fly from time to time, but it's essential to give a stormtalon that chance in almost every fight. Occasionally, it's okay to send the action into low-ceilinged tunnels when you want to give a stormtalon PC an extra challenge, but such encounters should be the exception, not the rule.

Adaptation

While the stormtalons are designed for the raptoran race, this prestige class would be appropriate for any flying race such as gargoyles, half-celestials, half-fiends, and aarakocras (found in the Forgotten Realms® campaign setting).

Encounters

Encounters with stormtalons should show off as many cool aerial maneuvers as possible. Nonflying PCs should definitely feel limited by their inability to reach their foes.

EL 8: Two stormtalon recruits are a typical patrol. They're eager to fight, but they have orders to break off combat and report back if they're outmatched.

Stormtalon Recruit: Raptoran barbarian 5/stormtalon 1; CR 6; Medium humanoid (raptoran); HD 5d12+10 plus 1d10+2; hp 55; Init +1; Spd 40 ft., fly 40 ft. (average); AC 16, touch 11, flat-footed 15; Base Atk +6; Grp +9; Atk +10 melee (1d8+5/×3, *+1 spear*) or +8 ranged (1d8+4/×3, masterwork footbow); Full Atk +10/+5 melee (1d8+5/×3, *+1 spear*) and +7 melee (1d6+1, foot talons [airborne only]) or +8/+3 ranged (1d8+4/×3, masterwork footbow); SA foot talons, rage 2/day; SQ improved uncanny dodge, raptoran traits, uncanny dodge, trap sense +1; AL CN; SV Fort +8, Ref +2, Will +2; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +4, Intimidate +7, Jump +16, Listen +9, Spot +9, Survival +9; Flyby Attack, Multiattack, Power Attack.

Languages: Common, Tuilvilanuue.

Foot Talons (Ex): Stormtalon recruits have claws that deal 1d6+1 points of damage. When they make a full attack, they use their full base attack bonus with any weapons in hand and take a –2 penalty on their talon attack.

Stormtalon recruits use foot talons only when they're airborne. They deal double damage in a dive attack.

Rage (Ex): Twice per day, this stormtalon recruit can enter a state of fierce rage that lasts for 7 rounds. The following changes are in effect as long as he rages: hp increase by 12; AC 14, touch 9, flat-footed 13; Grp +11; Atk +12 melee (1d8+8/×3, *+1 spear*); Full Atk +12/+7 melee (1d8+8/×3, *+1 spear*) and +9 melee (1d6+2, foot talons [airborne only]); SV Fort +10, Will +4; Str 20, Con 18; Climb +6, Jump +18. At the end of their rage, stormtalon recruits are fatigued for the duration of the encounter.

Improved Uncanny Dodge (Ex): Cannot be flanked and can only be sneak attacked by a character who has at least 9 levels of rogue.

Raptoran Traits: Raptorans can glide at a speed of 40 feet, with average maneuverability. Raptorans have an unerring sense of direction and always know which way is north. This raptoran can fly for 2 rounds at no penalty, or for 4 rounds at the cost of becoming fatigued. A flying raptoran can make a dive attack (as a charge, but must fly at least 30 feet, descend at least 10 feet, and use a piercing weapon to deal double damage on a hit).

If raging, this stormatlon recruit can safely stay aloft for up to 4 rounds (and be fatigued when the rage ends, until the encounter is over) or up to 8 rounds (and be exhausted when the rage and flight both end, then fatigued when the encounter is over).

Uncanny Dodge (Ex): This stormtalon recruit retains his Dexterity bonus to Armor Class even when flat-footed or targeted by an unseen foe (he still loses his Dexterity bonus if paralyzed or otherwise immobile).

Possessions: +1 chain shirt, +1 spear, masterwork footbow (+3 Str bonus) with 20 arrows, *potion of heroism, potion of cure moderate wounds.*

WHISPERKNIFE

"Killed a halfling over a trifling bit of property? Burned a wagon, maybe, or drove peaceful settlers out into the wilderness? Cheated the small folk out of money because you knew that they couldn't even the score—when there were only a handful of them but a whole townful of you? I'll find you, and I'll collect the debt you owe my kin. You'll never see me coming."

—Gerend Eastwind, halfling whisperknife

Many halflings are rogues; everyone knows that. Some towns are careful to befriend halfling caravans, offering honest work and a fair deal in the expectation that halflings won't steal from friends. Other settlements are standoffish and suspicious, relying on vigilance and harsh laws to discourage any larcenous intent. Still other places greet halflings with violence, cruelty, and scorn, sheltering brigands and thieves who feel free to murder and rob those who are smaller and less numerous than they are. Halfling caravans avoid such settlements from then on—but the halfling whisperknife seeks them out, repaying murder, theft, or humiliation in the same coin.

BECOMING A WHISPERKNIFE

A whisperknife must be stealthy, quick, and skilled at both ranged and melee combat. The quickest path to this prestige class is to begin with one or two levels of rogue in order to gain the necessary skills and sneak attack ability, and then switch to fighter or ranger to improve overall combat ability (in the form of base attack bonus) and learn the necessary feats.

A few whisperknives acquire some arcane spellcasting in the form of a couple of levels of sorcerer or wizard, because spells such as *invisibility* or *deep slumber* can make the deadly work of the whisperknife much easier. A whisperknife of this sort often begins with three or four levels of rogue, then gains five or six levels in an arcane spellcasting class. However, qualifying for the whisperknife class is much easier with the bonus feats offered by either the fighter or ranger class.

Entry Requirements

Race: Halfling.
Base Attack Bonus: +4.
Skills: Balance 3 ranks, Climb 3 ranks, Hide 6 ranks, Jump 3 ranks, Move Silently 6 ranks, Tumble 3 ranks.
Feats: Point-Blank Shot, Quick Draw, Two-Weapon Fighting, Weapon Finesse.
Special: Sneak attack +1d6.

Table 5–7: The Whisperknife **Hit Die: d8**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Rapid Shot, uncanny dodge
2nd	+2	+0	+3	+0	Sneak attack +1d6
3rd	+3	+1	+3	+1	Defensive throw, improved catch
4th	+4	+1	+4	+1	Close defense
5th	+5	+1	+4	+1	Sneak attack +2d6
6th	+6	+2	+5	+2	Fast movement, poison use
7th	+7	+2	+5	+2	Vengeful strike 1/day
8th	+8	+2	+6	+2	Superior catch, sneak attack +3d6
9th	+9	+3	+6	+3	Improved uncanny dodge, ranged flank
10th	+10	+3	+7	+3	Vengeful strike 3/day

Class Skills (6 + Int modifier per level): Balance, Bluff, Climb, Disable Device, Handle Animal, Hide, Intimidate, Jump, Knowledge (local), Listen, Move Silently, Open Lock, Search, Sense Motive, Sleight of Hand, Spot, Swim, Tumble.

CLASS FEATURES

As you advance in level, you become better at switching from melee combat to ranged combat in the blink of an eye. You become a mobile and infuriating opponent who can launch a devastating barrage of sneak attacks.

Weapon and Armor Proficiency: You gain no proficiency with any weapon or armor.

Rapid Shot: Whenever you are throwing light weapons, you are treated as having the Rapid Shot feat, even if you do not have the normal prerequisites for that feat. Most whisperknives, true to their names, throw daggers in this way.

Uncanny Dodge (Ex): You cannot be caught flat-footed and react to danger before your senses would normally allow you to do so. You retain your Dexterity bonus to AC even if caught flat-footed or struck by an invisible attacker. However, you still lose your Dexterity bonus to AC if immobilized.

If you already have uncanny dodge from another class, you instead gain improved uncanny dodge (see below), and the levels from that class stack with your levels of whisperknife to determine the minimum level a rogue must be to flank you.

Sneak Attack (Ex): Beginning at 2nd level, you deal an extra 1d6 points of damage when you are flanking an opponent or at any time when the target would be denied its Dexterity bonus. This extra damage applies to ranged attacks only if the target is within 30 feet. At 5th level the extra damage increases to 2d6, and at 8th level it increases to 3d6. See the rogue class feature, page 50 of the *Player's Handbook*.

Defensive Throw (Ex): At 3rd level, you learn special defensive techniques for attacking with thrown weapons.

You no longer provoke attacks of opportunity for attacking with a thrown weapon (however, if you attack with a different sort of ranged weapon, such as a bow, you still provoke attacks of opportunity).

Improved Catch (Ex): Also at 3rd level, you become so skilled with thrown weapons that you can take better advantage of a weapon with the returning special ability. When you make a ranged attack with a returning weapon, you can move after the attack, and the weapon will still return to you as long as line of sight between you and the weapon exists at the beginning of your next turn.

Close Defense (Ex): Beginning at 4th level, you know how to fight in a crowd of larger opponents. If you are adjacent to a Medium or larger foe, you gain a +2 dodge bonus to Armor Class against attacks from all foes adjacent to you. If the Medium or larger foe moves away or falls, you lose the benefit of close defense (although you might be able to move next to the same foe again on your next turn and reestablish it). Enemies making ranged attacks or attacks with reach weapons aren't affected by close defense.

Fast Movement (Ex): At 6th level, you have mastered the art of unusually swift movement. Your land speed is faster than the norm for halflings by 10 feet. This benefit applies only when you are wearing no armor, light armor, or medium armor and not carrying a heavy load. Apply this bonus before modifying your speed because of any load carried or armor worn.

Poison Use (Ex): Starting at 6th level, you are trained in the use of poison and never risk accidentally poisoning yourself when applying poison to a blade.

Vengeful Strike (Su): Beginning at 7th level, as a standard action you can execute a single vengeful strike in place of a sneak attack. You coldly whisper the name of your intended victim to your weapon, and then you make a single melee or ranged attack. You gain a +2 morale bonus on the attack roll. If you hit, your foe must make a Fortitude save (DC 10 + your class level + your Dex modifier) or be stunned for 1d4 rounds.

You must know the victim's name in order to make a vengeful strike; "that orc over there" is not good enough. Creatures without names (most creatures of Intelligence 2 or lower) are not subject to a vengeful strike. You usually use this ability against a person or creature you know to have harmed halflings.

You can use this ability once per day at 7th level and three times per day at 10th level.

Superior Catch (Ex): When you reach 8th level, your improved catch ability is extended. You can use two returning weapons for two attacks each in a single round, or you can use one returning weapon for three attacks in the same round, as long as your target is no farther away than one range increment. (If your target is farther away than one range increment, you can still use your superior catch ability, but only for a single attack each turn.)

Improved Uncanny Dodge (Ex): When you reach 9th level, you can no longer be flanked. See the barbarian class feature, page 26 of the *Player's Handbook*.

Ranged Flank (Ex): At 9th level, you know how to flank a foe by using a ranged weapon. You must be within 10 feet of the enemy in question, and you flank as if you were wielding a reach weapon (see Reach Weapons, page 137 of the *Player's Handbook*). You do not threaten the foe and may not make attacks of opportunity against the foe unless you are actually adjacent to the foe and armed with a melee weapon.

PLAYING A WHISPERKNIFE

If there's one thing you can't stand, it's a bully. You've seen them all your life—people who use their bigger size or better social standing in order to push around those smaller or poorer than they are. Your fellow halflings aren't defenseless, of course, but they prefer to deal with bullies by picking up their stakes and leaving trouble behind. You, on the other hand, are inclined to teach a bully a hard and lasting lesson. After all, if you let a thug or a robber get away with pushing you around, the same will happen to the next person to come around after you leave. If you demonstrate that it can be dangerous to make enemies of halflings, maybe the bullies will think twice before they start trouble with the small folk again.

While you are quite able to teach a lethal lesson when it's called for, you also keep a sense of proportional response. An influential human merchant who cheats a halfling caravan and then has the town guard drive off the camp hasn't killed anybody. He deserves vengeance in the form of embarrassment, theft, or exposure. In comparison, a gang of brigands or orc marauders that sack a halfling caravan should be made to pay the ultimate price. While a dead brigand might not learn much from your efforts, he won't repeat his crimes, and his example might serve to dissuade other ruffians and robbers in the area.

Keep your eyes open and your blades close, but don't tip your hand until it's time to act. The deterrent you present is made much more effective if you don't seem to be anything other than an ordinary halfling adventurer. Let people wonder whether all halflings can fight with the stealth and ferocity you possess. It'll be good for them to treat the small folk with a little respect.

Combat

You're an ambusher, most effective when you strike quickly and avoid being trapped in a long, dangerous melee. Keep moving, use your enemies for cover, and above all use your abilities to create as many sneak attack opportunities as possible. Get up close to enemies who are not skilled in melee, such as wizards or sorcerers, and stay away from enemies who can beat you in a head-on fight, such as fighters or powerful monsters.

Your Rapid Shot feat and improved catch ability make you very effective as a ranged sneak attack specialist. Remember, halflings gain a +1 attack bonus with thrown weapons; you're at your best with a bandolier of daggers and an enemy standing 10 feet away. By the time you have a couple of levels in whisperknife, you can deliver multiple sneak attacks in a single round.

Advancement

Surprise and mobility are your best weapons on the battlefield. Look for feats, skills, or magic items that add to these capabilities. Dodge and Mobility help you to move around enemies and avoid attacks of opportunity, as does the Tumble skill. Improved Initiative increases your chance of catching a foe flat-footed at the beginning of a fight and ending the battle before the other fellow even knows it has started. Your Dexterity score probably exceeds your Strength score by a fair margin, so Weapon Finesse will make you a much better melee combatant.

If you decide to take levels in classes other than whisperknife as you advance, you should strongly consider ranger, fighter, or rogue. Ranger and fighter levels add more of the feats that you will want to master, while rogue levels increase your sneak attack damage faster.

Find yourself at least one dagger or similar light thrown weapon with the returning special ability, and preferably two or more. You'll never run out of things to throw as long as at least one of them comes back each round.

Resources

Every halfling settlement or caravan is your haven and your retreat. Like a partisan or a guerrilla, you can move among your neighbors and kin, hidden from the eyes of your enemies. Even halflings who generally disapprove of your methods will shelter you for a short time; they know how important it is for halflings to look out for each other.

Your closest allies are the other members of your triangle (see below). Even if you go for a long time without seeing these comrades, you should stay in touch by correspondence or by leaving messages for them at prearranged places. When you need someone in the next town over to dig into the truth of a rumor or observe the comings and goings of a particular person, the other whisperknives in your triangle may be able to help you. Of course, you should expect to do the same for them when they request it.

Not all other whisperknives are your friends. While few whisperknives ever raise blades against each other, some members of the class are little more than secretive halfling assassins, willing to kill anyone if the price is right. You share a simple professional courtesy with whisperknives whose methods and motivation differ from yours, but you certainly do not have to help them in their work, nor should you expect them to help you in yours.

Gerend Eastwind, a whisperknife

WHISPERKNIVES IN THE WORLD

Like the halflings themselves, whisperknives present a dichotomous face to the world. They are assassins in all but name, frequently stalking and killing the enemies of the halfling race, but they are also courageous defenders of their people. While some whisperknives lose their way and become simple killers for hire, most save their blades for those who have done (or intend to do) injury to other halflings. Many whisperknives submerge this hidden cause within the career of an itinerant adventurer, keeping their eyes open for dangers to the halfling race as they wander from land to land.

Organization

For generations, whisperknives have used an effective organizational structure: the triangle. Whisperknives gather in

Illus. by D. Crabapple

small fellowships of only three members. Usually, two of these are experienced whisperknives, and the third is an aspiring candidate who is mentored by the other two. When one whisperknife dies or moves on, the remaining members of the triangle seek out a likely new member—either a solitary whisperknife looking for a triangle to join or a promising new candidate. Triangles meet in secret and take pains to avoid the discovery of any one of their members as a whisperknife.

The purposes and training methods of the whisperknives are recorded as a sort of code or tradition, handed down from member to member over time. No grand society of whisperknives exists to coordinate the activities of each triangle, although the whisperknife traditions include various signs and passwords by which a member of one triangle can identify the member of a different one.

A whisperknife triangle is basically an association of equals. Because the members rarely operate in concert, an individual is free to pursue whatever calling or interests he likes. It is not unusual for whisperknives to spend years away from their fellow triangle members, engaged in their own adventures and simply keeping in touch by the occasional letter or message left at a favorite inn.

NPC Reactions

Since most people don't recognize the difference between a whisperknife and any other halfling rogue or fighter, members of this prestige class generally provoke the same sort of reactions that any halfling adventurer would among a particular community. In lands where halflings are regarded as lazy thieves and swindlers, a whisperknife is regarded with an unfriendly attitude. In lands where halflings are thought of as pleasant (if sometimes larcenous) travelers and neighbors, a whisperknife enters most encounters facing an indifferent or even friendly attitude.

Other halflings are of a mixed mind about whisperknives. Some believe that the whisperknife is only borrowing trouble for all halflings, and they advocate retreat and avoidance instead of confrontation. Other halflings admire the courage and skill of the whisperknife, and they believe that whisperknives serve to deter the worst of the aggression against the halfling people. In general, a whisperknife can expect a friendly reaction from other halflings.

WHISPERKNIFE LORE

Characters with Knowledge (local) can undertake research to find out more about whisperknife triangles that might be operating in a particular area and about whisperknives in general. When a character makes a skill check, read or paraphrase the following material, including the information from lower DCs.

DC 10: "People who grievously harm roaming halfling caravans have a tendency to turn up dead a little while later. There is a secret society of halfling assassins who make a point of killing those who murder or rob other halflings."

DC 15: "These so-called assassins are known as whisperknives. Some are actually assassins, and they kill for money. Most are secret defenders of the halfling race, stealthy and ruthless blademasters who use their martial skills to make other folk answer for injuries they do to halflings. Not every halfling caravan or settlement is watched over by a whisperknife, but you never know which ones are."

DC 20: "Whisperknives always associate in triangles, or groups of three. They rarely work together, but instead gather to pass on the rites and traditions of the whisperknife and to trade news of the enemies of halflings. Whisperknives have no overarching society or leadership beyond the traditions of their calling."

DC 30: Characters who achieve this level of success can learn the names and known exploits of specific whisperknives.

Contacting a whisperknife is not easy if you are not a halfling. Whisperknives naturally conceal the true nature of their vocation from any nonhalfling, passing themselves off as scouts, rogues, or simply adventurers of indeterminate sort. A DC 25 Gather Information check in a halfling caravan or settlement puts a character seeking a whisperknife in contact with a go-between who decides whether to introduce the character to a whisperknife. A halfling who attempts this Gather Information check gains a +10 circumstance bonus; a check made in a settlement without any significant halfling presence has a DC of at least 35.

WHISPERKNIVES IN THE GAME

A whisperknife excels at looking like something less than he is. You could easily introduce a whisperknife into your campaign by creating an ally for the players who turns out to be more skilled and dangerous than they expect. You could present a whisperknife as a villain, an assassin who intends to kill someone the PCs are duty bound to protect. In a more sophisticated campaign, consider introducing the whisperknife as a vigilante whose excesses must be checked.

The whisperknife prestige class appeals to players who want to combine the stealth and flexibility of the rogue with the combat power of the fighter or ranger. It also offers the opportunity to play against type, by creating a somber and serious halfling who's more interested in fighting than subterfuge and who possesses a bit of a cruel streak, at least when it comes to dealing with those he thinks of as his enemies.

Adaptation

The whisperknife is a good class for any Small character; a goblin whisperknife or kobold whisperknife would work just as well as a halfling whisperknife. You might choose to make this class available to characters of Medium size, but

you should alter the close defense class feature to a crowd defense ability that provides the same benefit as long as the character is adjacent to at least two enemies.

Encounters

The PCs inadvertently wander into a "war" in which a triangle of whisperknives is bent on killing an evil merchant lord. When the PCs stop for the night at an inn where one of the whisperknives intends to attack one of the merchant lord's lieutenants, they find themselves in the middle of a battle in which it's not clear who's a friend and who is an enemy.

EL 10: Geren Eastwind has stalked Herath, a cleric of St. Cuthbert, to the Inn of the Four Corners, a crossroads in the middle of the wilderness. Herath, an inflexible and stern man but not necessarily an evil one, oversaw the execution of a relative of Geren's who was caught stealing in a human town. Now Geren intends to slay Herath in return. If the PCs intervene and prevent Geren from killing Herath, the whisperknife marks them as his next targets.

Geren Eastwind: Male halfling rogue 2/ fighter 4/whisperknife 4; CR 10; Small humanoid; HD 2d6+4 plus 4d10+8 plus 4d8+8; hp 69; Init +8; Spd 20 ft.; AC 20, touch 15, flat-footed 16; Base Atk +9; Grp +5; Atk +16 melee (1d3+3/19–20, *+1 dagger*) or +18 ranged* (1d3+4/19–20, *+1 returning dagger*); Full Atk +14/+9 melee (1d3+3/19–20, *+1 dagger*) and +14 melee (1d3+3/19–20, *+1 returning dagger*) or +14 ranged* (1d3+4/19–20, *+1 returning dagger*) and +14/+14/+9 ranged* (1d3+3/19–20, 3 masterwork daggers); SA sneak attack +2d6; SQ close defense, defensive throw, evasion, halfling traits, improved catch, improved uncanny dodge, Rapid Shot, trapfinding; AL CN; SV Fort +8, Ref +13, Will +5; Str 10, Dex 18, Con 14, Int 10, Wis 14, Cha 8.

*Geren's ranged attacks include the benefits of his Point-Blank Shot feat. If he attacks at a distance of more than 30 feet, reduce his attack bonus and damage rolls by 1.

Skills and Feats: Balance +9, Bluff +4, Climb +5, Diplomacy +1, Disable Device +5, Disguise –1 (+1 acting), Hide +18, Intimidate +1, Jump +1, Listen +4, Move Silently +16, Search +9, Sleight of Hand +6, Spot +11, Survival +2 (+4 following tracks), Tumble +13; Improved Initiative, Quick Draw, Point-blank Shot, Two-weapon Fighting, Weapon Finesse, Weapon Focus (dagger), Weapon Specialization (dagger).

Languages: Common, Halfling.

Sneak Attack (Ex): Geren deals an extra 2d6 points of damage on any successful attack against flat-footed or flanked targets, or against a target that has been denied its Dexterity bonus for any reason. This damage also applies to ranged attacks against targets up to 30 feet away. Creatures with concealment, creatures without discernible anatomies, and creatures immune to extra damage from critical hits are all immune to sneak attacks. Geren may choose to deliver nonlethal damage with his sneak attack, but only when using a weapon designed for that purpose, such as a sap (blackjack).

Close Defense (Ex): If Geren is adjacent to an opponent of Medium size or larger, he gains a +2 dodge bonus to Armor Class against attacks by all adjacent foes.

Defensive Throw (Ex): Geren does not provoke attacks of opportunity when attacking with a thrown weapon.

Evasion (Ex): If Geren is exposed to any effect that normally allows him to attempt a Reflex save for half damage, he takes no damage with a successful saving throw.

Improved Catch (Ex): When Geren makes a full attack with a returning weapon against a target within one range increment, the weapon returns to him even if he moves after making the attack.

Improved Uncanny Dodge (Ex): Geren cannot be flanked and can only be sneak attacked by a character who has at least 10 levels of rogue.

Rapid Shot: Geren is treated as having the Rapid Shot feat when he throws light weapons.

Trapfinding (Ex): Geren can find, disarm, or bypass traps with a DC of 20 or higher. He can use the Search skill to find, and the Disable Device skill to disarm, magic traps (DC 25 + the level of the spell used to create it). If his Disable Device result exceeds the trap's DC by 10 or more, he discovers how to bypass the trap without triggering or disarming it.

Possessions: +1 mithral chain shirt, +1 returning dagger, +1 dagger, 4 masterwork daggers, masterwork silvered dagger, masterwork cold iron dagger, *potion of bull's strength, potion of cat's grace, potion of cure light wounds.*

WILDRUNNER

"The land nourishes my soul. It gives my feet wings and makes my spirit soar. Thanks to the land I am the watcher unseen, the runner unheard, and the tracker unerring. To the enemies of the land I am death unseen and unrelenting."

—Finleia Luthiamne, Pack Leader of the Keepers of the High Vale

Wildrunners give themselves almost wholly to nature, seeking to return to their untamed roots and eventually become fey creatures. Though seemingly barbaric, wildrunners retain their civilized learning and judgment while tapping into the primal forces within themselves and within the land. Some wildrunners choose to live after the fashion of untamed animals, unfettered and beholden to nothing but their own desires and their fundamental needs. Most, however, become guardians of the land and of the communities that gave them birth.

BECOMING A WILDRUNNER

The ranger class is the easiest path to becoming a wildrunner; all the required skills are class skills for rangers, and the wildrunner's abilities will make you a better

ranger. Barbarian, druid, and rogue also are good entry paths, although you'll have to buy some skills as cross-class. Charisma (for your primal scream ability), Dexterity (for stealth abilities and ranged combat), and Strength (for melee combat) are key abilities for you.

Entry Requirements

Race: Elf or half-elf.
Alignment: Any good or chaotic.
Skills: Hide 5 ranks, Knowledge (nature) 5 ranks, Move Silently 5 ranks, Survival 8 ranks.
Feats: Endurance.

Table 5–8: The Wildrunner **Hit Die: d10**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Fast movement, trackless step
2nd	+2	+3	+3	+0	Primal scream, scent
3rd	+3	+3	+3	+1	*Endure elements*
4th	+4	+4	+4	+1	Primal scream (enemies shaken)
5th	+5	+4	+4	+1	Hide in plain sight
6th	+6	+5	+5	+2	Primal scream (pounce)
7th	+7	+5	+5	+2	Unfettered stride
8th	+8	+6	+6	+2	Primal scream (enemies cower)
9th	+9	+6	+6	+3	Feyheart
10th	+10	+7	+7	+3	Primal scream (fast healing)

Class Skills (4 + Int modifier per level): Balance, Climb, Handle Animal, Hide, Intimidate, Jump, Knowledge (nature), Listen, Move Silently, Spot, Survival, Swim.

CLASS FEATURES

As you advance in level, you gain abilities that aid you in mastering the environment and making you self-sufficient in the wild.

Weapon and Armor Proficiency: You gain no proficiency with any weapons or armor. If you wear heavy armor, you do not benefit from your fast movement ability.

Fast Movement (Ex): Your land speed is faster than the norm for your race by 10 feet while wearing light, medium, or no armor. This increase stacks with similar increases, such as that from the barbarian class. See the barbarian class feature, page 25 of the *Player's Handbook*.

Trackless Step (Ex): You cannot be tracked in natural surroundings. See the druid class feature, page 36 of the *Player's Handbook*.

Primal Scream (Su): At 2nd level, you become able to bring forth the power inherent within and release it in a blood-chilling scream. Releasing a primal scream is a free action that does not provoke attacks of opportunity. A primal scream induces a state of feral frenzy that lasts for a number of rounds equal to 3 + your Con modifier (minimum 1). You can use your primal scream ability a number of times per day equal to 3 + your Cha modifier (minimum 1). Using a primal scream always requires you to shout, so you cannot use a primal scream if you cannot speak.

In this frenzy, you gain a +2 bonus to Strength and a +6 bonus to Dexterity. In addition, your jaw elongates and your teeth become razor-sharp; you gain a bite attack that deals 1d6 points of damage (1d4 if you are Small, or 1d8 if you are Large). You can wield a weapon in one or both hands at your normal attack bonus and make a secondary bite attack, but in that case the bite attack takes a –5 attack penalty (or –2 with the Multiattack feat).

In addition to these effects, a primal scream confers additional benefits as you gain levels, as described below. All effects are cumulative.

Enemies Shaken: Starting at 4th level, your primal scream makes enemies within 30 feet shaken when you activate the ability. This is a sonic, mind-affecting fear effect. Creatures in the area must make Will saves (DC 10 + your class level + your Cha modifier). On a failed save, a creature is shaken for a number of rounds equal to your class level. Creatures with more Hit Dice than you are immune to this effect.

Pounce: At 6th level, you gain the ability to pounce on an opponent in the round in which you activate your primal scream. If you charge a foe in the same round that you scream, you may make a full attack, instead of the normal single attack allowed after a charge.

Enemies Cower: Beginning at 8th level, your primal scream can immobilize enemies with fear when you activate the ability. This is a sonic, mind-affecting fear effect. It functions like the enemies shaken ability described above, except that any enemy with less than half your Hit Dice that fails its Will save is cowering instead of shaken.

Fast Healing: At 10th level, when you activate your primal scream you gain fast healing 5 for the duration of your feral frenzy, as long as you have at least 1 hit point.

If you also have the rage class feature, you can rage and use your primal scream at the same time, gaining the benefits of both abilities.

Scent (Ex): At 2nd level, you learn to rely on senses that most other people never even suspect. You gain the scent special ability. You can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if the opponent is downwind, it drops to 15 feet. You do not detect the exact location of the source—only its presence somewhere within range. You can take a move action to note the direction of the scent. Whenever you come within 5 feet of the source, you pinpoint the source's location.

Endure Elements (Sp): Starting at 3rd level, you can use *endure elements* on yourself at will. Your caster level is equal to your wildrunner class level.

Hide in Plain Sight (Ex): Beginning at 5th level, you can use the Hide skill in natural terrain even while being observed. See the ranger class feature, page 48 of the *Player's Handbook*.

Unfettered Stride (Ex): At 7th level, you gain the ability to move through or across a variety of terrain features without it affecting your movement or skill checks. This ability applies to bogs, rubble, undergrowth, ice sheets, and natural stone floors. See Chapter 3 of the *Dungeon Master's Guide* for the effect of terrain on movement and skill checks.

Feyheart: At 9th level, your mystic bond with nature changes your very being. Your type becomes fey (augmented humanoid), and you gain damage reduction 2/cold iron.

PLAYING A WILDRUNNER

You are never completely at ease outside the wilderness. Many wildrunners carry some token brought from a familiar haunt. It could be something trivial such as a vial of sand from a favorite spot along a river, a leaf or flower from a pleasant glade, or perhaps a feather from a native bird. It could be something more practical, such as a staff or bow made from wood harvested in your home forest or a tinderbox with a bit of flint from the hills of home.

When adventuring anywhere, stay in touch with what's happening around you. Observe the local plants, animals, or people, including the people in your party. Try to ascertain what has happened recently, what the conditions are right now, and what might happen next. You might express your interest in your surroundings actively by being curious as a cat or passively, like a deer listening for trouble. In all cases, try to be sensitive to the moods in the people you meet and make some reaction to them. You might avoid or try to soothe an angry comrade, calm a fearful villager, or bring a braggart down a few notches.

Above all, take an active role in whatever situation you discover, even if all you do is flee from it. Wildrunners are learned and civilized, but they've worked hard to uncover the feral aspects of their natures, and they seldom deal with anything passively.

Anii Windhair, a wildrunner

Combat

Your primal scream abilities are what set you apart from other characters, so use them aggressively. It doesn't pay to squander your limited daily uses of this power, but there's no prize for finishing the day with uses left over, either. You'll seldom have a combat encounter in which your primal scream doesn't prove useful. A primal scream is a free action, so you have little excuse not to use it—unless the situation calls for stealth.

Early in your career, look for foes you can isolate or defeat quickly (much as a hungry predator chooses a weaker member of the herd as a target when hunting for food). This method has the virtue of thinning out the opposition while minimizing the risk to yourself; both can prove important when you're just starting out in the class, because you're probably fairly lightly armored and you haven't had much time to build up a high natural armor bonus. Concentrate on one foe at a time, attack until the foe falls or flees, then move on to the next. When you have felled your lesser opponents, join the attack on your chief foe, if there is one. As your level increases, you can use your extra speed and your hide in plain sight ability to maneuver around the battlefield and strike where you'll prove the most effective.

As you gain more primal scream abilities, you'll gain the power to thwart or eliminate multiple foes at once, and you'll have a chance to knock out leaders or singularly powerful foes. When you gain your fast healing primal scream at 10th level, you develop great staying power in a fight. Just don't get too cocky—you have to be conscious to use your fast healing.

Advancement

Becoming a wildrunner is usually a matter of personal choice. All wildrunners within a particular area customarily form a loosely organized pack with the oldest or most experienced wildrunner serving as the nominal leader. These wildrunners generally keep a close watch on potential new members, teaching them survival skills and nurturing their love of nature and of the land. Any character who shows the aptitude to become a wildrunner is welcomed as at least an informal member of the pack, but all new members are expected to come to the pack of their own accord. Packs do not actively recruit new members.

Illus. by T. Baxa

A new member is often introduced to the pack in a simple ceremony in which the pack members gather during a moonlit night to meet the new member. As a matter of tradition, only a few pack members introduce themselves to the new member, and these members serve as advisors and mentors to the newcomer. All pack members who are present get a good look at the new member and learn his name, but do not show themselves. This practice allows the established pack members to remain anonymous yet still able to identify the new member by sight.

The new member's mentors often take the character on a tour of the pack's territory and explain any ongoing concerns or projects the pack might have, such as guarding a settlement, gathering information on newcomers to the area, or watching the movements of a potential enemy. Mostly, however, the new member is left alone but asked to share anything he learns with the rest of the pack and to lend a hand when the need arises.

As you attain higher levels in the wildrunner prestige class, you'll want to focus on the skills and abilities that help you use your class features to best advantage. Ranks in Hide and Move Silently are necessary to take full advantage of your hide in plain sight ability. Listen and Spot help you avoid the embarrassment of being ambushed in your home terrain.

You'll do well with a defensive item that can negate or reduce hits against you, such as a *cloak of displacement,* or even a *potion of blur* or *displacement* (drink the potion in the round you loose a scream).

Resources

When a new wildrunner is introduced to a pack, his mentors can provide him with information and access to a network of an unknown number of allies (other pack members) who can aid the character in numerous ways (when they feel inclined). Most wildrunner packs have informal links with other packs throughout the land, and a wildrunner's mentors can send word out whenever the wildrunner has an errand that takes him away from home. So no matter where a wildrunner goes, he can find help in unexpected places.

WILDRUNNERS IN THE WORLD

Wildrunners can be found almost anywhere, from the depths of trackless forests to the tops of remote mountains, and PCs who venture into the wilderness can meet them anywhere. There's no telling whether a modest hunter or eccentric mountaineer is merely a commoner eking out a living in the wild or a powerful NPC wearing a humble guise.

Organization

Wildrunner packs might have anywhere from a few members to several dozen, depending on the size of their territory. A pack's territory usually covers a single well-defined geographical locale, such as a particular forest, mountain, or watershed, and usually not more than fifty miles across.

Ordinarily, pack members have little to do with each other unless there is a new member to induct or some threat to the land develops. The pack members exchange news and talk whenever they happen to meet, and smaller groups of close friends within the pack

Illus. by T. Baxa

Her surviving enemies cower from the effect of a wildrunner's primal scream

may dwell together or at least meet often. They spend their days reflecting on their own inner natures and honing their outdoor skills. As part of their commitment to the land, they defend it against invaders and despoilers. Many packs devote themselves to guarding highways, trails, settlements, tombs, or areas of exceptional natural beauty.

Wildrunners might maintain a secret presence in a sparsely settled area, where they pose as farmers, artisans, hunters, trappers, or woodcutters. These secret wildrunners work at their vocations at least part time but also take time to wander the wilds and enjoy nature.

Packs often choose names for their groups based on their location and avowed purpose, such as The Wardens of the High Forest, Guardians of the Golden River, or People of the Hollow Hills.

The position of pack leader is largely an honorific that carries no real privileges or authority except what the pack leader can command by virtue of her personal accomplishments or strength of will. A pack leader with a particularly strong will and sense of purpose can form her pack into a powerful force.

NPC Reactions

Druids and rangers tend to think well of wildrunners, mostly because wildrunners usually share a similar mind-set and suite of skills with druids and rangers. Evil druids and rangers usually have little in common with wildrunners except their ability to get along in the wild. Wildrunners often are the first to detect and block schemes that evil druids or rangers hatch.

Barbarians often admire wildrunners for their free-spirited ways and their ability to survive in the wild, but many barbarians regard wildrunners as sneaky or evasive. Most barbarians find a wildrunner's devotion to nature at least a little bit crazy.

Elves and halflings generally honor wildrunners for their accomplishments and stewardship of the land. Wild elves in particular find a wildrunner's return to his primal roots noteworthy and admirable. Raptorans agree that wildrunners have accomplished much, but they don't regard that as anything special; still, they welcome wildrunners as people who have learned to live with nature.

WILDRUNNER LORE

Characters with Knowledge (nature) can research wildrunners to learn more about them. When a character makes a skill check, read or paraphrase the following material, including the information from lower DCs.

DC 10: "Many pristine wildernesses are haunted by woodland warriors known as wildrunners. Wildrunners forsake civilization and society. They have the keen senses and blind fighting fury of wild predators."

DC 15: "Groups of wildrunners are called packs, and they usually include all the wildrunners in a certain locale. Wildrunner packs are loosely organized under a single leader whose position is mostly honorary. The pack leader may rouse the pack from time to time to accomplish some purpose but otherwise has little real authority."

DC 20: "Wildrunners serve as unofficial guardians of the land where they live, and of all things that dwell there. They usually oppose any attempts to tame or clear wild lands but may support limited and prudent efforts to extract wild resources."

DC 30: Characters who achieve this level of success can learn important details about the specific packs in your campaign, including notable members and what tasks they choose to undertake.

PCs trying to establish contact with a pack of wildrunners can make a DC 20 Gather Information check to discover the necessary intermediaries or meeting places. Just talking to a wildrunner encountered in the wild might work, or it might not, because few members of a pack know the identities of members senior to them.

WILDRUNNERS IN THE GAME

As a rustic character free from the burdens and concerns of civilization, a wildrunner can provide the DM with many entertaining roleplaying opportunities. A wildrunner can provide struggling PCs with useful guidance or information and can help the DM advance an adventure's plot.

A wildrunner who has completely reverted to his animal nature might stalk and attack PCs just as any other predator might do, forcing the PCs to deal with an intelligent and capable foe that thinks of them as nothing more than prey.

Because they keep mostly to themselves and sometimes work undercover, it's easy to add wildrunners to an ongoing campaign—they've been there all along, going about their business unbeknownst to the PCs.

This prestige class appeals to players who like to reflect on how their characters think and what they do when they're not adventuring, and to players who understand outdoor life. A wildrunner also has a few secrets to keep from other characters, and that can prove irresistible to some players. When a player decides to enter the wildrunner class, prepare one or two NPCs who can serve as the PC's mentors, and give some thought to the setting and mood for the character's acceptance ceremony (if any). A secret glade deep in the woods full of night sounds, a hidden cave filled with ghostly echoes, or similar setting works well.

Adaptation

The wildrunner class is suitable for characters of any race, and you could adapt this class accordingly by simply dropping the racial requirement. You might wish to limit the class to certain tribes or regions in order to define a particular corner of your campaign. The class would also work well for evil wilderness warriors; a clan of murderous orc wildrunners would make for memorable foes indeed.

Encounters

Player characters might encounter wildrunners when they travel to some locale they've never visited before. The local wildrunners would be quick to study the PCs and to test their mettle.

EL 9: Anii Windhair has finished a day of hunting and has settled down near the place where the PCs have decided to camp for the night. To test the party's mettle, Anii sneaks into their camp using his hide in plain sight ability. Whether he is caught or chooses to reveal himself, he pretends to take a liking to some moderately valuable item a PC has and proposes to fight a duel over it. Anii is quite impressed if the PCs simply give it up. If the PCs wish to fight, he offers to provide a bearskin if he loses. If the PCs accept, Anii proposes a nonlethal duel with no holds barred in all other respects. He fights the best he can with the PC or with a champion the challenged character designates. If the PCs try to gang up on him, Anii does his best to escape. If he loses a fair fight, Anii leaves and returns a few hours later, leading an angry bear that is very much alive.

Anii Windhair: Male half-elf ranger 6/wildrunner 3; CR 9; Medium humanoid (elf); HD 6d8+6 plus 3d10+3; hp 56; Init +6; Spd 40 ft.; AC 18, touch 12, flat-footed 16; Base attack +9; Grapple +10; Atk +12 melee (1d6+2/19–20, +2 *short sword*) or +12 ranged (1d8+1/×3, masterwork composite longbow); Full Atk +10/+5 melee (1d6+2/19–20, +2 *short sword*) and +10/+5 melee (1d6+1/19–20, +1 *short sword*); or +12/+7 ranged (1d8+1/×3, masterwork composite longbow); SA favored enemy magical beasts +4, favored enemy monstrous humanoids +2, primal scream, SQ animal companion (owl), animal companion benefits, *endure elements*, half-elf traits, scent, trackless step, wild empathy +8 (+4 magical beasts); AL CG; SV Fort +9, Ref +10, Will +4; Str 12, Dex 15, Con 12, Int 10, Wis 13, Cha 14.

Skills and Feats: Climb +6, Concentration +5, Diplomacy +4, Heal +3, Hide +14, Jump +7, Knowledge (nature) +8, Listen +9, Move Silently +12, Search +6, Spot +9, Survival +11 (+13 following tracks); Endurance[B], Improved Initiative, Improved Two-Weapon Fighting[B], Self-Sufficient, Track[B], Two-Weapon Defense, Two-Weapon Fighting[B], Weapon Focus (short sword).

Languages: Common, Elven.

Primal Scream (Su): As a free action five times a day, Anii can unleash a primal scream, creating a feral frenzy that lasts for 4 rounds. The following changes are in effect as long as he is in this state: Init +9; AC 21, touch 15, flat-footed 16; Grp +11; Atk +13 melee (1d6+3/19–20, +2 *short sword*) or +15 ranged (1d8+1/×3, masterwork composite longbow); Full Atk +11/+6 melee (1d6+3/19–20, +2 *short sword*) and +11/+6 melee (1d6+2/19–20, +1 *short sword*); or +15/+10 ranged (1d8+1/×3, masterwork composite longbow); SV Ref +13; Str 14, Dex 21; Climb +7, Hide +17, Jump +8, Move Silently +15.

Animal Companion (Ex): Anii has an owl named Braena as an animal companion. Braena's abilities and characteristics are summarized below..

Animal Companion Benefits: Anii and Braena enjoy the link and share spells special qualities.

Link (Ex): Anii can handle Braena as a free action. He also gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding Braena.

Share Spells (Ex): Anii can have any spell he casts on himself also affect Braena if the latter is within 5 feet at the time. Anii can also cast a spell with a target of "You" on his animal companion.

Favored Enemy (Ex): Anii gains a +4 bonus on his Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against magical beasts. He gains the same bonus on weapon damage.

Against monstrous humanoids, he gains a +2 bonus on these skill checks and on weapon damage rolls.

Endure Elements (Sp): Anii can use *endure elements* at will on himself.

Half-Elf Traits: Half-elves have immunity to magic sleep effects. For all effects related to race, a half-elf is considered an elf.

Trackless Step (Ex): Anii leaves no trail in natural surroundings and cannot be tracked.

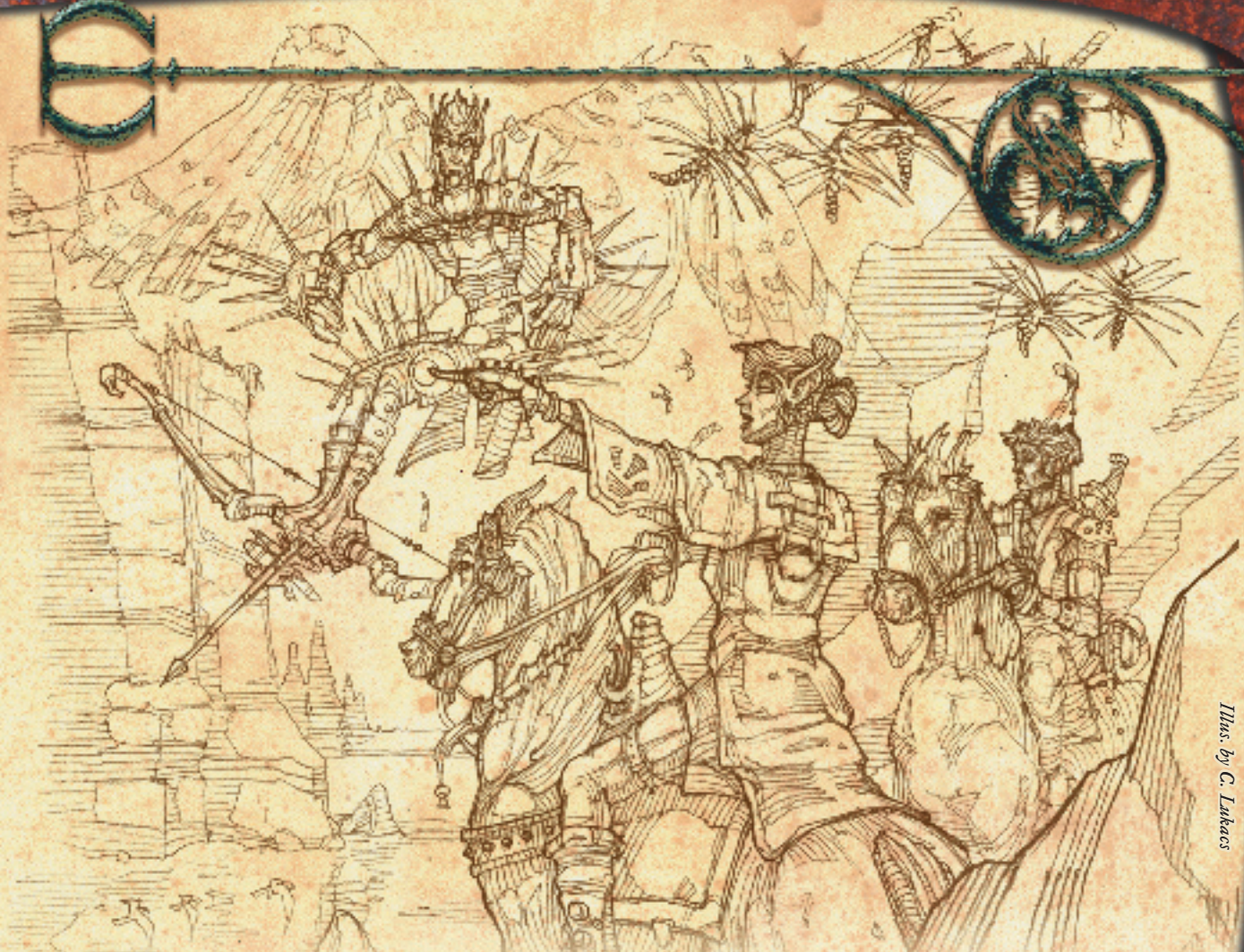
Ranger Spells Prepared (caster level 3rd): 1st—*charm animal* (DC 12), *magic fang* (DC 12).

Possessions: +1 mithral chain shirt, +2 short sword, +1 short sword, masterwork composite longbow (+1 Str bonus) with 20 arrows, *gauntlets of ogre power.*

Braena, Owl Companion: CR —; Tiny animal; HD 3d8; hp 13; Init +4; Spd 10 ft., fly 40 ft. (average); AC 20, touch 16, flat-footed 16; Base Atk +2; Grp –9; Atk or Full Atk +8 melee (1d4–3, talons); Space/Reach 2-1/2 ft./0 ft.; SQ evasion, low-light vision, tricks (attack, come, defend, fetch, guard, heel, seek, stay); AL N; SV Fort +3, Ref +7, Will +3; Str 5, Dex 18, Con 10, Int 2, Wis 14, Cha 4.

Skills and Feats: Hide +14, Listen +14, Move Silently +18, Spot +6; Dodge, Weapon Finesse.

Evasion (Ex): If Braena is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.



Illus. by C. Lukacs

The distinctive cultures of the elves, halflings, and raptorans spawn characters with abilities beyond those described in the *Player's Handbook*. The following feats and new rules for skills are designed with the races of the wild in mind.

SKILLS

Elves, halflings, and raptorans have found endless ways to make use of what they know. Sometimes, it is their unique outlook that leads them to approach tasks in remarkable ways. Other times they must invent special techniques to suit their particular needs.

The following section describes new uses for the skills described in the *Player's Handbook*. Unless otherwise noted, there are no special requirements for the new skill uses described here. Where members of a particular race are mentioned, it is merely to point out who pioneered the new use and does not limit who can use the skill in this new manner.

BALANCE (DEX; ARMOR CHECK PENALTY)

Life in the wild often obliges elves and raptorans to perch in or move through the tops of trees. Halflings, too, often find themselves precariously balanced somewhere.

Moving through Trees: Use Balance checks to move horizontally along a branch or tree trunk leaning over at an angle of up to 60 degrees. To move vertically in a tree, or to move along a branch or trunk with an angle of greater than 60 degrees, use the Climb skill.

Balance

DC	Forest Type
10*	Dense Forest: Trees are older with strong branches and are close together, including many massive trees. There are lots of branches to choose from, letting the character select the widest, flattest branches with the most support or hand holds.
15	Medium Forest: Trees are farther apart or not as old and the selection of branches is not as great, forcing the character to use some narrow branches or branches without support.
25	Sparse Forest: Trees are farther apart and not very old. The character has to use a lot of narrow branches without support or hand holds. The character is often moving across branches that are barely wide enough to move on.

*Only when running or charging. Failure by 4 or less means the character can't run or charge but may otherwise act normally. The character is not considered balancing when not moving.

Condition	DC Modifier
Moss, fungi, or slightly wet	+2
Snow or ice	+5

Moving Along an Unstable Surface: Use Balance to walk or crawl along a pitching or heaving surface, such as the top of a moving wagon, the backs of animals while they pull a vehicle, or a bouncy tarp or tent top.

Balance DC	Example Surface
10*	Loose gravel or wobbly bricks or stones
15	Awning, dune face, or snowdrift
18	Top of a vehicle traveling over a fairly smooth road
20	Top of a vehicle traveling over a rough road
22	Top of a vehicle traveling over a poor road, trail, or unimproved surface
25	Ship's deck in a storm, galloping horse, or top of a vehicle traveling over rocks, potholes, logs, or rubble

*Only when running or charging. Failure by 4 or less means the character can't run or charge but may otherwise act normally. The character is not considered balancing when not moving.

CLIMB (STR; ARMOR CHECK PENALTY)

Sometimes, the best way to move around a treetop or other area that offers good handholds but unsteady footing is to climb. You can use the Climb skill to move horizontally or vertically. Climbing always requires you to use both hands; if you decide to swing along using only your hands (like an ape), you use the Climb skill to do so. Very strong characters may find climbing safer than balancing, if slower.

Check: A successful Climb check allows you to move up, down, or across a forest canopy at one-quarter your normal speed. Typical DCs are as follows:

Climb DC	Example Activity
0	Grasping nearby branches to move along a branch too narrow or too steeply angled for normal walking
5	Climbing a tree with plenty of sturdy branches for handholds and footholds
10	Climbing a tree with few or fairly weak branches
15	Climbing a tree trunk with no branches but small enough to clasp with the arms
20	Climbing a tree trunk with no branches and too large to clasp with the arms

Catching Characters Falling out of Trees: If you fall when climbing, you can try to catch yourself on the way down; you also can try to catch another character who falls. It's much easier to catch yourself or another falling character up in a tree's canopy, where there are plenty of branches to grab, than when climbing a wall or sheer cliff (as described on page 69 of the *Player's Handbook*), so the Climb check to stop the fall is slightly easier (DC equal to the tree's or branch's DC + 5).

HANDLE ANIMAL (CHA; TRAINED ONLY)

Wandering halflings often rely on their animals for transportation and defense, and halflings have developed many ways to get the most from their animals. Many elves and raptorans have also honed their animal handling techniques.

These techniques include tricks and general purposes that anyone with the Handle Animal skill can teach to animals. For a full description of teaching an animal a trick or training it for a purpose, see page 74 of the *Player's Handbook*.

Teach an Animal a Trick: You can teach an animal a specific trick with one week of work and a successful Handle Animal check against the indicated DC. The following tricks expand upon those presented on pages 74–75 of the *Player's Handbook*.

Ambush (DC 20): The animal hides, using the Hide skill to the best of its ability. It then stays hidden and attacks the first foe to come close enough for the animal to attack after a single move. The animal must know the attack trick to learn this trick, and it will attack only those kinds of creatures it has been trained to attack and that it recognizes as foes.

The animal will not attack creatures that are familiar to it (such as members of its owner's party) or harmless creatures that it would not otherwise attack (such as birds or squirrels).

You can specify a kind of creature to attack each time you command an animal to perform the ambush trick. Doing this requires a DC 20 Handle Animal check, and you must convey your desire to the animal somehow. If the animal has the scent ability, you can supply the animal with the scent (for example, from a piece of discarded clothing or equipment). You also can show the animal the kind of creature you want ambushed (by pointing to the creature in the distance or showing the animal a captive creature). A *speak with animals* spell can be handy for designating a kind of creature to ambush.

You can specify a location for the ambush instead of the kind of creature. Doing this also requires a DC 20 Handle Animal check. The place you designate must be a place the animal can reach by taking a single move action, and the animal must be able to see it when you give the ambush command.

Bull Rush (DC 20): The animal attempts to bull rush a designated creature. The animal must know the attack trick to learn this trick, and it will bull rush only those kinds of creatures it has been trained to attack. This trick otherwise works just like the attack trick.

Disarm (DC 20): The animal attempts to disarm a designated creature. The animal must know the attack trick to learn this trick, and it will disarm only those kinds of creatures it has been trained to attack. You designate some item the subject holds or carries, and the animal will try to seize that item. If given no other instructions, the animal attempts to make the subject drop any weapon it holds.

If the animal uses a bite attack (or some other natural weapon that allows it to grasp an object), it winds up holding the target item in its mouth (or grasp) after a successful disarm.

Mark (DC 20): The animal moves toward a creature you designate and endeavors to stay near the creature no matter what it does or how it moves. The animal generally stays within 10 feet of the creature but keeps out of its reach. While performing this trick, the creature makes noise to help mark the foe's location.

If the animal also knows the seek trick, you can designate an area or direction for the animal to seek out foes that are attacking you. To identify a foe, the animal must see the creature attack you or use a spell or other magical effect with a visible manifestation in your direction. Otherwise the animal marks the first creature it encounters.

Overrun (DC 20): The animal attempts to overrun a designated creature, provided the animal is big enough to do so. If the animal has the trample special ability, it uses that ability against the creature if the animal is big enough to do so.

Train an Animal for a Purpose: Rather than teaching an animal individual tricks, you can train it for a general purpose. The following general purposes expand upon those presented on page 75 of the *Player's Handbook*.

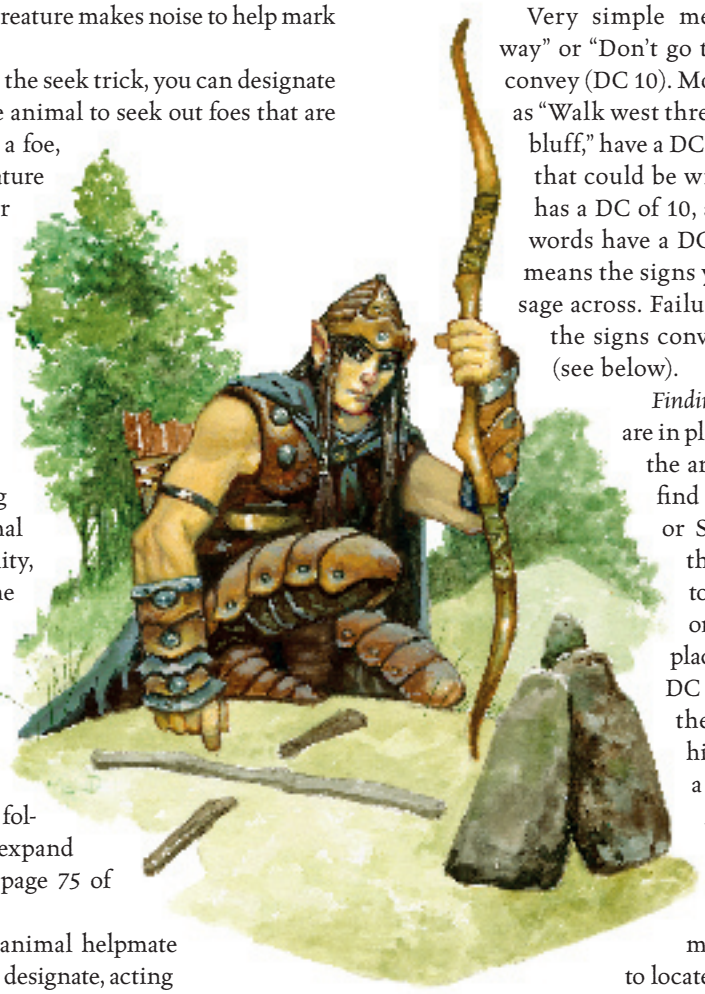
Helpmate (DC 20): An animal helpmate serves you or a creature you designate, acting as a companion, guard, and assistant. It knows the tricks come, down, fetch, guard, heel, and stay. Training an animal to be a helpmate takes six weeks.

Herding (DC 20): The animal knows how to drive groups of other animals from place to place and how to keep individuals from wandering away from the herd. It knows the tricks come, down, guard, heel, mark, and seek. Training a herding animal takes six weeks.

Rescue (DC 15): The animal knows how to find and retrieve hurt or incapacitated creatures. It knows the tricks fetch, mark, seek, track, and work. Training a rescue animal takes five weeks.

SURVIVAL (WIS)

Elves and raptorans have developed many techniques for getting along the wild. Halflings have developed similar methods for making do when traveling between settlements.



Using the Survival skill to read trail signs

Create Trail Signs: You can leave brief messages for anyone following you or using your route after you pass by.

To create a message, you make marks in the ground, pile up rocks or twigs, bend plants into unusual shapes, or perform some other fairly subtle alteration of the landscape. Halflings make use of simple drawings, which they scratch into the ground or on some object with a sharp implement or draw with a piece of chalk or charcoal.

Very simple messages, such as "Go this way" or "Don't go this way," are fairly easy to convey (DC 10). More complex messages, such as "Walk west three days, then turn left at the bluff," have a DC of 15. In general, a message that could be written in four words or less has a DC of 10, and messages of five to ten words have a DC of 15. Failure by 4 or less means the signs you leave don't get the message across. Failure by 5 or more means that the signs convey some false information (see below).

Finding Trail Signs: Once trail signs are in place, anyone passing through the area where you left them can find them with a DC 10 Survival or Spot check. You can make them easier or more difficult to find. Making the signs big or putting them in an obvious place sets the DC lower (DC 5 or DC 0). Similarly, you can make the signs difficult to find by hiding them. In this case, make a Survival check to set the DC for finding the signs, but the minimum DC remains 10. Older signs are harder to find, and poor visibility can make trail signs more difficult to locate, as indicated below.

Survival Condition	DC Modifier
Every 24 hours since the signs were made	+1
Every hour of rain since the signs were made	+1
Fresh snow cover since the signs were made	+10
Poor visibility*	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3

*Apply only the largest modifier from this category.

Reading Trail Signs: If the character who placed trail signs created them correctly, the Survival check DC to read them is the same as that it took to create them. If the check fails by 4 or less, the reader cannot make any sense of the signs. If the check fails by 5 or more, the reader perceives an incorrect message.

Illus. by L. MacDougall

If the character who placed trail signs failed his or her check and created meaningless signs, you can still try to read them. The DC is the same as the DC to create the signs; if you succeed, you know the signs are meaningless. If you fail by 4 or less, you cannot make sense of the signs. If you fail by 5 or more, you perceive an incorrect message.

Action: Creating trail signs requires a full-round action that provokes attacks of opportunity.

Locating trail signs usually is reactive; when you have a chance to notice trail signs, you can make a Survival or Spot check without using an action. However, if you know or suspect someone has left trail signs in a certain area, you can use a full-round action to search a 5-foot-by-5-foot area; this requires you to use the Search skill, with the same DC as the Survival DC to locate the signs.

Reading trail signs requires a standard action that does not provoke attacks of opportunity.

Try Again: If you fail to create or read trail signs, you cannot try again. If you fail a reactive check to find trail signs someone else has left, you cannot try again (you simply pass by the signs). When using the Search skill to locate signs that you know or suspect are present, you can try again.

FEATS

This section contains new feats that embody the strengths and abilities of the races of the wild. Some of the feats listed here are more appropriate for elves, halflings, raptorans, and the other races of the wild than they are for other races, but even characters of other races will find several intriguing options.

ABLE SNIPER

You are accomplished at remaining unseen when you're sniping with a ranged weapon.

Prerequisites: Dex 13, Hide 5 ranks.

Benefit: You gain a +2 bonus on ranged attack rolls with a weapon made against flat-footed targets that are at least 30 feet away. In addition, you gain a +4 bonus on Hide checks made to hide again after you have made an attack roll while hiding (see page 76 of the *Player's Handbook*).

AERIAL REFLEXES

Your aerial agility allow you to avoid dangerous effects while airborne.

Benefit: While flying, you gain a bonus on Reflex saves based on your maneuverability.

Maneuverability	Bonus
Clumsy	+0
Poor	+1
Average	+2
Good	+3
Perfect	+4

AERIAL SUPERIORITY

You can use your flying ability to gain an advantage against landbound foes or airborne foes that you can outmaneuver.

Benefit: While flying, you gain a +1 dodge bonus to Armor Class against opponents who cannot fly or have a lower maneuverability than you.

AGILE ATHLETE

You rely on your agility to perform athletic feats, rather than brute strength.

Prerequisites: Climb 1 rank, Jump 1 rank.

Benefit: When making a Climb or Jump check, you use your Dexterity modifier for the check.

Normal: Without this feat, you use your Strength modifier for Climb and Jump checks.

BATTLE CASTING

You have a knack for staying out of harm's way when casting spells.

Prerequisites: Dex 13, Concentration 5 ranks, Combat Casting.

Benefit: While casting a spell, you gain a +2 dodge bonus to your Armor Class. The bonus lasts until the beginning of your next turn. You cannot make attacks of opportunity while claiming the dodge bonus from this feat.

BORN FLYER

You can fly as though born to do it.

Prerequisite: Dex 13.

Benefits: You gain a +4 competence bonus on saves or checks you make to maneuver in the air or to stay aloft. If you do not have a natural fly speed, this feat allows you to take feats that have a natural fly speed as a prerequisite.

CATFOLK POUNCE

You can rush unaware foes and deliver several attacks before they have a chance to respond.

Prerequisite: Catfolk, Dex 13.

Benefit: If you use the charge action against a flat-footed opponent, you can make a full attack at the end of a charge.

Special: A catfolk fighter may select Catfolk Pounce as a bonus feat.

CENTAUR TRAMPLE

You have trained to use your large body and unique physiology against your foes. Much like a humanoid knight mounted on a warhorse, you have learned how to knock down opponents and ride over them in combat.

Prerequisite: Centaur, Dex 15.

Benefit: When you attempt to overrun an opponent, your target may not choose to avoid you. You may make one hoof attack against any target you knock down (remember that prone targets take a –4 penalty to Armor Class). See Overrun, page 157 of the *Player's Handbook*.

Table 6–1: Feats

General Feats	Prerequisites	Benefit
Able Sniper	Dex 13, Hide 5 ranks	+2 bonus on ranged attacks against distant flat-footed targets, +4 bonus on Hide checks after sniping attack
Aerial Reflexes	—	Gain Reflex save bonus based on maneuverability
Aerial Superiority	—	+1 dodge bonus against less maneuverable opponents
Agile Athlete	Climb 1 rank, Jump 1 rank	Use Dex modifier for Climb and Jump checks
Battle Casting	Dex 13, Concentration 5 ranks, Combat Casting	+2 dodge bonus while casting spells
Born Flyer	Dex 13	+4 bonus on saves and checks to maneuver when aloft
Catfolk Pounce	Catfolk, Dex 13	Gain full attack against a flat-footed target on a charge
Centaur Trample	Centaur, Dex 15	Gain a hoof attack against foes you overrun
Coordinated Strike	Animal companion or special mount class feature, Handle Animal 5 ranks	+1 bonus on attacks when your animal companion or special mount attacks the same target
Dallah Thaun's Luck	Halfling, Cha 13	Gain +5 bonus on one saving throw per day
Defensive Archery	Point Blank Shot	+4 dodge bonus against attacks of opportunity
Diving Charge	—	Gain extra damage when diving to attack while flying
Elf Dilettante	Elf, Int 13	+1 bonus on all untrained skill checks
Expeditious Dodge	Dex 13	Gain +2 dodge bonus when you move 40 feet in a round
Flick of the Wrist	Dex 17, Sleight of Hand 5 ranks, Quick Draw	Catch your opponent flat-footed by drawing your weapon and attacking in the same round
Focused Mind	Elf, Concentration 2 ranks	+2 bonus when taking 10 or taking 20 on Intelligence checks
Gnoll Ferocity	Gnoll, rage or frenzy ability	Gain bite attack for 1d6 points of damage
Improved Flight	Natural fly speed	Maneuverability class improves by one category
Killoren Ancient	Killoren	+4 insight bonus to Knowledge skill
Killoren Destroyer	Killoren	Daze foes with your killoren smite attack
Killoren Hunter	Killoren	Pinpoint the location of living creatures
Lightfeet	Elf, Dex 13, Balance 2 ranks, Move Silently 2 ranks	Move quietly, leaving behind few traces
Magic of the Land	Ability to cast 1st-level spells, Concentration 5 ranks, Knowledge (nature) 5 ranks, Spellcraft 5 ranks	Draw on nature's power to infuse your spells with positive energy, curing 2 points of damage per spell level
Plunging Shot	Dex 13, Point Blank Shot	Deal an additional 1d6 points of damage against targets at least 30 feet below you
Shared Fury	Animal companion class feature, rage class feature, Handle Animal 4 ranks	Your animal companion rages with you
Underfoot Combat	Small or smaller, Tumble 10 ranks	Occupy same square as a Large or larger creature, gaining +4 bonus to AC
Yondalla's Sense	Halfling	Add Wisdom bonus on initiative checks.

Tactical Feats	Prerequisites	Benefit
Confound the Big Folk	Small or smaller, Tumble 10 ranks, Underfoot Combat	See feat description
Winged Warrior	Hover, must have wings, base attack bonus +4	See feat description
Wolfpack	Dex 15, Dodge, Mobility, Spring Attack, base attack bonus +6	See feat description
Woodland Archer	Point Blank Shot, base attack bonus +6	See feat description

Special: A centaur fighter may select Centaur Trample as a bonus feat.

The DM may make this feat available to other centaurlike races if they are available in your campaign.

COORDINATED STRIKE

You and your animal companion or special mount can coordinate your melee attacks to gain an advantage in combat.

Prerequisites: Handle Animal 5 ranks, animal companion class feature or special mount class feature.

Benefit: During any round in which your animal companion or special mount makes a melee attack, you gain a +1 competence bonus on your attack rolls against the same target.

DALLAH THAUN'S LUCK

You can rely on a good dose of luck to get you through almost any scrape. Other halflings say the blessing of Dallah Thaun is upon you.

Prerequisites: Halfling, Cha 13.

Benefit: Once per day, you can opt to gain a +5 luck bonus on a single saving throw. However, if you use this ability, you gain a –2 penalty on all other saving throws until sunrise the next morning.

Illus. by W. England

A ranger, aided by his wolf companion, uses Coordinated Strike against a gray render

DEFENSIVE ARCHERY

You can avoid attacks of opportunity when making ranged attacks while threatened.

Prerequisite: Point Blank Shot.

Benefit: You gain a +4 dodge bonus to Armor Class against attacks of opportunity provoked when you make a ranged attack.

Special: A fighter may select Defensive Archery as one of his fighter bonus feats.

DIVING CHARGE

You can dive down at a target to deal a devastating strike.

Benefit: When charging while flying, if you move at least 30 feet and descend at least 10 feet, you gain a bonus on your damage roll based on your fly speed. (The damage bonus is based on your fly speed, not how far you have moved in your charge.)

Fly Speed	Damage Bonus
30 feet or slower	+1d6
31 to 90 feet	+2d6
91 feet or faster	+3d6

In addition, after you make this attack you can choose, regardless of your maneuverability, to turn in place so that you are now flying parallel to the ground.

ELF DILETTANTE

Throughout the long years of your life, you have developed a talent for doing just about anything.

Prerequisites: Elf, Int 13.

Benefit: You gain a +1 bonus on all untrained skill checks. You can attempt untrained checks using skills that normally do not allow untrained use. If a skill doesn't allow skill checks (such as Speak Language), this feat has no effect.

Normal: Without any ranks in a skill, you can't attempt some skill checks.

EXPEDITIOUS DODGE

You're good at avoiding attacks while moving quickly.

Prerequisite: Dex 13.

Benefit: When you move 40 feet or more in a single turn, you gain a +2 dodge bonus to your Armor Class until the beginning of your next turn.

Special: Expeditious Dodge can be used in place of the Dodge feat to qualify for a feat, prestige class, or other special ability.

A fighter may select Expeditious Dodge as one of his fighter bonus feats.

FLICK OF THE WRIST

With a single motion, you can draw a light weapon and make a devastating attack.

Prerequisites: Dex 17, Sleight of Hand 5 ranks, Quick Draw.

Benefit: If you draw a light weapon and make a melee attack with it in the same round, you catch your opponent flat-footed (for the purpose of this attack only). You can use this feat only once per round and once per opponent during any single combat encounter.

FOCUSED MIND

When you have the opportunity to concentrate on a task, you usually do very well at it.

Prerequisites: Elf, Concentration 2 ranks.

Benefit: When you take 10 or take 20 on an Intelligence check or Intelligence-based skill check, you gain a +2 bonus on the check.

GNOLL FEROCITY

You embody the savage ferocity of your people. When you fly into a berserk rage, you can bite opponents with your powerful jaws.

Prerequisites: Gnoll, rage or frenzy ability.

Benefit: When you use your rage ability, you gain a bite attack. This attack deals 1d6 points of damage, scaling normally with size (see Table 5–1, page 296 of the *Monster Manual*), plus your Strength bonus. Alternatively, you can make the bite attack as part of a full attack as a secondary weapon with a –5 penalty on the attack roll (your other attacks take no penalty), but in this case you only add half your Strength bonus on damage.

Special: The DM may make this feat available to other animal-headed races if they are available in your campaign.

IMPROVED FLIGHT

You have gained greater maneuverability when flying than you would normally have.

Prerequisite: Natural fly speed.

Benefit: Your maneuverability while flying improves by one category (see page 312 of the *Monster Manual*). For example, if your normal maneuverability is poor, it becomes average.

KILLOREN ANCIENT

You favor the killoren aspect of the ancient.

Prerequisite: Killoren.

Benefit: When you are manifesting the aspect of the ancient (see page 103), you can spend 10 minutes of uninterrupted time communing with nature on a specific question. After this time has passed, you can make a check using any Knowledge skill. You gain a +4 insight bonus on this check; if successful, you learn answers as if you were trained in the skill, even if you have no ranks in the Knowledge skill in question.

KILLOREN DESTROYER

You favor the killoren aspect of the destroyer.

Prerequisite: Killoren.

Benefit: When you are manifesting the aspect of the destroyer (see page 103), any foe struck by your killoren smite attack must succeed on a Will save (DC 10 + 1/2 your character level + your Cha modifier) or be dazed for 1 round. A foe who is not vulnerable to this smite attack is immune to the daze effect (that is, it only affects an aberration, construct, humanoid, ooze, outsider, or undead).

KILLOREN HUNTER

You favor the killoren aspect of the hunter.

Prerequisite: Killoren.

Benefit: When you are manifesting the aspect of the hunter (see page 103), you can take a move action to pinpoint the location of any living creature within 30 feet, provided that you have line of effect to the creature, even if you cannot see the creature in question. Any opponent that you cannot see still has total concealment.

LIGHTFEET

You have an incredibly soft step, making it difficult to track or hear you.

Prerequisites: Elf, Dex 13, Balance 2 ranks, Move Silently 2 ranks.

Benefit: You can walk without leaving behind any but the most subtle marks. The Survival DC to track you increases by 5 (or by 10 if you move at half speed to hide your trail; see the Track feat, page 101 of the *Player's Handbook*).

A gnoll barbarian uses her Gnoll Ferocity feat to take a bite out of an ogre

Illus. by V. Rams

You ignore any penalties on your Move Silently checks incurred by noisy or very noisy terrain (see the Move Silently skill description, page 79 of the *Player's Handbook*).

MAGIC OF THE LAND

Your intimate understanding of the natural world allows you to imbue your spells with life-giving magical power from the land itself.

Prerequisites: Concentration 5 ranks, Knowledge (nature) 5 ranks, Spellcraft 5 ranks, caster level 1st.

Benefit: When in a natural setting, you can draw on the power of the land to imbue your spells with healing power. For the purpose of this feat, a natural setting is defined as any location not within a community and not a constructed area. "Natural setting" includes unworked caverns, but not crafted dungeons and the like.

To use the feat, you must succeed on a Knowledge (nature) check (DC 15 + spell level), made as a free action while casting a spell. You can't take 10 on this check. If you succeed, each target of your spell is healed of 2 points of damage per spell level, in addition to the spell's normal effects. If the spell doesn't have a target entry, this feat has no effect. This healing power is positive energy, so an undead creature instead takes 2 points of damage per spell level. An unwilling creature can attempt a Will save (at the spell's normal save DC) to negate this effect. If the skill check fails, the prepared spell or spell slot is lost.

You cannot use this feat on any spell with an alignment descriptor, nor with any necromancy spell. The natural world favors balance in all things, and thus does not support specific alignment-based magic, nor can its life-giving power be used to enhance the magic of death.

PLUNGING SHOT

You can use the force of gravity to make your ranged attacks deal extra damage if your target is below you.

Prerequisites: Dex 13, Point Blank Shot.

Benefit: If your target is at least 30 feet lower than you, you deal an extra 1d6 points of damage with a thrown or projectile weapon.

SHARED FURY

Your fearsome rage spurs your animal companion to greater heights.

Prerequisites: Handle Animal 4 ranks, animal companion class feature, rage class feature.

Benefit: When you rage, your animal companion gains the same benefits and penalties from your rage that you do, but only if it is within 5 feet of you. The companion's rage ends when your rage ends, or as soon as you are no longer within 5 feet of your companion.

Illus. by M. Faulkner

The Underfoot Combat feat allows Lidda to nip at an ettin's ankles

UNDERFOOT COMBAT

You can enter the space that a foe at least two size categories bigger than you occupies.

Prerequisites: Small or smaller, Tumble 10 ranks.

Benefit: You can move into or through a square occupied by a creature at least two size categories larger than you. You do not provoke attacks of opportunity for doing so.

While you are in a square occupied by a creature at least two size categories larger than you, you gain the benefit of soft cover (+4 bonus to AC) against all attacks, including those of the creature whose space you occupy.

Normal: Without this feat, you can move through squares occupied by a creature at least three size categories larger than you, or a creature three size categories smaller than you (or any creature, if you are Tiny or smaller).

YONDALLA'S SENSE

You display a shrewd perception of danger. Other halflings say the blessing of Yondalla is upon you.

Prerequisite: Halfling.

Benefit: You add your Wisdom bonus on initiative checks.

TACTICAL FEATS

First introduced in *Complete Warrior,* tactical feats allow characters to use a variety of powerful offensive or defensive maneuvers in combat.

If you're playing a character who has a tactical feat, it's your responsibility to keep track of the actions you're performing as you set up the maneuver that the feat enables you to

perform. It's also a good idea to briefly mention to the DM that you're working toward performing a tactical maneuver; a remark along the lines of "I move into the troll's square, using the Underfoot Combat feat, and that's the first step in a tactical maneuver" is appropriate.

Some of the tactical feats refer to the first round, second round, and so on. These terms refer to the timing of the maneuver, not the battle as a whole.

CONFOUND THE BIG FOLK [TACTICAL]

You excel when battling foes bigger than you are.

Prerequisites: Small or smaller, Tumble 10 ranks, Underfoot Combat.

Benefit: This feat allows you to perform any of the following three maneuvers.

Knee Striker: To use this maneuver, you must first move into a square occupied by a foe at least two size categories larger than you. On the next round, the foe is automatically considered flat-footed against your attacks, and you gain a +4 bonus on any roll you make to confirm a critical hit.

Underfoot Defense: To use this maneuver, you must first move into a square occupied by a foe at least two size categories larger than you. On any succeeding round in which you remain in the foe's square and fight defensively, use total defense, or use Combat Expertise (minimum –1 penalty on attack rolls), any melee or ranged attack made against you has a 50% chance to strike the foe whose square you occupy instead. This chance does not apply to attacks made by the creature whose square you occupy.

Unsteady Footing: To use this maneuver, you must first move into a square occupied by a foe at least two size categories larger than you. On the next round, you can use a standard action to attempt to trip your foe without provoking attacks of opportunity. If your touch attack to initiate the trip attack succeeds, you can attempt a Strength or Dexterity check (your choice) opposed by your foe's Strength or Dexterity check (as normal) to trip your foe. Your foe may not add any bonus on his Strength or Dexterity check to avoid the trip that he would gain from his size. If your trip check fails, your opponent may not attempt to trip you. If you have Improved Trip, you can follow a successful trip attempt with an immediate melee attack.

WINGED WARRIOR [TACTICAL]

You use your wings for more than just flying.

Prerequisites: Hover, must have wings, base attack bonus +4.

Benefit: The Winged Warrior feat enables the use of three tactical maneuvers.

Dustup: To use this maneuver, you must be standing in, or flying no more than 10 feet above, an area with a lot of loose debris. If you flap your wings hard as a move action, the draft creates a hemispherical cloud with a radius of 20 feet. Clear vision within the cloud is limited to 10 feet. Creatures 11 to 20 feet away have concealment. At over 20 feet, creatures have total concealment. Those caught in the cloud must succeed on a Concentration check (DC 10 + 1/2 your character level) to cast a spell.

Flying Leap: To use this maneuver, you must move a distance greater than your base land speed during the round. If you do, you gain a +4 bonus on Jump, Balance, and Climb checks because your wings give you lift and stabilize you.

Shroud of Feathers: To use this maneuver, you must spend a move action to pull your wings around your body. You cannot be flying during this maneuver. You can then attempt to feint in combat (as described in the Bluff skill description, page 68 of the *Player's Handbook*) as part of your attack, suddenly spreading your wings to reveal your weapon just as it's about to land a blow. The shroud of feathers maneuver works on a given foe only once per combat.

Special: The Hover feat (see page 304 of the *Monster Manual*) grants creatures of Large size or larger a bigger dust cloud than that granted with the dustup maneuver.

Special: A fighter may select Winged Warrior as one of his fighter bonus feats.

WOLFPACK [TACTICAL]

You can gain an extra advantage when you and your allies can gang up on a foe.

Prerequisites: Dex 15, Dodge, Mobility, Spring Attack, base attack bonus +6.

Benefit: You can use the following maneuvers with this feat.

Distract Foe: You begin this maneuver when you and at least one ally flank a foe. On the first round, you and your allies gain normal flanking bonuses (+2 on attack rolls).

Starting in the second round that you and at least one ally flank a foe, you can make a ferocious attack that forces the foe to concentrate on you and largely ignore your allies. You make a melee attack as a full-round action. If you hit, you make a special Bluff check as a free action; the damage your attack dealt applies as a bonus on your check. The foe you attack opposes your attack with a special Sense Motive check, adding her base attack bonus to the check. If you win the opposed check, your foe turns her attention to you, and each of your allies who are in position to give you a flanking bonus can make an attack of opportunity against that foe.

Drive Back: To use this maneuver, you and at least one ally must threaten the same foe, and at least one of those allies must use the aid another action to assist your attack roll. You make a melee attack as a full-round action. If you hit, you make a free bull rush attempt without moving into the defender's space or provoking attacks of opportunity. Resolve the bull rush normally, except that you add the damage your attack dealt as a bonus on the Strength check you make to resolve the bull rush. You can't push an opponent back more than 5 feet with this maneuver.

Gang Dodge: This maneuver allows you to use the aid another action to assist all allies who threaten the same foe you target with the action. You use a standard action as normal to aid an ally's defense (see the Aid Another special

Illus. by S. Wood

While a raptoran sorcerer distracts an owlbear from above, her allies use the benefit of the Wolfpack feat to attack the creature's flanks

attack, page 154 of the *Player's Handbook*). If you succeed, all your allies who threaten your foe gain a +2 bonus to AC against that foe's attacks until the beginning of your next turn, provided that you continue to threaten that foe for that time.

WOODLAND ARCHER [TACTICAL]

You have honed your archery ability in the wilds of the forest.

Prerequisites: Point Blank Shot, base attack bonus +6.

Benefit: The Woodland Archer feat enables the use of three tactical maneuvers.

Adjust for Range: To use this maneuver, you must shoot a projectile weapon against a foe and miss. Subsequent shots you take against that foe this round gain a +4 bonus, because you're able to quickly adjust your aim to compensate.

Pierce the Foliage: To use this maneuver, you must hit a foe with a ranged attack despite the miss chance caused by concealment. Shots you take against that foe in the next round don't incur the miss chance because you're able to exactly duplicate your draw and aim.

Moving Sniper: To use this maneuver, you must succeed on a sniping attack (see the Hide skill description, page 76 of the *Player's Handbook*), both hitting your intended target and successfully hiding thereafter. If no one sees you, you can make a sniping attack again in the following round, taking a single move after your attack and before you hide (characters without this feat can only shoot and hide, not move as well). As long as you continue to hit the target and avoid detection from an enemy, you can make a sniping attack on the move each round.

Special: A fighter may select Woodland Archer as one of his fighter bonus feats.

RACIAL SUBSTITUTION LEVELS

A substitution level is a level of a given class that you take instead of the level described for the standard class. Selecting a substitution level is not the same as multiclassing—you remain within the class for which the substitution level is taken. The class features of the substitution level simply replace those of the standard level.

To qualify to take a racial substitution level, you must be of the proper race. For instance, to select a racial substitution level of elf wizard, you must be an elf.

The three races featured in this book—elf, halfling, and raptoran—each have racial substitution levels for three classes. Essentially, each set of substitution levels presents a racially flavored variant standard class for your game. The DM can add more racial substitution level options (such as for an elf bard or a halfling ranger) as desired, using the ones presented here as guidelines.

For each class with racial substitution levels, you can select each substitution level only at a specific class level. When you take a substitution level for your class at a given level, you give up the class features gained at that level for the standard class, and you get the substitution level features instead. You can't go back and gain the class features for the level you swapped out—when you take your next level in the standard class, you gain the next higher level as if you had gained the previous level normally.

For instance, if you take the elf paladin substitution level for 3rd level, you forever lose the class features normally gained by a standard 3rd-level paladin (such as aura of courage), gaining instead the racial substitution class features for a 3rd-level elf paladin (such as aura of freedom; see Table 6–2). When you gain another level in paladin, you gain the normal 4th-level benefits of the standard paladin class, as given in Table 3–12: The Paladin, page 43 of the *Player's Handbook*.

Unless noted otherwise in the description of a racial substitution level class feature, a character who takes a racial substitution level gains spellcasting ability (increases in spells per day and spells known, if applicable) as if she had taken this level in the standard class.

A character need not take all the substitution levels provided for a class. For instance, a halfling rogue might decide to take only the racial substitution level at 1st level, ignoring the other substitution levels.

The description of each substitution level class feature explains what occurs to the standard class ability not gained, if that ability would normally increase at a specific rate (such as the paladin's smite evil ability).

When a substitution level changes the standard class's Hit Die or class skill list, the change applies only to that specific substitution level, not to any other class levels. A halfling who takes the halfling monk substitution level as a beginning character gains 6 hit points (from the substitution level's d6 Hit Die) and gains an additional 1d6 hit points for each additional halfling monk substitution level she takes later in her career, but she gains the normal d8 Hit Die for all standard monk levels.

ELF PALADIN

Though elves typically tend toward chaos and freedom over law and order, an elf paladin can become a beacon of righteousness. He gives up some of his single-minded dedication in exchange for abilities that work well with his racial aptitudes.

Hit Die: d10.

Requirements

To take an elf paladin substitution level, a character must be an elf about to take his 1st, 3rd, or 5th level of paladin.

Class Skills

Elf paladin substitution levels grant the same class skills as the standard paladin class, plus Survival.

Skill Points at Each Level: 2 + Int modifier (or four times this number as a beginning character).

Class Features

All the following are features of the elf paladin's racial substitution levels.

Ranged Smite Evil (Su): An elf paladin can only deliver his smite evil attacks with a longbow (or composite longbow) or shortbow (or composite shortbow). The target must be within 30 feet for the paladin to use this ability. This ability otherwise functions identically to the normal smite evil class feature described on page 44 of the *Player's Handbook*.

This substitution feature replaces the standard paladin's class feature of smite evil. At each level at which the paladin would normally gain an additional daily use of smite evil, the elf paladin instead gains a daily use of ranged smite evil.

Aura of Freedom (Su): A 3rd-level elf paladin radiates an aura that helps his allies resist effects that would influence their minds. Each ally within 10 feet of him gains a +4 morale bonus on saving throws against enchantment effects. This ability functions while the paladin is conscious, but not if he is unconscious or dead.

This substitution feature replaces the standard paladin's ability of aura of courage.

Unicorn Mount (Sp): A 5th-level elf paladin gains the service of a unicorn to serve him in his crusade against evil. This ability is identical to the paladin's special mount class feature, except that the paladin is treated as six levels lower than normal for the purpose of determining the mount's bonus HD, natural armor adjustment, and Strength adjustment (but not other special abilities). The unicorn serves as a loyal steed regardless of the paladin's gender.

For example, an elf paladin's unicorn mount doesn't gain the adjusted statistics of a 5th-level paladin's mount (+2 HD, +4 natural armor adjustment, and +1 Strength adjustment—see page 45 of the *Player's Handbook*) until the paladin is 11th level. It gains the other special abilities of a paladin's mount at the normal levels (empathic link, improved evasion, share spells, and share saving throws at 5th level, improved speed at 8th level, *command* at 11th level, and spell resistance at 15th level). The unicorn mount may only use its *command* ability on horses, ponies, donkeys, and mules.

This substitution feature replaces the standard paladin's class feature of special mount.

ELF RANGER

The elf ranger combines sylvan grace with deadly skill, moving effortlessly through the wilds in search of his prey. He isn't quite as tough as a typical ranger but enjoys extra bonuses against his race's favored enemies and can befriend a powerful elven hound.

Hit Die: d6.

Table 6–2: Elf Paladin Racial Substitution Levels **Hit Die: d10**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+2	+0	+0	Aura of good, detect evil, ranged smite evil 1/day	—
3rd	+3	+3	+1	+1	Aura of freedom, divine health	—
5th	+5	+4	+1	+1	Ranged smite evil 2/day, *unicorn mount*	As standard paladin

Table 6–3: Elf Ranger Racial Substitution Levels **Hit Die: d6**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+2	+2	+0	Elf favored enemy, Track, wild empathy	—
4th	+4	+4	+4	+1	Elven hound companion	As standard ranger
10th	+10/+5	+7	+7	+3	Strongheart slayer	As standard ranger

Requirements

To take an elf ranger substitution level, a character must be an elf about to take his 1st, 4th, or 10th level of ranger.

Class Skills

Elf ranger substitution levels grant the same class skills as the standard ranger class, plus Balance.

Skill Points at Each Level: 8 + Int modifier (or four times this number as a beginning character).

Class Features

All the following are features of the elf ranger's racial substitution levels.

Elf Favored Enemy (Ex): An elf ranger's favored enemy ability grants him a +2 bonus on Hide, Listen, Move Silently, Spot, and Survival checks used against creatures of the chosen type, and a +2 bonus on weapon damage rolls against such creatures. If the elf ranger chooses humanoid (orc), undead, or "servants of Lolth" as his favored enemy, these bonuses rise to +3. "Servants of Lolth" includes drow, monstrous spiders of all sizes, and driders; this is an addition to the normal list of options for a ranger's favored enemy found on page 47 of the *Player's Handbook*.

This substitution feature replaces the standard ranger's 1st-level favored enemy class feature.

This substitution feature also affects the elf ranger's later improvements to his favored enemy ability. Each time an elf ranger gains a new favored enemy, he can increase the bonus for one favored enemy by 2, or by 3 if he chooses to increase his bonus against orcs, undead, or the servants of Lolth.

Elven Hound Companion (Ex): A 4th-level elf ranger can select an elven hound (see page 189) as his animal companion, even though the creature is a magical beast. For the purpose of any of the ranger's spells that affect animals, as well as his use of Handle Animal or wild empathy on the companion, the elven hound is treated as an animal.

Illus. by L. MacDougall

Elf wizard

Elf paladin

Elf ranger

Strongheart Slayer (Ex): A 10th-level elf ranger gains a +4 morale bonus on Will saves against the spells and spell-like abilities of drow and driders, and a +4 morale bonus on Fortitude saves against the poison of monstrous spiders.

This substitution feature replaces the standard ranger's 10th-level third favored enemy class feature, as well as the additional +2 (or +3) bonus against an existing favored enemy. The elf ranger instead gains his third favored enemy at 15th level.

ELF WIZARD

Elves are naturally enthralled by the study of magic, and many of history's most famous wizards were elves. Elf wizards typically prefer a general approach to magic, recognizing the value in versatility.

Hit Die: d4.

Requirements

To take an elf wizard substitution level, a character must be an elf about to take her 1st, 3rd, or 5th level of wizard.

Class Skills

Elf wizard substitution levels grant the same class skills as the standard wizard class, plus Search.

Skill Points at Each Level: 2 + Int modifier (or four times this number as a beginning character).

Class Features

All the following are features of the elf wizard's racial substitution levels.

Generalist Wizardry: A 1st-level elf wizard begins play with one extra 1st-level spell in her spellbook. At each new wizard level, she gains one extra spell of any spell level that she can cast. This represents the additional elven insight and experience with arcane magic.

The elf wizard may also prepare one additional spell of her highest spell level each day. Unlike the specialist wizard ability, this spell may be of any school.

This substitution feature replaces the standard wizard's ability to specialize in a school of magic.

Natural Link (Su): At 3rd level, an elf wizard's link to her familiar strengthens. The bonus on skill checks, saves, or hit points granted by the familiar doubles. For example, the cat familiar of an elf wizard grants a +6 bonus on Move Silently checks (rather than +3), a weasel familiar grants a +4 bonus on Reflex saves (rather than +2), and a toad familiar grants +6 hit points (rather than +3). This increase only applies when the familiar is within arm's reach of the wizard; when the creature is farther away than that, the normal bonus applies (unless the familiar is more than one mile away, in which case no bonus applies, as described on page 52 in the *Player's Handbook*).

This substitution feature replaces the standard wizard familiar's ability to deliver touch spells (normally gained by the familiar of a 3rd-level wizard) and the familiar's ability to speak with animals of its kind (normally gained by the familiar of a 7th-level wizard). If the wizard's familiar already has either of these abilities (for instance, if the character is a multiclass sorcerer/wizard), it loses those abilities when the wizard selects this substitution level.

Bonus Feat: At 5th level, an elf wizard gains a bonus feat, chosen from the following list: Defensive Archery, Far Shot, Point Blank Shot, Precise Shot, Rapid Shot, or Weapon Focus (longbow/composite longbow or shortbow/composite shortbow only). The wizard must still meet all prerequisites for a bonus feat.

This substitution feature replaces the standard wizard's bonus feat gained at 5th level.

HALFLING DRUID

The halfling druid often follows a more pragmatic approach in exploring his link to the natural world. He gives up some of his innate ability to summon allies, while strengthening his bond with his animal companion (which is commonly used as a mount by the otherwise slow-moving halfling). His expanded skill selection allows him to serve as a capable scout.

Hit Die: d8.

Requirements

To take a halfling druid substitution level, a character must be a halfling about to take his 1st, 5th, or 13th level of druid.

Class Skills

Halfling druid substitution levels grant the same class skills as the standard druid class, plus Climb, Hide, Jump, and Move Silently.

Skill Points at Each Level: 6 + Int modifier (or four times this number as a beginning character).

Class Features

All the following are features of the halfling druid's racial substitution levels.

Spontaneous Casting: Halfling druids often use their animal companions as mounts, and they have developed a method of enhancing their animal companions' mobility and defenses by channeling their own spell energy.

Table 6–4: Elf Wizard Racial Substitution Levels **Hit Die: d4**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Generalist wizardry, summon familiar, Scribe Scroll	As standard wizard
3rd	+1	+1	+1	+3	Natural link	As standard wizard
5th	+2	+1	+1	+4	Bonus feat	As standard wizard

Table 6–5: Halfling Druid Racial Substitution Levels **Hit Die: d8**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Animal companion, enhanced link, nature sense, spontaneous casting, wild empathy	As standard druid
5th	+3	+4	+1	+4	Undersized wild shape (2/day)	As standard druid
13th	+9/+4	+8	+4	+8	Camouflage	As standard druid

A halfling druid can channel stored spell energy into specific spells that he hasn't prepared ahead of time. He can "lose" a prepared spell to cast any spell from the following list of the same level or lower, but he may only target himself or his animal companion with the spell (if it has a target). For example, a halfling druid who has prepared *call lightning* (a 3rd-level spell) may lose *call lightning* to cast *protection from energy*, *spider climb*, or *jump*, but may only target himself or his animal companion with the spell. (A halfling druid's ability to share spells with his animal companion works normally with these spells.)

1st: *jump*
2nd: *spider climb*
3rd: *protection from energy*
4th: *freedom of movement*
5th: *tree stride*
6th: *summon nature's ally VI*
7th: *summon nature's ally VII*
8th: *summon nature's ally VIII*
9th: *summon nature's ally IX*

This substitution feature replaces the standard druid's ability of spontaneous casting.

Enhanced Link (Ex): In addition to the normal benefits gained by the druid's link to his animal companion, a halfling druid gains a +4 circumstance bonus on all Ride checks made in conjunction with his animal companion. He takes no penalty for riding his animal companion without a saddle.

In addition, as long as the halfling druid rides his animal companion, his animal companion shares the druid's woodland stride and trackless step class features (assuming the druid has these class features).

This substitution feature augments, but does not replace, the standard druid's link class feature (described on page 36 of the *Player's Handbook*).

Undersized Wild Shape (Su): A halfling druid's Small size limits his wild shape ability (including his elemental wild shape and any other wild shape options he gains from feats or other special abilities), reducing them by one size category. However, he can use his wild shape ability one additional time per day (2/day at 5th level, 3/day at 6th, 4/day at 7th, and so forth).

At 5th level, a halfling druid gains the ability to turn himself into any Tiny or Small animal. He gains wild shape (Medium) at 8th level, wild shape (Diminutive) at 11th level, and wild shape (Large) at 15th level.

At 16th level, he gains the ability to use wild shape to transform into a Tiny, Small, or Medium elemental; he can transform into a Large elemental at 20th level.

This class feature is otherwise identical to the standard druid's wild shape ability.

This substitution feature replaces the standard druid's wild shape ability.

Camouflage (Ex): A halfling druid of 13th level or higher can use the Hide skill in any sort of natural terrain, even if the terrain doesn't grant cover or concealment.

This substitution feature replaces the standard druid's a thousand faces class feature.

HALFLING MONK

Monk seems a counterintuitive selection for the halfling at first glance, since the halfling incurs significant penalties to her ability to deal damage in melee because of her Small size. A halfling monk, however, can learn to focus on mobility and eventually even neutralize some of the larger creatures' advantages over her.

Hit Die: d6.

Requirements

To take a halfling monk substitution level, a character must be a halfling about to take her 1st, 2nd, or 7th level of monk.

A halfling monk who selects any racial substitution level for her monk class can freely multiclass between the monk and rogue classes.

Class Skills

Halfling monk substitution levels grant the same class skills as the standard monk class.

Skill Points at Each Level: 6 + Int modifier (or four times this number as a beginning character).

Table 6–6: Halfling Monk Racial Substitution Levels **Hit Die: d6**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Unarmed Damage	AC Bonus	Unarmored Speed Bonus
1st	+0	+2	+2	+2	Bonus feat, skirmish, unarmed strike	1d4	+0	+0 ft.
2nd	+1	+3	+3	+3	Weapon Finesse, evasion	1d4	+0	+0 ft.
7th	+5	+5	+5	+5	Size matters not	1d6	+1	+20 ft.

Class Features

All the following are features of the halfling monk's racial substitution levels.

Skirmish (Ex): A halfling monk relies on mobility to deal extra damage and improve her defense. At 1st level, a halfling monk deals an extra 1d6 points of damage on all attacks during any round in which she moves at least 10 feet. The extra damage applies only to attacks made with unarmed strikes or special monk weapons (that is, the weapons a normal monk can use as part of a flurry of blows; see page 40 of the *Player's Handbook*), and only on attacks taken during the monk's turn. This bonus increases to an extra 2d6 points of damage at 11th level.

The extra damage only applies against a living creature with a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The monk must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Halfling monks can apply this additional damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

At 5th level, the monk also gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the monk has moved 10 feet, and lasts until the start of her next turn. This bonus improves to +2 at 15th level.

The monk loses this ability when wearing armor or when carrying a medium or heavy load.

This substitution feature replaces the standard monk's flurry of blows ability. A halfling monk who selects this substitution level gains no benefit from any feature that improves or augments the flurry of blows class feature (such as the 11th-level monk's greater flurry ability).

Bonus Feat: At 2nd level, a halfling monk gains Weapon Finesse as a bonus feat.

This substitution feature replaces the standard monk's bonus feat gained at 2nd level.

Size Matters Not (Ex): At 7th level, a halfling monk learns to neutralize some of the natural advantage gained by particularly large opponents.

A halfling monk with Improved Grapple gains a +4 bonus on grapple checks made against opponents at least two size categories larger than herself. This is in addition to the +4 bonus granted by the feat.

A halfling monk with Stunning Fist gains a +4 bonus on her stunning fist DC for stunning attacks made against opponents at least two size categories larger than herself.

This substitution feature replaces the standard monk's wholeness of body ability gained at 7th level.

HALFLING ROGUE

A halfling takes to life as a rogue as if born to it—a claim with which many other races would readily agree. A halfling rogue gives up some of her prowess in melee combat in exchange for increased talent with thrown weapons and an extra touch of halfling luck.

Hit Die: d6.

Halfling druid

Halfling monk

Halfling rogue

Illus. by V. Rams

Table 6–7: Halfling Rogue Racial Substitution Levels **Hit Die: d6**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Ranged sneak attack +1d6, melee sneak attack +0, trapfinding
3rd	+2	+1	+3	+1	Ranged sneak attack +2d6, melee sneak attack +1d6, thief's luck
10th	+7/+2	+3	+7	+3	Sniping mastery

Requirements

To take a halfling rogue substitution level, a character must be a halfling about to take her 1st, 3rd, or 10th level of rogue.

Class Skills

Halfling rogue substitution levels grant the same class skills as the standard rogue class.

Skill Points at Each Level: 8 + Int modifier (or four times this number as a beginning character).

Class Features

All the following are features of the halfling rogue's racial substitution levels.

Ranged Sneak Attack (Ex): A halfling rogue is particularly talented at delivering sneak attacks with slings and thrown weapons. Whenever a halfling rogue delivers a ranged sneak attack with a thrown weapon or sling, she deals an extra 1d6 points of damage. However, her melee sneak attack damage is reduced by 1d6 (0 points of damage at 1st level, an extra 1d6 points at 3rd level, an extra 2d6 points at 5th level, and so forth, to a maximum of an extra 9d6 points at 19th level).

This ability doesn't give the halfling rogue the ability to deal sneak attack damage to creatures she otherwise couldn't affect (whether due to their anatomy, concealment, range, or any other reason).

This substitution feature augments, but does not replace, the standard rogue's sneak attack ability.

Thief's Luck (Ex): At 3rd level, a halfling rogue gains a second chance against certain dangers. She can reroll any Reflex save she has just rolled. If she chooses to use this ability (which must be decided before the result of the original save is known), she must abide by the second roll. She may use this ability once per day at 3rd level and one additional time per day for every three levels gained thereafter. She can't use this ability more than once per round.

This substitution feature replaces the standard rogue's ability of trap sense. A halfling rogue with this substitution feature never gains trap sense from rogue levels.

Sniping Mastery (Ex): A halfling rogue who has hidden at least 10 feet away from her target can make one or more ranged attacks, then immediately hide again as a free action. She takes only a –10 penalty on her Hide check to do so (rather than the normal –20; see page 76 of the *Player's Handbook*).

This substitution feature replaces the standard rogue's special ability gained at 10th level.

RAPTORAN CLERIC

The raptoran cleric gains extra powers from his dedication to the pact made between his race and the denizens of the Elemental Plane of Air. While not as combat-oriented as a typical cleric, a raptoran cleric can bring powerful servants of air to do his bidding.

Hit Die: d6.

Requirements

To take a raptoran cleric substitution level, a character must be a raptoran about to take his 1st, 3rd, or 7th level of cleric. A raptoran cleric must have selected either the Air domain (see page 185 of the *Player's Handbook*) or the Sky domain (see page 174 of this book) to select a raptoran cleric substitution level.

Class Skills

Raptoran cleric substitution levels grant the same class skills as the standard cleric class.

Skill Points at Each Level: 2 + Int modifier (or four times this number as a beginning character).

Class Features

All the following are features of the raptoran cleric's racial substitution levels.

Air Mastery (Ex): Beginning at 1st level, airborne creatures take a –1 penalty on attack and damage rolls against a raptoran cleric.

This substitution feature replaces the standard cleric's heavy armor proficiency gained at 1st level.

Empathy of the Winds (Ex): A 1st-level raptoran cleric gains a strong bond with air and its denizens. He learns Auran as a bonus language (in addition to the languages available to him because of his race and the Speak Language skill). He gains a +4 circumstance bonus on Diplomacy checks made to interact with natives of the Elemental Plane of Air. If he has the ability to bolster air creatures (such as from the Air domain), he gains a +4 bonus on turning checks made to do so. Allied air elementals within 60 feet of the cleric gain a +1 morale bonus on attack rolls and damage rolls.

Air Summoning Talent (Ex): Beginning at 3rd level, a raptoran cleric can summon certain creatures of air more easily than other clerics can. Add the following monsters to the list of creatures that the cleric can summon with the appropriate *summon monster* spell:

Summon monster II: Small air elemental
Summon monster III: Air mephit
Summon monster IV: Medium air elemental

Raptoran cleric *Raptoran fighter* *Raptoran sorcerer*

Illus. by S. Wood

Summon monster V: Large air elemental
Summon monster VI: Huge air elemental
Summon monster VII: Greater air elemental
Summon monster VIII: Elder air elemental

This substitution feature removes all spells with the earth descriptor from the standard cleric's spell list. If a spell would only have the earth descriptor due to a particular version of the spell (such as a *summon monster* spell used to summon an earth elemental), the spell remains on the cleric's spell list but the version with the earth descriptor cannot be cast.

Open the Wind-Gate (Ex): A 7th-level raptoran cleric can use the *planar ally* spells to call a more powerful air elemental than would normally be allowed. The cleric can call an 8 HD Large air elemental with *lesser planar ally*, a single 16 HD Huge air elemental (or two 8 HD Large air elementals) with *planar ally*, or a single 24 HD elder air elemental (or multiple Large and/or Huge air elementals totaling 24 HD) with *greater planar ally*.

The costs associated with these spells remain the same. However, if any of the called air elementals die while in the service of the cleric, the cleric loses access to this ability for seven days and takes a –1 penalty on attack rolls, saves, and checks during that period.

This substitution feature replaces the standard cleric's ability to call creatures other than air elementals with the various *planar ally* spells.

RAPTORAN FIGHTER

The raptoran fighter is a sentinel of the skies, swooping on foes and bringing death from above. A raptoran fighter gives up some of her versatility and defensive prowess, but gains significant airborne advantages.

Hit Die: d10.

Requirements

To take a raptoran fighter substitution level, a character must be a raptoran about to take her 1st, 4th, or 8th level of fighter.

Table 6–8: Raptoran Cleric Racial Substitution Levels **Hit Die: d6**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Air mastery, empathy of the winds, turn or rebuke undead	As standard cleric
3rd	+2	+3	+1	+3	Air summoning talent	As standard cleric
7th	+5	+5	+2	+5	Open the wind-gate	As standard cleric

Class Skills

Raptoran fighter substitution levels grant the same class skills as the standard fighter class.

Skill Points at Each Level: 2 + Int modifier (or four times this number as a beginning character).

Class Features

All the following are features of the raptoran fighter's racial substitution levels.

Encumbered Flight (Ex): A 1st-level raptoran fighter can glide while carrying a medium load. When the character gains flight after undertaking her Walk of the Four Winds, she can fly while carrying a medium load.

This substitution feature replaces the standard fighter's heavy armor proficiency gained at 1st level.

Airborne Strike (Ex): A 4th-level raptoran fighter gains the ability to use superior positioning to deal extra damage in melee. Whenever the raptoran is flying and higher than her opponent, she gains a +2 bonus on melee weapon damage rolls.

This substitution feature replaces the standard fighter's bonus feat gained at 4th level.

Fast Flight (Ex): An 8th-level raptoran fighter's glide and fly speeds are 10 feet faster than the norm for her race. Fast flight is considered a racial bonus to speed, so it stacks with enhancement bonuses from spells and magic items.

This substitution feature replaces the standard fighter's bonus feat gained at 8th level.

Table 6–9: Raptoran Fighter Racial Substitution Levels
Hit Die: d10

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Encumbered flight, bonus feat
4th	+4	+4	+1	+1	Airborne strike
8th	+8/+3	+6	+2	+2	Fast flight

RAPTORAN SORCERER

The raptoran sorcerer has an almost instinctive command of the magical forces required to manipulate the air beneath his wings. He loses some versatility in spellcasting but gains the ability to cast additional air-based spells and even the service of an elemental familiar.

Hit Die: d4.

Requirements

To take a raptoran sorcerer substitution level, a character must be a raptoran about to take his 1st, 5th, or 11th level of sorcerer.

Class Skills

Raptoran sorcerer substitution levels grant the same class skills as the standard sorcerer class.

Skill Points at Each Level: 2 + Int modifier (or four times this number as a beginning character).

Class Features

All the following are features of the raptoran sorcerer's racial substitution levels.

Air Magic: The following spells are considered to be on a raptoran sorcerer's class spell list (and thus may be selected as known spells at the appropriate levels):

4th level: *air walk*
5th level: *control winds*
7th level: *wind walk*
8th level: *whirlwind*

A raptoran sorcerer gains this class feature if he selects any of the indicated raptoran sorcerer substitution levels (1st, 5th, or 11th).

Elemental Familiar (Ex): A 1st-level raptoran sorcerer can obtain a Small air elemental as a familiar. The elemental's hit points are equal to its normal hit points or one half its master's hit points, whichever are greater. The elemental familiar does not gain the ability to speak with animals. This familiar otherwise functions identically to the standard sorcerer's familiar ability.

This substitution feature replaces the standard sorcerer's familiar ability gained at 1st level.

Command the Winds: A 5th-level raptoran sorcerer adds *gust of wind*, *whispering wind*, and *wind wall* to his list of spells known. *Wind wall* is henceforth treated as a 2nd-level spell for the raptoran sorcerer.

This substitution feature replaces the standard sorcerer's ability to learn a new 2nd-level spell at 5th level. From this point on, the raptoran sorcerer's number of 2nd-level spells known (not including the *gust of wind*, *whispering wind*, and *wind wall* spells) is one less than the value shown on Table 3–17, page 54 of the *Player's Handbook*.

Spell on the Wing (Ex): When airborne and casting a spell with a casting time of 1 standard action or less, a raptoran sorcerer of 11th level or higher can move both before and after spellcasting, provided that his total distance moved is not greater than his speed.

This substitution feature replaces the standard sorcerer's ability to learn a new 5th-level spell at 11th level. From this point on, the raptoran sorcerer's number of 5th-level spells known is one less than the value shown on Table 3–17, page 54 of the *Player's Handbook*.

Table 6–10: Raptoran Sorcerer Racial Substitution Levels **Hit Die: d4**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Air magic, elemental familiar	As standard sorcerer
5th	+2	+1	+1	+4	Air magic, command the winds	As standard sorcerer
11th	+5	+3	+3	+7	Air magic, spell on the wing	As standard sorcerer

Illus. by C. Lukacs

Elves, raptorans, and halflings have developed a variety of specialized pieces of equipment that suit their tastes, lifestyles, and favored tactics.

Elves are renowned for both their magical prowess and their skill with delicate but lasting work, especially with organic materials. Elven work, like the elves themselves, proves light, supple, and deceptively strong. Elves are also famous as especially meticulous and careful craftworkers, and their unhurried approach to crafting produces exquisite results. Just about anything elven-made has a subtle beauty; to an elf, an item's esthetic appeal is as important as its utility.

Of all the races of the wild, elves are credited with the most extensive list of new inventions and specialized gear. Scholars (and many elves) attribute this to the elves' long cultural history and penchant for working at problems until they're solved. Less charitable observers suggest that elves simply manage to get the credit for anything that seems even slightly out of the ordinary.

Like elves, raptorans produce light and strong items. For raptorans, light construction is a necessity because of their limited ability to get aloft when carrying any appreciable amount of weight. Raptorans are most concerned with utility and functionality, at least where everyday items are concerned. Above all, raptorans prefer items made to last, and they abhor shoddy work.

Several raptoran inventions, such as the cargo kite, meet needs that arise from the raptorans' aerial culture. Such items don't often prove useful to other folk, except as curiosities, though adventurers with access to magical flight might find them exceptionally useful.

Like the raptorans, halfling crafters concentrate on utility. Halflings actually prefer items that look ordinary. Given the race's wandering lifestyle, almost anything a halfling owns winds up covered with dust and grime from the road most of the time, and items that seem too finely wrought simply draw too much attention to their owners. As a consequence, many halfling innovations are overlooked or attributed to the elves or other peoples.

WEAPONS

The elven taste for archery and swordplay has led the elves to create several kinds of bows and swords perfectly adapted for their tastes. Raptorans and halflings, too, have devised weapons to suit themselves. Table 7–1 provides the particulars for the nonmagical weapons described below.

Arrow, Blunt: These projectiles have blunt tips wrapped in leather instead of pointed arrowheads. They have a shorter range increment than normal arrows and deal nonlethal damage.

Arrow, Dragonsbreath: A dragonsbreath arrow has a shaft soaked in resin or pitch and a slightly enlarged head filled with a dab of alchemist's fire. Slots in the head force air into the chamber when the arrow is fired, igniting the alchemist's fire and the shaft as well. The slots in the head emit a low screech as the arrow flies through the air. A dragonsbreath arrow deals an extra 1 point of fire damage when it hits a target, and that target must make a DC 15 Reflex save or catch on fire. A dragonsbreath arrow can't be reused on a miss.

Arrow, Serpentstongue: Arrows aren't very useful for attacking objects, so the elves developed the serpentstongue arrow, which has a forked point with sharp edges on the tips and inside the prongs. A skilled archer can neatly sever a rope or leather strap with a serpentstongue arrow.

A serpentstongue arrow deals both piercing and slashing damage, and it deals full damage (rather than the usual half damage) to objects with a hardness of 5 or less.

Arrow, Swiftwing: These arrows are made slightly longer than normal with a small, aerodynamic head and enlarged fletching (the feathers added to the shaft) for extra stability and accuracy on long shots. A swiftwing arrow incurs only half the usual penalty for attacking at range (–1 per range increment rather than the usual –2).

Foot Spike: The raptorans developed this exotic weapon for use in aerial combat. A foot spike resembles a sharp knife blade strapped to the bottom of a sturdy boot. The spike is spring-loaded and folds into the boot for walking, and thus has no effect on movement. When a foot spike is unfolded, the wearer's land speed is reduced to 5 feet, and he can't make a 5-foot step (see page 304 of the *Player's Handbook*). Extending or retracting a foot spike is a move action, the equivalent of drawing or stowing a weapon.

Foot spikes are primarily intended for use by airborne combatants. A character who uses a foot spike while on the ground takes a –4 penalty on attack rolls.

A character wearing a pair of foot spikes can attack with both as if wielding two light weapons. A character can't use a single foot spike as part of a two-weapon attack.

When a character proficient with foot spikes makes a dive attack (see page 68) while wearing a pair of foot spikes, he can attack with both foot spikes at the end of the charge.

Footbow: This exotic weapon resembles a composite longbow but is designed to be used in flight, with the archer holding the bow in her feet and drawing it with one or both hands. Like a composite longbow (see page 119 of the *Player's Handbook*), all footbows are made with a particular strength rating. If a character's Strength bonus is less than the strength rating of the footbow, she can't effectively use it, so she takes a –2 penalty on attacks with it. The default footbow requires a Strength bonus of +0 or higher to use with proficiency. A footbow can be made with a high strength rating just as a composite longbow can; each point of Strength bonus granted by the bow adds 100 gp to its cost.

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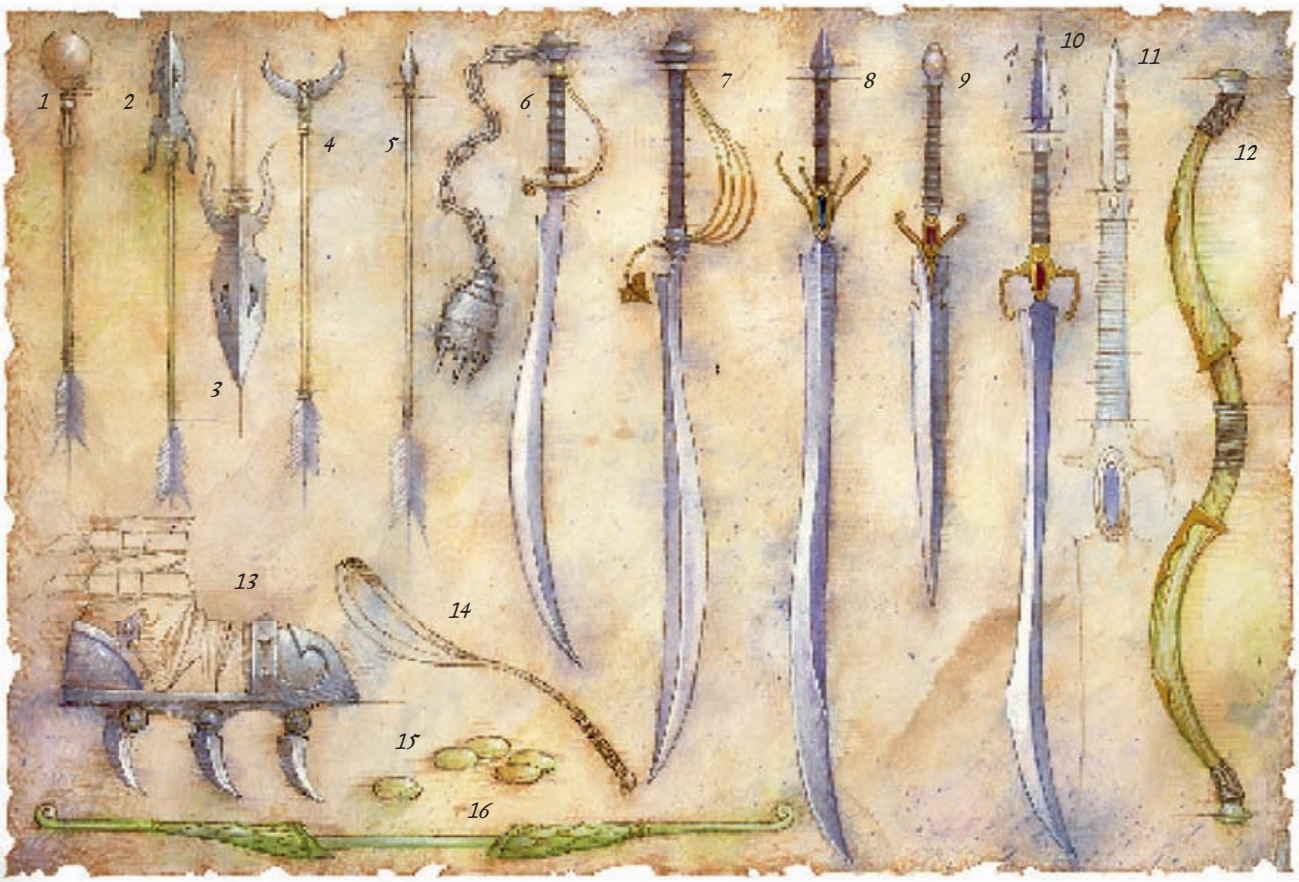

Blunt arrow (1); dragonsbreath arrow (2 and 3); serpentstongue arrow (4); swiftwing arrow (5); lynxpaw (6); elven thinblade (7); elven courtblade (8); elven lightblade (9); close fighting blade (10 and 11); elvencraft bow (12); foot spike (13); war sling (14); skiprocks (15); footbow (16)

Table 7–1: Weapons

Martial Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight[1]	Type[2]
Ranged Weapons							
Longbow							
Arrow, blunt (20)	1 gp	1d6[3]	1d8[3]	×2	50 ft.	3 lb.	Bludgeoning
Arrow, dragonsbreath (20)	50 gp	1d4	1d6	×3	100 ft.	3 lb.	Piercing
Arrow, serpentstongue (20)	3 gp	1d6	1d8	×3	100 ft.	3 lb.	Piercing and slashing
Arrow, swiftwing (20)	20 gp	1d4	1d6	×3	100 ft.	3 lb.	Piercing
Longbow, composite							
Arrow, blunt (20)	1 gp	1d6[3]	1d8[3]	×2	60 ft.	3 lb.	Bludgeoning
Arrow, dragonsbreath (20)	50 gp	1d4	1d6	×3	110 ft.	3 lb.	Piercing
Arrow, serpentstongue (20)	3 gp	1d6	1d8	×3	110 ft.	3 lb.	Piercing and slashing
Arrow, swiftwing (20)	20 gp	1d4	1d6	×3	110 ft.	3 lb.	Piercing
Shortbow							
Arrow, blunt (20)	1 gp	1d4[3]	1d6[3]	×2	30 ft.	3 lb.	Bludgeoning
Arrow, dragonsbreath (20)	50 gp	1d3	1d4	×3	60 ft.	3 lb.	Piercing
Arrow, serpentstongue (20)	3 gp	1d4	1d6	×3	60 ft.	3 lb.	Piercing and slashing
Arrow, swiftwing (20)	20 gp	1d3	1d4	×3	60 ft.	3 lb.	Piercing
Shortbow, composite							
Arrow, blunt (20)	1 gp	1d4[3]	1d6[3]	×2	40 ft.	3 lb.	Bludgeoning
Arrow, dragonsbreath (20)	50 gp	1d3	1d4	×3	70 ft.	3 lb.	Piercing
Arrow, serpentstongue (20)	3 gp	1d4	1d6	×3	70 ft.	3 lb.	Piercing and slashing
Arrow, swiftwing (20)	20 gp	1d3	1d4	×3	70 ft.	3 lb.	Piercing

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight[1]	Type[2]
Light Melee Weapons							
Foot spike	8 gp	1d3	1d4	×3	—	1 lb.	Piercing
Sword, elven lightblade	50 gp	1d4	1d6	18–20/×2	—	1 lb.	Piercing
One-Handed Melee Weapon							
Sword, elven thinblade	100 gp	1d6	1d8	18–20/×2	—	3 lb.	Piercing
Two-Handed Melee Weapons							
Lynxpaw[4]	30 gp	1d4/1d3	1d6/1d4	18–20/×2 or 20/×3	—	4 lb.	Piercing/slashing
Sword, elven courtblade	150 gp	1d8	1d10	18–20/×2	—	6 lb.	Piercing or slashing
Ranged Weapons							
Footbow	150 gp	1d6	1d8	×3	110 ft.	3 lb.	Piercing
Skiprock	3 gp	1d4	1d6	×2	15 ft.	1/4 lb.	Bludgeoning
War sling	5 gp	1d6	1d8	×4	50 ft.	1 lb.	Bludgeoning

1 Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.
2 When two types are given, the weapon is both types if the entry specifies "and," or either type (player's choice at time of attack) if the entry specifies "or."
3 The weapon deals nonlethal damage rather than lethal damage.
4 Double weapon.

The wielder of a footbow can choose to use both hands to draw it back; in this case she may add 1-1/2 her Strength bonus to damage (up to a maximum of 1-1/2 the strength rating of the bow), as long as she is strong enough to use it without penalty.

A footbow can be used on the ground, but the archer must be prone to do so and takes a –4 penalty on the attack roll.

For raptorans, the footbow is a martial weapon rather than an exotic weapon.

Lynxpaw: A lynxpaw is a double weapon, consisting of a length of finely wrought steel chain with a blade similar to a rapier at one end and a spiked weight at the other. A character can fight with it as if fighting with two weapons, but if he does, he incurs all the normal attack penalties associated with fighting with two weapons, as if using a one-handed weapon and a light weapon (see Two-Weapon Fighting, page 160 of the *Player's Handbook*). The lynxpaw's rapier end is a piercing weapon that deals 1d6 points of damage (18–20/×2). The lynxpaw's spiked weight end, which resembles a feline paw with the claws extended (hence the name), is a slashing weapon that deals 1d4 points of damage (20/×3). A character can use either end as the primary weapon; the other end becomes the off-hand weapon. A creature wielding a lynxpaw in only one hand can't use it as a double weapon and can only use one end of the weapon in any given round.

A proficient character can make trip attacks with a lynxpaw's chain. If he is tripped during his own trip attempt, he can drop the lynxpaw to avoid being tripped.

When using the lynxpaw's chain, the character gets a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to avoid being disarmed himself if such an attempt fails).

A character can use the Weapon Finesse feat to apply his Dexterity modifier instead of his Strength modifier to attack rolls with a lynxpaw sized for him, even though it isn't a light weapon.

Skiprock: Halfling weaponsmiths developed these polished stones. Each skiprock is perfectly weighted and shaped for throwing. If the skiprock hits its target, it ricochets toward

another target of the thrower's choice. The second target must be adjacent to the original target (no more than 5 feet away). The thrower immediately makes a second attack roll for the skiprock against the new target, with an attack bonus 2 lower than that of the initial attack.

Although they are thrown weapons, skiprocks are treated as ammunition for the purposes of drawing them, crafting masterwork or otherwise special versions of them, and what happens to them after they are thrown.

Skiprocks can be used as sling bullets, but using a skiprock's ricochet ability in conjunction with a sling requires taking the Exotic Weapon Proficiency (war sling) feat.

Sword, Elven Courtblade: These exotic swords seem impossibly long and thin, tapering to a needlelike point. One edge of the blade is sharpened along its entire length, and the opposite edge is sharpened only for the final quarter near the tip. A courtblade has a basket-shaped hilt (usually made to resemble leaves and vines), a long grip, and a heavy pommel. The weapon is intended for thrusting attacks, but the wielder can slash with it as well.

A character with the Exotic Weapon Proficiency (elven courtblade) feat finds the weapon well suited for quick feints and thrusts. A character can use an elven courtblade in conjunction with the Weapon Finesse feat, applying her Dexterity bonus (if any) to melee attacks she makes with the weapon, though it remains a two-handed weapon and not a light weapon.

Characters proficient with the elven courtblade may treat it as a greatsword for the purpose of any of the following feats: Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Weapon Focus, and Weapon Specialization.

Sword, Elven Lightblade: This rapierlike exotic weapon is the size of a short sword but weighs only as much as a dagger. Dexterous elf fighters and rogues favor it. Its thin, flexible blade slips easily into the seams of armor or between the ribs of a foe. Some elf nobles carry a lightblade—often decorated with intricate filigree and tiny gemstones—as a sign of their station, even if they aren't proficient in its use.

Characters proficient with the elven lightblade may treat it as a rapier or a short sword for the purpose of any of the following feats: Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Weapon Focus, and Weapon Specialization.

Sword, Elven Thinblade: This rapierlike exotic weapon is the size of a longsword but much lighter. Like the lightblade, it is favored by dexterous elf fighters and rogues.

A character can use the Weapon Finesse feat to apply his Dexterity modifier instead of his Strength modifier to attack rolls with an elven thinblade.

Characters proficient with the elven thinblade may treat it as a rapier or a longsword for the purpose of any of the following feats: Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Weapon Focus, and Weapon Specialization.

War Sling: This exotic weapon is a heavy sling used with a special sidearm throw to hurl a skiprock (see above) with deadly power. Without skiprock ammunition, a war sling is treated as a normal sling and deals the appropriate damage when used to throw normal sling bullets or stones.

A user proficient with both the skiprock and the war sling can ricochet a sling-thrown skiprock just like a hand-thrown skiprock; see the skiprock description, above.

WEAPON MODIFICATIONS

Bow, Elvencraft: One of the biggest problems facing any archer is deciding what to do when a foe gets within melee reach. Does one stand fast and take the consequences (which can prove painful if not deadly), fall back (not always practical), or drop the bow and draw a melee weapon (inconvenient at best). Elf bowyers have made the choice somewhat less difficult by crafting bows that can stand up to melee combat. Thanks to elven ingenuity, these weapons work just as well as melee weapons as they do as ranged weapons.

An elvencraft bow is thicker and heavier than a normal bow. An elvencraft shortbow functions as a club when wielded as a melee weapon. An elvencraft longbow functions as a quarterstaff when wielded as a melee weapon. The wielder incurs no penalty on attack rolls when using an elvencraft bow as a melee weapon.

A character wielding an elvencraft bow can freely interchange melee and ranged attacks during the same round. When wielding an elvencraft bow, the user threatens the squares around him no matter how he last used the weapon.

Magical enhancements to an elvencraft bow only affect its use as a bow. Enhancements to the melee capabilities of the weapon must be added separately.

An elvencraft bow costs 300 gp more than a normal bow.

Blade, Close Fighting: Elves love swordplay, but even elves recognize that a sword isn't always an ideal weapon. They developed the close fighting blade for times when they must fight in spaces too constricted for true swordplay.

A close fighting blade is simply a knifelike blade concealed within the hilt or haft of a one-handed or larger melee weapon. Pressing a catch in the hilt (a free action) releases the spring-loaded blade, which extends and locks into place protruding from the pommel or butt of the larger weapon.

A close fighting blade is the equivalent of a dagger in all respects, except that it is a bit more awkward to use. It is most useful in situations where the wielder is suddenly rendered incapable of using her normal melee weapon, such as when she is grappling or being swallowed by some hulking monster.

While a close fighting blade is extended, the wielder takes a –2 penalty on attack rolls, both with the close fighting blade and with the weapon that normally conceals it (which becomes more awkward to use). Retracting a close fighting blade is the equivalent of sheathing a weapon (a move action).

Even with the hidden blade extended, a weapon with a close fighting blade is not a double weapon. The user can employ either the main weapon or the extended blade, but not both in the same round.

A close fighting blade must be enchanted separately from the weapon in which it is housed.

Elves typically include close fighting blades in longswords or rapiers for their own use. Elf wizards sometimes carry quarterstaffs that contain close fighting blades. In some areas, elves fashion battleaxes, heavy maces, or similar one-handed weapons with close fighting blades, though these items are usually sold to other races.

Adding a close fighting blade to an existing weapon, or including one as part of a new weapon, costs 100 gp.

ARMOR

Elves are famous for lightweight armor that provides good protection and considerable freedom of movement. Unlike dwarves, who typically innovate in armorcrafting by inventing new exotic types of armor, elves learn to use the materials available to them—often augmenting them through alchemy or the simple application of skill—to create extraordinarily supple and flexible suits of armor. Indeed, the armor popularly called elven chain is nothing but a regular suit of chainmail made from mithral.

Over the years, these inventions have spread to halfling and raptoran armorsmiths, whose customers typically have similar needs regarding a suit of armor's weight and encumbrance.

Each suit of armor described on Table 7–2 represents an existing kind of armor from the *Player's Handbook* with a special material used in its creation. These special materials are detailed later in this chapter (except for mithral, which is described on page 284 of the *Dungeon Master's Guide*).

ARMOR MODIFICATIONS

In addition to their innovations with special armor materials, the races of the wild have also created armor modifications tailored to their needs.

Forestwarden Shroud: Elves invented this lightweight set of tunic and leggings, though it was quickly adopted by rangers and similar characters of all races.

A forestwarden shroud is worn over a suit of armor. It can be incorporated into any suit of armor during creation, or it can be added later. Its slick surface allows branches and leaves to slide easily across it, negating the effect that undergrowth and heavy undergrowth has on the wearer's Tumble and Move Silently checks (see Forest Terrain, page 87 of the *Dungeon Master's Guide*).

A forestwarden shroud costs 100 gp and adds 2 pounds to the weight of a suit of armor.

Netcutter Spikes: The raptorans developed netcutter spikes to help them avoid becoming immobilized in combat. Netcutter spikes are slightly longer than regular armor spikes and have X-shaped cross-sections. Each spike is sharpened along all four edges.

Netcutter spikes function just like armor spikes (see page 124 of the *Player's Handbook*). In addition, a character proficient with the armor worn gains a +4 circumstance bonus on Strength checks or Escape Artist checks made to escape from a net, a *web* spell, or a similar entangling effect.

Left to right: forestwarden shroud, leafweave armor, netcutter spikes, thistledown suit, wildwood armor

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Table 7–2: Armor

Armor	Cost	Armor/Shield Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	—Speed— (30 ft.)	(20 ft.)	Weight[1]
Light armor								
Leafweave padded	745 gp	+1	+9	0	5%	30 ft.	20 ft.	8 lb.
Thistledown padded	405 gp	+1	+10	0	0%	30 ft.	20 ft.	5 lb.
Wildwood chain shirt	500 gp	+3	+5	–1	15%	30 ft.	20 ft.	19 lb.
Leafweave leather	750 gp	+2	+7	0	5%	30 ft.	20 ft.	9 lb.
Leafweave studded leather	765 gp	+3	+6	0	10%	30 ft.	20 ft.	15 lb.
Mithral chain shirt	1,100 gp	+4	+6	0	10%	30 ft.	20 ft.	12-1/2 lb.
Mithral scale mail	4,050 gp	+4	+5	–2	15%	30 ft.	20 ft.	15 lb.
Mithral chainmail	4,150 gp	+5	+4	–2	20%	30 ft.	20 ft.	20 lb.
Mithral breastplate	4,200 gp	+5	+5	–2	15%	30 ft.	20 ft.	15 lb.
Medium armor								
Leafweave hide	755 gp	+3	+5	–1	15%	20 ft.	15 ft.	20 lb.
Wildwood scale mail	400 gp	+3	+4	–3	20%	20 ft.	15 ft.	22-1/2 lb.
Wildwood chainmail	600 gp	+4	+3	–4	25%	20 ft.	15 ft.	30 lb.
Wildwood breastplate	700 gp	+4	+4	–3	20%	20 ft.	15 ft.	22-1/2 lb.
Mithral splint mail	9,200 gp	+6	+2	–5	30%	20 ft.	15 ft.	22-1/2 lb.
Mithral banded mail	9,250 gp	+6	+3	–4	25%	20 ft.	15 ft.	17-1/2 lb.
Mithral half-plate	9,600 gp	+7	+2	–5	30%	20 ft.	15 ft.	25 lb.
Mithral full plate	10,500 gp	+8	+3	–4	25%	20 ft.	15 ft.	25 lb.
Heavy armor								
Wildwood splint mail	700 gp	+5	+1	–6	35%	20 ft.[2]	15 ft.[2]	31 lb.
Wildwood banded mail	800 gp	+5	+2	–5	30%	20 ft.[2]	15 ft.[2]	27 lb.
Wildwood half-plate	1,500 gp	+6	+1	–6	35%	20 ft.[2]	15 ft.[2]	37-1/2 lb.
Wildwood full plate	3,300 gp	+7	+2	–5	30%	20 ft.[2]	15 ft.[2]	37-1/2 lb.
Shields								
Buckler, mithral	1,015 gp	+1	—	0	0%	—	—	2-1/2 lb.
Shield, light mithral	1,009 gp	+1	—	0	0%	—	—	3 lb.
Shield, heavy mithral	1,020 gp	+2	—	0	5%	—	—	7-1/2 lb.
Shield, mithral tower	1,030 gp	+4	+4	–7	40%	—	—	50 lb.

1 Weight figures are for armor sized to fit Medium characters. Armor fitted for Small characters weighs half as much, and armor fitted for Large characters weighs twice as much.
2 When running in heavy armor, you move only triple your speed, not quadruple.

Netcutter spikes cost 200 gp and add 10 pounds to the weight of a suit of armor.

Thistledown Suit: Long used in the creation of lightweight padded armor by elven crafters, the silken fabric known as thistledown (see Special Armor Materials, below) has recently been used in other armors as well by inventive halfling armorsmiths.

Any armor that normally incorporates an underlying layer of quilted fabric (including chain shirts, as well as any medium or heavy armor normally made of metal) can substitute a thistledown suit for the normal layer of fabric. This alteration increases the armor's armor check penalty by 1 (because of the added bulk) but reduces its arcane spell failure chance by 5% (because the quilted thistledown makes the armor less restrictive for somatic gestures).

A thistledown suit requires a DC 15 Craft (tailoring) check to create and costs 250 gp. It adds no weight to a suit of armor.

SPECIAL ARMOR MATERIALS

Generations of tinkering and experimentation, mostly by the elves, have produced a variety of materials with special qualities suited to life in the wild. Three of these special materials are described below.

Leafweave: As the name suggests, leafweave armor is made from forest leaves, which are then treated with a special alchemical process that makes them as tough and flexible as leather, with considerably less weight and encumbrance.

The arcane spell failure chance for leafweave armor is reduced by 5% compared to ordinary armor of the same sort, due to its increased flexibility. The armor's maximum Dexterity bonus is increased by +1, and its armor check penalty (if any) is lessened by 2. Leafweave versions of padded, leather, studded leather, and hide armor exist; leafweave studded leather typically incorporates darkwood studs to make it druid-friendly.

Creating leafweave armor requires a single successful DC 25 Craft (alchemy) check in addition to the normal Craft (armorsmithing) checks.

Leafweave armor costs 740 gp more than ordinary armor of the same sort. It has hardness 2 and 5 hit points per inch of thickness.

Thistledown: This lightweight fabric gets its name from its soft feel and dove-gray color. Elves have made padded armor from this material for centuries, and it is well liked by arcane spellcasters.

Thistledown padded armor weighs only half as much as normal padded armor. It grants its wearer a +2 circumstance bonus on Hide checks in areas of darkness or shadowy illumination, as it blends in with the dim background. It is treated as masterwork armor (the masterwork cost is included in the armor's given cost).

Thistledown has 2 hit points per inch of thickness and hardness 0.

Wildwood: The rare *saelas* tree (*saelas* is an Elven word that translates as "wildwood" in Common) produces wood with a peculiar set of qualities. Not only is it extraordinarily flexible for days after harvesting, but items crafted of wildwood regrow after being damaged. At the hands of an armorsmith also skilled in woodworking, wildwood can be crafted into lightweight armor nearly as strong as steel. It is prized by druids, who can wear it without sacrificing their class abilities.

Wildwood armor provides 1 less point of armor bonus than ordinary armor of the same sort. However, the armor's maximum Dex bonus increases by 1, its armor check penalty is reduced by 1 (minimum 0), and its arcane spell failure chance is reduced by 5%. In addition, the wearer of a suit of wildwood armor can ignore its armor check penalty on Hide checks made in areas of undergrowth or heavy undergrowth.

Armor made from wildwood weighs three-quarters as much as the same item made from metal. Armor not primarily made of metal is not meaningfully affected by being partially made from wildwood.

As long as it is exposed to sunlight for at least 1 hour per day, a suit of wildwood armor naturally "heals" 1 point of damage every 24 hours. If it is left to soak in at least one gallon of water while exposed to sunlight for 8 hours, it heals 5 points of damage.

Armor made from wildwood is always of masterwork quality (the masterwork cost is included in the armor's given cost). Wildwood armor costs double what ordinary masterwork armor of the same sort costs, but it takes no longer to make than masterwork armor of that sort. For each Craft (armorsmithing) check required to create a suit of wildwood armor, a Craft (woodworking) check against the same DC is also required (though the same character need not make both checks).

Wildwood has 10 hit points per inch of thickness and hardness 6.

GEAR

Most mundane items that elves, raptorans, and halflings use passed into common use by all peoples long ago. Still, there are a few items only they make well or fully appreciate.

Carry Net: This sturdy net has a looser weave than a fishnet. Raptorans use them to haul goods from raptoran villages to trading markets. The net is about 5 feet square and has a 20-foot-long hemp cord dangling from each end. The cords allow two raptorans to share the net's load. The net can hold 100 pounds of material.

Cargo Kite: Actually something like a glider, a cargo kite can lift up 250 pounds when towed forward. The cargo is slung in a basket or net under the kite. A collection of five or so 30-foot-long hemp cords allows one or more creatures to tow the kite. The kite itself is as big as a Large creature (10-foot space).

To tow a loaded kite through the air, a creature (or several creatures) must be able to drag the weight of the kite and its cargo. Material carried in the kite doesn't count as weight the towing creatures carry, but the towing creatures move at encumbered speed (see page 162 of the *Player's Handbook* and page 20 of the *Dungeon Master's Guide*) unless they are capable of dragging at least twice the weight of the kite and its cargo.

A towed kite has poor maneuverability and a minimum forward speed of 40 feet. If it does not maintain its minimum forward speed, the kite descends at the rate of 60 feet a round.

A strong wind (see page 95 of the *Dungeon Master's Guide*) can lift a loaded kite, provided someone stays on the ground to steady it.

Elven Harp: Musicians from all cultures prize these masterwork instruments for their clear, dulcet tones. Bards covet them. They produce a purity of sound unheard of in any non-elven crafted instrument. Like any masterwork instrument, an elven harp grants a +2 circumstance bonus on Perform checks made with it. The instrument is so fine, however, that a truly skilled musician can work wonders with it. Characters with at least 5 ranks in Perform (string instruments) gain an extra +1 circumstance bonus on Perform checks made with the harp (for a total bonus of +3).

Not only does an elven harp produce music unrivaled by any other mortal instrument, it is a beauty to behold. Because its beauty relies on a particular intricate design, it is more difficult to craft than other masterwork instruments, requiring extra care and taking twice as long. When checking the item maker's weekly or daily progress in crafting the item, multiply the check result by one-half the item's DC to determine the value of the crafter's work.

The elven harp comes in several different sizes. A hand harp is only about 6 inches tall and 8 inches wide. It has a high pitch, thanks to its fairly short strings, but sounds sweet just the same. The harp's base includes a handle so the musician can hold it firmly while plucking the strings.

A lap harp is about 2 feet high and 3 feet wide. The musician usually places the harp on a table or sits and holds it in her lap. It's possible to play a lap harp standing up, but the musician takes a –1 penalty on her Perform check (though the circumstance bonuses from the harp's quality and the player's skill still apply).

A great harp is a glorious instrument, nearly 6 feet high and just as wide. The musician usually sits in a chair or on a stool to play it.

Honey Leather: Honey leather is a light canvas used as protection against rain and dampness. It gets its name from its golden color and its texture, which resembles soft, cured leather. Elves, raptorans, and halflings use honey leather for tents and to protect camping gear. It snags and tears easily, so honey leather isn't much good outside camp. It is, however, waterproof thanks to the alchemical treatment that gives it its color and texture.

A character equipped with a honey leather tarpaulin big enough to drape over his body gains a +1 circumstance bonus on Survival checks made to resist the effect of severe weather. If the character is stationary, the bonus increases to +2. A tarpaulin ranges in size from 3 feet square (for Small

A carry net and a cargo kite trail behind two soaring raptorans

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or Medium characters) to 6 feet square (for Medium or Large characters).

A tent made of honey leather provides a +4 bonus on Survival checks for anyone inside. The cost of all such tents include poles and stakes. A small pup tent (roomy enough for one Small character to lie down with his gear) is 2 feet wide by 4 feet long. A medium pup tent (roomy enough for one Medium character and gear) is 3 feet by 7 feet. Pup tents are as tall as they are wide. A square tent 10 feet wide is big enough for a party of four Small or Medium characters. A square tent 20 feet wide is big enough for a party of eight Small or Medium characters or four Large characters. Square tents are half as tall as they are wide.

Sashling: This broad, pleated cloth belt hides a great many interior pockets. Ten pockets are sewn into the folds of a sashling, each capable of holding an item weighing about a quarter-pound. A sashling's pleats can conceal almost anything that may be placed inside the belt: An object up to the size of a hen's egg leaves no visible bulge on the sashling's exterior. A sashling is ideal for carrying small items such as coins, gems, vials, material components, and pieces of jewelry unobtrusively. It grants a +2 circumstance bonus on Sleight of Hand checks made to hide small objects on your body (see Sleight of Hand, page 81 of the *Player's Handbook*).

For wearers who need to carry more supplies, many sashlings are made with hooks on the outer side. The wearer can hang pouches and other items from the outside of the sashling as well, just as with a normal belt.

Table 7–3: Gear

Item	Cost	Weight
Carry net	10 gp	5 lb.
Cargo kite	150 gp	50 lb.
Elven harp		
Hand	150 gp	2 lb.
Lap	350 gp	4 lb.
Great	1,500 gp	150 lb.
Honey leather		
Small tarpaulin	15 gp	1/4 lb.
Big tarpaulin	40 gp	1 lb.
Small pup tent	30 gp	2 lb.
Medium pup tent	60 gp	5 lb.
10-foot square tent	120 gp	20 lb.
20-foot square tent	240 gp	40 lb.
Sashling	10 gp	1 lb.

MAGIC ITEMS

Elf wizards have created many kinds of magic items over the years, many of them now in common use. Halfling and raptoran spellcasters have made their contributions as well.

WEAPON SPECIAL ABILITIES

Elf, raptoran, and halfling magic weapons emphasize speed, stealth, and adaptability.

Blurstrike: On command (a free action), a weapon with this special ability fades partially from view, appearing as only a faint outline, though the wielder can see it normally. When used in an attack, an activated blurstrike weapon (along with its wielder's hand and arm) appears as nothing but an

amorphous blur near the wielder's body. The blurring effect prevents a foe from knowing exactly where the blow is aimed. The first attack made with a blurstrike weapon each round is made as if the target were flat-footed. Foes that don't rely on sight for combat (such as creatures with the blindsight special quality) and creatures with the uncanny dodge class feature retain their Dexterity bonus and dodge bonuses to AC against the wielder's attacks.

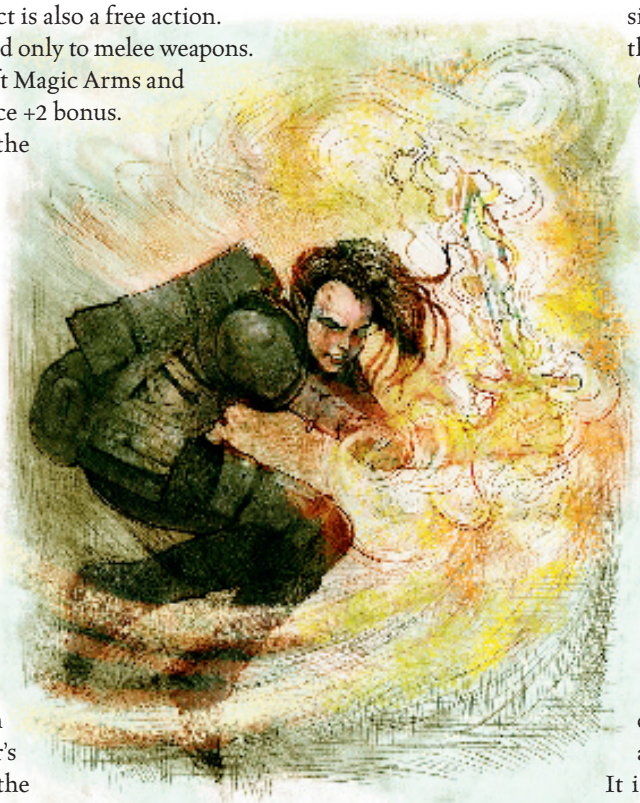
A blurstrike weapon can remain blurry for up to 10 rounds a day. The duration of the effect need not be in consecutive rounds; deactivating the effect is also a free action.

This property can be applied only to melee weapons.

Faint illusion; CL 3rd; Craft Magic Arms and Armor, *blur* or *invisibility*; Price +2 bonus.

Hideaway: The races of the wild like to travel light. To help satisfy this desire, elf and halfling wizards have developed hideaway weapons, which can made to fold up simply by pressing a stud on a handle or haft. Hideaway weapons are easy to conceal when folded and not easily recognizable as weapons, making them very popular with rogues.

When folded, a hideaway weapon collapses into a small cylinder small enough to fit comfortably in the wielder's hand. Pressing a second stud unfolds the weapon, which always appears in the wielder's hand, ready for use. Pressing the stud to fold or unfold the weapon is a free action.



Lidda brandishes a blurstrike short sword

If you use the Sleight of Hand skill to conceal a folded hideaway weapon, you get a +2 circumstance bonus on your check. Since the folded weapon fits easily in your hand, you can attempt to conceal a weapon of any size.

Faint transmutation; CL 5th; Craft Magic Arms and Armor, *shrink item*; Price +7,500 gp.

SPECIFIC WEAPONS

The elven affinity with swords and bows reaches its apotheosis with the *swordbow*.

Swordbow: The magical *swordbow* takes the concept of the elvencraft bow (see page 166) and does it one better. As the name implies, the weapon can transform from a sword to a bow (or vice versa) upon a mere thought by the wielder (a free action). A wielder can even interchange bow and sword attacks as part of the same full attack action.

In sword form, the weapon features a bowlike grip and a pommel that resembles the curving tip of a bow. The blade is often decorated with an arrow. In bow form, the weapon is made of metal, and each half of the bow's arc resembles a sword blade.

In either form, a *swordbow* has the same enhancement bonus. A *swordbow's* enhancement bonus can be improved as if improving two separate weapons (for example, improving a *+1 swordbow* to a *+2 swordbow* costs 12,000 gp, just as if you were improving two +1 weapons to +2). A swordbow may have special abilities added to it (such as flaming); such abilities cost twice the normal amount (again, as if improving two separate weapons) and apply to both weapons if possible. If a special ability is added that can't apply to both weapons (such as vorpal or distance), it applies only to the *swordbow* when it is in an eligible form (for instance, a *+1 swordbow of distance* is a distance weapon only in bow form).

Elves typically produce *swordbows* of the following kinds.

Light Swordbow: This weapon can change between rapier and shortbow form. It is favored by elf rogues. Each weapon has a +1 enhancement bonus.

Swordbow: This weapon can change between longsword and longbow form. It is favored by elf rangers. Each weapon has a +1 enhancement bonus.

Great Swordbow: This weapon can change between greatsword and composite longbow form. It is favored by elf fighters. Each weapon has a +1 enhancement bonus. The composite longbow may have any desired strength rating at the time of creation; the example below has a +4 Str bonus.

Faint transmutation; CL 5th; Craft Magic Arms and Armor, *shrink item*, creator must be an elf, Price 6,650 gp (*light swordbow*), 6,690 gp (*swordbow*), or 7,150 gp (*great swordbow*), Cost 3,650 gp + 240 XP (*light swordbow*), 3,690 gp + 240 XP (*swordbow*), or 4,150 gp + 240 XP (*great swordbow*).

ARMOR SPECIAL ABILITY

Elf, raptoran, and halfling magic armors focus on lightness and utility. The races of the wild like to get as much use as possible out of the weight they carry.

Woodwalk: Armor with this special ability allows the wearer to enter a tree and exit from another tree as if under the effect of *tree stride*, but only if he has the woodland stride ability. Using this ability is a free action, but the wearer can use it only three times each day (that is, he can enter one tree and exit from another one on three occasions in 24 hours). Woodwalk armor is a favorite among elf and raptoran druids and rangers.

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Moderate transmutation; CL 9th; Craft Magic Arms and Armor, *tree stride*; Price +9,000 gp.

SPECIFIC ARMORS

Elves, halflings, and raptorans are adept at crafting armors precisely suited to life in the wilds.

Bearskin Armor: A favorite of many elf fighters and barbarians, this *+5 breastplate* has an outer layer of shaggy brown or black fur. The wearer can use *bear's endurance* on himself once a day. The armor also gives the wearer a +2 competence bonus on grapple checks.

For up to 10 rounds a day, the wearer gains the scent special quality (see page 314 of the *Monster Manual*). Activating this effect is a free action; the rounds when this effect is in use need not be continuous.

As a free action, the wearer can cause the armor to sprout a pair of claws (dealing 1d6 points of damage for a Medium wearer, or 1d4 for a Small one). When using the claws, the wearer's natural reach increases by 5 feet. The wearer can attack with both claws as though they were natural weapons. With the full attack action, he can use both claws at his full attack bonus, provided he does not attack with any other weapons during his full attack. When using this option, the wearer does not get extra attacks due to a high base attack bonus. Alternatively, the wearer can use a single claw to make an attack as a natural secondary weapon (–5 on the attack roll, no effect on the wearer's other attacks). The character cannot use the claw as a natural secondary attack if he already has made an off-hand attack, or vice versa. The wearer can use the claws for up to 10 rounds a day, and those rounds need not be continuous.

Moderate transmutation; CL 9th; Craft Magic Arms and Armor, *bear's endurance*, *polymorph* or wild shape ability; Price 38,550 gp; Cost 19,450 gp + 1,528 XP.

Foxhide Armor: This *+2 leather* armor has an outer layer covered with red-gold or gray fur with white trim. The armor wearer can use *fox's cunning* on herself once a day. The armor also gives the wearer a +2 competence bonus on Hide and Move Silently checks.

For up to 10 rounds a day, the wearer gains the scent special quality (see page 314 of the *Monster Manual*). Activating this effect is a free action; the rounds when this effect is in use need not be continuous.

Once per day, the wearer can use *pass without trace* on herself; while the spell is in effect, the wearer also gains the woodland stride ability (see page 36 of the *Player's Handbook*).

Moderate transmutation; CL 9th; Craft Magic Arms and Armor, *fox's cunning*, *pass without trace*, *polymorph* or wild shape ability; Price 18,960 gp; Cost 9,560 gp + 752 XP.

Hawkfeather Armor: This *+3 studded leather* armor is popular with halfling and elf rogues and bards. It has an outer layer covered with golden feathers. The armor wearer can use *eagle's splendor* on himself once a day. The wearer gains a +8 competence bonus on Spot checks while wearing the armor.

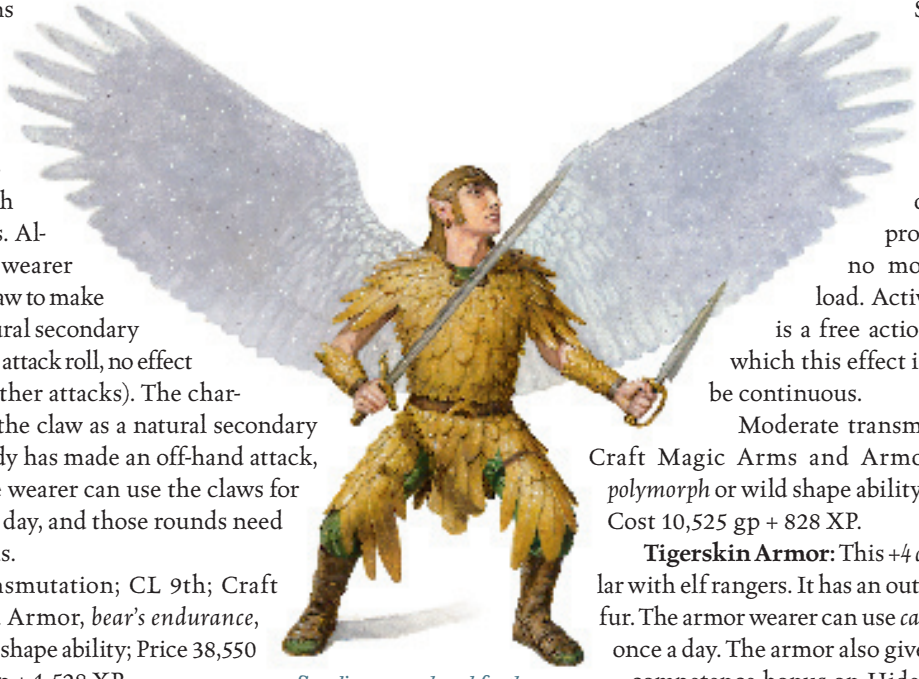
For up to 10 rounds a day, the wearer can sprout wings and fly at a speed of 60 feet (good), provided he carries no more than a light load. Activating this effect is a free action; the rounds in which this effect is in use need not be continuous.

Moderate transmutation; CL 9th; Craft Magic Arms and Armor, *eagle's splendor*, *polymorph* or wild shape ability; Price 28,775 gp; Cost 14,475 gp + 1,144 XP.

Owlfeather Armor: This *+1 leather* armor is popular with folk who wish to spend time with the raptorans. The armor has an outer layer covered with gray feathers speckled with black. The armor wearer can use *owl's wisdom* on herself once a day. The wearer gains a +8 competence bonus on Spot checks made in areas of shadowy illumination. The wearer also receives a +4 competence bonus on Listen and Move Silently checks.

For up to 10 rounds a day, the wearer can sprout wings and fly at a speed of 40 feet (good), provided she carries no more than a light load. Activating this effect is a free action; the rounds in which this effect is in use need not be continuous.

Moderate transmutation; CL 9th; Craft Magic Arms and Armor, *owl's wisdom*, *polymorph* or wild shape ability; Price 20,175 gp; Cost 10,525 gp + 828 XP.



Illus. by S. Belledin

Soveliss wears hawkfeather armor

Tigerskin Armor: This *+4 chain shirt* is popular with elf rangers. It has an outer layer of striped fur. The armor wearer can use *cat's grace* on herself once a day. The armor also gives the wearer a +2 competence bonus on Hide checks. In areas of tall grass or undergrowth, the Hide bonus increases to +4; the wearer also receives a +2 competence bonus on Climb, Jump, and Swim checks. In each case, the armor's armor check penalty applies normally.

For up to 10 rounds a day, the wearer gains the scent special quality (see page 314 of the *Monster Manual*). Activating this effect is a free action; the rounds when this effect is in use need not be continuous.

As a free action, the wearer can cause the armor to sprout a pair of claws (dealing 1d4 points of damage for a Medium wearer, or 1d3 for a Small one). The wearer can attack with both claws as though they were natural weapons. With the

full attack action, she can use both claws at her full attack bonus, provided she does not attack with any other weapons during her full attack. When using this option, the wearer does not get extra attacks due to a high base attack bonus. Alternatively, the wearer can use a single claw to make an attack as a natural secondary weapon (–5 on the attack roll, no effect on the wearer's other attacks). The character cannot use the claw as a natural secondary attack if he already has made an off-hand attack, or vice versa. The wearer can use the claws for up to 10 rounds a day, and those rounds need not be continuous. If the wearer of *tigerskin armor* charges a foe while using the claws, she can make a full attack against the foe (clawing twice at her full attack bonus).

Moderate transmutation; CL 9th; Craft Magic Arms and Armor, *cat's grace*, *polymorph* or wild shape ability; Price 33,150 gp; Cost 6,750 gp + 1,312 XP.

WONDROUS ITEMS

As with their armor, wondrous items crafted by elves, raptorans, or halflings focus on utility and portability.

Belt of Hidden Pouches: This item might be made of silk or soft leather, but it's always fairly wide and with a big buckle (usually brass or silver). Hidden inside the belt are ten small pockets, each of which seems big enough to hold only a few coins. Each pocket actually functions as a small *bag of holding* and can hold up to 1/2 cubic foot or 5 pounds of nonliving material. No object with any dimension exceeding 6 inches can be placed in a pocket. Anything placed inside a pocket effectively has only one-tenth of its normal weight, so a full pocket weighs only half a pound at most.

In addition, two secret pockets lie behind each visible one, for a total of thirty pockets in all. The hidden pockets can be accessed only through a command word. A *true seeing* spell reveals the presence of the hidden pockets but not the command needed to open them.

Even when a pocket is full, it never bulges, so a *belt of hidden pouches* stuffed with 150 pounds of items looks like an ordinary belt.

Accessing any pocket (including the hidden ones) is a move action that does not provoke attacks of opportunity. To place any object in the belt, the wearer merely presses the object into the belt. Doing so while speaking the command word places the object in one of the hidden pockets (if one of them is empty). Naming a stored object and speaking a second command word draws the named object out of the belt and places it in the wearer's hand (though he could also simply reach into one of the ten regular pockets and draw it forth, just as if retrieving a stored object (a move action that provokes attacks of opportunity; see page 141 of the *Player's Handbook*.

Simply frisking the wearer won't reveal any objects placed in the belt, and searching the visible pockets cannot reveal anything stored in the hidden pockets. It is possible to use a Sleight of Hand check to pluck something out of one of the ten visible pockets, but only someone wearing or holding the belt can access the hidden pockets, and then only with the correct command word.

Moderate conjuration; CL 9th; Craft Wondrous Item, *secret chest;* Price 5,000 gp; Weight 1 lb.

Safewing Emblem: This small feathered token can be worn or carried. If the owner falls at least 5 feet, the emblem becomes a set of feathery wings that allow her to use a *feather fall* effect to descend safely from any height up to 180 feet. The emblem requires no activation. When the owner lands, the token disappears, its magic expended.

Faint transmutation; CL 3rd; Craft Wondrous Item, *feather fall*; Price 250 gp.

Survival Pouch: This mundane-looking leather belt pouch can literally save its user's life in the wilderness. Five times per day, the user of a *survival pouch* can reach into the bag and retrieve his choice of one of the items listed below. The user can draw out the same item five times in one day, draw out five different items, or produce any other combination of up to five items. Drawing an item from the bag is a standard action that does not provoke attacks of opportunity.

Each item lasts for 8 hours unless otherwise indicated.

- Trail rations for one Medium creature for one day.
- Two gallons of water stored in a waterskin. The bag disappears if it is emptied completely.
- A tent and two bedrolls sized for Medium creatures.
- A 50-foot coil of hempen rope, which disappears after 4 hours.
- A shovel.
- A campfire (about 2 feet square). The fire can be left to burn, or it can be pulled apart to produce eight lit torches. Each torch removed reduces the remaining burning time by 1 hour. If the fire is extinguished, any unburnt portion vanishes.
- A composite shortbow (+1 Str bonus) and a quiver of 20 arrows. The bow disappears 1 round after the last arrow has been drawn from the quiver.
- A mule with bit, bridle, saddle, and saddlebags. The bit, bridle, saddle, and saddlebags vanish if removed from the mule.

Moderate conjuration; CL 9th; Craft Wondrous Item, *major creation, mount;* Price 5,000 gp; Weight 5 lbs.

NEW SPELLS

The elves are prolific creators of new spells, both arcane and divine, and many of the familiar spells described in the *Player's Handbook* are of elven origin. But the other races of the wild are also adept at tailoring magic powers to their specific needs, and some of the following spells reflect that fact.

ASSASSIN SPELL

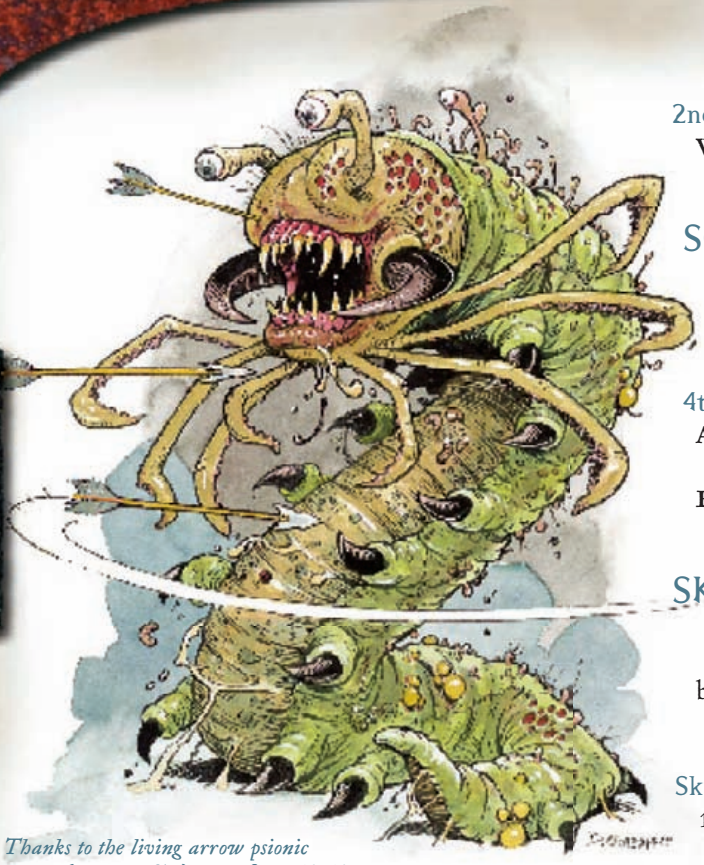
2nd-Level Assassin Spell

Returning Weapon: Thrown weapon returns to thrower.

CLERIC SPELL

4th-Level Cleric Spell

Dust to Dust: Disintegrate undead with your ray attack.



Thanks to the living arrow psionic power (see page 176), an elf can hit his target . . .

Illus. by D. Crabapple

DRUID SPELLS

1st-Level Druid Spell

Raptor's Sight: Gain +5 on Spot checks; range increment penalty halved.

2nd-Level Druid Spells

Summon Dire Hawk: Summons dire hawk to serve you.

Woodland Veil: Blend unobtrusively into natural surroundings, along with your friends.

RANGER SPELLS

1st-Level Ranger Spell

Raptor's Sight: Gain +5 on Spot checks; range increment penalty halved.

2nd-Level Ranger Spell

Woodland Veil: Blend unobtrusively into natural surroundings, along with your friends.

SORCERER/WIZARD SPELLS

2nd-Level Sorcerer/Wizard Spell

Returning Weapon: Thrown weapon returns to thrower.

4th-Level Sorcerer/Wizard Spells

Aerial Alacrity: +30 ft. fly speed, +1 AC and Reflex saves while flying, maneuverability improves by one category.

Enduring Flight: Carry medium loads at full fly speed; flight duration doubles.

SKY DOMAIN

Deities: Duthila, Lliendil, Tuilviel Glithien.

Granted Power: Your fly speed (or glide speed) improves by 5 feet.

Add Spot to your list of cleric class skills.

Sky Domain Spells

1 **Raptor's Sight:** Gain +5 on Spot checks; range increment penalty halved.
2 **Summon Dire Hawk:** Summons dire hawk to serve you.
3 **Enduring Flight:** Carry medium loads at full fly speed; flight duration is doubled.
4 **Aerial Alacrity:** +30 ft. fly speed, +1 AC and Reflex saves while flying, maneuverability improves by one category.
5 **Control Winds:** Change wind direction and speed.
6 **Wind Walk:** You and your allies turn vaporous and travel fast.
7 **Reverse Gravity:** Objects and creatures fall upward.
8 **Mastery of the Sky:** Gain +2 on attack rolls and damage rolls while airborne; maneuverability becomes perfect; foes incur penalties against you.
9 **Summon Devoted Roc:** Summons powerful roc to serve you.

AERIAL ALACRITY

Transmutation
Level: Sky 4, sorcerer/wizard 4
Components: V
Casting Time: 1 swift action
Range: Personal
Target: You
Duration: 1 minute/level (D)

You become quicker and more maneuverable while airborne. Your fly speed increases by 30 feet, and your maneuverability when flying improves by one category, to a maximum of perfect (see page 20 of the *Dungeon Master's Guide*). While airborne, you gain a +1 dodge bonus to Armor Class and on Reflex saves.

DUST TO DUST

Transmutation
Level: Cleric 4
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Ray
Duration: Instantaneous
Saving Throw: Fortitude partial; see text
Spell Resistance: Yes

A golden ray springs from your pointing finger. You must make a successful ranged touch attack to hit your intended target.

A corpse or undead creature struck by the ray takes 1d8 points of damage per two caster levels (maximum 10d8). Any Large or smaller creature reduced to 0 or fewer hit points by this spell is disintegrated, leaving behind only a

trace of fine dust. The ray has no effect on objects that are not corpses; thus, the creature's equipment is unaffected.

A creature that makes a successful Fortitude takes half damage.

ENDURING FLIGHT

Transmutation
Level: Sky 3, sorcerer/wizard 4
Components: V
Casting Time: 1 full round
Range: Personal
Target: You
Duration: See text

You can carry more weight aloft while flying, and your flight lasts longer than normal. You can fly at normal speed when wearing medium armor or carrying up to a medium load. If your ability to fly (whether natural or magical) has a limited duration, that duration is doubled. This spell lasts as long as you remain airborne; it ends the moment you land.

MASTERY OF THE SKY

Transmutation [Air]
Level: Sky 8
Components: V
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 minute/level (D)

The air around you shapes itself to assist you and interfere with your foes' attacks. While airborne, you gain a +2 competence bonus on attack rolls and damage rolls. Your maneuverability becomes perfect, and your movement (whether airborne or not) is unaffected by winds of less than hurricane strength (see page 95 of the *Dungeon Master's Guide*).

The winds whipping around you (the equivalent of a windstorm) cause ranged weapon attacks made against you to automatically miss, and even siege weapons take a –4 penalty on attack rolls. Melee attacks made against you by Huge or smaller creatures have a 50% miss chance. Medium or smaller creatures cannot enter your space (such as to bull rush you or tumble through your space).

This spell has no effect if cast underwater or in an airless environment.

RAPTOR'S SIGHT

Transmutation
Level: Druid 1, ranger 1, Sky 1
Components: V, S, DF
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level (D)

Your visual acuity improves dramatically. You gain a +5 competence bonus on Spot checks. If you have 5 or more ranks in Spot, you take only half the normal range increment penalty for ranged attacks (–1 per range increment instead of –2).

RETURNING WEAPON

Transmutation
Level: Assassin 2, sorcerer/wizard 2
Components: V
Casting Time: 1 swift action
Range: Touch
Target: One thrown weapon
Duration: 1 round/level (D)
Saving Throw: None (harmless)
Spell Resistance: No (harmless)

The weapon targeted by this spell gains the ability to return to the hand of its thrower (as the returning special ability described on page 225 of the *Dungeon Master's Guide*).

SUMMON DEVOTED ROC

Conjuration (Summoning)
Level: Sky 9
Components: V, S, DF
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned roc
Duration: 1 hour/level (D)
Saving Throw: None
Spell Resistance: No

This spell summons a particularly powerful roc. It appears where you designate (assuming the space is large enough to hold a Gargantuan creature) and acts immediately, on your turn. You may command the roc telepathically as a free action, allowing you to direct its actions as you desire. The roc has normal statistics for a creature of its kind (see page 215 of the *Monster Manual*), with the addition of a +5 enhancement bonus on its attack rolls, damage rolls, and saving throws. Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

. . . from a completely unexpected direction

Illus. by D. Crabapple

SUMMON DIRE HAWK

Conjuration (Summoning)
Level: Druid 2, Sky 2
Components: V, S, DF
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned dire hawk
Duration: 1 minute/level (D)
Saving Throw: None
Spell Resistance: No

This spell summons a dire hawk (see page 189). It appears where you designate and acts immediately, on your turn. You may command the dire hawk telepathically as a free action, allowing you to direct its actions as you desire.

WOODLAND VEIL

Illusion (Glamer)
Level: Druid 2, ranger 2
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One or more creatures, no two of which can be more than 30 feet apart
Duration: 10 min./level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell makes its subjects blend in with natural surroundings, hiding them and quieting the sounds they make. All targets gain a +5 competence bonus on Hide and Move Silently checks while outdoors in a natural setting. The spell has no effect in urban settings or indoors (including dungeons).

Those affected by this spell can see and hear each other and themselves as if unaffected by the spell. Any affected creature moving more than 30 feet from another target loses the bonuses the spell provides.

NEW PSIONIC POWERS

Though the mysteries of the mind are not closely associated with the races of the wild, like all races the elves, halflings, and raptorans have developed certain psionic powers that harness or augment their natural tendencies.

CONTRARIAN URGE

Telepathy
Level: Psion/wilder 3
Display: Auditory and visual
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 5

Contrarian urge forces its target to do the opposite of its general intent for a few seconds. A brief but uncontrollable urge dominates the thoughts of the subject, who will act on that urge to the best of its ability during its next turn.

When manifested during combat, *contrarian urge* almost always convinces its subject to attack an ally rather than a foe. In a social situation, it usually means the subject says something inappropriate or insulting (imposing a –10 penalty on any Diplomacy or Bluff check being made). The subject comes to its senses at the end of its turn and can act normally thereafter.

Augment: For every 3 additional power points you spend, this power's save DC increases by 1, and the power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power.

LIVING ARROW

Metacreativity
Level: Psychic warrior 5
Display: Auditory
Manifesting Time: 1 standard action
Range: Touch
Target: Projectile weapon touched
Duration: 1 round/level (D)
Saving Throw: Will negates (object)
Power Resistance: Yes (object)
Power Points: 9

When you manifest *living arrow,* you give a semblance of life to the projectiles you shoot at your foes (often arrows fired from a bow, but crossbow bolts, sling stones, and other projectile weapons are also subject to this power). The power affects the first projectile you fire each round, granting it semisentience and the ability to alter its course in mid-flight.

You can launch a *living arrow* at a target known to you and within the maximum range of the weapon. The *living arrow* travels to the target, even around corners. Only an unavoidable obstacle or the limit of the arrow's range prevents the arrow from reaching its target. A closed door thwarts a *living arrow,* as does an otherwise sealed chamber. This effect negates cover and concealment modifiers, but the attack is otherwise rolled normally. The arrow retains any magical properties it would otherwise have, such as an enhancement bonus from the bow or the arrow itself.

Augment: You can augment this power in one or both of the following ways.

1. For every additional 3 power points you spend, you can launch an additional *living arrow* each round (assuming you have multiple attacks per round with that ranged weapon).

2. If you spend 2 additional power points, you gain a brief vision of your target from the arrow's point of view (as if you had manifested the *clairvoyant sense* power; see page 83 of the *Expanded Psionics Handbook*). You see the target for only a fraction of a second, and the vision ends when the arrow either strikes its target or fails to reach it.

TELEKINETIC BOOMERANG

Psychokinesis
Level: Kineticist 3, psychic warrior 3
Display: Visual
Manifesting Time: 1 swift action
Range: Touch
Target: One object
Duration: 1 round/level (D)
Saving Throw: Will negates (object)
Power Resistance: Yes (object)
Power Points: 5

You can imbue an object with an unusually fast-acting version of the returning weapon special ability, so that it returns to you an instant after its attack resolves. Halflings with psionic powers often use *telekinetic boomerang* on daggers or throwing axes.

Unlike a weapon with the returning special ability (see page 225 of the *Dungeon Master's Guide*), an object imbued with *telekinetic boomerang* returns to the thrower's hand immediately after the attack is resolved, allowing the weapon to be used again on the same turn.

Augment: For every additional 2 power points you spend, you can imbue an additional object with the benefit of *telekinetic boomerang.*

Illus. by C. Lukacs

Elves, halflings, raptorans, and their kindred offer a wealth of ideas that a Dungeon Master can use to make his campaign more varied and interesting. This chapter provides advice on tailoring the campaign guidelines from the *Dungeon Master's Guide* to characters and cultures inspired by this book, including sample NPCs for a variety of challenge ratings. It also includes new creatures the PCs might befriend.

ASSEMBLING THE GROUP

Chapter 5 of the *Dungeon Master's Guide* addresses five basic ways to bring an adventuring party together; the descriptions included there apply to a group of characters including races and material from this book just as they do to any group, though a few twists might be in order.

Happenstance: Characters might come together as the result of some disaster or other notable event. Perhaps a raging forest fire sends refugees scurrying to safety, and the PCs happen to arrive at the same place of refuge to be charged with escorting the old and sick away from danger, or perhaps they all answer the call to fight the fire and find themselves thrown together afterward.

History: Elf, halfling, and raptoran characters have ample opportunities to get to know each other over the years. All the characters might hail from an area where an elf town stands near a raptoran flock's territory, a locale visited regularly by halfling caravans. Perhaps the characters simply grew up together. Between the elven practice of fostering children and the halflings' propensity for adopting orphans, the members of almost any group could have been childhood friends.

Mutual Acquaintance: Elf elders, halfling heralds, and raptoran sunspeakers make contact with many people of all kinds and make excellent advisors and mentors for beginning adventuring groups.

Outside Intervention: It isn't very likely that a group of new characters could come together at the behest of a single NPC unless they all live in the same community. Groups of influential NPCs, such as some of the prestige classes described in Chapter 5 of this book, might send individual PCs to join a combined effort.

The Cliché: It is certainly possible for a group of PCs to come together at a crossroads, border town, or roadside inn. They might also meet when a halfling caravan comes to a town and sets up for business.

THE SETTING

A campaign focusing on one of the races covered in this book is likely to feature wilderness locales far away from cities. Adventures will take place in secluded valleys, among trackless forests, and along long, lonely roads. Urban and underground adventures might prove rare. This sort of campaign will impact play in several ways.

Regional Scope: The action in the campaign probably will focus on an entire region rather than on one settlement or dungeon. Characters will make long overland treks fairly often as they pursue adventures in widely separated locales. Most of their best friends and worst enemies will be far away from wherever the group happens to be at any given time.

Slower Pace: Encounters may occur several days apart when the PCs make a long wilderness trek, allowing them ample time to recover their strength between challenges. Individual encounters can be tougher (and often should be) because the PCs can start them with full hit points and full complements of spells and class features.

On the other hand, it could be days or weeks before they can replenish their supplies. Groups that run out of potions, scrolls, alchemist's fire, silvered arrows, or other exhaustible supplies may find otherwise easy challenges more difficult than usual. A long adventure undertaken with inadequate supplies can be a real struggle for groups that don't plan adequately. Even groups gifted with good foresight might take days or weeks to complete simple tasks. The DM must set the pace of events accordingly (at least until the party gains access to teleportation magic or some other means of rapid travel).

Sprawling Encounters: Most encounters will take place outdoors. Indoor and underground encounters are confined within the bounds of chambers and halls, and fighting takes place at close range, with little time or room for maneuvering before the two sides close to melee.

Outdoors, however, encounters can take place at distances limited only by the extent of vision, which can be considerable indeed. Ranged combat is common, and both sides usually have ample time and space to maneuver and use the terrain to advantage.

DEMOGRAPHICS

Chapter 5 of the *Dungeon Master's Guide* provides guidelines for randomly generating communities of various sizes. However, the communities described there are designed to mirror average communities throughout a campaign world and therefore favor humans as the most numerous members of any community. To create racial communities that feel different from human communities, use the following guidelines.

ELF COMMUNITIES

Elves rarely form big communities. They crave open spaces and try to minimize their impact on the land. As such, elf communities are generally smaller and farther apart than human communities. Such communities also usually have a nearly homogenous population. The exceptions are major political, religious, or scholastic centers—places that cannot function well without a large number of people.

Elf communities have the normal gold piece limit for purchases. However, the gold piece limit when purchasing special items of elven manufacture (such as elven harps and *cloaks of elvenkind*) is 50% higher than the indicated value. The same increase applies for items that elves use often (both magical and mundane), including projectile weapons, ammunition, light armor, scrolls, and potions.

Elf communities use the general guidelines for determining power centers, power center alignment, and highest-level locals given in Chapter 5 of the *Dungeon Master's Guide*, except as noted here.

Table 8–1: Random Elf Community Generation

d%	Community Size	Population[1]	GP Limit[2]
01–15	Camp	20–80	40 gp
16–30	Outpost	81-400	100 gp
31–50	Village	401–900	200 gp
51–70	Small town	901–2,000	800 gp
71–90	Large town	2,001–5,000	3,000 gp
91–95	Small city	5,001–12,000	15,000 gp
96–99	Large city	12,001–25,000	40,000 gp
100	Metropolis	25,001 or more	100,000 gp

1 Adult population. The number of nonadults in an elf community ranges from 1% to 10% of the adult population.
2 Add 50% for projectile weapons, ammunition, light armor, scrolls, potions, and special items of elven make.

Table 8–2: Racial Mix of Elf Communities

Isolated[1]	Mixed[1]	Integrated[1]
98% elf	90% elf	60% elf
1% halfling[2]	6% halfling[2]	20% halfling[2]
1% other races	3% gnome[3]	15% gnome[3]
	1% other races	5% other races

1 Typically 85% of elf communities are isolated, 14% are mixed, and 1% are integrated.
2 Most often tallfellows.
3 Most often forest gnomes.

HALFLING COMMUNITIES

Halfling communities are generally smaller and farther apart than communities of other races.

Halfling communities use the general guidelines for determining power centers, power center alignment, and highest-level locals given in Chapter 5 of the *Dungeon Master's Guide*.

Permanent halfling communities usually have a mercantile base; the gold piece limit for purchasing items is doubled in such communities.

Table 8–3: Random Halfling Community Generation

d%	Community Size	Population[1]	GP Limit[2]
01–20	Thorp[3]	20–80	40 gp
21–40	Hamlet	81-400	100 gp
41–60	Village	401–900	200 gp
61–80	Small town	901–2,000	800 gp
81–95	Large town	2,001–5,000	3,000 gp
96–100	Small city	5,001–12,000	15,000 gp
—[4]	Large city	12,001–25,000	40,000 gp
—[4]	Metropolis	25,001 or more	100,000 gp

1 Adult population. The number of nonadults in a halfling community ranges from 25% to 30% of the adult population.
2 In a permanent community (not a caravan), use twice this value when setting the maximum value of items available for sale.
3 Most caravans use these values when on the move.
4 Halfling large cities and metropolises exist only where the DM chooses and are never generated randomly.

Table 8–4: Racial Mix of Halfling Communities

Isolated[1]	Mixed	Integrated
98% halfling	85% halfling	45% halfling
1% gnome	5% gnome	20% gnome
1% other races	5% human	18% human
	3% elf	15% elf
	2% other races	2% other races

1 Although the DM is free to modify the campaign world as needed, typically 10% of permanent halfling communities are isolated, 55% are mixed, and 35% are integrated.

Raptoran Communities

Raptoran communities are even smaller and more scattered than elf communities. A raptoran flock seldom has more than 100 adults. You can use the values on Table 8–1 for raptoran communities; 75% of them will be camps and 25% will be outposts. Reduce the community gold piece limit by 50%; raptorans have little money and seldom have goods for sale. In any case, raptorans would rather barter for useful items than accept money.

Use the table on page 137 of the *Dungeon Master's Guide* to determine the type of power center in a raptoran community. Use Table 8–6, below, to determine a raptoran community's power center alignment.

Visiting a raptoran flock is much like visiting an isolated elf community, except that strangers are unlikely to be admitted to the flock's spiral tower or rock-cut cliff dwelling. Raptorans are nocturnal, so their communities are active by night and silent by day.

Adventuring in Elf Communities

An elf community (or an elf enclave in a city where elves are in the minority) looks more like a garden than city to nonelves. There are few true streets; instead, paths wind through groves of stately trees. Flowers and decorative shrubs grow everywhere. Many building are raised on stilts or perched in trees.

Elf communities usually get along without a visible police force, but unseen sentries are on hand to quell trouble. Elves are tolerant, but they can afford to be because they don't tend to disrupt other lives.

Because so many elves work magic, elf communities tend to have magical power centers. (The chance for an elf community to have a magical power center is considerably higher than suggested on the Power Centers table on page 137 of the *Dungeon Master's Guide*.)

Elf communities also tend toward chaotic power centers most of the time, with chaotic good being most common (see Table 8–6). Lawful elf settlements usually have some connection with Vandria Gilmadrith (clerics of Vandria may hold power, or key citizens may be her worshipers). Likewise, evil settlements often have some connection with Lolth.

Table 8–5: Elf Power Centers

Community Size	Modifier to d20 roll
Camp (thorp)	+0
Outpost (hamlet)	+1
Village	+2
Small town	+3
Large town	+4
Small city	+5 (roll twice)
Large city	+6 (roll three times)
Metropolis	+7 (roll four times)

d20	Power Center Type
8 or lower	Conventional[1]
9–12	Nonstandard
13 or higher	Magical

1 1% have a monstrous power center in addition to the conventional one.

Table 8–6: Elf Power Center Alignment

d%	Alignment
01–04	Lawful good
05–06	Lawful neutral
07	Lawful evil
08–22	Neutral good
23–26	Neutral
27–28	Neutral evil
29–89	Chaotic good
90–96	Chaotic neutral
97–100	Chaotic evil

Elves usually treat well-behaved visitors with hospitality. Guests can expect a welcoming meal, minor services such as baths, laundering, and repair of travel-worn equipment, and modest accommodations (usually not much more than a dry place to sleep). Elves value self-sufficiency, so visitors are expected to move on after a day or two unless they have been invited to stay longer.

Elves respect individual rights but place the welfare of their own citizens above the freedom of visitors to do what they please. Guests who commit misdeeds are usually punished by requiring them to undo the damage (in whatever form that might take) and compensate the community elders for their time and trouble in dealing with the problem.

Illus. by L. MacDougall

Sites in the wild can appear foreboding and beautiful at the same time

Elven justice can prove harsh—even fatal—when elves feel endangered or deeply affronted by a crime committed in their community.

ADVENTURING IN HALFLING COMMUNITIES

Halflings, the smallest of the common races, usually build to suit their own stature. Gnomes will find the furnishings, doorways, and ceiling height of halfling dwellings fairly comfortable (if slightly cramped), but most other characters will feel a bit like adults visiting a room sized for children and their toys. Businesses that cater to nonhalflings will have doorways, ceilings, and at least some furniture tall or large enough to accommodate Medium folk, but even in such places taller characters, especially humans and half-orcs, will bump their heads from time to time.

Most of the activity in a halfling settlement is commercial and social. Halflings and their visitors usually have little time or inclination for anything except buying and selling. Because many halflings have a larcenous streak, visitors must beware of pickpockets and scam artists.

Use the table on page 137 of the *Dungeon Master's Guide* to determine the type of power center in a halfling community. Refer to Table 8–7, below, to determine the alignment of that power center.

Table 8–7: Halfling Power Center Alignment

d%	Alignment
01	Lawful good
02	Lawful neutral
03	Lawful evil
04–29	Neutral good
30–79	Neutral
80–81	Neutral evil
82–96	Chaotic good
97–98	Chaotic neutral
99–100	Chaotic evil

Characters who visit a halfling community can expect to find comfortable quarters of appropriate dimensions at an inn or traveler's hostel. These accommodations are never free, though the proprietor may hand out complimentary refreshments of some kind in good or neutral towns. Visitors' rooms in good or neutral communities will be equipped with sturdy locks and bars or bolts on the inside (just to make guests feel secure). Accommodations in evil communities have locks and bolts as well—in addition to secret entrances to some rooms that are kept locked from the outside.

Guests of a caravan on the move are treated to at least one free meal (though a caravan might not have much to share) and are welcome to share the camp. Halfling hosts always prove curious, and guests receive numerous invitations to relate tales of their recent adventures. A visitor's failure to relate a tale invariably causes great disappointment.

Halflings usually have a fairly lax attitude toward nonviolent crimes, especially when they commit such crimes against their visitors. Victims of petty crimes seldom get any satisfaction in a halfling community. A cut purse or a filched item brings sympathetic words from community authorities but little more. Anyone who loses a particularly valuable item can buy help in getting it back, for the right price. Should the PCs manage to foil an attempt to steal from them, the halflings' justice is swift—halflings have a low tolerance for failure among their own. Halflings also have a low tolerance for violence directed against them, and characters who try to take the law into their own hands will earn a quick escort out of the settlement.

SAMPLE NPCS

The following NPCs include individuals player characters are likely to interact with when approaching a community of that race; these sample characters should make it easier for the DM to design and run adventures set in the wilds.

The NPCs detailed here span low-level to mid-level play and present some of the archetypes of the races of the wild. Although these NPCs have good or neutral alignments, the DM can use them as foes simply by changing their alignments and alignment-related abilities (such as a cleric's domains and a ranger's favored enemies).

SAMPLE ELF NPCS

The following elf NPCs represent important figures in elf society.

Elf Chaplain

This cleric provides spiritual guidance for a small elf community—and healing magic to an elf warband.

Elf Chaplain: Elf cleric 3; CR 3; Medium humanoid; HD 3d8+3; hp 20; Init +2; Spd 20 ft.; AC 19, touch 12, flat-footed 17; Base Atk +2; Grp +2; Atk or Full Atk +4 melee (1d8/19–20, masterwork longsword) or +5 ranged (1d8/×3, masterwork longbow); SA spells, turn undead 4/day (+1, 2d6+4, 3rd); SQ elf traits, low-light vision; AL CG; SV Fort +4, Ref +3, Will +5; Str 10, Dex 14, Con 12, Int 8, Wis 15, Cha 13.

Skills and Feats: Concentration +3, Jump –6, Listen +4, Search +1, Spellcraft +1, Spot +4; Combat Casting, Dodge, Weapon Focus (longsword)[B].

Languages: Common, Elven.

Elf Traits: Elves have immunity to magic *sleep* effects. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively searching for it.

Cleric Spells Prepared (caster level 3rd): 0—*detect magic, guidance* (DC 12), *light, mending* (DC 12); 1st—*divine favor, magic weapon*[D] (DC 13), *sanctuary* (DC 13), *shield of faith* (DC 13); 2nd—*aid, hold person* (DC 14), *spiritual weapon*[D].

D: Domain spell. Domains: Protection (protective ward grants +3 resistance bonus on next save, 1/day) and War (Weapon Focus with longsword)

Possessions: +1 breastplate, masterwork buckler, masterwork longsword, masterwork longbow with 20 arrows, *potion of invisibility.*

Elf Elite Soldier

This elf, a veteran of battle against orcs and other enemies of the elf people, casts most of his spells before heading into battle.

Elf Elite Soldier: Elf fighter 2/wizard 3; CR 5; Medium humanoid; HD 2d10 plus 3d4; hp 23; Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 15; Base Atk +3; Grp +6; Atk or Full Atk +8 melee (2d6+5/19–20, *+1 greatsword*) or +6 ranged (1d8+3/×3, masterwork composite longbow); SA spells; SQ elf traits, low-light vision; AL NG; SV Fort +4, Ref +3, Will +3; Str 16, Dex 15, Con 10, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +8, Concentration +6, Intimidate +4, Jump +8, Listen +2, Ride +7, Search +4, Spellcraft +8, Spot +2; Dodge, Mobility, Point Blank Shot, Scribe Scroll, Weapon Focus (greatsword).

Languages: Common, Elven; Gnome, Sylvan.

Elf Traits: Elves have immunity to magic *sleep* effects. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively searching for it.

Wizard Spells Prepared (caster level 3rd; 10% arcane spell failure): 0—*detect magic, light, open/close* (DC 12), *message*; 1st—*expeditious retreat, magic weapon* (DC 13), *shield*; 2nd—*bear's endurance* (DC 14), *cat's grace* (DC 14), *protection from arrows* (DC 14).

Spellbook: as above plus 0—all except *ghost sound, disrupt undead,* and *touch of fatigue*; 1st—*feather fall, mage armor, magic missile, mount, sleep, true strike*; 2nd—*bull's strength, spider climb.*

Possessions: +1 mithral chain shirt, +1 greatsword, masterwork composite longbow (+3 Str bonus) with 20 arrows, spellbook.

Elf Historian

If the PCs have questions about elf history or ancient elven magic, this wizened elf may have the answers.

Elf Historian: Elf wizard 7/loremaster 2; CR 9; Medium humanoid; HD 9d4; hp 24; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +4; Grp +3; Atk or Full Atk +4 melee (1d6/18–20, *+1 rapier*); SA spells; SQ loremaster secret (instant mastery [Gather Information]), lore +8, low-light vision; AL LG; SV Fort +2, Ref +4, Will +8; Str 8, Dex 14, Con 11, Int 19, Wis 10, Cha 14.

Skills and Feats: Concentration +12, Gather Information +10, Knowledge (arcana) +16, Knowledge (history) +16, Knowledge

(local) +16, Spellcraft +16; Brew Potion, Craft Magic Arms and Armor, Craft Wand, Craft Wondrous Item, Scribe Scroll, Skill Focus (Knowledge [history]).

Languages: Common, Elven; Draconic, Gnome, Sylvan, Tuilvilanuue.

Lore: As the bard's bardic knowledge class feature (see page 28 of the *Player's Handbook*).

Elf Traits: Elves have immunity to magic *sleep* effects. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively searching for it.

Wizard Spells Prepared (caster level 9th): 0—*detect magic* (2), *read magic* (2); 1st—*charm person* (DC 15), *comprehend languages, identify, mage armor* (DC 15), *shield*; 2nd—*arcane lock, cat's grace* (DC 16), *levitate, locate object, whispering wind*; 3rd—*arcane sight, dispel magic, suggestion* (DC 17), *tongues* (DC 17); 4th—*dimension door*(DC 18), *locate creature, scrying* (DC 18); 5th—*contact other plane, telekinesis* (DC 19).

Spellbook: as above plus 0—all except *disrupt undead* and *touch of fatigue*; 1st—*alarm, erase, hold portal, protection from evil, Tenser's floating disk, unseen servant*; 2nd—*bear's strength, bull's strength, continual flame, knock, magic mouth, misdirection, obscure object*; 3rd—*clairaudience/clairvoyance, daylight, fly, haste, illusory script, lightning bolt, magic circle against evil, nondetection, secret page*; 4th—*arcane eye, charm monster, minor creation, stone shape*; 5th—*fabricate, hold monster, Leomund's secret chest, lesser planar binding, Mordenkainen's private sanctum, persistent image, Rary's telepathic bond, sending, teleport.*

Possessions: +1 rapier, headband of intellect +2, cloak of resistance +2, spellbook, *wand of magic missile* (caster level 5th, 21 charges), *wand of mage hand* (30 charges), scroll of *teleport.*

ELF GROUPS

Elves form many different kinds of groups. This section presents some sample collections of elves to use in your campaign. Use them as a basis for your own creations.

Scouts (EL 1–2): 1d3+1 elf warriors (see page 102 of the *Monster Manual*).

Patrol (EL 6): 1d4 elf warriors (see page 102 of the *Monster Manual*), 1d2 elven hounds (see page 189), 1 elf elite soldier (see above).

Elite Patrol (EL 11): 2 elf chaplains (see above), 3 elf elite soldiers (see above), 1 half-elf wildrunner (see page 139).

Archeological Expedition (EL 12): 4 elf elite soldiers (see above), 1 elf historian (see above), and 1 human ruathar (see page 122).

SAMPLE HALFLING NPCS

The following halfling NPCs represent important figures in halfling society.

Halfling Burglar

This is the halfling who perpetuates the stereotype—a rogue who delights in stealing from the Big Folk.

Halfling Burglar: Halfling rogue 9; CR 9; Small humanoid; HD 9d6+9; hp 43; Init +4; Spd 20 ft.; AC 20, touch 15, flat-footed 16; Base Atk +6/+1; Grp +3; Atk +9 melee (1d4+1/18–20, masterwork rapier) or +12 ranged (1d3/19–20 plus poison, masterwork hand crossbow); Full Atk +9/+4 melee (1d4+1/18–20, masterwork rapier) or +10 ranged (1d3/19–20 plus poison, masterwork hand crossbow); SA sneak attack +5d6; SQ evasion, improved uncanny dodge, trap sense +3, trapfinding, uncanny dodge; AL CN; SV Fort +5, Ref +11, Will +4; Str 12, Dex 18, Con 12, Int 14, Wis 10, Cha 8.

Skills and Feats: Balance +6, Bluff +11, Climb +15, Diplomacy +1, Disable Device +16, Disguise +13, Escape Artist +10, Hide +20, Intimidate +1, Jump +5, Listen +2, Move Silently +23, Open Lock +22, Search +19, Sleight of Hand +18, Tumble +12; Combat Expertise, Dodge, Improved Feint, Nimble Fingers.

Languages: Common, Halfling; Dwarven, Elven.

Sneak Attack (Ex): This halfling burglar deals an extra 5d6 points of damage on any successful attack against flat-footed or flanked targets, or against a target that has been denied its Dexterity bonus for any reason. This damage also applies to ranged attacks against targets up to 30 feet away. Creatures with concealment, creatures without discernible anatomies, and creatures immune to extra damage from critical hits are all immune to sneak attacks. The burglar can choose to deliver nonlethal damage with his sneak attack, but only when using a weapon designed for that purpose, such as a sap (blackjack).

Evasion (Ex): If this halfling burglar is exposed to any effect that normally allows him to attempt a Reflex saving throw for half damage, he takes no damage with a successful saving throw.

Improved Uncanny Dodge (Ex): Cannot be flanked and can only be sneak attacked by a character who has at least 13 levels of rogue.

Trapfinding (Ex): This halfling burglar can find, disarm, or bypass traps with a DC of 20 or higher. He can use the Search skill to find, and the Disable Device skill to disarm, magic traps (DC 25 + the level of the spell used to create it). If his Disable Device result exceeds the trap's DC by 10 or more, he discovers how to bypass the trap without triggering or disarming it.

Uncanny Dodge (Ex): This halfling burglar retains his Dexterity bonus to Armor Class even when flat-footed or targeted by an unseen foe (he still loses his Dexterity bonus if paralyzed or otherwise immobile).

Possessions: +1 mithral chain shirt of silent moves, masterwork rapier, masterwork hand crossbow with 10 crossbow bolts, 4 doses black adder venom (for crossbow bolts), *vest of escape, goggles of minute seeing, dust of appearance.*

Halfling Merchant

The dangerous roads between lucrative trade stops have made this halfling capable of more than bartering and haggling.

Halfling Merchant: Halfling rogue 3/fighter 2; CR 5; Small humanoid; HD 3d6+3 plus 2d10+2; hp 29; Init +3;

Spd 20 ft.; AC 19, touch 14, flat-footed 16; Base Atk +4; Grp +2; Atk or Full Atk +8 melee (1d4+2/18–20, masterwork rapier) or +10 ranged (1d3, masterwork sling); SA sneak attack +2d6; SQ evasion, trap sense +1, trapfinding; AL LG; SV Fort +7, Ref +8, Will +3; Str 14, Dex 16, Con 13, Int 8, Wis 10, Cha 12.

Skills and Feats: Appraise +5, Bluff +9, Climb +3, Diplomacy +13, Hide +7, Intimidate +5, Jump +2, Listen +8, Move Silently +5, Ride +11, Sense Motive +8, Tumble +9; Dodge[B], Mobility[B], Negotiator, Persuasive.

Languages: Common, Halfling.

Sneak Attack (Ex): This halfling merchant deals an extra 2d6 points of damage on any successful attack against flat-footed or flanked targets, or against a target that has been denied its Dexterity bonus for any reason. This damage also applies to ranged attacks against targets up to 30 feet away. Creatures with concealment, creatures without discernible anatomies, and creatures immune to extra damage from critical hits are all immune to sneak attacks. This halfling merchant can choose to deliver nonlethal damage with his sneak attack, but only when using a weapon designed for that purpose, such as a sap (blackjack).

Evasion (Ex): If this halfling merchant is exposed to any effect that normally allows him to attempt a Reflex saving throw for half damage, he takes no damage with a successful saving throw.

Trapfinding (Ex): This halfling merchant can find, disarm, or bypass traps with a DC of 20 or higher. He can use the Search skill to find, and the Disable Device skill to disarm, magic traps (DC 25 + the level of the spell used to create it). If his Disable Device result exceeds the trap's DC by 10 or more, he discovers how to bypass the trap without triggering or disarming it.

Possessions: +1 studded leather armor, masterwork buckler, masterwork rapier, masterwork sling with 10 sling bullets, *cloak of resistance +1, potion of cure moderate wounds, potion of eagle's splendor,* 4 flasks alchemist's fire, riding dog ("Rufus"), tack and saddle.

Halfling Storyteller

While other nations tell of epic battles and the clash of gods and dragons, halflings hear tales of the traveling life that are by turns amusing, cautionary, and tragic.

Halfling Storyteller: Halfling bard 6; CR 6; Small humanoid; HD 6d6+6; hp 29; Init +2; Spd 20 ft.; AC 17, touch 13, flat-footed 15; Base Atk +4; Grp +1; Atk or Full Atk +8 melee (1d3+2/19–20, *+1 dagger*) or +9 ranged (1d3+1/19–20, masterwork dagger); SA spells; SQ bardic knowledge +8, bardic music; AL N; SV Fort +4, Ref +8, Will +5; Str 13, Dex 14, Con 13, Int 10, Wis 8, Cha 15.

Skills and Feats: Bluff +11, Concentration +10, Diplomacy +4, Gather Information +11, Hide +6, Intimidate +4, Jump –3, Knowledge (history) +9, Perform (oratory) +11, Sense Motive+8; Dodge, Spell Focus (enchantment), Weapon Finesse.

Languages: Common, Halfling.

Bardic Music: Use bardic music six times per day. See the bard class feature, page 29 of the *Player's Handbook*.

Countersong (Su): Use music or poetics to counter magical effects that depend on sound.

Fascinate (Sp): Use music or poetics to cause one or more creatures to become fascinated with him.

Inspire Competence (Su): Use music or poetics to help an ally succeed at a task.

Inspire Courage (Su): Use music or poetics to bolster his allies against fear and improve their combat abilities.

Suggestion (Sp): Use music or poetics to make a *suggestion* (as the spell) to a creature that he has already fascinated.

Bard Spells Known (3/4/3 per day; caster level 6th): 0—*detect magic, light, lullaby* (DC 13), *message, prestidigitation* (DC 12), *read magic;* 1st—*charm person* (DC 14), *cure light wounds* (DC 13), *expeditious retreat, Tasha's hideous laughter* (DC 14); 2nd—*heroism* (DC 15), *hypnotic pattern* (DC 14), *suggestion* (DC 15).

Possessions: +1 studded leather armor, +1 dagger, 2 masterwork daggers, flute, *wand of lesser confusion* (30 charges), scroll of *haste*.

HALFLING GROUPS

Halfling adventurers integrate themselves into a wide variety of groups, often with a mixture of other races. This section presents some typical examples of all-halfling encounters.

Patrol (EL 1–2): 1d3+1 halfling warriors (see page 149 of the *Monster Manual*).

Merchant Wagon (EL 6): 4 halfling warriors (see page 149 of the *Monster Manual*), 1 halfling merchant (see above).

Traveling Entertainers (EL 8): 2 halfling storytellers (see above).

Talented Robbery Team (EL 12): 2 halfling burglars (see above), 1 halfling whisperknife (see page 135).

Con Artists (EL 13): 2 halfling burglars (see above), 2 halfling lucksteelers (see page 118).

SAMPLE RAPTORAN NPCS

The following raptoran NPCs represent important figures in raptoran society.

Raptoran Sentry

This ranger soars above raptoran lands, watching travelers from afar and challenging anyone who tries to stay in the area overnight.

Raptoran Sentry: Raptoran ranger 5; CR 5; Medium humanoid (raptoran); HD 5d8+5; hp 31; Init +3; Spd 30 ft., fly 40 ft. (average); AC 19, touch 13, flat-footed 16; Base Atk +5; Grp +7; Atk +9 melee (1d6+3/19–20, *+1 short sword*) or +9 ranged (1d8+3/×3, masterwork footbow); Full Atk +9 melee (1d6+3/19–20, *+1 short sword*) or +7/+7 ranged (1d8+2/×3, masterwork footbow); SA spell, favored enemy humans +4, favored enemy gnolls +2; SQ low-light vision, raptoran traits, wild empathy +5 (+1 magical beasts); AL CG; SV Fort +5, Ref +7, Will +2; Str 14, Dex 16, Con 13, Int 8, Wis 12, Cha 10.

Skills and Feats: Climb +3, Hide +10, Listen +9, Move Silently +10, Spot +11, Survival +9; Endurance[B], Point-Blank Shot, Rapid Shot[B], Track[B], Weapon Focus (short sword).

Languages: Common, Tuilvilanuue.

Favored Enemy (Ex): This raptoran sentry gains a +4 bonus on her Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against humans. She gains the same bonus on weapon damage.

Against gnolls, she gains a +2 bonus on these skill checks and on weapon damage rolls.

Raptoran Traits: Raptorans can glide at a speed of 40 feet, with average maneuverability. Raptorans have an unerring sense of direction and always know which way is north. A raptoran spellcaster gains +1 caster level for air spells. This raptoran can fly for 1 round at no penalty, or for 2 rounds at the cost of becoming fatigued. A flying raptoran can make a dive attack (as a charge, but must fly at least 30 feet, descend at least 10 feet, and use a piercing weapon to deal double damage on a hit).

Animal Companion (Ex): This raptoran sentry has an eagle as an animal companion (see page 272 of the *Monster Manual*). The sentry and her eagle enjoy the link and share spells special qualities.

Link (Ex): The raptoran sentry can handle the eagle as a free action. She also gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding her eagle.

Share Spells (Ex): The raptoran sentry can have any spell she casts on herself also affect her animal companion if the latter is within 5 feet at the time. The sentry can also cast a spell with a target of "You" on her animal companion.

Ranger Spell Prepared (caster level 1st): 1st—*speak with animals*.

Possessions: +1 chain shirt, masterwork buckler, *+1 short sword,* masterwork footbow (+2 Str bonus) with 20 arrows, *potion of cure moderate wounds, potion of shield of faith +4.*

Raptoran Youth Pilgrim

This raptoran is on the Walk of the Four Winds, a pilgrimage that ends when he learns to fly.

Raptoran Youth Pilgrim: Raptoran barbarian 1; CR 1; Medium humanoid (raptoran); HD 1d12+2; hp 14; Init +1; Spd 40 ft., fly 40 ft. (average); AC 16, touch 11, flat-footed 15; Base Atk +1; Grp +3; Atk or Full Atk +4 melee (1d8+3/×3, masterwork spear) or +2 ranged (1d8+2/×3, composite longbow); SA rage 1/day; SQ low-light vision, raptoran traits; AL CG; SV Fort +4, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +6, Jump +4, Listen +5, Spot +3, Survival +5; Power Attack.

Languages: Common, Tuilvilanuue.

Rage (Ex): Once per day, this raptoran youth pilgrim can enter a state of fierce rage that lasts for 7 rounds. The following changes are in effect as long as he rages: hp increase by 2; AC 14, touch 9, flat-footed 13; Grp +5; Atk or Full Atk +6 melee (1d8+6/×3, masterwork spear) or +2 ranged (1d8+2/×3, composite longbow); SV Fort +6, Will +3; Str 19, Con 18; Climb +8, Jump +6. At the end of his rage, the raptoran youth pilgrim is fatigued for the duration of the encounter.

Raptoran Traits: Raptorans can glide at a speed of 40 feet, with average maneuverability. Raptorans have an unerring sense of direction and always know which way is north.

Possessions: masterwork breastplate, masterwork spear, composite longbow (+2 Str bonus) with 20 arrows, 2 *potions of cure light wounds.*

RAPTORAN GROUPS

Raptorans can be encountered alone, with a mixed adventuring party, or in conjunction with their larger community.

Scouts (EL 2): 2 raptoran youth pilgrims (see above).

Hunting Party (EL 6): 4 raptoran youth pilgrims (see above), 1 raptoran sentry (see above).

Veteran Patrol (EL 7–10): 1d4 raptoran sentries (see above), 1 stormtalon recruit (see page 134).

Guardians of the Flock (EL 14): 1 raptoran druid (see Jenlisa Iltinger's statistics, page 83), 2 raptoran rangers (see Chanil Akiilin's statistics, page 85).

HOLIDAYS

Overlooked in many campaigns, holidays provide a simple and interesting way to convey a race's culture and beliefs. When the adventurers enter a halfling camp during a Clan Meet, they can't help but notice that halflings are sharing and swapping news with great efficiency; halfling culture seems more completely developed because of this flourish.

Holidays shouldn't be common occurrences; in most cases, a little goes a long way. Most cultures should have only three or four major holidays in each year, but individual DMs have plenty of room to go beyond this guideline for special races or cultures. Remember, too, that holidays need not all be annual events. A holiday that comes only once every four hundred years might have more significance (and therefore more substantial game effects) than an annual celebration. A holiday that occurs every month will have a much greater chance of affecting an adventure than one that occurs only once a year, and will therefore play a much greater role in the campaign.

Holidays can also serve to differentiate groups within a race or culture—religious holidays are the most common example of this kind of holiday, but guilds, clans, or any other group might have holidays of its own. These can provide a particularly interesting insight into a setting when they differ noticeably from the main culture around them. For example, the raptorans of the White Chalk Cliffs might not worship Tuilviel Glithien and hence not celebrate the Long Night. Perhaps they even have an antithetical holiday on the summer solstice. This unusual custom might cause strained relations or even conflicts with raptorans who revere the Queen of Air and Night.

The section below details sample holidays that you can include in your campaign. Although the holidays are split between races, feel free to choose among them or create your own if they better fit another race or culture in your campaign.

ELF HOLIDAYS

Elf communities host a wide variety of seasonal festivals. In addition, they often hold a party or feast to celebrate the official appointing of a new captain of the watch, master builder, or other official. Elven holidays tend to be grand community-wide events.

Arrow Meet and Arrow Sunder: Once a season, the elves in a local militia gather for two days of training and competition. On the first day, they divide into teams and hold a capture-the-flag wargame, using blunt arrows (see page 163) that sting but deliver only nonlethal damage. The first game ends at dusk. Participants then form new teams, mixing the victors and the losers, and hold a second game that lasts from dusk to dawn.

On the second day, individual achievement is celebrated by an extremely competitive archery tournament. The second night ends with a festival that recognizes the achivements of the victors.

During Arrow Meet and Arrow Sunder, all elves gain a +1 morale bonus on attacks with ranged weapons.

Child's Play: Once every four years in times of peace and prosperity, elf communities celebrate their young by having a day during which age-dependent roles are reversed. The children are given free rein to do as they please and be in charge. They can ask any question, pursue any activity, and enlist adults' help in any of their ventures. This holiday allows children an opportunity to experiment with leadership roles or to simply relax and be silly. It's a day of experimentation and fun.

On the day of Child's Play, all elves gain a +4 morale bonus on saves against fear effects.

Spring Revel: As spring stirs the sap in the trees, elves feel nature renew their spirits. After a long winter, elves welcome the return of spring with a grand affair. The Spring Revel is an event hosted by the clerics and followers of Alobal Lorfiril (see page 20), but it's more a secular than a religious festival, and folk of all faiths happily participate. The festivities last for five days, during which elves celebrate the crafts they have practiced and the skills they have honed over the winter months. A large area is set up for elves to buy, sell, or simply display their creations. Events during the festival include singing, dancing, storytelling, archery and swordplay competitions, wine tasting, and demonstrations of new innovations in magic spells and items.

During Spring Revel, all elves gain a +1 morale bonus on Perform checks.

HALFLING HOLIDAYS

Halflings work hard and play hard. They enjoy festivals, even more so when others are doing the work and providing the food. Often the travels of a halfling caravan include arrivals and sojourns timed to coincide with the nearby friendly community hosting a celebration. Thus, they often benefit from other races' holidays in addition to their own.

Clan Circle: Once every five years, members of a clan gather together to conduct clan business and catch up on clan gossip. The event has an odd mixture of seriousness and triviality. The main purpose is serious—selecting the clan elder (or confirming the current one to continue in that role). However, such large gatherings being rare, the event gives a welcome opportunity for sharing of news, socializing, and sport.

On the first day of a Clan Circle, halflings gain a +1 morale bonus on Gather Information checks.

Clan Meet: When two halfling caravans encounter each other, they often unite to spend a few days camping or traveling together. It's a time of frivolity, with much boasting and telling of tales to impress the other clan. Often, unattached halflings use this opportunity to meet and flirt with a variety of romantic prospects (especially important since romantic relationships with clan-kin are discouraged). After spending several delightful days together, the caravans will separate again, sometimes with new handfasted partners from the other clan.

During the first week of a Clan Meet, halflings gain a +1 morale bonus on Bluff checks.

All Meet: When a matter of grave importance to all halflings comes up, word is passed from caravan to caravan and clan to clan to come to the All Meet, a gathering of many different clans. Even clanless halflings attend. This event is exceedingly rare and is only scheduled to discuss matters of world-shaking importance.

During an All Meet, halflings gain a +2 morale bonus on Will saves

RAPTORAN HOLIDAYS

Raptoran life is rich with traditions and holidays. Most family and age-mates have days of remembrance for events special just to them. They celebrate the anniversaries of significant happenings such as their Wingsweeps (see below), meeting a dear friend, or acquiring a unusual item. These dates are rarely recorded or remembered with precision, which leads to many arguments and apologies for forgetting someone's special day.

Long Night: Raptorans who worship or respect Tuilviel Glithien celebrate the winter equinox, the longest night of the year. Those that fall on a night of the full moon or new moon are especially boisterous. The festivities begin at dusk and end at dawn. This holiday is a celebration of the joyfulness of life. Since food is scarce during the winter, there's no feasting. Instead, the raptorans

Table 8–8: Holidays and Game Effects

Theme	Duration	Game Effect
Spring Celebrations		
Renewal or rebirth	3 days	+2 bonus to Cha
Celebrate nature	1 week	+1 bonus on Handle Animal and wild empathy checks
Summer Celebrations		
Learning, scholarship	2 days	+1 competence bonus on Knowledge checks
Exploration, discovery	1 week	+1 morale bonus on Knowledge checks
Autumn Celebrations		
Fortune, luck	1 day	+1 luck bonus on saving throws
Harvest	3 days	+1 morale bonus on Profession checks
Winter Celebrations		
Death, endings	1 night	+1 morale bonus on saves against fear
Renewal, the coming year	1 week	+1 morale bonus on Sense Motive checks
Any Time of Year		
Famous magic discovery	1 night	+1 bonus to caster level
War, famous battle	1 day	+2 bonus to Con
War memorial	1 day	+1 morale bonus on saves

amuse themselves and each other by storytelling, races, and other activities. One highlight of the festival is the Flight of the Lady (see page 77) at midnight. Many unattached raptorans choose their season's mate on this night. Eggs conceived during the Long Night are supposed to be particularly blessed.

During the Long Night, raptorans' fly speed increases by 5 feet.

Wingsweep: A raptoran's return from her Walk of the Four Winds is marked with a great ceremony celebrating her successful rite of passage. This event is always held in a cavern or chamber that can only be reached by flying creatures and presided over by a priest of Duthila (see page 77). The returning raptoran is welcomed and the community proclaims her entry into full adulthood. It is during this ceremony that the raptoran announces her adult name, taking her place among them. She then plucks a feather from her wing and adds it to the community's collection of feathers. The solemn rites conclude with the raptoran making an aerial circuit of the settlement. Once she returns to the cave, merriment and feasting replace the earlier somber tone.

During Wingsweep, all raptorans who can fly gain 3 temporary hit points.

OTHER HOLIDAYS

Creating new holidays for your campaign is relatively simple. Although most holidays do not have game effects associated with them, those that do can quickly become important events in a campaign.

Regardless of race, class, or cultural affiliation, no character should have access to more than three major holidays with game effects. In addition, be careful about giving significant combat benefits to holidays that last for more than a day or two. Table 8–8 provides a list of occasions that might be celebrated with holidays, along with suggestions for how long the holiday would last and the game effect associated with those who take part in the celebration.

FRIENDS OF THE WILD

Elves, halflings, raptorans, and other races of the wild typically see the creatures of their homelands as allies, rather than as prey or enemies. Here are a few potential friends for your wild character.

BRIXASHULTY

Medium Animal
Hit Dice: 2d8+6 (15 hp)
Initiative: +3
Speed: 40 ft. (8 squares)
Armor Class: 16 (+3 Dex, +3 natural), touch 13, flat-footed 13
Base Attack/Grapple: +1/+2
Attack: Gore +2 melee (1d6+1)
Full Attack: Gore +2 melee (1d6+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Knockback
Special Qualities: Low-light vision, scent
Saves: Fort +7, Ref +7, Will +2
Abilities: Str 13, Dex 17, Con 16, Int 2, Wis 13, Cha 4
Skills: Balance +5, Jump +10, Listen +5, Spot +3
Feats: Endurance
Environment: Warm plains
Organization: Domesticated
Challenge Rating: 1
Treasure: None
Alignment: Always neutral
Advancement: —
Level Adjustment: —

This creature looks like a big, shaggy goat with a heavy body and a coat of long, wavy fleece. It has curving horns like a ram's and big feet with cloven hooves.

The brixashulty (brixa for short) is a goatlike creature that the halflings have bred to serve a beast of burden, guard animal, and source of food and fiber for textiles. Halflings like to boast that a brixashulty is a surefooted as a mule,

as loyal as a dog, as calm as a milk cow, and as tough as a badger.

A brixashulty doe stands about 3 feet tall at the shoulder, measures about 5 feet long from nose to rump, and weighs about 325 pounds. Males, called bucks, are about the same height and length but slightly heavier. Most brixashulties are white or gray, but black, brown, or red individuals aren't uncommon, and a few have white coats with large spots of gray, black, brown, or red. A brixashulty usually has green or blue eyes.

Brixashulties thrive on a diet of grass and leaves but can eat almost anything organic. Brixashulty meat often proves stringy and slightly tough, but well flavored (though many people find the taste overly strong). Well-fed females produce milk for about nine months out of a year, and a well-managed herd can produce milk year-round. Both does and bucks produce a fleece suitable for making woolen cloth.

Brixashulties are surefooted, even-tempered, and fairly strong. They make excellent pack and draft animals. They can carry riders of up to Small size.

Brixashulty

Illus. by S. Wood

Combat

Brixashulties remain alert and sensitive to the presence of intruders or predators. In spite of their even temper, they become aggressive in the presence of strange sight, sounds, or smells. When annoyed, they tend to charge foes and deliver a dangerous gore attack. In a battle, brixashulties instinctively band together to guard each other's flanks and to concentrate their attacks; using this tactic, a herd of brixashulties can often fend off a pack of wolves.

Knockback (Ex): A gore attack from a brixashulty can literally drive back a foe. When a brixa hits with its gore attack, it can immediately attempt a bull rush without entering the foe's space or provoking an attack of opportunity. The brixa makes a Strength check with a +7 bonus, which includes a +4 racial bonus. If the bull rush succeeds, the foe is driven back 5 feet and must make a DC 12 Reflex save or fall down. If being driven back would force the opponent into a barrier or into a square where it cannot stop (such as a wall or a square that already contains another creature), the foe falls down in its square instead. The Reflex save DC is Strength-based.

Skills: A brixashulty has a +2 racial bonus on Balance, Jump, and Listen checks. A brixashulty uses its Dexterity modifier for Jump checks.

Training a Brixashulty

A character with the Handle Animal skill can train a brixashulty as noted in the Handle Animal skill description on pages 74–75 of the *Player's Handbook*.

A creature of up to Small size can ride a brixashulty using a riding saddle or a military saddle. A brixashulty trained for combat riding can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a DC 10 Ride check.

A brixashulty kid is worth 30 gp and is ready for training by age two. It can live for up to 50 years. Brixashulties bucks are usually trained for combat riding. Brixashulty does are usually trained for guarding and also know the work and stay tricks. A fully trained adult brixashulty costs 150 gp.

Carrying Capacity: A light load for a brixashulty is up to 75 pounds; a medium load, 76–150 pounds; and a heavy load, 151–225 pounds.

Brixashulties as Animal Companions

A halfling who has the animal companion class feature can choose a brixashulty as an animal companion.

A nonhalfling also can have a brixashulty companion, but her effective level for the animal companion class feature must be 4th or higher, and her effective level for determining the brixashulty companion's abilities is reduced by three. For example, if a 4th-level half-elf druid has a brixashulty companion, that brixashulty has only 1st-level companion abilities.

CHORDEVOC

Tiny Animal
Hit Dice: 1d8+1 (5 hp)
Initiative: +4
Speed: 10 ft. (2 squares), fly 60 ft. (good)
Armor Class: 18 (+4 Dex, +2 size, +2 natural), touch 16, flat-footed 14
Base Attack/Grapple: +0/–9
Attack: Talons +6 melee (1d3–1)
Full Attack: Talons +6 melee (1d3–1)
Space/Reach: 2-1/2 ft./0 ft.
Special Attacks: —
Special Qualities: Blindsense 60 ft., low-light vision
Saves: Fort +3, Ref +6, Will +2
Abilities: Str 9, Dex 18, Con 12, Int 2, Wis 15, Cha 5
Skills: Hide +16, Listen +8*, Move Silently +6, Spot +6*
Feats: Flyby Attack, Weapon Finesse[B]
Environment: Warm plains
Organization: Domesticated
Challenge Rating: 1/2
Treasure: None
Alignment: Always neutral
Advancement: —
Level Adjustment: —

This sizable bird is bigger than a housecat. It has smoky gray plumage with white and black bars. Its wide but stubby beak is fringed with long bristles that resemble a cat's whiskers. The large eyes are black, rimmed with silver. The body seems very short, and the wings seem very long.

The chordevoc is a nocturnal bird bred by the halflings. Its call sounds like a soft whistle, not unlike a teakettle just coming to boil. Many people find the sound similar to the call of a screech owl, but those who have heard both know the chordevoc's call is shriller.

When left to feed on its own, a chordevoc corkscrews through the air, zigzagging and sideslipping so much that observers often have difficulty telling the bird's true flight path.

Halflings keep chordevocs primarily as guards and hunting companions, but sometimes simply as pets. Wild populations of chordevocs exist, but they are fairly rare, usually consisting of widely scattered pairs or lone individuals that have escaped or become orphaned from the halflings who raised them.

Illus. by S. Wood

Chordevoc

Combat

Chordevocs are bred to attack, and they're well equipped for combat in spite of their miniature size and fairly low Strength scores. A chordevoc prefers to fight on the wing, swooping in to slash with its talons (it uses both as a single attack), then veering away to fly out of reach.

Blindsense (Ex): A chordevoc notices and locates creatures within 60 feet. Opponents still have total concealment against a creature with blindsense.

Skills: A chordevoc's feathers provide excellent camouflage, granting it a +4 racial bonus on Hide checks.

*A chordevoc has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsense is negated.

Training a Chordevoc

Chordevocs resist most attempts to tame or train them. To be trained, a chordevoc must have a friendly attitude toward the trainer. A chordevoc usually has an indifferent attitude toward a halfling, but that attitude improves to friendly if the halfling supplies the bird with treats for at least a week and otherwise treats it well. A chordevoc is hostile to most other creatures. Changing a chordevoc's attitude requires a wild empathy check, or a Diplomacy check if the character has some way to communicate with the creature (such as access to a *speak with animals* spell).

Training a friendly chordevoc requires a Handle Animal check. A halfling can train a chordevoc without penalty, but the Handle Animal DCs for any other trainer increase by 5. The time required depends on the tricks or task the chordevoc must learn, as noted in the Handle Animal skill description on pages 74–75 of the *Player's Handbook*.

A chordevoc egg is worth 25 gp on the open market, but eggs are seldom offered for sale. A chick is worth 150 gp. A chick is ready for training by the age of six months and can live for 150 years.

Adult chordevocs are generally trained for hunting or for guarding. A fully trained chordevoc costs at least 250 gp on the open market, if it is offered for sale at all.

Chordevocs as Animal Companions

A halfling who has the animal companion class feature can choose a chordevoc as an animal companion.

A nonhalfling can also have a chordevoc companion, but his effective level for the animal companion class

feature must be 4th or higher, and the character's effective level for determining the chordevoc's abilities is reduced by three. For example, if a 4th-level raptoran druid has a chordevoc companion, the chordevoc has only 1st-level companion abilities.

Dire hawk

DIRE HAWK

Medium Animal
Hit Dice: 5d8+10 (32 hp)
Initiative: +6
Speed: 10 ft. (2 squares), fly 80 ft. (average)
Armor Class: 19 (+6 Dex, +3 natural), touch 16, flat-footed 13
Base Attack/Grapple: +3/+4
Attack: Talon +9 melee (1d4+1)
Full Attack: 2 talons +9 melee (1d4+1) and bite +4 melee (1d6)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Low-light vision
Saves: Fort +6, Ref +10, Will +6
Abilities: Str 12, Dex 22, Con 15, Int 2, Wis 15, Cha 11
Skills Listen +8, Move Silently +8, Spot +10*
Feats: Alertness, Weapon Finesse
Environment: Temperate forests
Organization: Solitary or pair
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 6–8 HD (Medium); 9–12 HD (Large)
Level Adjustment: —

This powerful-looking bird of prey bears a bony protrusion on the upper part of its beak. Several long feathers trail gracefully from its lower body and tail.

A dire hawk is capable of taking down pigs, sheep, and even the occasional small horse. This bird of prey prefers high, remote nesting spots.

A typical dire hawk is about 5 feet long and has a wingspan of about 11 feet.

Skills: *A dire hawk receives a +8 racial bonus on Spot checks in daylight.

Dire Hawks as Animal Companions

A raptoran who has the animal companion class feature can choose a dire hawk as an alternate animal companion when his effective level for the animal companion class feature is 4th or higher. The raptoran's effective druid level for determining the dire hawk's abilities is reduced by three.

A nonraptoran also can have a dire hawk companion, but her effective level for the animal companion class feature must be 7th or higher, and the character's effective level for determining the dire hawk's abilities is reduced by six. For example, if a 7th-level halfling druid has a dire hawk companion, the dire hawk has only 1st-level companion abilities.

ELVEN HOUND

Medium Magical Beast
Hit Dice: 2d10+2 (13 hp)
Initiative: +3
Speed: 50 ft. (10 squares)
Armor Class: 17 (+3 Dex, +4 natural), touch 13, flat-footed 14
Base Attack/Grapple: +2/+5
Attack: Bite +5 melee (1d8+4)
Full Attack: Bite +5 melee (1d8+4)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Immune to sleep, low-light vision, resist enchantment, scent, sprint
Saves: Fort +4, Ref +6, Will +1
Abilities: Str 17, Dex 17, Con 13, Int 2, Wis 12, Cha 8
Skills: Balance +7, Hide +7, Jump +15, Listen +5, Spot +5, Survival +2*, Swim +6
Feats: Improved Natural Attack (bite), Track[B]
Environment: Temperate forests
Organization: Solitary or pack (5–12)
Challenge Rating: 1
Treasure: None
Alignment: Always neutral
Advancement: 3–6 HD (Medium)
Level Adjustment: —

This odd-looking dog seems almost as big as a pony. It has a thick, greenish coat with large brown spots. It has exceedingly large feet with very long claws for a dog.

Illus. by J. Zhang

The elven hound (called the cooshee in Elven) is a massive dog. It is most commonly found in the company of wood elves, who use it for both hunting and guard duties. Occasionally, high elves or gray elves will keep kennels of these dogs.

An elven hound weighs more than 200 pounds and often stands as much as 2 feet high at the shoulder. Its huge paws house strong claws, which are curved to provide better traction in the soft loam of the forest lands. Its tail generally arcs over its back, but it hangs between the creature's legs when the hound is being scolded. Its ears point straight up, giving the creature an attentive, intelligent look. Cooshees are long-lived creatures, commonly reaching 100 years of age.

Illus. by L. MacDougall

Elven hound

Combat

An elven hound is a very effective fighting machine. It has a bone-crushing bite, capable of dropping an orc warrior. Elves say one elven hound is worth five orcs; that's an exaggeration, to be sure, but an elven hound is a ferocious combatant nevertheless, especially when attacking prey distracted by a hail of elven arrows.

Resist Enchantment (Ex): Like their elf masters, elven hounds have a +2 racial bonus on saving throws against enchantment spells or effects.

Sprint (Ex): Although an elven hound can go head to head with many creatures, its strength lies in the chase. Once per hour, an elven hound can move five times its normal speed (250 feet) when it makes a charge.

Skills: Elven hounds have a +4 racial bonus on Balance, Hide, Jump, and Swim checks, and a +2 racial bonus on Listen and Spot checks. *Elven hounds have a +4 racial bonus on Survival checks when tracking by scent.

Training an Elven Hound

Although their intelligence is no higher than that of a typical canine, elven hounds have an independent spirit and tend to distrust nonelves. To be trained, an elven hound must have a friendly attitude toward the trainer. An elven hound usually has a friendly attitude toward trainers who are elves or who have elf blood (such as half-elves), provided the trainer supplies the hound with sustenance for at least a few days and has not attacked or mistreated the creature. An elven hound is indifferent (at best) toward most other creatures. Changing an elven hound's attitude requires a wild empathy check (with the normal –4 penalty applied against magical beasts). A character can use a Diplomacy check instead, provided the character has some way to communicate with the cooshee, such as access to a *speak with animals* spell.

Training a friendly elven hound requires a Handle Animal check. An elf (or a creature with elf blood) can train an elven hound without penalty, but the Handle Animal DCs for any other trainer increase by 5 (in addition to the normal +5 increase to DCs for training a magical beast). The time required depends on the tricks or task the elven hound must learn, as noted in the Handle Animal skill description on pages 74–75 of the *Player's Handbook*.

An elven hound pup is worth 150 gp on the open market, but pups are seldom offered for sale. A hound is ready for training by age two and can live for 50 years. Adult elven hounds are generally trained for hunting or for guarding. A fully trained elven hound costs at least 300 gp on the open market, if it is offered for sale at all.

APPENDIX 1: ONE HUNDRED ADVENTURE IDEAS

01 Game animals of all kinds seem to have vanished from the forest where elves, halflings, or raptorans are accustomed to hunt.
02 No word has come from an elf, halfling, or raptoran community since a recent unusually harsh winter.
03 A missing person of some notoriety was seen traveling with a halfling caravan, but the caravan has vanished without a trace.
04 Someone or something is felling trees and destroying bridges.
05 Unusually large numbers of *awakened* trees infest a forest.
06 A lone halfling has turned up with a staggering amount of gold nuggets, prompting a gold rush into a forest where the local elves and raptorans resent the intrusion.
07 Dark elf raiders have plagued a woodland community for weeks.
08 Something or someone has dammed a river, depriving an elf settlement of its water source.
09 A band of druids has vowed to rid the forests of all creatures that walk on two legs.
10 Someone has stolen a clutch of raptoran eggs.
11 Some merchants have engaged a group of halflings to convey their goods, but the halflings have halted in the wilderness and refuse to complete the trip.
12 A captured drow boasts of a coming "reign of death."
13 Elves or raptorans refuse to allow passage of a paladin's army through their forest.
14 A halfling burglar has stolen a perilous artifact, and a great curse will descend over the land if it is not recovered.
15 Dwarves refuse to curtail harvests of lumber from a forest near their citadel.
16 A troupe of halfling circus performers have accidentally released several valuable (and potentially dangerous) animals and magical beasts.
17 A renowned animal trainer wishes to secure a breeding stock of brixashulties, chordevocs, and elven hounds.
18 An elf community's *saelas* groves are inexplicably dying.
19 A wounded wildrunner staggers into town and gives warning of a coming raid by evil humanoids or giants.
20 A landowner claims to have found a document granting him ownership of the land where the local halfling enclave is located.
21 A deadly plague that can be cured only with an infusion made from the bark of rare tree sweeps over the land.
22 A halfling caravan actually contains only doppelgangers.
23 A group of settlers needs a guide to take them through a forest.
24 A group of dwarves claim that the elves hold a relative prisoner and want someone to rescue the captive (or negotiate a release)
25 Halfling brigands mounted on male brixas have made a key trade route unusable.
26 A group of deep halflings begins burrowing under a town or city so aggressively that their delvings threaten to undermine the streets and buildings.
27 Strange noises echo though a wooded hollow at night, and the locals fear a haunting.
28 Woodcutters want to clear a stand of trees containing dozens of raptoran sky burials.
29 A band of orcs start setting forest fires during a spell of dry weather.
30 A raptoran ranger needs help slaying a green dragon that has driven her flock from its hunting grounds.
31 Dancing satyrs trample a farmer's crops.
32 A druid has created a deadly maze of carnivorous plants.
33 Someone planted a valuable stolen item on a PC to avoid getting caught with it. Now the owner and the thief both want it back.
34 Elf hunters find the remains of a famous human explorer along with her map to a lost elf city.
35 An elven monarch wishes to present carefully tended miniature trees from the royal *saelas* grove to another ruler as a symbol of friendship.
36 To get even for a slight (real or imagined), a gang of grigs is causing as much chaos and confusion as possible in a small village.
37 An elf paladin must assemble the scattered pieces of a suit of ancient armor to fulfill a favorable prophecy.
38 A halfling bard has been reciting verses and related stores from a lost book of elven lore.
39 Upon retiring, a halfling burglar circulates a set of clues to a cleverly hidden treasure.
40 A wizard offers a princely sum for flowers gathered from a singular plant that grows deep in the forest and blooms only once a century.
41 A pack of digesters is making life miserable for a group of pixies.
42 A raptoran flock chief has died, and the high chief has announced an all-out competition for the office.
43 A splinter group of elves seeks a site for a new community.
44 Night raiders riding silent, flying mounts harass a town. Renegade raptorans are suspected.
45 A wildrunner proposes an expedition to find a new route through the wilderness to a distant area ripe for settlement.
46 Several merchants at a halfling-sponsored trade fair are murdered for no apparent reason.
47 An elf wizard or raptoran cleric organizes an expedition to a distant place to observe a rare celestial event (an eclipse, comet, or similar phenomenon).
48 Halfling "soothsayers" have proven remarkably adept of late at predicting fortune or misfortune for people they seemingly meet at random.
49 Companies of dire apes have moved into an area, driving off game and menacing residents and travelers.
50 Treants who once tended the trees in an elf city and also helped guard it have vanished into the woods.
51 A family of humans has vowed revenge on a group of halflings for a swindle or prank.
52 A particularly large and well-organized group of ettercaps has been ambushing the people in a woodland community and even infiltrating the community at night to rob and murder.
53 An evil wizard creates a device that can control the weather over a vast area and then proceeds to unleash devastating storms.
54 An army of orcs led by a green half dragon/half hill giant invades, destroying everything in its path.
55 A series of earthquakes and volcanoes in the mountains send dwarf, gnome, and giant refugees streaming through the wilds.
56 An infamous elf wizard from long ago returns as a lich.
57 A flock of raptorans living deep in the forest are actually all vampires.
58 Halflings have created a vast illusory "lake" and are now charging tolls to ferry travelers across.
59 The master of a halfling burglars guild is revealed to be a simulacrum.
60 A spring deep in the forest is reputed to have magical properties, but a copper dragon jealously guards it.

61 Guards are needed to escort a shipment of silvered weapons to a community beset by lycanthropes.
62 A mysterious peddler offers unicorn horns for sale.
63 A wizard wants to obtain a set of finely crafted optical lenses from a legendary raptoran glassmaker.
64 A forest fire reveals the ruins of an ancient elf fortress and awakens undead sprits dwelling there.
65 Someone or something is attacking survey parties trying to lay out a new road.
66 A group of drow has wiped out a halfling caravan and are now using the wagons as a mobile base for further attacks.
67 An elf ruler sponsors a great race once every ten years; the PCs are hired to deliver a mount to one of the riders.
68 A massive black cat is seen prowling around the outskirts of a city.
69 A covey of hags poses as a trio of wandering halflings, and their crimes are blamed on a halfling community.
70 A plague of ankhegs keeps a community of elves in their treetop homes.
71 A human prince takes offense at remarks from a raptoran, and a war may be brewing.
72 A group of pixies "borrows" several cargo kites from a flock of raptorans and sends them flying far and wide.
73 A plague of unexplained deaths seems to follow a young elf noble who has been fostered in a foreign court, threatening a key alliance.
74 A raptoran exile needs help recovering an ancient relic to gain readmittance to his flock.
75 A tribe of kobolds has hired a group of aranea mercenaries to sow confusion in the settlements they plan to attack.
76 A tribe of ogres and their krenshar allies begin a reign of terror among forest dwellers.
77 A rainbow is said to mark the gateway to an ancient elven city caught between the plains.
78 A dryad fears that encroaching civilization will soon threaten her tree.
79 Rumors of a trove of dwarf-made magic weapons have drawn a large number of adventurers to the region.
80 Owlbears threaten a pegasus herd's nesting site.
81 A company of pixies and their pseudodragon friends bedevil travelers with their pranks.
82 Giant owls bring warning of a fast-moving horde of worg-mounted goblins and their werewolf allies.
83 Halfling barbarians move into an area and begin harassing the residents.
84 A dark cult of evil forest dwellers is said to have a fiendish satyr for a leader.
85 A dangerous fugitive is hiding in a halfling caravan.
86 A parade of ghostly torchbearers gathers on a secluded hilltop on moonless nights.
87 All the loot that a pair of infamous halfling highway robbers collected during their lifetimes is said to lie in a certain bog.
88 A high-priced gnome assassin is rumored to be in the area.
89 A three-way squabble over territory breaks out between a flock of raptorans, a colony of araneas, and a community of elves.
90 A madman is attacking halfling wagons by spooking the teams pulling them and then attacking their wheels.
91 Overnight a dark fortress rises in a swamp, and soon raiding parties of lizardfolk and yuan-ti issue from it.
92 A beggar arrives in an elf town and claims that an elf newly returned from a period of adventuring is really an impostor.
93 A guild of halfling burglars goes on a crime spree and collects a huge amount of cash in a short time, but no one knows why.
94 Thieves steal an elf wizard's spellbooks.
95 A raptoran sorcerer seeks companions for a world-spanning voyage aboard a flying ship she has built.
96 A score of treasure-loaded wagons are rumored to lie mired in a marsh and are now accessible thanks to a recent dry spell.
97 A pack of skeletal wolves haunts a woodland.
98 A group of grigs and a troupe of halfling bards agree to a fiddle-playing contest, but on the night of the competition one of the groups fails to appear.
99 All the animals a group of halflings recently sold have vanished, and the new owners want the animals recovered or their money back.
100 A sudden urge to build a vast fortress seizes a herd of centaurs, who neglect their flocks and fields so they can fell trees, clear land, and quarry stone.

APPENDIX 2: NPCS BY CR

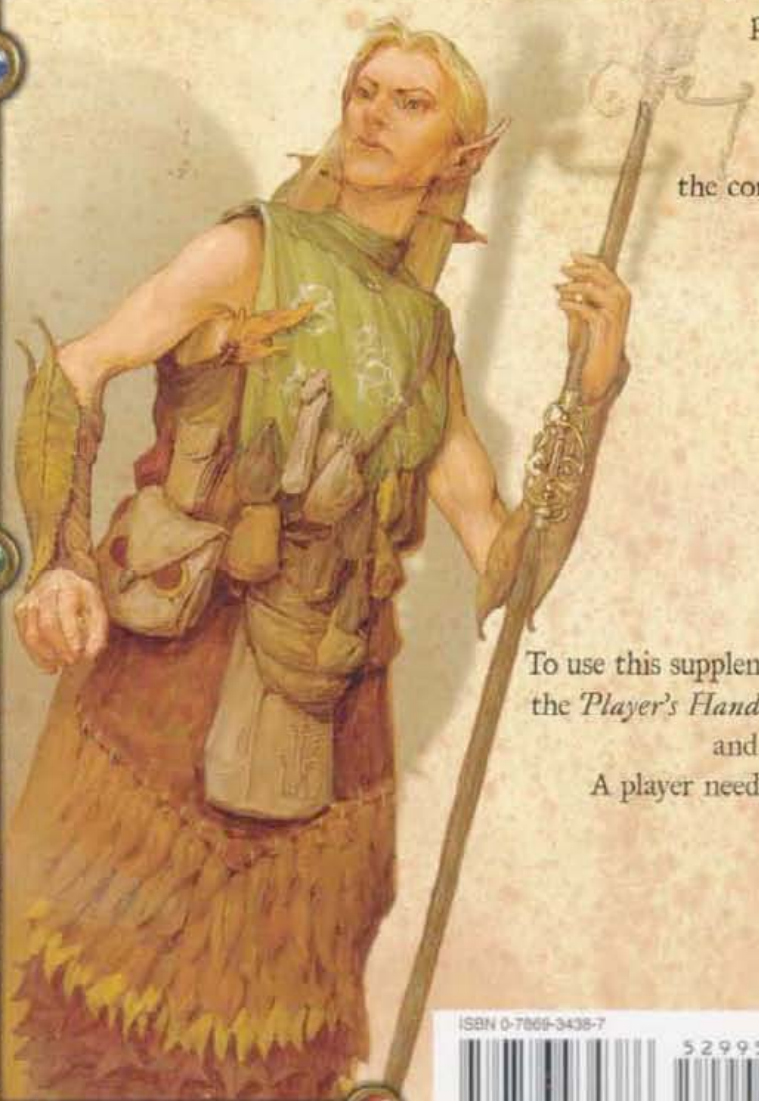
For your convenience, every creature and sample character in this book is listed below by Challenge Rating.

CR	Creature/Character	Page
1/2	Chordevoc	188
1	Brixashulty	186
1	Elven hound	189
1	Raptoran youth pilgrim, barbarian 1	184
2	Catfolk scout, ranger 1	94
2	Dire hawk	189
2	Killoren traveler, ranger 1/rogue 1	105
3	Elf chaplain, cleric 3	181
4	Catfolk infiltrator, rogue 3	94
5	Elf elite soldier, fighter 2/wizard 3	181
5	Gnoll barbarian 2	101
5	Halfling merchant, rogue 3/fighter 2	182
5	Raptoran sentry, ranger 5	183
6	Halfling storyteller, bard 6	183
6	Stormtalon recruit, raptoran barbarian 5/ stormtalon 1	134
7	Large advanced air elemental	131
8	Delembril Vintagil, female raptoran rogue 2/cleric 6	85
8	Elissto Nisian, male raptoran bard 8	87
8	Jantril Sestriin, skypledged initiate, raptoran druid 7/skypledged 1	130
9	Anii Windhair, male half-elf ranger 6/ wildrunner 3	144
9	Centaur courser, barbarian 3	97
9	Elf historian, wizard 7/loremaster 2	181
9	Halfling burglar, rogue 9	182
9	Henesku Finlist, male raptoran cleric 9	83
9	Kulya Vashkarath, halfling sorcerer 6/luckstealer 3	122
10	Chanil Akiilin, male raptoran ranger 10	85
10	Geren Eastwind, male halfling rogue 2/fighter 4/whisperknife 4	139
10	Johdur Ter Harak, male human fighter 1/ sorcerer 6/spellsword 1/ruathar 2	125
10	Miithi Xantiro, male raptoran ranger 8/sorcerer 2	86
11	Edrec, male elf druid 4/wizard 3/ arcane hierophant 4	112
12	Jenlisa Iltinger, female raptoran druid 12	83
13	Alissera Berothar, female elf rogue 1/ fighter 7/champion of Corellon 5	117

Heroes Tempered by Nature

From within verdant forests, among nomadic caravans, or atop soaring cliffsides, courageous adventurers arise from the people known as the races of the wild: elves, halflings, and raptorans. Living in harmony with the natural world, these noble individuals embark on grand adventures that become fireside tales for generations to come.

This supplement for the D&D® game provides detailed information on the psychology, society, culture, behavior, religion, folklore, and other aspects of the races of the wild, including raptorans—a new race presented here. In addition to new humanoids and monster races playable as characters, *Races of the Wild*™ also provides new prestige classes, feats, spells, magic items, equipment, and guidelines for crafting adventures and campaigns within the communities of these tenacious folk.



To use this supplement, a Dungeon Master also needs the *Player's Handbook*™, *Dungeon Master's Guide*™, and *Monster Manual*™.
A player needs only the *Player's Handbook*.

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RIFINTI CLIFF DWELLING

An Adventure Site Web Enhancement for *Races of the Wild*

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As noted *in Races of the Wild*, the Rifinti are fairly typical as raptorans go. To uninitiated visitors, however, they may seem decidedly odd—sleeping during the day, staying up all night, holding endless debates about seemingly trivial matters, and disdaining wealth and personal ornament. In addition, their communal living and working arrangements are practically unknown in other cultures. Odder still, the Rifinti seem distrustful of strangers, yet unstintingly kind to beings in need.

Rifinti Cliff Dwelling is an adventure site that can be dropped into any area that has a mountain valley, alpine lakes, and considerable forest cover. Though the Rifinti tend to shun strangers, those who seek out this area can find a variety of adventures here. As always, feel free to adapt the material presented here as you see fit to make it work with your campaign.

PREPARATION

You (the DM) need the D&D core rulebooks—the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*—as well as *Races of the Wild*—to use this adventure site. The information presented here utilizes the D&D v.3.5 rules.

To get started, print out the adventure site, including the map. Read through the material at least once to familiarize yourself with the situation, site, and major NPCs (particularly their motivations). You must decide what kind of action takes place—whether the PCs simply stumble upon the site or have a reason to visit. Monster and NPC statistics are provided with each encounter area in abbreviated form or, where appropriate, references to entries in the *Monster Manual* or *Races of the Wild* are given.

BACKGROUND

The Rifinti have used this particular cliff dwelling for many years, and they are constantly maintaining and improving it. The flock varies in size from year to year, but so far, it has never been too large for this home.

The flock has recently taken in a wounded elf named Hannilac, who fell to an ambush while tracking some strangers through the wilderness. The Rifinti have established to their satisfaction that Hannilac presents no threat to them, but the flock leaders are concerned about the possibility that the attack on him portends trouble in the nearby elf village, and possibly even for the flock.

THE CLIFF

The Rifinti dwelling lies on the face of a 300-foot-high cliff that looks out over a snug valley. At the foot of the cliff is a deep lake nestled in the foothills of the sheltering mountains. Vast mountain lakes provide additional water, and the nearby alpine forests offer good hunting. Farther on, the rolling plains of the lowlands spread out in fertile grandeur.

The nearest settlement of any kind is Kalandri's Crossing, a small elf town with fewer than 1,000 residents. It lies across the lake, about 12 miles away as the eagle flies. In addition, a tribe of nomadic human barbarians sometimes hunts in the foothills where the mountains meet the plains.

Rifinti hunters and traders have sporadic contact with both the town and the nomads, but the raptorans maintain no official ties with either group. To the elves, the Rifinti are quaint, distant cousins who live in splendid isolation, sheltered from the woes of the broader world. To the humans, the Rifinti are near-legendary creatures that occasionally sail down from their mountain heights to converse with a lucky few who know their ways. In fact, contact between the raptorans and the nomads is so infrequent that the human adept or hunter who meets a Rifinti in his youth might not see another until he is in his dotage.

FEATURES

The Rifinti dwelling occupies the entire south face of the cliff. The Rifinti use the areas above and below the cliff for stargazing, debates, crafting, weapon practice, and other community events. A bit farther to the east, the Rifinti make charcoal in the forest.

The main portion of the dwelling, which includes living space as well as areas used for meetings, worship and work in inclement weather, is shown on the map on page 89 in *Races of the Wild*. The map has also been reproduced here for convenience.

The main dwelling, a two-story structure set into a natural hollow in the stone, is located 170 feet above the lakeshore. The ancestors of the present-day Rifinti built it generations ago with the help of many *stone shape* and *wall of stone* spells. Because of the artistry used in its construction, the whole structure blends seamlessly into the cliff's natural stone.

Unless otherwise stated in the text for a specific area, the dwelling's major features are as follows.

Walls

The dwelling's exterior walls are made of natural stone. Their eroded surfaces appear to offer plenty of hand- and footholds for climbers, but the rock is so badly weathered that it tends to crumble at the slightest touch, making climbing a difficult and perilous prospect. The statistics below represent the wall sections near the dwelling's doors and windows.

Cliff Face: 5 ft. thick; hardness 8; hp 450; Break DC 43; Climb DC 25.

The interior walls are also made of stone, but they're polished to the smoothness of silk.

Interior Walls: 5 ft. thick; hardness 8; hp 450; Break DC 43; Climb DC 30.

Ceilings

The ceilings in the Rifinti cliff dwelling are arched in passages and domed in chambers. Each dome or arch is at least 20 feet high in the center and 10 feet high where it meets the walls. The lofty ceilings are designed to make the Rifinti comfortable by providing plenty of open space overhead.

Floors

The floors on both levels are made of smooth stone. Most are bare, but a few have loose coverings of furs, reeds, or other materials, as noted in the individual room descriptions.

Doorways

As with most raptoran structures, the doorways in the cliff dwelling are about 8 feet high and have a "T" shape that easily accommodates raptoran wings. A typical raptoran doorway has a lower, vertical portion about 5 feet wide and an upper, horizontal portion about 3 feet tall and 8 feet wide. An external doorway is also equipped with a narrow ledge about 2 feet deep to facilitate landings and takeoffs when the residents fly in and out. A typical entrance is shown on the map.

Doors

The dwelling has no actual doors—just a few leather curtains hung up to keep out drafts. In addition, the Rifinti have constructed a few sturdy, wooden partitions that they can use to block the exterior openings during emergencies. Cut to fit the T-shaped doorways, these 250-pound barriers are secured by driving wooden wedges into grooves cut into the doorway. Propping up a partition in a doorway and wedging it into place requires a full-round action.

Strong Wooden Partitions: 2 in. thick; hardness 5; hp 20; Break DC 25.

Windows

The dwelling's windows are simple slits cut into the cliff wall to admit light. Each measures about 1 foot

wide, 6 feet high, and 5 feet deep and is fitted with translucent glass panes that the Rifinti make themselves. The glass is none too smooth or clear, but it does the job. The windows can be removed to let in fresh air or replaced with strong shutters that are just as sturdy as the partitions used to block the doorways.

Glass Window Panes: 2 in. thick; hardness 1; hp 4; Break DC 9.

Light

Any room with a window or doorway leading outside has at least shadowy illumination (see page 165 in the *Player's Handbook*) during daylight hours. Some areas have artificial light sources that provide additional illumination, as noted in the individual area descriptions.

RAISING THE ALARM

Though not particularly warlike, the Rifinti have designed a well-organized defense for their dwelling. Any indoor disturbance eventually brings most of the adult members of the flock to the scene of the action. Unless a particular area description indicates a quicker response, Rifinti inside the dwelling typically take 1–2 rounds to fetch their gear before traveling to the scene by the shortest route. Rifinti outside the dwelling usually need at least 1 minute to reach it in an emergency.

If an alarm indicates that intruders are already inside the dwelling, the gliders (see area 7 and *Races of the Wild*, page 88) are in charge of gathering the flock's eggs and young and getting them to the safety of the forest. They usually need at least 3 rounds to get everyone out and on their way.

LOWER FLOOR

The lower floor of the cliff dwelling is used primarily for communal activities. The following sections include short descriptions of the major areas on the lower level of the dwelling, which are numbered for easy reference.

1. Entrances

From each of these locations, the Rifinti can unroll a rope ladder that extends 170 feet to the lakeshore below. The ladders are generally unrolled at dusk and taken up again at dawn. Although it's not apparent on the map, a narrow trail runs along the lakeshore at the base of the cliff, giving easy access to the bases of the ladders.

Rope Ladder: 1 in. thick; hardness 0; hp 2; Break DC 23; Climb DC 0.

2. Landing Hall (EL 3 or 5)

By general agreement, adult Rifinti enter the dwelling here when they're flying or gliding. The short corridor leading to the south has the same "T" shape as a raptoran doorway (see the Features section), so that a flying Rifinti can keep his wings extended and glide right into the hall.

The floor in this area is recessed about 6 inches, and the Rifinti have filled this space with loose sand taken from the lakeshore to assure soft landings for fliers. Next to each pillar stands a wooden rake, which is used to smooth the sand in the corridor. Thanks to this thick covering of sand, a +5 circumstance bonus applies to all Move Silently checks made while traversing the floor. By the same token, however, a +5 circumstance bonus applies to any Spot checks made to locate invisible creatures moving or standing on the floor.

The Rifinti have strung perches about 10 feet above the floor of this chamber to aid in defense. The perches run both north to south and east to west.

Creatures: One or two gliders are always on watch here to guard against unauthorized visitors.

Gliders (1–2): hp 20 and/or 31; see area 7 for statistics.

Tactics: Though still unsure of themselves, the gliders are eager to prove their mettle. They sit on the perches and keep a sharp lookout for intruders.

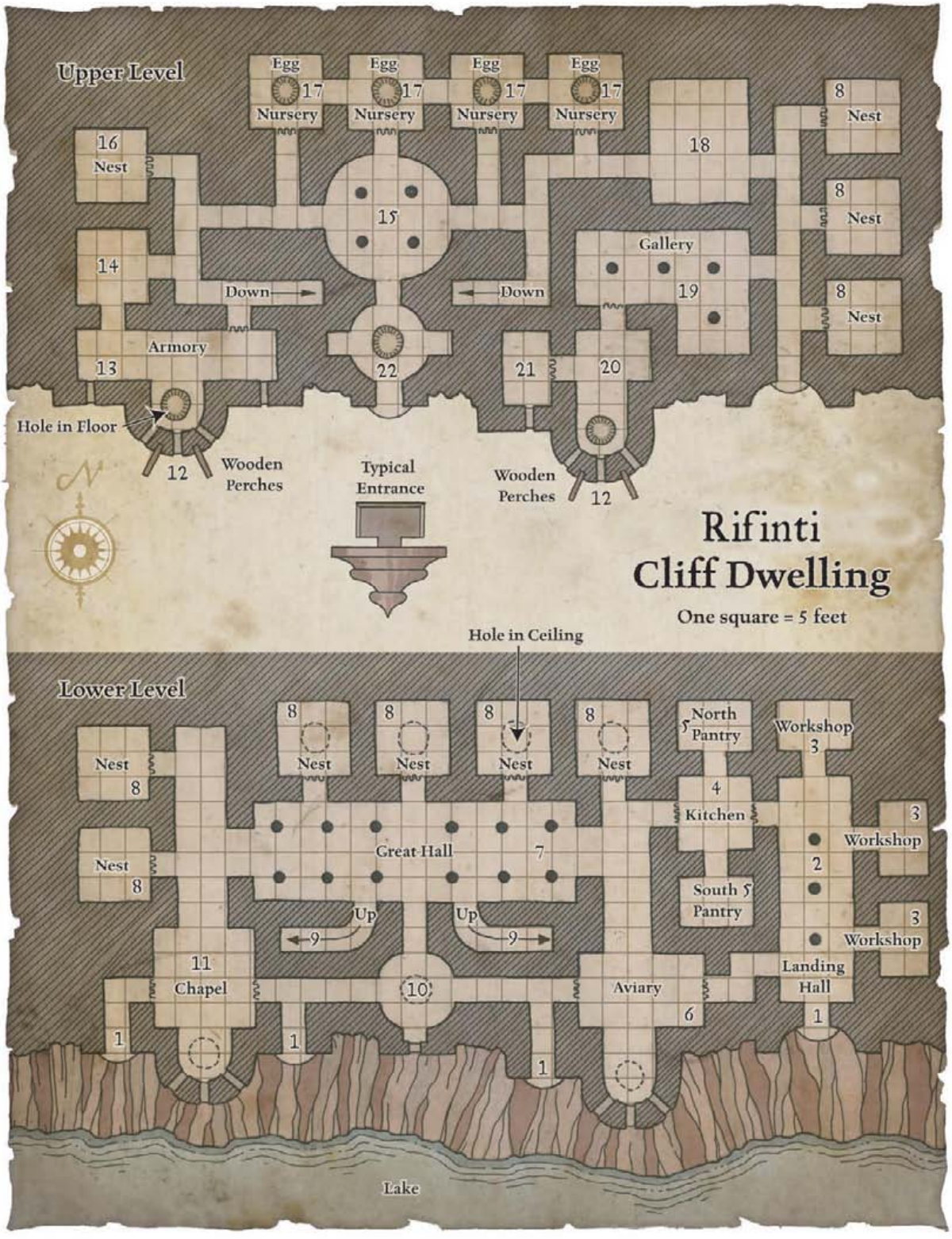
If they notice strangers roaming about unescorted, they immediately demand that the newcomers lay down their weapons and spell pouches. Strangers who comply are escorted out of the dwelling and down to the lakeshore, where they're told to await the sunspeaker (Elissto Nisian; see area 20).

Should the gliders believe strangers to be hostile (quite likely during the spring, or when the sentries at area 12 have given the alarm, or when the strangers don't immediately disarm), the gliders attack to the best of their ability. Usually, they begin by launching ranged attacks or spells from their perches, jumping from perch to perch as needed to maneuver. If melee attacks seem in order, the guards try to glide past the foe's front line and engage the rear ranks. No matter what tactics they employ, the gliders shout for help as soon and as often as they can.

Any disturbance in this chamber brings the raptoran in charge of the workshops (area 3) running. Likewise, the guards here notice any disturbances in that area.

3. Workshops (EL 8 or 5)

These three chambers are furnished with sturdy wooden benches, firepits, and racks of tools and


Upper Level
Egg
17
Nursery
Egg
17
Nursery
Egg
17
Nursery
Egg
17
Nursery
8
Nest
16
Nest
18
8
Nest
15
Gallery
14
Down
Down
19
8
Nest
Armory
13
22
21
20
Hole in Floor
12
Wooden
Perches
Typical
Entrance
Wooden
Perches
12
Rifinti
Cliff Dwelling
One square = 5 feet
Hole in Ceiling
Lower Level
8
Nest
8
Nest
8
Nest
8
Nest
North
Pantry
5
Workshop
3
Nest
8
4
Kitchen
3
Workshop
Great Hall
7
2
Nest
8
South
Pantry
5
Up
Up
3
Workshop
9
9
11
Chapel
10
Aviary
Landing
Hall
6
1
1
1
1
Lake

supplies for craftwork. Lamps fueled with oil that the Rifinti have rendered from animal fat provide illumination around the clock.

The Rifinti prefer to work out-of-doors when they can, but since doing so is not always possible or practical, the flock's crafters use these chambers as needed. At any given time, the benches in these rooms may hold a variety of unfinished items, including clothing, baskets, and pots. The Rifinti sometimes use these rooms for making bows and arrow shafts as well, but they make their metal weaponry in area 14.

Creatures: Delembril Vintagil, the Rifinti supply chief, often drops by the workshops to check on any work in progress. In addition, Inkili, the oldest member of the flock, spends at least 18 hours a day here blowing glass or just puttering around. The elderly glassblower sleeps poorly because of his aches and pains, so he arrives well before sunset and usually doesn't leave until after dawn.

Delembril Vintagil: hp 42, see *Races of the Wild*, page 85–86.

Inkili: Male raptoran warrior 2/expert 4; CR 5; Medium humanoid; HD 2d8+2 plus 4d6+4; hp 33; Init +2; Spd 30 ft., fly 40 ft. (average); AC 16, touch 13, flat-footed 14; Base Atk +5; Grp +5; Atk or Full Atk +6 melee (1d4/19–20, masterwork dagger) or +9 ranged (1d8/×3, masterwork composite longbow); SQ low-light vision, raptoran traits; AL NG; SV Fort +5, Ref +3, Will +5; Str 10, Dex 14, Con 12, Int 16, Wis 13, Cha 9.

Skills and Feats: Appraise +5 (+7 when appraising glass, leather, or metal items), Climb +6, Craft (glassblowing) +12, Craft (leatherworking) +9, Craft (metalworking) +9, Handle Animal +3, Jump +14, Knowledge (local) +6, Listen +6, Search +6, Spot +10, Survival +3; Alertness, Blind-Fight, Weapon Focus (composite longbow).

Languages: Common, Elven, Sylvan, Tuilvilanuue.

Raptoran Traits: Inkili takes only 1d6 points of damage from a fall of any height. He has an unerring sense of direction and always knows which way is north. Inkili can use his wings to glide, negating any damage from a fall of any height and allowing 20 feet of horizontal travel for every 5 feet of descent. Even if his maneuverability improves, he can't hover while gliding, and he can't glide while carrying a medium or heavy load. Inkili can fly for 1 round at no penalty, or for 2 rounds at the cost of becoming fatigued. While flying, he can make a dive attack (as a charge, but must fly at least 30 feet, descend at least 10 feet, and use a piercing weapon to deal double damage on a hit).

Possessions: Masterwork studded leather armor, *ring of protection +1*, masterwork dagger, masterwork composite longbow with 20 arrows, *universal solvent*, *potion of bear's endurance*, 2 *potions of cure light wounds*, 2 tanglefoot bags.

Tactics: Both Delembril and Inkili react to strangers in much the same way as the guards in area 2 do, though they're much calmer about the prospect of repelling intruders. Both fight from aloft as much as they can and loudly shout for help. Delembril uses *hold person* on a fighter-type, followed by *silence* against a spellcaster or a melee attack against a likely target. Inkili lobs a tanglefoot bag at the closest foe, then shoots arrow at whichever foe appears most dangerous.

Development: Anyone in this chamber notices disturbances in area 2 right away, and vice versa.

4. Kitchen (EL 0–8)

Food of some sort is always cooking in this chamber, filling the room with delicious smells. A pair of ovens and a stone hearth, all wood-fired, provide plenty of space for frying, broiling, and simmering food. In addition, the Rifinti often fill the three pits in the floor with embers from their fires, then bury clay pots of food in them to cook slowly.

Creatures: All the Rifinti except unfledged infants use the kitchen from time to time. During the night, at least one member of the flock is usually here cooking for his extended family at any given time, and the chef moves in and out during the day, tending whatever dishes she has in progress. At mealtimes, six or seven cooks may be working in here at once.

Raptorans (0–7): See *Races of the Wild*, page 68 (racial traits), page 88 (other flock members), and 160–162 (raptoran NPCs) for statistics.

5. Pantries

These two rooms are storage areas for foodstuffs and herbs. Baskets and clay jars are stacked on the floors and crammed into niches in the walls, and bunches of dried fruits and mesh bags stuffed with dried or smoked meats hang from the ceilings.

The Rifinti have caches of food (usually buried in stone-lined pits) all over the countryside around the cliff dwelling, but they also keep a few supplies near the kitchen for convenience. In an emergency, the Rifinti can survive on the food stored in these pantries (and in area 18) for several weeks.

6. Aviary (EL 5 or 6)

The Rifinti use this chamber to house some of their avian allies. The air smells slightly musty, thanks to the birds' feathers and the moldering scraps from their past meals.

In the northern portion of the chamber stand six pedestals, each about 5 feet high and topped with a platform about 3 feet square. Poles about 6 feet high rise from the southeast and northwest corners of each platform, ending in sturdy perches.

The chamber's south section is open, and a vertical shaft leads upward 15 feet from its ceiling to area 20. A wickerwork liner inside the shaft facilitates climbing (Climb DC 15). Any creature with clawed appendages (including a raptoran) gains a +10 circumstance bonus on Climb checks inside the shaft.

The floor is covered with a mixture of twigs, pine needles, herbs, and moss that absorbs the birds' droppings and food scraps. The Rifinti sweep up the whole mess several times a week and dump it in the forest. A patch of edible mushrooms grows on the dumpsite, and the Rifinti particularly relish these.

Creatures: Two mated pairs of giant owls and two dire hawks call this chamber home, and Lightning (Jenlisa Iltinger's dire hawk animal companion) is sometimes here as well. During the day, Lightning is in area 8a with his master, but at night he's here about 50% of the time and with Jenlisa the rest of the time.

Giant Owls (4): hp 26 each; see *Monster Manual*, page 205.

Dire Hawks (2): hp 32 each; see *Races of the Wild*, page 189.

Lightning: hp 71; see *Races of the Wild*, page 83.

Tactics: The birds in this chamber don't care for visitors, and they won't tolerate intrusions by nonraptorans unless Jenlisa, Henesku, Chanil, or Miithi accompanies them.

In a fight, the two dire hawks fly at the closest foe, clawing and biting. They are perfectly willing to fight to the death to defend their roosting place.

The giant owls are cagey enough to pick out dangerous foes, such as spellcasters, and attack them first. The aviary is a little cramped for combat on the wing, but the owls can maneuver by hopping between the perches and platforms. If reduced to 10 or fewer hit points, they withdraw, exiting via the doorways to the east or west, or through the shaft leading to area 20—whichever route proves faster and safer.

If Lightning is present, he joins the owls in attacking spellcasters or other potent foes. He fights until the owls flee or until any bird is killed, then withdraws to find Jenlisa.

Development: In a fight, the birds in this chamber screech so loudly that every other creature in the dwelling can hear them. The noise brings the guards from area 2, plus any Rifinti in area 7, in 2 rounds. Rifinti anywhere else in the dwelling take 3 to 4 rounds to arrive.

7. Great Hall (EL 6)

Most of the Rifinti prefer the great hall to any other room in the whole dwelling. Benches line the walls here, and perches run between the pillars both north and south. When the chamber is in use, oil lamps similar to the one in area 3 are mounted in sconces on each of the chamber's twelve pillars. During cold weather, the Rifinti bring in massive clay urns filled with glowing charcoal to provide heat.

The Rifinti gather here to pursue their favorite pastimes: storytelling and debate. They hold a communal debate whenever any kind of issue—be it important or trivial—faces the community. They also meet here to tell stories once in awhile for variety. During any communal gathering, junior Rifinti (flock members who have not yet completed the Walk of the Four Winds) sit on the benches, and the senior members occupy the perches.

Creatures: Most hours of the day, the hall stands empty, except perhaps for three or four gliders (youngsters who are approaching adulthood but have not yet gone on the Walk of the Four Winds). They have a little time on their hands because they've mastered most of their lessons, but they don't yet have adult responsibilities. So they gather here to share their apprehensions about their coming ordeals. Statistics for a few typical gliders are given below.

Claneari: Female raptoran druid 3; CR 3; Medium humanoid; HD 3d8+3; hp 20; Init +2; Spd 20 ft., glide 40 ft. (average); AC 17, touch 12, flat-footed 15; Base Atk +2; Grp +2; Atk or Full Atk +3 melee (1d6/18–20, masterwork scimitar) or +5 ranged (1d6, masterwork sling); SQ animal companion (Nae'fidrim; link, share spells), low-light vision, nature sense, raptoran traits, trackless step, wild empathy +2 (–2 magical beasts), woodland stride; AL NG; SV Fort +4, Ref +3, Will +5; Str 10, Dex 14, Con 13, Int 12, Wis 15, Cha 8.

Skills and Feats: Climb +1, Concentration +7, Handle Animal +5, Heal +8, Jump –3, Knowledge (nature) +9, Ride +4, Spot +4, Survival +8; Dodge, Scribe Scroll.

Languages: Common, Sylvan, Tuilvilanuue.

Animal Companion (Ex): Claneari has an owl named Nae'fidrim as an animal companion. Nae'fidrim's abilities and characteristics are summarized below.

Nae'fidrim: Female owl companion; CR —; Tiny animal; HD 3d8; hp 13; Init +4; Spd 10 ft., fly 40 ft. (average); AC 20, touch 16, flat-footed 16; Base Atk +2; Grp –9; Atk or Full Atk +8 melee (1d4–3, talons); Space/Reach 2-1/2 ft./0 ft.; SQ evasion, low-light vision, tricks (attack, come, down, fetch, guard, heel, mark†, stay); AL N; SV Fort +3, Ref +7, Will +3; Str 5, Dex 18, Con 10, Int 2, Wis 14, Cha 4.

†New trick described on page xx of *Races of the Wild*.

Skills and Feats: Hide +12, Jump –9, Listen +15, Move Silently +18, Spot +7; Alertness, Weapon Finesse.

Evasion (Ex): If Nae'fidrim is exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, she takes no damage with a successful saving throw.

Animal Companion Benefits (Ex): Claneari and Nae'fidrim enjoy the link and share spells special qualities.

Link (Ex): Claneari can handle Nae'fidrim as a free action. She also gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding her owl.

Share Spells (Ex): Claneari may have any spell she casts on herself also affect her animal companion if the latter is within 5 feet at the time. She may also cast a spell with a target of "You" on her animal companion.

Raptoran Traits: Claneari takes only 1d6 points of damage from a fall of any height. She has an unerring sense of direction and always knows which way is north. Claneari can use her wings to glide, negating any damage from a fall of any height and allowing 20 feet of horizontal travel for every 5 feet of descent. Even if her maneuverability improves, she can't hover while gliding, and she can't glide while carrying a medium or heavy load.

Trackless Step (Ex): Claneari leaves no trail in natural surroundings and cannot be tracked.

Woodland Stride (Ex): Claneari may move through natural thorns, briars, overgrown areas, and similar terrain at her normal speed and without damage or other impairment. However, thorns, briars, and overgrown areas that are magically manipulated to impede motion still affect her.

Druid Spells Prepared (caster level 3rd): 0—*cure minor wounds, guidance, mending, resistance;* 1st—*calm animals* (DC 13), *faerie fire, produce flame* (+2 melee touch or +4 ranged touch); 2nd—*barkskin, flame blade* (+2 melee touch).

Possessions: Leather armor, *+1 heavy wooden shield,* masterwork scimitar, masterwork sling with 10 bullets, scroll of *chill metal,* 2 scrolls of *cure light wounds,* scroll of *entangle,* scroll of *magic stone,* scroll of *speak with animals,* scroll of *tree shape,* spell component pouch.

Ya'elidarik: Male raptoran fighter 3; CR 3; Medium humanoid; HD 3d10+6; hp 27; Init +1; Spd 20 ft., glide 40 ft.; AC 18, touch 11, flat-footed 17; Base Atk +3; Grp +5; Atk or Full Atk +6 melee (1d10+2/19–20, masterwork bastard sword) or +5 ranged (1d8/×3, masterwork composite longbow [+2 Str bonus]); SQ raptoran traits; AL CG; SV Fort +5, Ref +4, Will +2; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +3, Jump –1, Spot +3, Survival +3; Exotic Weapon Proficiency (bastard sword)[B], Lightning Reflexes, Plunging Shot†, Point Blank Shot[B].

†New feat described on page 152 in *Races of the Wild*.

Languages: Common, Tuilvilanuue.

Raptoran Traits: Ya'elidarik takes only 1d6 points of damage from a fall of any height. He has an unerring sense of direction and always knows which way is north. Ya'elidarik can use his wings to glide, negating any damage from a fall of any height and allowing 20 feet of horizontal travel for every 5 feet of descent. Even if his maneuverability improves, he can't hover while gliding, and he can't glide while carrying a medium or heavy load.

Possessions: Wildwood banded mail, masterwork heavy wooden shield, masterwork bastard sword, masterwork composite longbow (+2 Str bonus) with 20 arrows, *potion of barkskin,* 2 *potions of cure light wounds, potion of shield of faith* (+2).

Lyalilas: Male raptoran barbarian 3; CR 3; Medium humanoid; HD 3d12+6; hp 31; Init +2; Spd 40 ft., glide 40 ft.; AC 17, touch 12, flat-footed 17; Base Atk +3; Grp +5; Atk or Full Atk +6 melee (1d8+2/×3, masterwork battleaxe) or +6 ranged (1d8/×3, masterwork composite longbow); SQ fast movement, illiteracy, rage 1/day, raptoran traits, uncanny dodge; AL CG; SV Fort +4, Ref +3, Will +2; Str 15, Dex 14, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +7, Handle Animal +3, Intimidate +3, Jump +19, Listen +5, Spot +3, Survival +5; Dodge, Toughness.

Languages: Common, Tuilvilanuue.

Rage (Ex): Once per day, Lyalilas can enter a state of fierce rage that lasts for 6 rounds. The following changes are in effect as long as he rages: hp 31; AC 15, touch 10, flat-footed 15; Grp +7; Atk +8 melee (1d8+4/×3, masterwork battleaxe) or +6 ranged (1d8/×3, masterwork composite longbow); SV Fort +6,

Will +4; Str 19, Con 17; Climb +9, Jump +21. At the end of his rage, Lyalilas is fatigued for the duration of the encounter.

Raptoran Traits: Lyalilas takes only 1d6 points of damage from a fall of any height. He has an unerring sense of direction and always knows which way is north. Lyalilas can use his wings to glide, negating any damage from a fall of any height and allowing 20 feet of horizontal travel for every 5 feet of descent. Even if his maneuverability improves, he can't hover while gliding, and he can't glide while carrying a medium or heavy load.

Uncanny Dodge (Ex): Lyalilas retains his Dexterity bonus to Armor Class even when flat-footed or targeted by an unseen foe (he still loses his Dexterity bonus if paralyzed or otherwise immobile).

Possessions: Wildwood chain shirt, masterwork heavy wooden shield, masterwork battleaxe, masterwork composite longbow (+2 Str bonus) with 20 arrows, *potion of bear's endurance, potion of cat's grace*, 2 *potions of cure light wounds.*

Tactics: The gliders in here use the tactics described in area 2 to fight any intruders.

Development: Anyone in the Great Hall reacts instantly to disturbances in areas 8 or 10, and vice versa.

8. Nests (EL Varies)

These small chambers serve as living quarters for the Rifinti. Each room is home to a family, which consists of either a mating pair or a group of age-mates who have chosen to bunk together for a season, plus fledglings and gliders currently under the adults' supervision.

Each nest chamber contains a low table, several baskets for storing belongings, and a few chairs and stools. To the left and right of each entrance are twelve bunks, arranged in two double banks stacked three high. Each bunk consists of a wooden frame with hide stretched loosely over it to form a sort of hammock. The Rifinti tend to sleep in the upper bunks and use the lower ones for perching or extra storage.

A few of these nests (8c–8f) include vertical shafts just like the one in the aviary (area 6). The shafts lead up to the nurseries (area 17) on the upper floor. Chambers with shafts are occupied exclusively by mated couples.

Creatures: All forty-one adult Rifinti sleep in these chambers, along with a varying number of children and fledglings. Exactly who sleeps where varies with the season and the current mood of the flock.

During the day, almost the whole flock is here sleeping except for the sentries in areas 2, 10, 12, and 20. Inkili, however, tends to work nearly around the clock in area 3. Elissto Nisian, the sunspeaker, stays on duty in area 20 during daylight, along with a few gliders who are too restless to sleep.

At night, one or two Rifinti chiefs may be here enjoying a quiet moment. At any given time, a restless glider or two might be found here as well (see area 7 for statistics).

Rifinti (41): See *Races of the Wild*, pages 82–90 for the Rifinti's statistics.

9. Ramps

Each of these corridors slopes up 35 feet to the upper floor. The pitch is very steep, requiring a DC 5 Climb check to ascend.

10. Watchpost (EL 3 or 5)

Flanking the exits of this round chamber are perches similar to the ones in area 2. A shaft just like the one in area 6 leads up to area 22.

Creatures: One or two gliders are posted here to keep an eye on the entrances nearby.

Gliders (1–2): hp 20 and/or 31; see area 7 for statistics.

Tactics: The guards here use the tactics noted in area 2.

11. Chapel (EL 4 or 8)

This chamber serves as the chapel for the Rifinti. Read or paraphrase the following when the PCs enter.

> The vaulted ceiling of the main chamber has been painted to resemble a glorious sunset, with varicolored clouds and a purple sun sinking in the west. But although the walls are fantastically decorated, the room is completely devoid of furnishings. The alcove to the south is decorated with frescoes showing a winged humanoid female with clawed feet chasing a great boar and other scenes depicting similar beings.

The winged female in the south alcove is Tuilviel Glithien, and the raptorans depicted in the other images are also raptoran deities (see *Races of the Wild*, pages 76–80). The windows in the alcove provide light during the day, and two *everburning torches* illuminate the chapel at night. The Rifinti do not clutter their chapel with furniture or even perches because they favor simple worship and feel that a pleasant atmosphere is the only necessary element.

Creatures: A cleric is always on duty here. The star chief (Jantril Sestriin) rotates 8-hour shifts with two glider clerics. The attendant can help fellow Rifinti with their devotions but is primarily here to keep an eye on the west entrance, just in case someone tries to sneak in.

Jantril Sestriin: hp 54, see *Races of the Wild*, pages 87 and 126.

Thodreire or Solhareth: Female raptoran cleric 4; CR 4; Medium humanoid; HD 4d8+8; hp 30; Init –1; Spd 20 ft., glide 40 ft.; AC 15, touch 9, flat-footed 15; Base Atk +3; Grp +4; Atk or Full Atk +5 melee (1d8+1, masterwork heavy mace) or +3 ranged (1d8/19–20, masterwork light crossbow); SA turn undead 4/day (+1, 2d6+5, 4th); SQ raptoran traits; AL CG; SV Fort +6, Ref +0, Will +7; Str 13, Dex 8, Con 14, Int 10, Wis 16, Cha 12.

Skills and Feats: Climb –2, Concentration +9, Heal +12, Jump –6, Listen +5, Spot +7, Survival +5; Alertness, Self-Sufficient.

†New spell described in Chapter 7 in *Races of the Wild*.

Languages: Common, Tuilvilanuue.

Raptoran Traits: Either cleric takes only 1d6 points of damage from a fall of any height. She has an unerring sense of direction and always knows which way is north. She can use her wings to glide, negating any damage from a fall of any height and allowing 20 feet of horizontal travel for every 5 feet of descent. Even if her maneuverability improves, she can't hover while gliding, and she can't glide while carrying a medium or heavy load. Thodreire or Solhareth can fly for 1 round at no penalty, or for 2 rounds at the cost of becoming fatigued.

Cleric Spells Prepared (caster level 4th): 0—*cure minor wounds, detect magic, light, mending, virtue;* 1st—*bless, cause fear* (DC 14), *command* (DC 14), *raptor's sight**†, *shield of faith;* 2nd—*aid, augury, spiritual weapon* (+6 melee), *summon dire hawk**†.

*Domain spell. Deity: Tuilviel Glithien. Domains: Sky (fly speed or glide speed improves by +5 feet), Protection (protective ward 1/day).

Possessions: Wildwood banded mail, light wooden shield, masterwork heavy mace, masterwork light crossbow with 20 bolts, 2 scrolls of *cure light wounds*, scroll of *invisibility purge, wand of sound burst* (8 charges).

Tactics: The attendant in this chamber uses much the same tactics as the guards in area 2 do, except that an effort is made to draw intruders toward area 10 (and away from the corridor leading to the nests). Thodreire or Solhareth uses *sound burst* or *spiritual weapon*, then summons a dire hawk. Jantril casts *ice storm*, then uses her footbow. She may also try to lure foes outside so that she can use *call lightning*.

UPPER FLOOR

The chambers on this floor are generally reserved for storage or private pursuits.

12. Sentry Posts (EL 8)

The perches set into this portion of the cliff face offer an excellent view of the cliff and the lakeshore below. The Rifinti love to sit up here and enjoy the breeze.

Between each pair of perches is a slit with a shallow alcove behind it. These alcoves, which are not shown on the map, offer the sentries posted here some protection from the elements as well as a degree of cover.

Creatures: Each sentry post is manned around the clock by a Rifinti ranger and a Rifinti rogue, both of whom hunker down in the alcoves. Each sentry stands a 12-hour shift, but the ranger and the rogue stagger their watches so that only one of them is going off duty at a time.

El'taliamel and Baellasrah: Male raptoran ranger 6; CR 6; Medium humanoid; HD 6d8+6; hp 37; Init +3; Spd 30 ft., fly 40 ft.; AC 19, touch 13, flat-footed 16; Base Atk +6; Grp +8; Atk +11 melee (1d6+2/18–20, masterwork rapier) or +11 ranged (1d6+4/×3, masterwork footbow [+2 Str bonus] with +2 *arrows*); Full Atk +11/+6 melee (1d6+2/18–20, masterwork rapier) or +11/+6 ranged (1d6+4/×3, masterwork footbow [+2 Str bonus] with +2 *arrows*); SQ animal companion (owl; link, share spells), favored enemy giants +4, favored enemy monstrous humanoids +2, raptoran traits, wild empathy +5 (+1 magical beasts); AL CG; SV Fort +6, Ref +8, Will +3; Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +9, Handle Animal +5, Heal +7, Hide +8, Jump +12, Knowledge (nature) +7, Listen +9, Move Silently +8, Ride +5, Spot +11, Survival +7; Blind-Fight, Endurance[B], Manyshot[B], Rapid Shot[B], Track[B], Weapon Finesse, Weapon Focus (rapier).

Languages: Common, Tuilvilanuue.

Animal Companion (Ex): Each ranger has an owl as an animal companion. The companion's abilities and characteristics are summarized below.

Female Owl Companions (2): CR —; Tiny animal; HD 3d8; hp 13; Init +4; Spd 10 ft., fly 40 ft. (average); AC 20, touch 16, flat-footed 16; Base Atk +2; Grp –9; Atk or Full Atk +8 melee (1d4–3, talons); Space/Reach 2-1/2 ft./0 ft.; SQ evasion, low-light vision, tricks (attack, come, down, fetch, guard, heel, mark†, stay); AL N; SV Fort +3, Ref +7, Will +3; Str 5, Dex 18, Con 10, Int 2, Wis 14, Cha 4.

†New trick described on page 147 of *Races of the Wild*.

Skills and Feats: Hide +12, Jump –9, Listen +15, Move Silently +18, Spot +7; Alertness, Weapon Finesse.

Evasion (Ex): If the owl companion is exposed to any effect that normally allows it to attempt a Reflex saving throw for half damage, it takes no damage with a successful saving throw.

Animal Companion Benefits (Ex): The ranger and his owl enjoy the link and share spells special qualities.

Link (Ex): Each ranger can handle his owl as a free action. He also gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding his wolf.

Share Spells (Ex): The ranger may have any spell he casts on himself also affect his animal companion if the latter is within 5 feet at the time. The ranger may also cast a spell with a target of "You" on his animal companion.

Favored Enemy (Ex): Each ranger gains a +4 bonus on his Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against giants. He gains the same bonus on weapon damage.

Against monstrous humanoids, he gains a +2 bonus on these skill checks and on weapon damage rolls.

Raptoran Traits: Each ranger takes only 1d6 points of damage from a fall of any height. He has an unerring sense of direction and always knows which way is north. He can use his wings to glide, negating any damage from a fall of any height and allowing 20 feet of horizontal travel for every 5 feet of descent. Even if his maneuverability improves, he can't hover while gliding, and he can't glide while carrying a medium or heavy load. Each ranger can fly for 1 round at no penalty, or for 2 rounds at the cost of becoming fatigued. While flying, he can make a dive attack (as a charge, but must fly at least 30 feet, descend at least 10 feet, and use a piercing weapon to deal double damage on a hit).

Ranger Spells Prepared (caster level 3rd): 1st—*resist energy* (2).

Possessions: Mithral chain shirt, *+1 buckler,* masterwork rapier, masterwork raptoran footbow (+2 Str bonus) with 16 arrows, 4 *+2 arrows, potion of cure light wounds, potion of cat's grace.*

Eiraliam or Cyirevia: Male raptoran rogue 6; CR 6; Medium humanoid; HD 6d6+6; hp 30; Init +7; Spd 30 ft., fly 40 ft.; AC 16, touch 13, flat-footed 16; Base Atk +4; Grp +5; Atk or Full Atk +8 melee (1d6+1/19–20, masterwork short sword) or +8 ranged (1d6+1/×3, *+1 shortbow*); SA sneak attack +3d6; SQ evasion, raptoran traits, trap sense +2, trapfinding, uncanny dodge; AL CG; SV Fort +3, Ref +8, Will +2; Str 12, Dex 16, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Balance +5, Bluff +8, Climb +12, Diplomacy +3, Escape Artist +12, Hide +17, Intimidate +1, Jump +13, Listen +9, Move Silently +12, Search +11, Sense Motive +9, Spot +11, Tumble +12; Dodge, Improved Initiative, Weapon Finesse.

Languages: Common, Elven, Sylvan, Tuilvilanuue.

Sneak Attack (Ex): Each rogue deals 3d6 extra points of damage on any successful attack against flat-footed or flanked targets, or against a target that has been denied its Dexterity bonus for any reason. This damage also applies to ranged attacks against targets up to 30 feet away. Creatures with concealment, creatures without discernible anatomies, and creatures immune to extra damage from critical hits are all immune to sneak attacks. The rogue may choose to deliver nonlethal damage with his sneak attacks, but only when using a weapon designed for that purpose, such as a sap (blackjack).

Evasion (Ex): If Eiraliam or Cyirevia is exposed to any effect that normally allows him to attempt a Reflex saving throw for half damage, he takes no damage with a successful saving throw.

Raptoran Traits: Each rogue takes only 1d6 points of damage from a fall of any height. He has an unerring sense of direction and always knows which way is north. He can use his wings to glide, negating any damage from a fall of any height and allowing 20 feet of horizontal travel for every 5 feet of descent. Even if his maneuverability improves, he can't hover while gliding, and he can't glide while carrying a medium or heavy load. Each rogue can fly for 1 round at no penalty, or for 2 rounds at the cost of becoming fatigued. While flying, he can make a dive attack (as a charge, but must fly at least 30 feet, descend at least 10 feet, and use a piercing weapon to deal double damage on a hit).

Trapfinding (Ex): Each rogue can find, disarm, or bypass traps with a DC of 20 or higher. He can use the Search skill to find, and the Disable Device skill to disarm, magic traps (DC 25 + the level of the spell used to create it). If his Disable Device result exceeds the trap's DC by 10 or more, he discovers how to bypass the trap without triggering or disarming it.

Uncanny Dodge (Ex): Each rogue retains his Dexterity bonus to Armor Class even when flat-footed or targeted by an unseen foe (he still loses his Dexterity bonuses if paralyzed or otherwise immobile).

Possessions: Masterwork studded leather armor, masterwork short sword, *+1 shortbow* with 20 arrows,

cloak of elvenkind, oil of magic weapon, 2 potions of cure light wounds, potion of shield of faith (+2).

Tactics: The sentries have cover in their niches, and they try to stay hidden because they believe that unnoticed guards are more effective that obvious ones. All the sentries take 10 on their Hide checks, and each gets a +2 bonus for the time and effort spent in concealment.

All the sentries are contraries—raptorans trained to say the opposite of what they mean. If they note strangers approaching, the ranger speaks up: "Welcome travelers! What brings you to visit the Rifinti?" This greeting means that the visitors aren't welcome at all. If they seem willing to talk, however, the ranger whistles for Elissto Nisian, the sunspeaker. He arrives from area 20 in 2 rounds and takes over the negotiations.

If strangers attack or try to enter the cliff dwelling without Elissto's invitation, the sentries attack. The ranger leaps off the cliff and fires his footbow until he runs out of +2 *arrows*. Then he dives to the attack, using his rapier, and sends his owl to harass enemy spellcasters while he fights. The rogue stays hidden for as long as is practical. He tries to begin with a sneak attack if possible—most likely with a bow. Thereafter, he keeps firing until the ranger engages in melee, then joins in the melee attack, trying to work his way into position for more sneak attacks.

13. Armory

Chanil Akiilin, the Rifinti war chief, has laid in a big supply of armor and weapons in this chamber. Long racks hold swords, bows, foot spikes, bucklers, shields, and several kinds of armor.

Treasure: Among the arms collected here are 3 pairs of masterwork raptoran foot spikes, 5 suits of masterwork studded leather, 5 suits of wildwood banded mail, 3 wildwood chain shirts, a suit of wildwood half-plate, and a mithral chain shirt.

14. Smithy

This chamber resembles the workshops at area 3, except that it contains a furnace equipped with two massive bellows, two anvils, and three troughs full of oily water. A collection of hammers, punches, files, and other metalworking tools rounds out the equipment here.

Currently, the smithy is empty and quiet. The Rifinti metalsmiths have been working hard, but they've run out of charcoal. Chanil Akiilin is pressing for more fuel to keep up weapon production, but Delembril Vintagil, the supply chief, has put her foot down (see *Races of the Wild*, pages 85 [Chanil] and 85–86 [Delembril]).

15. Playroom

This room looks like a smaller version of the great hall (area 7). The Rifinti children gather and play here on a regular basis. The chamber also doubles as a classroom.

16. Guest Room (EL 2)

The guest room was just another nest until recently, and it still has a nest's furnishings (see area 8). Not long ago, however, Rifinti scouts discovered a wounded elf in the forest near the cliff dwelling. He had been badly mauled, and his life was literally hanging by a thread.

The Rifinti have made their guest comfortable in this room and bidden him stay until he's strong enough to leave. Henesku Finlist, the medicine chief, has been tending his wounds, and Jenlisa Iltinger, the flock chief, has been gently questioning him about his ordeal. Otherwise, the Rifinti have left him alone.

Creatures: Hannilac Leafwalker, the wounded elf, lies here convalescing. He is still very weak.

Hannilac Leafwalker: Male elf ranger 3; CR 3; Medium humanoid; HD 3d8; hp 17 (currently 6); Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +3; Grp +5; Atk or Full Atk +6 melee (1d8+2/19–20, masterwork longsword) or +5 melee (or 1d4+2/19–20, dagger) or +7 ranged (1d8+2/×3, masterwork composite longbow [+2 Str bonus]); SQ elf traits, favored enemy humanoids (goblinoids) +2, wild empathy +4 (+0 magical beasts); AL CG; SV Fort +3, Ref +6, Will +2 (+4 against enchantments); Str 14, Dex 17, Con 11, Int 13, Wis 12, Cha 12.

Skills and Feats: Hide +8, Knowledge (nature) +9, Listen +9, Move Silently +8, Ride +9, Search +3, Spot +14, Survival +10; Endurance[B], Point Blank Shot, Skill Focus (Survival), Track[B].

Languages: Common, Elven, Sylvan.

Elf Traits: Hannilac has immunity to magic *sleep* effects. If he merely passes within 5 feet of a secret or concealed door, he is entitled to a Search check to notice it as if he where actively looking for it.

Favored Enemy (Ex): Hannilac gains a +2 bonus on his Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against goblinoids. He gains the same bonus on weapon damage.

Possessions: Masterwork studded leather, buckler, masterwork longsword, dagger, masterwork composite longbow (+2 Str bonus) with 20 arrows, *potion of cure moderate wounds, eyes of the eagle*.

Tactics: Hannilac is in no shape for a fight. If the PCs interrogate him, he can relate the following information in response to appropriate questions.

- Hannilac lives in Kalandri's Crossing.
- Several days ago, he and several friends were returning from a hunt when they spotted several figures slipping furtively out of town.
- Hannilac and his friends abandoned their game and tried to shadow the strangers. The group led them right into Rifinti territory.
- Shortly thereafter, the strangers suddenly turned and attacked Hannilac and his friends, and something else hit them from behind.
- Hannilac went down under a hail of arrows and dragged himself into the brush. He blacked out after that.

The Rifinti can't add much to his story. Their scouts found numerous arrows of elven make on the scene. Because of the sheer number of footprints, their rangers couldn't get a clear picture of what had happened to Hannilac, other than the fact that he had been expertly ambushed.

Should the PCs wish to pursue this plotline, it's up to you as DM to decide what was really going on. Perhaps the strangers were infiltrators (drow or other evil humanoids) reconnoitering the town, or perhaps an agent of evil is at work in Kalandri's Crossing. Jantril Sestriin already half-suspects that the latter possibility is true (see *Races of the Wild*, page 87 and 126).

17. Nurseries

These chambers serve as incubators for the Rifinti's eggs and snug homes for the fledglings. The walls are lined with perches about waist high to an adult raptoran. Below the perches are narrow shelves piled with downy moss, dry grass, and bits of fur.

18. Granary

The Rifinti keep baskets full of seeds and nuts piled in this chamber, along with a flat stone for grinding meal and flour. A few pounds of finished flour are stored in bags hanging from the ceiling.

19. Gallery

A hidden shaft in the ceiling of this chamber admits moonlight for a *liessit* display (see page 71 in *Races of the Wild*). At night, the room is alive with cool colors that shift ever so subtly while the moon crosses the sky.

During the day, the Rifinti keep the shaft closed, so the chamber stays fairly dark. A few shelves and niches here and there hold small sculptures finished with phosphorescent paint (which provide some light), plus an assortment of artistically made glassware.

Treasure: The *liessit* display is a true work of art, but it can't be removed from the chamber without destroying it. However, the glassware and sculptures are of some value. The collection includes three statuettes worth 25 gp each and seven pieces of glassware worth 50 gp each.

20. Sunspeaker's Chamber (EL 8)

This chamber is similar to the aviary (area 6), except that it has only one perch, and the shaft in the north end leads down to area 6.

Creatures: Elissto Nisian, the sunspeaker, is here during daylight hours. He is always ready to speak for the Rifinti should any diurnal visitors arrive.

Elissto Nisian: hp 22, see *Races of the Wild*, page 87–88.

Tactics: Elissto would rather talk than fight, but he puts the flock's safety over all other concerns. He's a skilled negotiator, but he's also a contrary. Like the raptorans in area 3, Elissto demands immediate surrender from any unescorted strangers he encounters inside the cliff dwelling. If the PCs approach the dwelling openly, however, they probably won't encounter Elissto until the sentries at area 12 call for him.

In any case, Elissto plays the contrary when he greets strangers outside the dwelling. Read or paraphrase the following in such cases.

> "Hail travelers, I am most pleased to see you; to leave, you must ascend with me."

This speech means that he's not terribly pleased to see the strangers, but if they wish to stay, they must descend to the lakeshore, away from the dwelling.

After giving this greeting, Elissto glides downward. If the visitors don't follow him, Elissto reverses direction and addresses them as follows.

> "Go! Your welcome becomes new. Ascend now! The guards will not shoot if you don't stay here!"

In this case, Elissto means that the guards will shoot if the visitors linger. In fact, the Sunspeaker will be happy if visitors move away from the dwelling, either up or down the cliff.

Development: A DC 10 Sense Motive check reveals the true gist of Elissto's speech, and a DC 15 Knowledge (local) or Knowledge (geography) reminds a character of the existence and general nature of

raptoran contraries. If visitors can establish communications and obey the true meaning of his instructions, Elissto proves charming and helpful. He can extend the PCs permission to visit Rifinti territory and answer questions abut the lay of the land. In the summer, fall, or winter, he might even invite polite visitors inside, though he flatly refuses to admit anyone in the spring.

If violence erupts, Elissto tries to *fascinate* the most dangerous-looking or troublesome character, then makes a *suggestion* designed to render that opponent less dangerous, such as "Throw all your weapons in the lake." (Elissto knows better than to use contrary speech when making a magical *suggestion*). Thereafter, he casts *haste* on himself and his allies, then uses inspire courage and joins the fray himself—probably by attacking with his footbow.

21. Upper Aviary

Read or paraphrase the following when the PCs enter.

> Continuous rows of perches and nesting boxes in various sizes line the walls from floor to ceiling. In the domed portion of the ceiling, perches criss-cross the open space. The chamber echoes with avian cries.

The Rifinti keep birds of all kinds in this room, and the air is thick with loose feathers. To keep the place clean, the Rifinti keep the floor covered with litter similar to that in area 6.

Creatures: In this chamber, the Rifinti keep chickens and ducks for meat and eggs, pigeons for long-distance communications, and a pair of chordevocs that Elissto obtained from a band of halflings.

Chordevocs (2): hp 5 each; see *Races of the Wild*, page 188.

Tactics: The chordevocs aren't exactly tame, but they've learned to tolerate the Rifinti. They attack anyone or anything else that enters, including raptorans from other flocks.

22. Upper Landing Stage (EL 5)

This area is similar to area 2, but much smaller. The shaft in the floor leads to area 10.

Creatures: One or two gliders are always on watch here.

Gliders (1–2): hp 16 and/or 27; see area 7 for statistics.

Tactics: The gliders try to remain out of sight in the two alcoves. If combat ensues, they use the tactics described in area 2.

ABOUT THE AUTHOR

Skip Williams keeps busy with freelance projects for several different game companies, and he served as the sage of *Dragon Magazine* for eighteen years. Skip is a codesigner of the D&D 3rd edition game and the chief architect of the *Monster Manual*. When not devising swift and cruel deaths for player characters, Skip putters in his kitchen or garden (rabbits and deer are not his friends) or works on repairing and improving the century-old farmhouse that he shares with his wife, Penny, and a growing menagerie of pets.