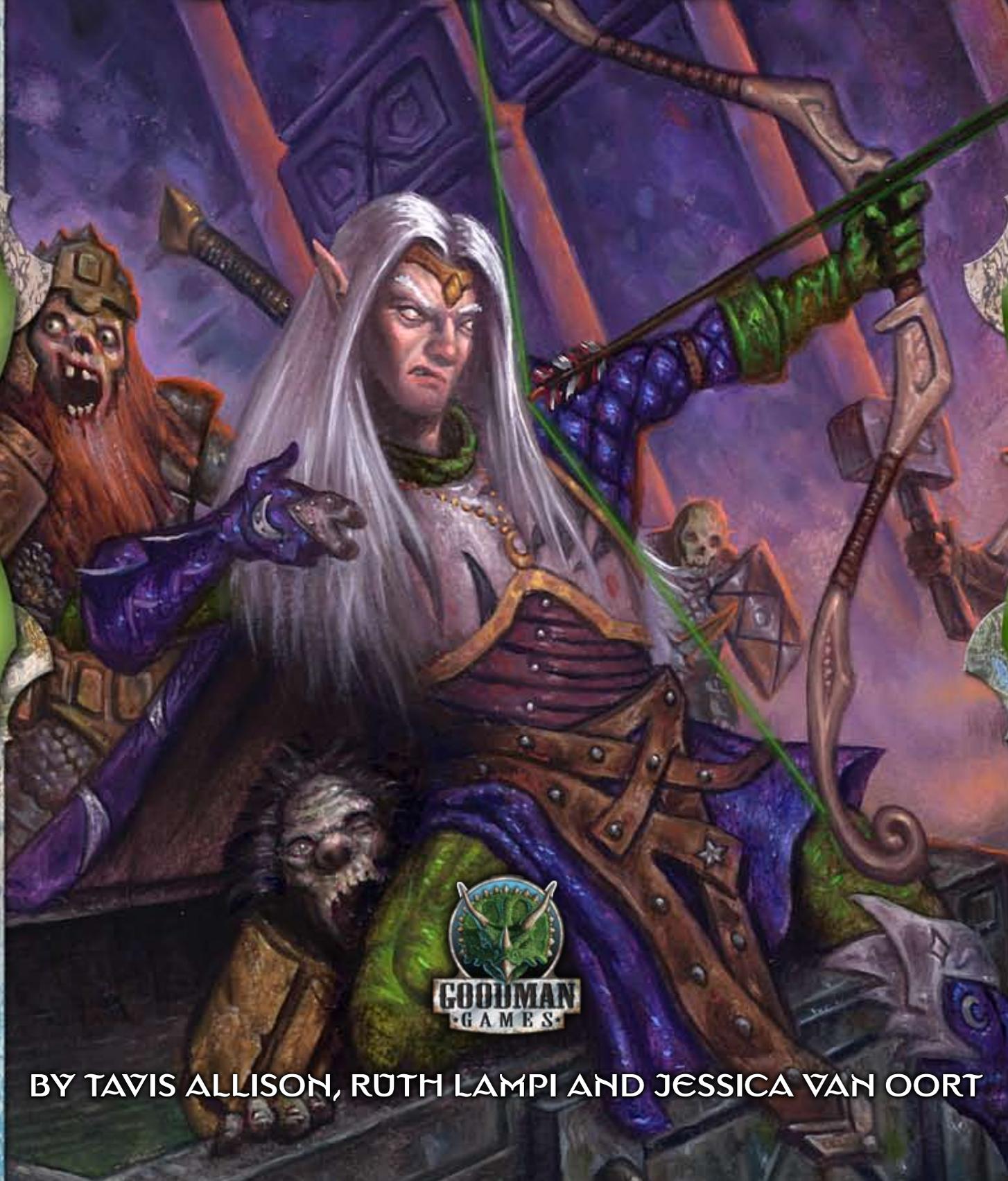


HERO'S HANDBOOK: ELADRIN



BY TAVIS ALLISON, RUTH LAMPI AND JESSICA VAN OORT

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INTRODUCTION

Sir Teresthan, eladrin knight of the Spring Court, was having a difficult day.

“Did you really think that I wanted to talk, that you could negotiate with me?” The hill giant shook the slender eladrin man in one huge hand. “You thought you would stop my will with words?” The giant eased the pressure of thumb against jugular to listen for gasps or pleas. There were none.

“For a moment, yes, I did.” Teresthan’s eyes, brilliant green and lacking pupils, opened to stare calmly into the face of the enraged giant. “After that, I spoke to distract you.”

The giant snarled and swung his head from side to side, looking for a surprise or an ambush. “It is too late,” Teresthan said, still dangling from the giant’s hand. “I can only give you one small comfort now. As wretched as you are, both within and without, you shall be transformed.”

“What are you—” the giant’s words were cut off, choked on the spray of leaves that erupted from his throat. Green shoots sprouted from veins on the giant’s arms, legs, and neck. Growing stalks and widening trunks ripped the monster apart from within, splitting flesh and transforming veins and sinews into paths for rapid growth.

Teresthan dropped from the giant’s spasming hand to land catlike upon the ground, his long red hair falling smoothly into place behind his pointed ears. Flowers and exotic mosses spread from the pooling blood at the base of the new, twisted tree that had, in the space of a moment, grown taller than the giant had stood. Skewered remnants of the eladrin’s foe hung on the outstretched branches.

The fighter and the warlock, lying yards away where they had been thrown earlier, helped one another stand. “What was that, Teresthan?” the warlock asked, staring at the tree. The fighter, instead, stared at the eladrin.

Teresthan straightened and brushed leaves from his green, embroidered sleeve. “Was that ugly of me? I apologize. I assumed you felt, as I did, that he must be slain.”

“Yes, but what did you...? Eladrin magic? A curse?”

“Mortals are so easily amazed.” Teresthan smiled gently. “It is much simpler than that. I gave him a piece of my world. It found him wanting.” Teresthan held up his slender, long fingered hand, full of tiny brown seeds.

The warlock backed away. “I’ll stay with the Infernal, thanks.”

Welcome to the realms of the fey—the bright mirror of the natural world, full of beauty, wonder, and magic! From the creatures who dwell there to the land itself, everything in the Fey Realm is more vivid, sharper, higher, and more intense. Impossibly tall snowcapped mountains stand framed against a perfect blue sky. An island of crystal floats above a lake of ice. Living mist dances among the twilit boles of ancient trees. A golden staircase leads up, without visible support, into a canopy of fiery leaves. Still, dark pools reflect thousands of stars in strange constellations.

Home to cruel beauty and matchless passions.

Home to the eladrin.

This book details the legendary high elves, their homelands and the mysteries and powers that make them unique among all the civilized races. Herein you will find new powers, feats and paragon paths tailored specifically to the fey folk; new foes, born from the lands that exist on the edge of twilight; and new magic, born from the limitless imaginations of an ancient people.

But be careful not to stay too long, or let your gaze linger on the deepening shadows. For once you’ve given yourself over to the faerie folk, you will be forever changed.



CHAPTER 1

THE FEY REALM & THE FAIRIE FOLK

The geography of the Fey Realm is related to that of the natural world—where a mountain range exists in the natural world, mountains probably rise in the Fey Realm as well—but the two worlds do not mirror each other perfectly. The political boundaries of the natural world mean nothing in the Fey Realm, and sometimes there are startling differences between the geography of the worlds—a plain in the natural world may have sunk in the Fey Realm and become an inland sea, or a balmy lake in the Fey Realm may be gripped by icy winter in the natural world.

The natural world and the Fey Realm overlap only at certain times and places. At the dawn of time, it was much easier to pass between the two worlds, but now only the fey themselves and the most powerful of wizards can willingly make the passage. It is still possible to stumble from the natural world into the Fey Realm, though, especially for those who roam the trackless places of the wilderness. At the first full moon of spring, a fairy ring grows atop a hill; a strange white tower appears on a mountaintop at sunset; the mist swirls on the jungle floor, revealing stone stairs that lead down into the earth—all these are gateways to the Fey Realm.

Adventurers who wander into the Fey Realm find blinding beauty and magic beyond what they have dreamed, but they also find danger in the midst of the beauty. To most fey

creatures, good and evil have no meaning; there is only instinct, love, hunger, delight, greed, mischievousness, or fury. Humans often choose to do kind deeds or cruel ones, but most fey do not actively make such choices. Instead, the fey simply follow their natures and their inclinations, doing as they please with little regard for mortal life. The fey refer to non-fey as mortals, and call the natural world the mortal world. The disdain the fey feel for the mortal world is reflected in their nicknames for it: the gray world, the fading, or more rudely, the muck.

THE ELADRIN

Among the many creatures that call the Fey Realm home, the high elves known as eladrin are foremost in beauty, grace, and magical power. The eladrin are cousins of the elves who live in the forests of the mortal world, and though some eladrin may not admit it, they are also kin to the dark elves who populate the Underdeep. Long ago, the eladrin ruled the Fey Realm from their many-towered cities, and the King of the Elves was acknowledged as lord of all the fey. War and kinstribe have laid the great cities low, and the eladrin have dwindled from the glory of their golden age; but still they are a force to be reckoned with in the Fey Realm, and their artistry and arcane prowess bring beauty even into the far reaches of the mortal world.

ELADRIN CULTURE

APPEARANCE

All eladrin are lithe and beautiful creatures of otherworldly grace. They have pointed ears and long, fine, flowing hair. Eladrin hair and eyes come in various colors, but gold or silver hair with green or blue eyes is most typical. Their necks are long, their cheekbones high, their eyebrows steeply sloped, and their eyes almond-shaped. Eladrin have fingers and toes slightly longer than those of humans. They do not have extra joints, but they are so supple that they move more like cats than humans. Two things in particular reveal an eladrin's fey nature—the lack of pupils in her eyes (which most non-eladrin find extremely unnerving) and the faint glow or subtle mist that gathers around her, a visible vestige of the magic of the Fey Realm.

CLOTHING AND DECORATION

Eladrin clothing is beautiful and of superb craftsmanship. Silk is the preferred fabric, prized for its warmth, sheen, and strength. Eladrin of both genders wear layered robes, with the cut, color, and pattern of the layers beneath accenting the layers above. Robes often mimic the colors of jewels and flowers, though more solemn eladrin may choose more somber colors. Beautiful metallic embroidery accents the hems, necklines, and sleeves of eladrin robes, and elaborate sashes and belts are common.

For more athletic situations, eladrin wear tunics and trousers. The tunics are long and elaborate, with decorative yokes or shoulder-pieces and detachable sleeves. Long sleeveless vests are worn either with tunics or with robes, and these vests sometimes display the heraldry of an eladrin's house. Eladrin jewelry is usually simple and elegant, with astronomical or nature motifs. Circlets are popular, as are brooches. Many eladrin go barefoot when the weather permits, and their shoes, when they wear them, are supple slippers that permit their feet to feel the earth.

The eladrin have many taboos about wearing parts of animals. They use leather for their armor, belts, and riding harnesses, but they do not wear leather clothing against their skin. Fur is even more distasteful to them, so much so that “fur-wearer” has become a derogatory term for mortals. Eladrin do not make animal hair plumes for their helmets, but they do use the feathers of birds, even weaving whole cloaks of feathers. Wearing crowns of antlers or decorating with animal bones is permissible, though taking teeth or claws dishonors the animal's fighting spirit.

PSYCHOLOGY

Eladrin vary in personality, but there are three beliefs that all eladrin hold to. First, they believe in the freedom of each eladrin to seek beauty in his own way, according to his own whims. Eladrin rarely dictate to each other in matters of aesthetics. As long as there is no adverse effect on other eladrin, an individual may take whatever lover he pleases, work on whatever sort of magical experiments he likes, and honor any deity he wishes.

Second, eladrin believe in the importance of tradition, which sometimes tempers individual freedom. Eladrin believe it is better to do things as they have always been done because their ancestors were wise. Change may happen in eladrin culture, but it happens slowly. Eladrin usually assume that if a tradition exists, it is there for a reason.

Third, eladrin show disregard for non-fey, or at best disinterest. The doings of the Fey Realm are what interest the eladrin, and they only rarely take part in the affairs of the mortal world. Eladrin have an innate arrogance and believe that they are superior to the other elven races, and certainly to the other non-elven humanoids. Even the kindest eladrin condescends to mortals without realizing it.

CITIES AND SETTLEMENTS

The eladrin only build in the most beautiful natural locations, and they design their architecture to complement the shapes and colors of nature. Eladrin cities built among mountain peaks send their glassy spires higher than the mountains themselves, and cities built into cliffs by the sea mimic the smooth, curving shapes of water-carved stone. Eladrin architecture varies by setting, but it tends to favor tall towers, slender bridges, flowing water, and plants growing in and around everything. Buildings are airy, with large windows and high ceilings, often open to the sky. Favorite materials include glass, stone, and wood, all worked into organic shapes through the use of tools and magic.

While not as large or populous as human cities, eladrin cities contain similar structures: individual dwellings, artisans' shops, wizards' laboratories, shrines, and public gathering places. Defenses such as watchtowers and walls are often not part of the original designs; in the golden age of the eladrin, when most of the cities were built, peace prevailed. When the eladrin began to decline, though, their enemies attacked and entire cities were destroyed. Because the eladrin have a deep connection to what they have created, many were unwilling to flee the ruin of the cities they loved, and to this day, some still live among the rubble, sleeping on stones beneath



the stars. Others were able to salvage more and build walls around sections of cities that remained standing. The eladrin cities of today are only a fraction the size of what they once were, and all are surrounded by ruins.

Not all eladrin live in the ruined cities. Smaller settlements exist, usually surrounding a watchtower or stronghold of some kind, but even the smaller settlements are built in beautiful places and follow the same structure as the great cities of old.

LAWS AND GOVERNMENT

The eladrin live within an intricate web of seasonal courts, noble houses, alliances, and magical power. Eladrin government is semi-feudal, but unlike most feudal structures, there is no single ruler who receives the fealty of those beneath him. Instead, most eladrin owe fealty in two different directions.

A lord or lady of one of the ancient, noble eladrin houses rules all eladrin cities, strongholds, or settlements. A noble's holding is known as a fief, and every vassal who lives within the fief swears fealty to his or her lord or lady. In times of war, the vassals ride out beneath their lord's banner. In turn, the lord feels himself responsible for his vassals; most lords would go to great lengths to protect their fiefs.

Within her domain a noble lady has great authority, but her rule is not absolute. She decides the fate of intruders into her domain, judges minor disputes between her vassals, and promotes various eladrin to positions of authority within the fief. In the case of disputes that cannot easily be settled, the lady may defer to the other powerful structure of eladrin society, the seasonal courts.

Each eladrin, including the noble lords and ladies, owes fealty to the ruler of one of the four great seasonal courts. If an eladrin is involved in a major crime or dispute, his seasonal ruler may be called upon to settle the matter. In the case of two eladrin from different courts—which often happens, as most fiefs contain eladrin from all four courts—the case must be brought before the great tribunal at the Winter Court.

An eladrin's fealty to her seasonal ruler and to her local lord or lady is technically of the same weight. If the two were to conflict, an eladrin's loyalty might be torn, but this rarely occurs because the seasonal courts are concerned with the entire Fey Realm, while the local lords and ladies are concerned primarily with their fiefs.

The eladrin do not have a written code of laws. The Fey Realm itself has many "laws," but these are similar to the law of gravity, forces that work in a specific way and that everyone must take into account or suffer the consequences. The

laws of the Fey Realm make little sense to outsiders, but to the eladrin they are as natural as breathing. All eladrin know that when you enter the Valley of the Trees That Walk you must turn around three times in a sunwise circle and hold green branches in your hands; if you neglect this law, you end up in a hundred-years' sleep.

The laws that the eladrin have created for themselves are very simple. All eladrin must keep whatever fealty they have sworn and must not break their oaths. No eladrin is permitted to destroy a thing of beauty just for the sake of destruction. Eladrin must not enslave or murder other eladrin; the only time one eladrin may slay another is on the field of honorable combat.

RELIGION

The eladrin revere magic, value the beauty of nature, and believe in the supremacy and perfection of the eladrin race. These beliefs are reflected in their religious system. Nearly all eladrin worship the high god of elven-kind and believe that after death, they will travel to the court of the elven deities in a place that is much like a perfect version of the Fey Realm. Eladrin also honor nature deities, from the powerful gods who created the world to the spirits of rivers, storms, and the sea. Because they revere magic, eladrin also revere deities of knowledge and magic. Eladrin of certain paths in life may pray to other deities; fighters or paladins may worship gods of warfare, strength, or chivalry, while rogues are drawn to deities of trickery, shadows, or death.

Eladrin worship is solemn and ceremonial, but it is not a large part of life. Instead of huge temples that are the center of public life, eladrin cities contain small shrines of great beauty where individual eladrin may leave offerings of incense, flowers, or woven garlands. Worship is an individual matter—even if one eladrin honors a deity whose aims are opposed to those of a deity another eladrin honors, the two individuals will not necessarily be enemies. Eladrin understand the need for balance, even among the deities, and they are not given to religious wars or persecution.

Eladrin have an almost religious respect for the cycles of the moon, the turning of the seasons, and the patterns of the stars. All eladrin take part in rituals that mark the passing of time and the changes in nature—these rituals vary from place to place, but they often involve pouring out water, wine, or blood upon the sacred earth; meditating before standing stones or trees; singing ancient songs; lighting bonfires and circling them; or drawing complex patterns upon the earth with colored sand. These rituals do not honor any specific deity, but rather revere nature itself and the innate magic of

the Fey Realm. Such rituals are as much a part of eladrin religion as the honoring of the deities themselves.

ELADRIN AND THE DEITIES OF ÁERETH

The primary deity of the eladrin of Áereth is Ireth the Starmistress. When the elven race first awoke, she taught them magic and woodcraft. The eladrin revere Ireth as the patron of magic and as the one who turns the stars and the seasons. They also believe that Ireth guards their souls after death. Eladrin often murmur praise to Ireth upon seeing the first star appear in the evening. The eladrin picture Ireth as a star-crowned, dark-haired eladrin maiden with a longsword in one hand and raw magic gleaming in the other.

Although most of the races of Áereth do not worship the Triad directly, since the three who created the world have withdrawn and no longer take much part in its affairs, the eladrin are not troubled by deities who stand somewhat distant from their creation. Eladrin admire the craft and artistry of the Triad and revere their great power, not asking for much in return. Eladrin honor Ildavir the Giver of Form for her creation of plants and animals, Centivus the Shaper for his artistry, and Choranus the Seer Father for bringing magic into the world. Many eladrin wizards speak words of thanks to Choranus, the font of all magic, before preparing their spells for the day.

Certain eladrin may honor other deities who relate to their particular class or path in life. Thalass the River Father is the patron of all rivers and streams, and of music; many of the Spring Court honor him and float offerings of flowers down his many rivers. Some among the Summer Court who do valiant deeds worship a god of chivalry; though known to humans as Gorhan, the eladrin call him Morrowstar and picture him as an eladrin paladin in golden armor. The Father of Riddles, Amun Tor, is a deity who appeals to the mysterious Autumn Court, though his worship is equally mysterious, and there are also some eladrin who worship a deity of secrets and shadows known as Fihdra-mar, the Horns of Night. It is possible that this may be another name for the Hidden Lord.

LANGUAGE AND NAMES

Eladrin speak both elven and common; they use common when they must communicate with non-fey, but they prefer to converse in elven and speak it among themselves. The elven language has more words for describing the subtleties of magical effects than any other language. The eladrin dialect of elven has become sundered from that of the elves of the mortal world, though the two species still understand each other easily. Other fey creatures speak elven as well, even



those who are enemies of the eladrin; the eladrin hate to hear their language mangled by hags or fomorians.

Most eladrin have two names, a given name and a family name. Both names tend to be several syllables long and have a graceful, flowing sound. The elven language avoids harsh gutturals. Eladrin family names have a meaning in the elven language, such as “of the dancing stream” or “from the mist-meadow.” Some eladrin who deal with mortals translate the meaning of their family name into common.

Female given names include: Belariel, Norathta, Listiriel, Auraline, Celebria, Merillaes, Bradamante, Kyiara, Estrey, and Syrdria.

Male given names include: Illvaless, Glorien, Kytillion, Jerrain, Celebrior, Artegal, Gaialar, Teresthan, Taishir, and Devestriel.

Family names include: Nyesthir, Sar Tirvel, Mithadra, Syrdriel, Erdrevain, Telarcheria, Shirillain, Istembir, Sar Dathiel, and Arvellian.

Certain eladrin also have titles that are appended to their given and family names. These could include “Forest Watcher,” “Knight of the Order of the White Lion,” or “Initiate of the Oak.” Also, any eladrin who rules a fief is called “Lord” or “Lady,” and certain other important eladrin have royal titles—king, queen, prince, or princess.

LEISURE AND ART

Creating beauty is one of the highest eladrin ideals, so art in all its forms is greatly honored. The eladrin draw no distinction between art for its own sake and useful craft—to

them, everything of beauty is a work of art, whether it be a suit of armor or a poem. All eladrin seek to master at least one artistic field and most dabble in many. To create beautiful works is a sign of noble character, and the eladrin feel it sets them apart from other races who only destroy beauty, or who are too engrossed in the struggles of life to take the necessary time to perfect their art.

Forms of artistic endeavor common among the eladrin include poetry, painting, weaving, weapon and armorsmithing, glass-blowing, musical composition, dance, calligraphy, and growing and shaping plants. Eladrin thread magic through all their works of art, and indeed, they see magic as a form of art as well.

Eladrin do not spend as much time as most other races attending to the necessities of life. They grow crops by singing the seeds from the ground and have the aid of magical creatures for the harvest. When eladrin see humans toiling for long hours with ox and plow they are puzzled—why not just move the earth with magic? Because they use magic for everyday tasks, eladrin have a great deal of leisure time. They use much of this time perfecting their craft in magic, art, or warfare. However, they also have more light-hearted activities and amusements. Eladrin enjoy hunting, and often ride out with horses, hounds, and bright banners. Their quarry may be humanoid or beast, and they range far afield seeking the most challenging prey. Jousts and tournaments are another occasion for showing one’s skill at arms and for merrymaking. Eladrin delight in games and revels of all sorts, feasting, singing and dancing through forest and moor, fashioning crowns of flowers, racing on foot and on horseback, playing

music and watching performers. They also play more sedentary games involving glass counters on wooden boards; these games have complex strategies and may last for days.

MAGIC

Magic is woven through every aspect of eladrin life; they are as likely to keep the rain out of their hall with an invisible ceiling of force as with an ordinary roof. Everyday objects in their dwellings are enchanted to speak and move; doors open with a word of greeting, lamps brighten or dim according to the level of light outdoors, the meat-spit turns itself, the broom sweeps the floor of its own accord. Eladrin find these simple enchantments to be commonplace, and are surprised that other creatures do without them.

Every eladrin is innately magical and most practice magic; even if they do not become wizards, they may multiclass into arcane or divine power or learn to cast rituals. An eladrin who uses no magic is considered odd. Magical items are more common among eladrin than among other races. The quality of eladrin-made magical items is known far and wide—they are especially famed for the creation of staves, orbs, and wands, and for lightweight and beautiful magical armor.

WAR

The eladrin see warfare as a form of art. They train for long years with a single weapon; its use becomes a dance, a meditation, an offering to the deities. Watching an eladrin warrior move is breathtaking, as graceful and deadly as fire licking up a wall. Groups of young eladrin warriors of the same house or the same court train together as warbands, forging themselves into a combat unit that can watch each other's backs and finish each other's blows. In unison, an eladrin warband is far more dangerous than its individual members could be separately.

The graceful, mobile eladrin fighting style is known as “the leaf's dance” and eladrin arms and armor are created with this style in mind—light, flexible armor for ease of movement and slightly curved swords that flow easily through fighting stances. Eladrin armor is crafted from specially treated leather, cloth, or lightweight metal embossed with intricate, decorative details, patterns of plants, stylized animals, or arcane markings. Helmets may have long feathered plumes or be carved and decorated to look like animal heads. The preferred eladrin weapon is the longsword, though many eladrin also use spears and bows. Eladrin weapons are inlaid with precious metals, set with gems, or have runes of power carved upon the blade.

Eladrin do not war with each other. No matter how fierce the quarrel, they take it up in a mage's duel or on the tournament

field rather than cause civil war. The eladrin have plenty of outside enemies to keep them constantly honed for battle. The fomorians and their cyclops servants are the bitter enemies of the eladrin, and they have ongoing enmity with the dark elves as well. The eladrin also fight hags, undead, demons, and any other creatures that threaten them or trespass in their lands.

LOVE, MARRIAGE, AND FAMILY

Marriage and children are not a priority for most eladrin. They are busy honing their craft at magic, warfare, or artistic pursuits, and do not always feel the need to marry and produce descendants. Nonetheless, some eladrin do join their lives together in a long-term, mutually beneficial relationship. An appropriate match for an eladrin is always another eladrin, and one whose temperament, habits, ancestry, and affiliations are compatible. Eladrin marriages are for life, and while some involve romantic love, others are more of an artistic or scholarly meeting of the minds. Married eladrin may create art and magic together, or they may spend long years apart doing solitary work, coming together again to appreciate what the other has made.

If an eladrin marriage produces children, they are usually spaced decades apart and there are no more than two or three. Eladrin love their children fiercely and give them the best possible opportunities to learn what is important in eladrin life. Eladrin are invariably surprised at the speed with which their infants mature—a few short decades, and they are as tall as their parents! Eladrin children are bright and lively, and as playful as children of any other race, though they are taught early on how to meditate, sit through important ceremonies, and perform simple magic.

While it is certainly true that some eladrin value marriage and children, nearly all value romantic love. Popular songs and tales feature secret trysts, forbidden love, and tokens of affection given and received. Marriage is between eladrin only, but romantic love can happen with any type of creature. Romances may continue for years or decades and can be very deep and committed. If such a romance produces an eladrin child, either parent may raise it, and there is little stigma about such children in eladrin culture. If one of the partners is not eladrin, however, the mixed-blood child is not welcome in eladrin society, and is either raised by the non-eladrin parent or sent somewhere to be fostered, and preferably, never seen again.

DEATH

Eladrin live long lives and they remain strong and agile until the end, but despite the way they label everything non-fey as “mortal,” eladrin, too, eventually die. They believe in



an afterlife at the court of the elven deities to which all eladrin are admitted, irrespective of deeds done in life. But more even than immortality in the afterlife, eladrin believe in leaving works of beauty and power behind in the world and thus living on in what they have created. Eladrin who are nearing the end of their third century often undertake some great magical or artistic endeavor, their death-work, through which they will be remembered. This could be a new spell, a tapestry, a tower, or anything else beautiful and lasting.

Eladrin bury their dead in peaceful natural places a little removed from their habitations. They erect elaborate grave-markers with graceful writing and images telling the story of the deceased's life. To be buried in an unmarked grave, to not be remembered, is one of the worst fates that can befall an eladrin.

ELADRIN AND CLASSES

Cleric: While eladrin value arcane more than divine magic, some eladrin are drawn to the cleric's path through the desire to channel the power of a deity. Like all races, eladrin need the healing power that clerics wield. Eladrin clerics are most likely to worship deities of the arts, magic, or nature.

Fighter: Eladrin revere the art of warfare, and of all the classes, fighters most diligently hone that art. Eladrin make better guardian fighters than great weapon fighters, and they use weapons that favor their high Dexterity, such as heavy blades, light blades, flails, and spears. Of all weapons, the eladrin most revere the longsword for its beauty and grace.

Paladin: Eladrin do not often become paladins because they do not tend to devote themselves to a particular deity with the requisite zeal. However, those few who do follow the paladin's path, with their shining armor and divine might, are a powerful addition to the eladrin knightly orders.

Ranger: The innate connection eladrin feel with nature, their love of the hunt, and their naturally high Dexterity all combine to make them excellent rangers. They are slightly more likely to become a two-blade ranger than an archer ranger, as eladrin revere longswords and swordplay. Eladrin rangers often love a particular forest or stretch of wilderness and remain within that particular area, defending it, rather than wandering as widely as rangers of other races do.

Rogue: Eladrin are naturally nimble and stealthy, and with their *fey step* racial power helping them move around the battlefield, they can make fine rogues. However, their motivations are different from those of rogues of other races—eladrin rogues love discovering secrets, finding magic items, and engaging in the thrilling whirlwind of combat. They do not love change the

way many other rogues do, however, and they use their skills to preserve the status quo rather than disrupt it.

Warlock: Despite their talent for magic, eladrin do not usually become warlocks. Making pacts for power rather than developing one's own abilities seems like cheating to them. Those few eladrin who do become warlocks, however, almost invariably choose the fey pact, going into the deep parts of the Fey Realm to seek out power. Any eladrin who pursues the star pact or infernal pact is exiled from eladrin society.

Warlord: Eladrin can make good tactical warlords, able to hold complex strategies in their minds and execute them effortlessly. Most eladrin warbands contain at least one warlord who leads the others in battle. Eladrin warlords never simply bark mundane commands; they call out poetic names of attacks and formations like "seven swans" or "black thunder's heart."

Wizard: With their innate understanding of arcane magic and their quick minds and impressive memories, eladrin are the quintessential wizards. They have magic flowing in their blood, so it is only natural for them to seek to master it, and those who become the most adept in the use of arcane power rise to the top of eladrin society. Eladrin make equally good control wizards or war wizards. Many eladrin wizards create powerful and beautiful magic items, and they are more likely to use wands than staffs or orbs.

THE ELVEN RACES IN ÁERETH

At the dawn of time, when the gods created the world, the Fey Realm and the mortal world were not distinguished one from the other. They overlapped seamlessly so that all the creatures the gods created walked in a single world that was bright and warm, full of life and magic.

When Choranus created the elves they were a single race, not sundered into eladrin, elves, and dark elves, as they would later become. The elves first woke in Ahna-Vithyre, the Foresthome, amidst the magnificence of nature, and they lived simple, joyful lives among the trees. They loved the forests, the darkness of night, and the light of the stars. The goddess Ireth loved these things as well, and she delighted in the elves and taught them magic, which they learned swiftly and easily.

Of all the creatures in the new world that the elves met, they most revered the dragons for their powerful magic, and some dragons deigned to take elven apprentices. But the elves felt most akin to the centaurs, satyrs, dryads and naiads—the other creatures of the wild forests, and though they learned magic from the dragons, they gathered to sing and dance beneath the stars with the other fey creatures

The world did not remain whole forever. The Great Conflict between the titan Cadixtat and Teleus tore great gashes in the fabric of reality, and by the time that conflict had come to an end and the greater gods had retired from the world, the brightness of the Fey Realm had been ripped away from the mundanity of the natural world, creating two separate realities. The fey creatures, including the elves, found themselves on one side of the split, with the dragons and humanoids on the other. The natural world was duller and more lifeless for the loss of the fey, and the Fey Realm was wilder and more heartless for loss of the natural world.

However, this split was not complete; in certain places and at certain times the worlds overlapped again, elves found they could pass between realms. The elven realm of Ahna-Vithyre the Foresthome, whether because of some blessing of the Starmistress Ireth or because of the innate magic of the elves, still stood in both worlds at once, a constant reminder of what once had been. The elves, able to live in the unified world as long as they did not leave Foresthome, became increasingly insular, unwilling to venture out into a world that they found faded and sorrowful.

Outside, the reign of the dragon kings was ending and wars swept the humanoid races. In Ahna-Vithyre, however, the elves built a forest city twined among the trees, and there they created great works of magic and things of beauty. As the power and glory of the elven civilization increased, they extended their influence further into the Fey Realm. The city of Briathil was grown from the ice of the Gallaian Mountains and the island-city of Eldross rose up out of the depths of the ocean. Illvaless of Nyesthir was crowned the first King of the Elves, and his descendants ruled for generations. The oldest of the eladrin noble families date to this time, which is nostalgically referred to as the Golden Age of the Elves. Many fey creatures swore fealty to the elven kings and queens, and centaurs and unicorns rode beneath their banners.

As the elven civilization grew, however, all was not well. The ruling house of Nyesthir, intent on gaining greater power, sought dark sources of magic that tainted their judgment. The king Morthenastus Nyesthir, warned by omens that his twin sons would tear his people in two, determined that only one son must survive to be his heir. He sent his sons to slay the deathless dragon lich lord Varthareh, saying that whichever of them was victorious would ascend to the throne. The brothers Lirias and Seltheris armed themselves and set out on different roads, but as fate would have it, they arrived at the lich's lair on the same day, and fighting back to back at last they slew the lich. Lirias landed the killing blow, but was nearly slain himself, and Seltheris carried him home. They

both knelt before their father and Seltheris proclaimed his brother's deed and hailed him as king. But their father drew his blade and set it to Seltheris' throat, saying that for the sake of the peace he must die. Seltheris bowed his head, but Lirias, who loved his brother, rose up, took the blade from his father's hands, and slew Morthenastus with it.

So began the First Kinstrife of the elves. The dying king cursed both his sons with his last breath. Seltheris could not bear that murder had been done on his account, and he rose up against his brother. The kingdom of the elves split; some followed Seltheris, while others followed Lirias. The entire Fey Realm was on the verge of civil war when events from the mortal world intervened.

In the world outside Foresthome, the sphinxes were rising to power and uniting the other races beneath them to create the empire of Khonsuria. Sphinx emissaries came to the elves of Ahna-Vithyre, speaking words of flattery and making offers of great magical secrets in return for service. Seltheris, realizing that exile would be preferable to civil war, decided that the sphinxes' offer was an omen from the gods. He determined to accept, planning to quietly leave his homeland and thus end the kinstrife. He had no idea that fully half of the elves would take his choice as their own, bidding farewell to their beautiful homes in the Fey Realm and going out into the gray world.

With half their inhabitants gone, the elven cities were poorly defended. The fomorians who lived in the Underdeep of the Fey Realm saw the sudden weakness of their enemies and attacked. The remaining elves took up the sword under the leadership of the house of Sar Tírvel, for Lirias Nyesthir, repenting of the kinstrife, laid aside his right to rule. Centuries of hard-fought battles brought out a more warlike nature in the elves of the Fey Realm and the Order of the White Lion, which later became the Summer Court, was founded. It was during this time that the great battle of Kirest was fought and the city of Archelus, with its famous school of elven magic, the Tower of the Stars, was laid waste. During the battle every mage of the tower, down to the youngest apprentice, was slain by the fomorians, and the elven mages do not forget this slaughter.

Increasingly proud and bitter, the elves of the Fey Realm named themselves eladrin, or high elves, to distinguish themselves from the elves who had entered the mortal world. The eladrin, remembering the sorrows that had come from having a single King of the Elves, organized themselves into four courts of the seasons, each balancing the others and ruling its own part of the year.

In the natural world, the elves in service of the Khonsurian empire found that the sphinxes' promises of magic



were empty; a few elves rose to positions of power, but most remained servants performing menial tasks. Surrounded by bleak desert sands and tasked to build monuments to the sphinx pharaohs, many of the elves regretted their decision to leave the Fey Realm. Led by Seltheris Nyesthir, old but still strong, the elves split once again, as those brave or desperate enough fled the tyranny of the sphinxes. The sphinxes were not willing to let such valuable slaves go free, but neither did they have the desire to give chase, so they sent the remaining loyal elves after their fleeing brethren.

This was the Second Kinstrife of the elves, also known as the Kindred War. Many elves who served the sphinxes later claimed that they were compelled by magic, or that their families were held hostage, forcing their hands. Whatever the cause, brother spilled the blood of brother upon the desert sands. The rebels were fewer in number, and their defeat seemed inevitable until they found a chasm in the earth and fled down into the darkness. The loyal elves assumed that their rebel kin had perished and lamented the sorrow that followed them from the Fey Realm to the gray world.

In truth, however, the elves who had fled into the chasm known as the Devil's Cauldron found themselves in the deep places of the earth, and were slowly corrupted by the magical energies at work there. They, too, mourned the wrongs that had been done to them first by their kin in the Fey Realm and then in Khonsuria, but their mourning eventually turned into a desire for vengeance. Much later, once the elves had forgotten their existence, this new race of dark elves would sweep up into the surface world to plunder and destroy.

When the Khonsurian Empire fell, none of the elves who had left Ahna-Vithyre remained alive. To their descendants, the glory of the cities in the Fey Realm was a legend of hope, not a reality. When they were finally freed to go their own way, the new generation of elves wandered back to the Northlands and saw forests for the first time. In their delight, they fashioned crude pipes from reeds and drums from the hides of animals, and sang and danced beneath the stars.

In time, the freed elves made their way to Foresthome, gazed with awe at the starlit canopy of ancient trees, and felt the gentle breeze of the Fey Realm on their faces. Their estranged kin watched them from hiding and debated what they should do, for the freed elves were changed by generations of servitude and life in the mortal world. To the eladrin, these strange, laughing, tattered elves looked like foolish children or worse yet, like the mortals with whom they had been consorting. They had forgotten much of the magic they once knew, while the eladrin had become more fully attuned to the wild magic

and capricious laws of the Fey Realm. War with the fomorians had made the eladrin strong, wary, and quick to strike, and some would instantly have slain the elves, but others stayed their hands.

The eladrin of the Spring Court, venturing out to greet their long-lost kinsmen, were charmed by their good cheer and wide-eyed wonder and tutored them anew in the ways of magic. The Autumn Court, descendants of the Nyesthir, felt remorse upon seeing what their sundered kinsmen had become, and having no wish to take part in another kinstrife, they, too, welcomed the elves. Summer and Winter, though, disdained the kin who had once betrayed them and left them to be slaughtered by the fomorians. When the tale of the Second Kinstrife became known among the eladrin, even some of the Autumn Court turned their faces in sorrow from their newfound kin. At this time, the courts of Summer and Winter withdrew entirely from Ahna-Vithyre and made their homes in the citadel of Vargardis and the tower of Iltarthion.

For a time, eladrin and elves lived side by side in Foresthome; both races now see this as their Silver Age. The elves brought a light-heartedness that the eladrin had missed, and for a time, the Spring Revels were merrier than ever. The eladrin of the Spring and Autumn Courts taught the elves martial skill and magical might, and some of the elves began to approach what they had been before their time as slaves of Khonsuria. A few of the elves were even permitted to enter the Fey Realm and take up residence there, though they always felt a sense of condescension, even pity, from their eladrin kin.

This uneasy peace lasted until the War of Divine Right, in which the giants swept across the realms of the mortal world. At first the eladrin were unconcerned—when had wars in the outside world affected the changeless beauty of the Fey Realm? But the elves, many of whom had ventured out to wander the various forests of the natural world, were horrified by the giants' destruction. These elves joined the cause of the smaller races, aiding dwarves, humans, and halflings with their swift arrows and magical skill. The giants were too strong, however, and they closed in on Ahna-Vithyre and the neighboring dwarven kingdom of Amonzadd. Now the eladrin began to take notice, for Foresthome was the gateway to the Fey Realm. Many eladrin took up arms alongside their elven kin, and it was at this time that the Eldritch Coalition of elves, eladrin, and dwarves was formed. Even the Prince of Summer sent his knights of the Order of the White Lion to join the cause, but the Winter Queen still held back, building her defenses within the Fey Realm itself, unwilling to aid mortals.

As the victory of the giants loomed ever nearer, the Eldritch Coalition launched its last-ditch attempt—the Pillars

of Expulsion, enchanted obelisks meant to keep the giants at bay. Elven, eladrin, and dwarven mages and clerics channeled divine and arcane power into the Pillars, but at the last moment, something went wrong. The eladrin claim that the mortals were too weak to channel such powerful magic, or that the gods would not accept the elves' bloodstained hands. The elves believe that the eladrin's arrogance and disdain for their mortal allies twisted the magic and sent it awry. Regardless, the Pillars came violently to life and opened rifts in reality through which cosmic energies poured from far planes of existence. A cataclysm shook the land—earthquakes, rivers of fire, swirling typhoons, and above it all the stabbing flickers of raw magical energies too powerful for mortal or fey to survive. The giant army perished there, and the entire Coalition died with them as Foresthome and the surrounding lands sank beneath the sea.

When the smoke settled, Ahna-Vithyre was no more; the last remaining gateway between the Fey Realm and the mortal world had been torn asunder. Both the elves and the eladrin

had suffered a terrible toll. The elves of Foresthome had all perished; only scattered bands still lived on, wandering the various forests of the Northlands. The eladrin, too, had lost many, especially of the Spring and Autumn Courts, and they were permanently sundered from their elven kindred.

Since the fall of Foresthome, there are no longer any places where the mortal world and the Fey Realm exist as one, but still, deep in the forest or beneath the full moon, the Fey Realm flickers into being for a night. It is in these places that the eladrin who wish to still to have dealings with the elves build their cities. The greatest of these threshold cities was Arovarel, in the Mirdar forest, which was destroyed in a night by an army of dark elves under the leadership of the fiendish Chalychia. Arovarel now lies in ruins, wholly in the mortal world. The eladrin still maintain outposts in the Anseur and Corsan forests, and deep in the Azcatlepi jungle. The greatest eladrin cities, however, exist fully in the Fey Realm and are inaccessible to mortals.



CHAPTER 2

NEW FEATS AND PARAGON PATHS

HEROIC TIER FEATS

Any feat in the following section is available to a character of any level who meets the prerequisites. Except for multi-class feats, heroic tier feats are the only feats you can take if you are 10th level or lower.

AMUN-TOR'S EYE [DIVINITY]

Prerequisites: Channel Divinity class feature, must worship Amun-Tor

Benefit: You can invoke the power of your deity to use *Amun-Tor's eye*.

Channel Divinity: Amun-Tor's Eye	Feat Power
<i>Amun-Tor's gaze sees through all obfuscation, and his winds help guide your comrade's missile.</i>	

Encounter ◆ Divine

Immediate Interrupt **Ranged 10**

Trigger: An ally within range uses a basic attack or at-will power to make a ranged attack and suffers a penalty due to concealment.

Effect: The penalty from concealment is reduced by 2.

Special: You must take the Amun-Tor's Eye feat to use this power.

ARCANE HISTORIAN

Prerequisites: Trained in Arcana and History

Benefit: When you make an Arcana check to detect magic, you can reduce the amount of time required by taking a -5 penalty on your check and relying on your scholarly knowledge. If you so choose, you can identify a conjuration or zone as a free action, identify a ritual or a magical effect as a minor action, and sense the presence of magic as a standard action.

NAME	PREREQUISITE	DESCRIPTION
Amun-Tor's Eye	Channel Divinity class feature, must worship Amun-Tor	Reduce concealment penalty for an ally's ranged attack by 2
Arcane Historian	Trained in Arcana and History	Reduce the time required to detect magic
Boon of the Morning Mist	Eladrin	Illusions get +1 attack and -1 to target's saving throw
Born Under the Summer Sun	Eladrin, born in summer	+1 attack with fire and radiant powers
Child of Spring Storms	Eladrin, born in spring	+1 attack with thunder and lightning powers
Choranus's Foresight	Channel Divinity class feature, must worship Choranus	Change target of an ally's melee or ranged attack that missed
Corrosive Touch	Str 13, Dex 13	+1 to destroy barriers, devices, and constructs
Feyjaunt Swashbuckler	Eladrin	Gain melee combat advantage with fey step
Ildavir's Mercy	Channel Divinity class feature, must worship Ildavir	Force bloodied enemy to surrender
Ireth's Boon	Channel Divinity class feature, must worship Ireth	Re-roll a natural 1 on an arcane attack roll
Morrowstar's Sword	Channel Divinity class feature, must worship Morrowstar	Your longsword gains +1 attack and deals radiant damage
Oathbound	--	Gain melee bonuses when allies adjacent to target
Prodigy of Autumn Decay	Eladrin, born in autumn	+1 attack with acid and necrotic powers
Remnants of the Ancestral Blood	Fey origin	Resistance to charm and paralysis
Scion of Winter Ice	Eladrin, born in winter	+1 attack with cold and force powers
Sign of the Void	--	+1 to defenses and saving throws vs. illusions
Stealthy Step	Eladrin	Hide after using fey step



BOON OF THE MORNING MIST [ELADRIN]

Prerequisites: Eladrin

Benefit: You gain a +1 feat bonus to attack rolls when you use a power that has the illusion keyword, and creatures that attempt saving throws against your powers that have the illusion keyword suffer a -1 penalty to the rolls.

BORN UNDER THE SUMMER SUN [ELADRIN]

Prerequisites: Eladrin, born in the summer

Benefit: You gain a +1 feat bonus to attack rolls when you use a power that has the fire or radiant keyword.

CHILD OF SPRING STORMS [ELADRIN]

Prerequisites: Eladrin, born in the spring

Benefit: You gain a +1 feat bonus to attack rolls when you use a power that has the thunder or lightning keyword.

CHORANUS' FORESIGHT [DIVINITY]

Prerequisites: Channel Divinity class feature, must worship Choranus

Benefit: You can invoke the power of your deity to use *Choranus' foresight*.

Channel Divinity: Choranus' Foresight Feat Power

Choranus' omniscience shows you that your ally's intended attack is doomed to fail, so you alert them to aim for a different foe.

Encounter ♦ Divine

Immediate Interrupt

Close burst 8

Trigger: An ally within range misses with a melee or ranged attack.

Effect: You can change the target of your ally's attack to another valid target, using the same attack roll.

Special: You must take the Choranus' Foresight feat to use this power.

CORROSIVE TOUCH

Prerequisites: Str 13, Dex 13

Benefit: You gain a +1 feat bonus to Thievery checks to disable a trap or open a lock, Strength checks to break through a door or a wall, and melee damage rolls against objects and creatures with the construct keyword.

ILDAVIR'S MERCY [DIVINITY]

Prerequisites: Channel Divinity class feature, must worship Ildavir, must be trained in Intimidate



Benefit: You can invoke the power of your deity to use *Ildavir's mercy*.

Channel Divinity: Ildavir's Mercy Feat Power

Ildavir's reverence of life gives you the authority to end a fight to the death.

Encounter ♦ Divine

Minor Action Close burst 8

Target: One enemy within the burst that is bloodied.

Effect: You can make an Intimidate check to force the bloodied enemy to surrender. If the enemy has the fey origin or the beast or plant keyword, you gain a +5 power bonus on your check and suffer no penalty if you can't speak a language the enemy understands.

Special: You must take the Ildavir's Mercy feat to use this power.

IRETH'S BOON [DIVINITY]

Prerequisites: Channel Divinity class feature, must worship Ireth

Benefit: You can invoke the power of your deity to use *Ireth's boon*.

Channel Divinity: Ireth's Boon Feat Power

You call upon the favor of Ireth to turn tragedy into triumph!

Encounter ♦ Divine

Immediate Interrupt Close burst 8

Trigger: You or an ally within the burst roll a natural 1 on the attack roll for an arcane power.

Effect: You or the ally can re-roll the attack roll. Regardless of the new result, this attack roll cannot score a critical hit.

Special: You must take the Ireth's Boon feat to use this power.

MORROWSTAR'S SWORD [DIVINITY]

Prerequisites: Channel Divinity class feature, must worship Morrowstar

Benefit: You can invoke the power of your deity to use *Morrowstar's sword*.

Channel Divinity: Morrowstar's Sword Feat Power

Morrowstar's favor limns your blade with light and gives you courage to fight boldly.

Encounter ♦ Divine, Radiant

Minor Action Personal

Effect: Until the end of your next turn, you gain a +1 power bonus to melee attack rolls using a longsword, and you can choose to make the damage you deal with a longsword radiant damage.

Special: You must take the Morrowstar's Sword feat to use this power.

OATHBOUND

Benefit: You gain a +1 bonus to the damage rolls of your melee attacks if one of your allies is adjacent to the target of your attack. At 11th level, this bonus increases to +2. At 21st level, it increases to +3.

Special: You gain an additional +1 feat bonus to melee attack rolls if an ally adjacent to the target of your attack also has the Oathbound feat.

PRODIGY OF AUTUMN DECAY [ELADRIN]

Prerequisites: Eladrin, born in the autumn

Benefit: You gain a +1 feat bonus to attack rolls when you use a power that has the acid or necrotic keyword.

REMNANTS OF THE ANCESTRAL BLOOD

Prerequisites: Fey origin

Benefit: You gain a +2 feat bonus to your defenses against attacks with the charm keyword. When you are immobilized by an effect that can be ended by a saving throw, you can make your saving throw against this effect at the beginning of your turn instead of at the end of your turn.

SCION OF WINTER ICE [ELADRIN]

Prerequisites: Eladrin, born in the winter

Benefit: You gain a +1 feat bonus to attack rolls when you use a power that has the force or cold keyword.

SIGN OF THE VOID

Benefit: You gain a +1 feat bonus to your defenses against attacks with the illusion keyword and your saving throws against effects with the illusion keyword.

STEALTHY STEP [ELADRIN]

Benefit: After you use your *fey step* racial power, you can attempt to hide even if you don't have cover or concealment.

PARAGON TIER FEATS

Any feat in the following section is available to a character of 11th level or higher who meets the prerequisites.

NAME	PREREQUISITE	DESCRIPTION
Flawless Longsword Technique	Dex 15, Str 15	Re-roll natural 1's with longsword
Growing Decay	Int 15 or Wis 15	Ongoing damage increases on failed saving throw
Lightfooted	Dex 17	Ignore 1 square of difficult terrain with run or walk
Master of Autumn Decay	Eladrin, born in autumn	Reduce resist acid and necrotic by 5
Master of Spring Storms	Eladrin, born in spring	Reduce resist thunder and lightning by 5
Master of the Summer Sun	Eladrin, born in summer	Reduce resist fire and radiant powers by 5
Master of Winter Ice	Eladrin, born in winter	Reduce resist cold and force powers by 5
Stealth of the Shadows	Dex 15, trained in Stealth	Can make Stealth -5 check to remain hidden after missed attack
Threshold Navigator	Int 15 or Wis 15	Increase distance of teleports by 1
Withering Touch	Str 15, Wis 13	Additional damage when melee attack bloodies enemy

FLAWLESS LONGSWORD TECHNIQUE

Prerequisites: Dex 15, Str 15

Benefit: When your attack roll with a longsword is a natural 1, you can re-roll your attack. Regardless of the result, the re-rolled attack cannot be a critical hit.

GROWING DECAY

Prerequisites: Int 15 or Wis 15

Benefit: When you deal ongoing damage to a creature, the amount of ongoing damage you deal increases by 3 each time the creature fails a saving throw against the ongoing damage.

LIGHTFOOTED

Prerequisites: Dex 17

Benefit: When you use a move action to run or walk, you can ignore the effects of one square of difficult terrain.

MASTER OF AUTUMN DECAY [ELADRIN]

Prerequisites: Eladrin, born in the autumn

Benefit: Treat your target's resist acid and resist necrotic as 5 fewer than normal when determining damage for your attacks.

MASTER OF SPRING STORMS [ELADRIN]

Prerequisites: Eladrin, born in the spring

Benefit: Treat your target's resist thunder and resist lightning as 5 fewer than normal when determining damage for your attacks.

MASTER OF THE SUMMER SUN [ELADRIN]

Prerequisites: Eladrin, born in the summer

Benefit: Treat your target's resist fire and resist radiant as 5 fewer than normal when determining damage for your attacks.

MASTER OF WINTER ICE [ELADRIN]

Prerequisites: Eladrin, born in the winter

Benefit: Treat your target's resist force and resist cold as 5 fewer than normal when determining damage for your attacks.

STEALTH OF THE SHADOWS

Prerequisites: Dex 15, trained in Stealth

Benefit: When you are hidden from view, and you make an attack that misses, you can make an opposed Stealth -5 vs. Perception check to remain hidden.

THRESHHOLD NAVIGATOR

Prerequisites: Int 15 or Wis 15

Benefit: When you use a power that allows you to teleport, the number of squares you teleport is increased by 1.

WITHERING TOUCH

Prerequisites: Str 15, Wis 13

Benefit: When one of your melee attacks causes a target to become bloodied, you deal additional damage to that target equal to one half your level.



EPIC TIER FEATS

Any feat in the following section is available to a character of 21st level or higher who meets the prerequisites.

NAME	PREREQUISITE	DESCRIPTION
Blessing of the White Stag	—	Re-roll 1's on damage dice after a critical hit
Escape to the Ancestral Lands	Eladrin	Use fey step after enemy misses you with a melee attack
Longsword Perfection	Str 19, Dex 19	Disarm enemy with longsword on a critical hit
Memory Trance	Eladrin, spellbook class feature	Spontaneously choose between two prepared daily or utility spells

BLESSING OF THE WHITE STAG

Benefit: When you score a critical hit, until the start of your next turn whenever a die you roll as part of one of your damage rolls comes up as a 1, you can re-roll that die.

ESCAPE TO THE ANCESTRAL LANDS [ELADRIN]

Prerequisites: Eladrin

Benefit: You can use your *fey step* racial power as an immediate reaction when an enemy misses you with a melee attack.

LONGSWORD PERFECTION

Prerequisites: Str 19, Dex 19

Benefit: When you make a melee weapon attack with a longsword, if you score a critical hit, the target drops one weapon it is holding. You can choose to catch the dropped weapon in a free hand or have it land on the ground at your feet (in your square).

MEMORY TRANCE [ELADRIN]

Prerequisites: Eladrin, spellbook class feature

Benefit: When you prepare your daily and utility spells after an extended rest, choose one level of spells. You can prepare both of the spells of that level that are in your spellbook. You can use

either one or the other of these prepared spells as normal. As soon as you use one of the prepared spells of your chosen level, the spell you did not use vanishes from your memory and cannot be used or regained until the next time you take an extended rest.

PARAGON PATHS

ACOLYTE OF THE WITHERING HAND

“Everything dies. Everything decays. The only real question is which of those will you do first? And what will I learn from it?”

Prerequisite: Cleric class

Not everyone who serves the gods does so with an aura of blinding glory. You prefer the dark, and while you are capable of healing and giving life, you and your deity would rather deal out death. The death of your enemies, in fact, only bolsters your power. You are not necessarily evil, but your morbid fascinations and your use of necrotic energy and powers of decay are certainly questionable to many who think themselves holier than you.

ACOLYTE OF THE WITHERING HAND PATH FEATURES

Deathbringer’s Boon (11th level): When you drop an enemy to 0 hit points or fewer, the next time you hit an enemy you deal additional necrotic damage equal to 1d6 + your Charisma modifier.

Withering Action (11th level): When you spend an action point to take an extra action, if you use your action to make an attack that hits, creatures that you damage with the attack are also weakened (save ends).

Entropy’s Due (16th level): When you use your *healing word* power, the ally you healed gains a bonus to damage rolls equal to 1 + your Charisma modifier necrotic damage until the start of his next turn.

ACOLYTE OF THE WITHERING HAND PRAYERS

Bloom of Decay Acolyte of the Withering Hand Attack 11

Death is a seed, and your power lets it grow into an elegant astral blossom. While only you can see its true beauty, none can miss the corrosion and ruin where it touches your foes.

Encounter ♦ **Divine, Implement, Necrotic**

Immediate Reaction Close burst 5

Trigger: An enemy within the burst is reduced to 0 hit points or fewer.

Effect: You make an attack against all remaining enemies in the burst.

Attack: Strength vs. Fortitude

Hit: 3d8 + Strength modifier necrotic damage.

Invigorating Destruction

Acolyte of the

Withering Hand Utility 12

Isn’t there something about causing the death of others that makes you feel alive?

Daily ♦ **Divine**

Minor Action **Personal**

Effect: Until the end of the encounter, you and each ally within 5 squares gain temporary hit points equal to 5 + your Charisma modifier whenever you cause an enemy to become bloodied or reduce an enemy to 0 hit points or fewer.

Decay Will Not Be Denied

Acolyte of the Withering

Hand Attack 20

Mortality is the end for all creatures. Your enemy is wrong to think that end can be delayed any further.

Daily ♦ **Divine, Necrotic, Weapon**

Standard Action **Melee** weapon

Target: One creature

Attack: Strength vs. Fortitude

Hit: 2d8 + Strength modifier necrotic damage, and ongoing 10 necrotic damage (save ends).

Miss: 1d6 + Strength modifier damage, and ongoing 5 necrotic damage (save ends).

Effect: When the target saves against the ongoing damage from this power, the target is the center of a burst 5 necrotic burst that affects only your enemies. This Strength vs. Fortitude attack deals 2d8 + your Strength modifier necrotic damage on a hit, and half damage on a miss.

ARCANE BLADE

“Perhaps you don’t think this is a real sword. Let me teach you otherwise.”

Prerequisite: Wizard class

Wielding the elemental power of the universe is a powerful thrill, but you have always secretly wanted to smite your enemies with a blade in your hands. Blending a touch of martial skill with your arcane might, you craft yourself a magical sword hilt into which you place the magic of your arcane implement, whether that be a wand, orb, or staff. The implement transforms into a glowing sword of light that you can use both to channel your wizard powers and to strike down foes in a more traditional warrior’s fashion.



ARCANE BLADE PATH FEATURES

Arcane Swordplay Action (11th level): When you spend an action point to take an extra action, the next time an enemy moves adjacent to you before the end of the encounter you can make a melee basic attack against that enemy. If you hit, you can shift 1 square.

Transforming Hilt (11th level): Choose an arcane implement that you specialize in, whether the wand, staff, or orb. You can use this type of arcane implement as if it were a longsword when making a melee attack.

Channeling Blade (16th level): When you use a wizard attack spell with the implement keyword you can give it the weapon keyword instead. The spell's range becomes melee weapon and the attack becomes Strength vs. AC.

ARCANE BLADE SPELLS

Room to Work Arcane Blade Attack 11

Having one hand filled with a glowing blade can give you more room to make mystic passes with the other.

Encounter ♦ Arcane, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Intelligence vs. AC

Hit: 2[W] + Intelligence modifier damage, and you push the target 1 square. You can use any wizard at-will attack spell you know.

Refreshing Feat of Arms Arcane Blade Utility 12

The enjoyment you gain from a blow well struck helps clear your mind for recollecting a memorized spell.

Daily ♦ Arcane

Immediate Reaction Personal

Trigger: You score a critical hit with a melee attack.

Effect: You regain the use of one wizard encounter spell.

The Invisible Cut Arcane Blade Attack 20

All can see that your attack wounds the material body. Fewer are those who know the harm it does to your foe's subtle body.

Daily ♦ Arcane, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Intelligence vs. AC

Hit: 3[W] + Intelligence modifier damage.

Effect: Choose an energy type: acid, cold, fire, or lightning. The target gains vulnerability 5 to your chosen energy type until the end of the encounter.

ENERGY VESSEL

"This sword in your gut, do you know what it's made of? Metal, that's right. And do you know how metal and lightning interact? No? You're not very well educated, are you?"

Prerequisite: Fighter class, Arcane Initiate multiclass feat

As you watched wizards and warlocks call upon powerful energies to blast their enemies, you picked up a trick or two of your own. At your command, your weapon flares with your chosen energy type, increasing the destruction you deal with your blows. Energy flows through your veins, protecting you and harming your enemies.

ENERGY VESSEL PATH FEATURES

Channel Energy (11th level): Choose an energy type when you gain this feature: acid, cold, fire, or lightning. Whenever one of your melee attacks deals damage, you can choose to deal this damage as energy damage of your chosen type.

Lingering Energy Action (11th level): When you spend an action point to take an extra action, if you use your action to make an attack that hits, one target hit by your attack takes ongoing 10 energy damage of your chosen type (save ends).

Become Energy (16th level): You gain resistance to your chosen energy type equal to 5 + one-half your level. When you are first bloodied in an encounter, if the attack that caused you to become bloodied was a melee attack, the attacker takes an amount of energy damage of your chosen type equal to 5 + one-half your level.

ENERGY VESSEL EXPLOITS

Overflowing Vessel Energy Vessel Attack 11

The mystic energies you generate cannot be contained within your body, nor fully discharged into your foe's. Woe betide those nearby.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier energy damage of your chosen type. Make a secondary attack against all enemies adjacent to you.

Secondary Attack: Strength vs. Reflex

Hit: 1d8 + Strength modifier energy damage of your chosen type.

Special: This power has the acid, cold, fire, or lightning keyword depending on your chosen energy type.

Transmute Energy Energy Vessel Utility 12

By meditating on how the year's cycle turns summer into winter, you can work a similar change in your arcane energies.

Daily ♦ **Martial**

Minor Action **Personal**

Effect: Choose an energy form: acid, cold, fire, or lightning. Until the end of the encounter, your energy vessel powers and features can use this energy type instead of or in addition to the one you chose when you gained the channel energy feature.

Special: This power has the acid, cold, fire, or lightning keyword depending on your chosen energy type.

Energy Nimbus Energy Vessel Attack 20

The power you generate spills into the space around you.

Daily ♦ **Martial, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. Reflex

Hit: 3[W] + Strength modifier energy damage of your chosen type.

Miss: Half damage.

Effect: Until the end of the encounter, each enemy that starts its turn adjacent to you takes 5 energy damage of your chosen type.

Special: This power has the acid, cold, fire, or lightning keyword depending on your chosen energy type.

FOREST GUARDIAN

"Let those who hunt beasts beware. I hunt the hunters."

Prerequisite: Ranger class, eladrin race

With your mobility and woodcraft you make a natural hunter, roaming the forests of the Fey Realm with deadly blades and a keen eye. It is not the animals who are your prey, however, but mortals who trespass where they do not belong. You have honed your skills at stalking and slaying creatures of the natural world, and woe to the hunter who chases unicorns or enlightened animals into the territory you have chosen to guard.

FOREST GUARDIAN PATH FEATURES

Forest Step (11th level): You ignore difficult terrain when you shift (even if you have a power that allows you to shift multiple squares).

Guardian's Action (11th level): After you spend an action point to take an action, you can increase the number

of squares you shift with a move action by 1 until the end of the encounter.

Authority of the Forest (16th level): As a standard action, you can command any bloodied beast or magical beast that can hear you to surrender. The target must make a saving throw with a penalty equal to your Wisdom modifier to resist this command.

FOREST GUARDIAN EXPLOITS**Wrath of the Woodland** Forest Guardian Attack 11

The land itself rises up against your enemies, sending forth roots and vines to hinder and constrict them.

Encounter ♦ **Martial, Weapon**

Standard Action **Close burst 2**

Target: Enemies in burst

Attack: Strength vs. Reflex or Dexterity vs. Reflex

Hit: 2d8 + Strength modifier damage or 2d8 + Dexterity modifier damage, and the target is slowed until the end of your next turn.

Threshold Passage Forest Guardian Utility 12

For you, the secret ways through the woods that span the boundary of the Fey Realm are rarely more than a step away.

Daily ♦ **Martial, Teleportation**

Free Action **Personal**

Trigger: You use your *fey step* racial power.

Effect: Roll 1d6. If the result is greater than the number of squares you teleported with your *fey step* racial power, neither this power nor your *fey step* power is expended.

Hunter's Chase Forest Guardian Attack 20

Let your prey flee. It can no more escape you than winter can escape the coming of spring.

Daily ♦ **Martial, Weapon**

Standard Action **Melee weapon or Ranged weapon**

Target: One creature that is your quarry

Attack: Strength vs. AC (melee) or Dexterity vs. AC (ranged).

Hit: 4[W] + Strength modifier damage (melee) or 4[W] + Dexterity modifier damage (ranged).

Miss: Half damage.

Effect: Until the end of the encounter, if you do not take a move action on your turn, you can take a move action as an immediate interrupt in response to the movement of the creature that is designated as your quarry.



KNIGHT OF SUMMER

"I will take them all myself!"

Prerequisite: Paladin class

The fiery summer sun blesses you, and it is your duty to undertake valiant deeds. Others might call your courage foolhardiness, but when you stand forth alone, challenging your enemies to single combat, you are able to draw upon reserves of strength and skill that remain untapped when your allies aid you. With the sun bright on your shield, the glory that surrounds you turns to blazing fire that only harms your enemies, and your attacks, too, are strengthened with fire.

KNIGHT OF SUMMER PATH FEATURES

Blazing Blade (11th level): Whenever you deal damage with a melee attack or a divine challenge, you can choose to deal this damage as fire damage.

Flare of the Sun (11th level): When you score a critical hit with a melee attack, you deal an additional 1d6 fire damage.

Heatstroke Action (11th level): When you spend an action point to take an extra action, if you use your action to make an attack that hits, the target gains vulnerability 5 fire (save ends) unless the target has resistance to fire, in which case their resistance is reduced by 5 (save ends).

Summer Breeze (16th level): When you are bloodied by a melee attack, if none of your allies are adjacent to your attacker, you can either use your *second wind* or regain the use of your second wind if it has already been expended in this encounter.

KNIGHT OF SUMMER PRAYERS

Grant Me this Foe Knight of Summer Attack 11

You claim your knightly right to challenge a worthy enemy in single combat.

Encounter ♦ Divine, Fire, Radiant, Weapon

Standard Action Melee weapon

Target: One creature

Effect: You can shift each of your allies adjacent to the target 1 square before the attack.

Attack: Strength vs. AC

Special: If none of your allies are adjacent to the target, you gain a +2 power bonus to the attack roll.

Hit: 1[W] + Strength modifier damage. If none of your allies are adjacent to the target at the start of your next attack, you deal an additional 1[W] + Wisdom modifier fire and radiant damage to the target.

Merciful Sun

Knight of Summer Utility 12

Those who follow a knight ordained by the Summer Court have nothing to fear from the sun's heat and light.

Daily ♦ Divine, Fire, Radiant

Standard Action

Close burst 5

Target: You and each ally in burst

Effect: The target gains resist fire and radiant equal to the sum of your Wisdom and Charisma modifiers until the end of the encounter.

Solstice Light

Knight of Summer Attack 20

Your valor blazes forth like the bonfire that burns throughout the shortest night of the year.

Daily ♦ Divine, Fire, Radiant, Weapon

Standard Action

Melee weapon

Target: One creature

Attack: Strength vs. AC

Special: If none of your allies are adjacent to the target, you gain a +2 power bonus to the attack roll.

Hit: 3[W] + Strength modifier damage, and until the end of the encounter you deal fire and radiant damage equal to 1d6 + your Wisdom modifier to enemies who start their turn adjacent to you.

Miss: Half damage, and until the end of the encounter, you deal 1d6 fire and radiant damage to enemies who start their turn adjacent to you.

LAND MAGE

"These flower petals are beautiful, the first cherry blossoms of spring. But you can't breathe cherry blossoms."

Prerequisite: Wizard class, trained in Nature

Many ignorant people underestimate plants, seeing them only as food or as part of the landscape. You know otherwise, and you have harnessed the power inherent in plants and in the land itself. This goes far beyond creating poisons from the secretions of plants—you bind your enemies in vines, make their lungs burst with deadly flowers, or even grow plants inside them that use their bodies as fertilizer. Besides turning nature against your enemies, you use it to bolster and camouflage you and your allies. No city-born enemy wants to meet you in the wilderness that is your home.

LAND MAGE PATH FEATURES

Harvest the Land's Defenses (11th level): You can distill natural, herb-based poisons by spending 8 hours per dose of poison in a wilderness area with ample vegetation. The distillation requires you to expend rare herbs of a type suitable for

use as a component in a Nature ritual. The base value of the herbs expended is equal to the cost of the poison you create as listed in the DMG. You can brew *ground thassil root*, *dark toxin*, or *black lotus* poison.

Bounty of the Land (11th level): When you use rare herbs as a component in a Nature ritual or your Harvest the Land's Defenses feature, your attunement with the land allows you to use the herbs more efficiently. The base value of the herbs you must expend is reduced by one-quarter. This feature does not stack with other effects that reduce the cost of rituals.

Entangling Action (11th level): When you spend an action point to take an extra action, if you use your action to make an attack that hits, the target is restrained until the end of your next turn.

Blood Fertilizes the Land (16th level): When you first become bloodied in an encounter, all squares within 2 squares of you become difficult terrain for your enemies until the end of your next turn. Enemies who move into or through this difficult terrain take damage equal to your Intelligence modifier.

LAND MAGE SPELLS

Leaves on the Wind Land Mage Attack 11

A spray of leaves and petals erupts from the throat of your enemy as the trees of the land take root in his flesh.

Encounter ♦ Arcane, Implement

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 2d8 + Intelligence modifier damage, and the target must make a saving throw or lose its next standard action to a fit of coughing.

Mantle of the Forest Land Mage Utility 12

Seen directly, you and your allies are merely wearing garlands of oak and daubs of ochre. From the corner of the eye, this magic makes you almost indistinguishable from your natural surroundings.

Daily ♦ Arcane, Illusion

Standard Action Close burst 5

Target: Each ally in burst

Effect: The target gains concealment and a +2 power bonus to Stealth checks until the end of the encounter or until the target attacks.

Plant a Seed Land Mage Attack 20

You blow a gossamer seed towards your enemy. When its work is done, a gnarled tree is putting down roots in the torn remnants of his corpse.

Daily ♦ Arcane, Implement

Standard Action Ranged 10

Target: One creature adjacent to you

Attack: Intelligence vs. Fortitude

Hit: 1d10 + Intelligence modifier damage, and ongoing 20 damage (save ends).

Miss: Half damage, and ongoing 10 damage (save ends).

Effect: When the target is reduced to 0 hit points or fewer, a tree occupies the target's space. Each round as a minor action, you can have the tree make a secondary attack. The tree lasts until the end of the encounter, can make opportunity attacks, and counts as an ally for the purposes of flanking and cover.

Secondary Attack: Intelligence vs. AC

Hit: 1d10 + Intelligence modifier damage.

RADIANT SOUL

"The defenders of Archelus fought to the last warrior, to the last mage, and were remembered forever in song. So shall we be!"

Prerequisite: Warlord class

You remember the great deeds of battles past, and in recounting those deeds to your allies you inspire them to emulate the heroes of old. The courage and glory of long-dead warriors is present on every field where you and your companions do battle, and their prowess lives on in you. Your way with words is no less than your skill with a weapon. When you finally go to your last rest, you hope that others will be as inspired by the memory of your deeds as you are by those who have gone before you.

RADIANT SOUL PATH FEATURES

Enduring Legend Action (11th level): When you spend an action point to take an action, you and each of your allies within 5 squares of you regain the use of *second wind*.

Prowess of Heroes (11th level): When you or an ally who can see and hear you scores a critical hit against an enemy, you grant a +2 power bonus to the next attack roll made against that enemy. The attacker can be you or an ally.

Actions of Renown (16th level): When an ally who can see you spends an action point to take an extra action, you grant that ally a bonus to attack rolls equal to your Charisma modifier until the start of his or her next turn.



RADIANT SOUL EXPLOITS

Twin Blades of Arovarel Radiant Soul Attack 11

In memory of the elves and eladrin who fought together to defend its greatest city, the threshold will bring you to the enemy we must defeat together.

Encounter ♦ **Martial, Teleportation, Weapon**

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and one ally within 5 squares of you can teleport into an unoccupied square adjacent to the target and make a melee basic attack.

Let There Be Radiant Soul Utility 12

No End to Such Deeds

Legendary feats of arms echo and repeat through the ages, and what you have just done is such a feat.

Daily ♦ **Martial**

Immediate Reaction Close burst 10

Trigger: An ally within the burst uses an encounter power that reduces an enemy to 0 hit points or fewer.

Effect: This ally regains the use of the encounter power.

Begin the Dance of Leaves Radiant Soul Attack 20

Your strike is the opening move in a celebration of battle's deadly grace that the gods will recount, even if no other witnesses survive.

Daily ♦ **Martial, Weapon**

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage, and you can shift 1 square and slide an ally that is adjacent to either you or the target 1 square.

Miss: Half damage.

Effect: Until the end of the encounter, once per turn after you hit an enemy with a melee attack you can shift 1 square and slide an ally that is adjacent to either you or the target 1 square.

SERVANT OF THE SPECTRAL HOST

"Why do you fear ghosts? These spirits have not come to harm us, but to light and guard our way."

Prerequisite: Cleric class

Those who worshipped the deities in days long past are not truly gone; their spirits remain to aid the faithful. You are an expert in conjuring up ghostly spirits to defend you and your

allies and to attack your enemies. The special connection with the blessed spirits of the dead you have developed through prayer and meditation now aids you in many ways. You are confident that you are not alone; your ancestors in the faith will always be there to guide you on the right path.

SERVANT OF THE SPECTRAL HOST PATH FEATURES

Ghostly Defenders (11th level): When one of your allies is adjacent to a square that contains something you have conjured using a power with the conjuration keyword, if that ally is damaged by a critical hit, you can reduce the damage by an amount equal to 5 + your Wisdom modifier.

Spectral Reserves Action (11th level): You can spend an action point to regain one encounter power with the conjuration keyword that you have already used, instead of taking an extra action.

Otherworldly Salvation (16th level): When one of your allies is adjacent to a square that contains something you have conjured using a power with the conjuration keyword, that ally gains a +4 bonus to saving throws and gains regeneration equal to your Wisdom modifier if they are bloodied. The effects last until the end of the encounter.

SERVANT OF THE SPECTRAL HOST PRAYERS

Knight of Summers Past Servant of the Spectral Host Attack 11

From the graves of heroes, through the fey threshold, the ancient paladins of the Summer Court come to your aid.

Encounter ♦ **Conjuration, Divine, Implement**

Standard Action Ranged 5

Effect: You conjure a ghostly knight that occupies one square within range, and the ghostly knight attacks an adjacent creature. The ghostly knight counts as an ally for the purposes of granting cover and flanking, can make opportunity attacks, and lasts until the end of your next turn.

Target: One creature adjacent to the ghostly knight

Special: If none of your allies are adjacent to the target, you gain a +2 power bonus to the attack roll.

Attack: Wisdom vs. AC

Hit: 2d8 + Wisdom modifier damage.

A Second Sacrifice

Servant of the
Spectral Host Utility 12

Honored shade, you have already given your life to protect our people. To materialize and intercept this blow will be no less heroic, even if you can no longer feel pain.

Daily ♦ **Conjuration, Divine**

Immediate Interrupt **Close burst 8**

Trigger: An ally within the burst is hit by a melee attack.

Effect: You conjure the specter of a warrior who died in defense of Ahna-Vithyre that occupies one square adjacent to the attacker. The triggering attack strikes the specter instead of the original target. The specter counts as an ally for the purposes of granting cover. Every round, you can move the specter 3 squares as a move action, and as an immediate interrupt you can command it to take the damage from a melee attack by an adjacent enemy instead of the original target. The specter lasts until the end of the encounter, or until it takes damage equal to your healing surge value + your Wisdom modifier.

Return of the **Servant of the Spectral Host Attack 20**
Radiant Soul

When your power reaches out to a swordsman whose skill transcends mortality, death is not the end of the dance of leaves.

Daily ♦ **Conjuration, Divine, Implement**

Standard Action **Ranged 10**

Target: One creature adjacent to you

Attack: Wisdom vs. AC

Hit: 3d6 + Wisdom modifier damage, and you and one ally adjacent to the target can shift 1 square.

Effect: You conjure a ghostly radiant soul that occupies one square within range, and the radiant soul attacks an adjacent creature. Once per round as a minor action, you can make the radiant soul attack an adjacent creature. Every round, you can move the radiant soul 6 squares as a move action. It lasts until the end of the encounter, and counts as an ally for the purposes of flanking and cover.

SHADOW SABOTEUR

"Really? You need those fancy tools to pick a lock? I prefer a well-placed kick."

Prerequisite: Rogue class

You are a master of finding and exploiting weak points, whether this is the breaking point of a lock, the weak link in an organization, or the pressure points of the human body. Wherever you find such a weakness, you strike swiftly from

the shadows, and your enemies crumble like rotten wood. Where no weakness exists, you can sometimes create it, decaying flesh or inanimate matter with a touch.

SHADOW SABOTEUR PATH FEATURES

Forceful Solution (11th level): Once per encounter, when you perform a task that allows multiple successes with the Thievery skill you can make an attack roll in place of a Thievery check. If your attack roll equals or exceeds the required DC, roll 1d4. The result is the number of successes you achieve.

Sabotage Action (11th level): When you spend an action point to take an extra action, if you use your action to make an attack, you compare the result of your attack roll against the lowest of the target's defenses to determine whether you hit.

Exploit Weakness (16th level): You gain combat advantage against targets that are weakened.

SHADOW SABOTEUR EXPLOITS

Moldering Strike **Shadow Saboteur Attack 11**

Like you, the spores of decay are silent and invisible. The wound left by your strike gives them a place to grow.

Encounter ♦ **Martial, Necrotic, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 3[W] + Dexterity modifier necrotic damage.

Special: If this attack causes the target to become bloodied, you deal an additional 2d6 necrotic damage.

Find the Flaw **Shadow Saboteur Utility 12**

That armor would give you good protection against me, if you put out my eyes and dulled my wits.

Encounter ♦ **Martial**

Standard Action **Close burst 5**

Target: One creature in burst that you can see

Effect: Make a Perception check opposed by the target's AC to find a chink in its armor. If you succeed, you gain combat advantage against the target until the end of your next turn.



Sap from Within Shadow Saboteur Attack 20

Having antagonized me means you will not live much longer. Allow me, then, to give you a taste of the feeble old age you will never reach.

Daily ♦ Martial, Necrotic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 3[W] + Dexterity modifier necrotic damage, and the target is weakened (save ends).

Miss: Half damage, and the target is weakened until the end of your next turn.

SWIFT SLAYER

“My enemy’s blood is on my blade. It was a dance of three strokes; next time it will be two.”

Prerequisite: Fighter class

You have honed both your weapon skill and your athleticism, creating the ultimate combination of mobility and precise, deadly attacks. You tumble in through the window, dispatch your foe with a few strokes, and leap up the stairs and away over the rooftops before anyone can react. Honorable challenges, frontal assaults, and fair fights are not very important to you; it is the graceful act of dealing swift death that brings you satisfaction. You can hold your own in an extended battle, but you prefer to end things quickly.

SWIFT SLAYER PATH FEATURES

Fleet-Footed Action (11th level): When you spend an action point to take an extra action, you can shift before and after the action. The total number of squares you can shift equals your Dexterity modifier.

Graceful Strength (11th level): When you attempt to perform an acrobatic stunt, escape from restraints, or reduce falling damage, you can make an Athletics check instead of an Acrobatics check.

Runaround (16th level): You gain combat advantage against targets that are slowed or immobilized.

SWIFT SLAYER EXPLOITS**Fey Strike** Swift Slayer Attack 11

Your foes find it hard to defend against an attack that comes out of nowhere.

Encounter ♦ Martial, Teleportation, Weapon,

Standard Action Melee weapon

Target: One creature

Special: You can teleport 5 squares to a square adjacent to the target before the attack. If you do, you gain combat advantage against the target until the start of your next turn.

Attack: Strength vs. Reflex

Hit: 2[W] + Strength modifier damage.

No Time to Tarry Swift Slayer Utility 12

Your enemy has not even had time to recognize that he is dead before you vault away.

Encounter ♦ Martial

Immediate Reaction Personal

Trigger: You reduce an enemy to 0 hit points or fewer, or cause them to become helpless or unconscious.

Effect: You can move a number of squares equal to your speed.

Stupefying Speed Swift Slayer Attack 20

You have learned to avert your eyes from your weapon during this strike, lest its speed dazzle you as well as the enemy.

Daily ♦ Martial, Weapon

Standard Action Melee weapon

Target: One, two, or three creatures

Special: You can shift 1 square before each attack.

Attack: Strength vs. AC, three attacks

Hit: 1[W] + Strength modifier damage, and the target is dazed until the end of your next turn. If the target is already dazed, it is stunned until the end of your next turn. If it is already stunned, it takes an additional 1[W] damage.

WALKER OF THE WILD

“Let the earth swallow you, and let your graves be unmarked.”

Prerequisite: Warlock class, fey pact

An ancient nature spirit of the Fey Realm holds your eldritch pact, granting you the wild and terrible powers of the earth itself. You are at home in the dark haunts of the deepest forests, and spirits of trees and streams who hate all other outsiders let you pass and whisper secrets to you. At



your bidding, chasms open up to engulf your enemies, thorny growths come to life and rip them apart, and choking mist strangles them with unseen fingers.

WALKER OF THE WILD PATH FEATURES

Spirit Curse (11th level): When you place a Warlock's Curse on a target, you gain a +1 bonus to attack rolls against that target until the end of your turn.

Lore of the Primeval Fey (11th level): Once per encounter, when you make an Intimidate or Diplomacy check related to a creature with the natural or fey origin or a Nature check you gain a power bonus equal to your Charisma modifier.

Spirit Passage Action (11th level): When you spend an action point to take an extra action, for the rest of the encounter you can ignore difficult terrain when you shift and increase your speed to 4 when you are slowed.

Tendrils of the Mist (16th level): When you use your Misty Step pact boon, your silver mist lingers in a burst 1 centered on the square you occupied before you teleported. Enemies who move into or through the area of the burst before the end of your next turn take damage equal to your Charisma modifier.

WALKER OF THE WILD SPELLS

Earthen Grave Walker of the Wild Attack 11

Chthonic spirits as old as creation reach up to embrace your foe and pull him out of sight.

Encounter ♦ Arcane, Implement

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 1d8 + Charisma modifier damage, and the target is knocked prone and buried. While buried, the target is immobilized and cannot target or be targeted by any other creature. The target is buried until it or another creature spends a standard action to dig the target free, at which points it returns to the space it was last in; if that space is occupied, the target returns to the nearest unoccupied space of its choice.

Otherworldly Thorns Walker of the Wild Utility 12

The brambles of the darkest fey wilderness come at your call, obedient to the holder of your pact.

Daily ♦ Arcane, Conjunction, Zone

Standard Action Area burst 1 within 10

Effect: The area of the burst is a zone that creates difficult terrain for your enemies until the end of your next turn.

Sustain Minor: The zone persists until the end of your next turn.

Roots of the Fey Realm Walker of the Wild Attack 20

The waiting roots of the eladrin kingdom's greatest trees pass beneath the threshold and underlie the world of mortals like the skull underlies the skin.

Daily ♦ Conjunction, Arcane, Implement

Standard Action Ranged 10

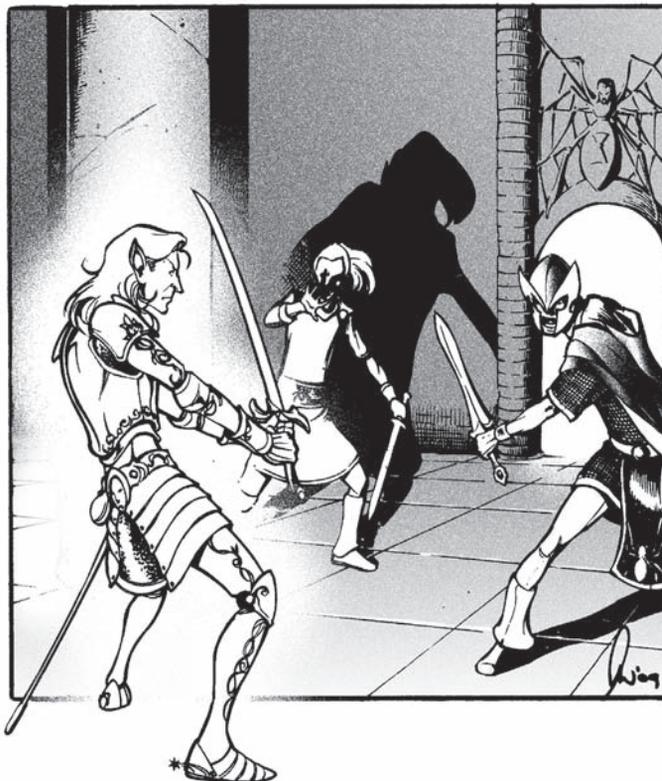
Target: One creature

Attack: Charisma vs. Fortitude

Hit: 4d10 + Wisdom modifier damage, and you knock the target prone.

Miss: You knock the target prone.

Sustain Minor: The target remains prone (save ends).



CHAPTER 3:

NEW MAGIC

ARMOR

LVL	NAME	GP	CATEGORIES
4	Withered leaf armor +1	840	Plate
5	Armor of summer +1	1,000	Plate
9	Withered leaf armor +2	4,200	Plate
10	Armor of summer +2	5,000	Plate
14	Withered leaf armor +3	21,000	Plate
15	Armor of summer +3	25,000	Plate
19	Withered leaf armor +4	105,000	Plate
20	Armor of summer +4	125,000	Plate
24	Withered leaf armor +5	525,000	Plate
25	Armor of summer +5	625,000	Plate
29	Withered leaf armor +6	2,625,000	Plate
30	Armor of summer +6	3,125,000	Plate

Armor of Summer

Level 5+

Forged by the eladrin smiths of Vargardis, this lightweight plate mail glows with the radiance of the summer sun and protects those who do valiant deeds.

Lvl 5	+1	1,000 gp	Lvl 20	+4	125,000 gp
Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp

Armor: Plate**Enhancement:** AC**Property:** Resist 5 necrotic and resist 5 cold.

Power (Daily ♦ Radiant): Free Action. You can use this power when an enemy hits you with an opportunity attack. Deal 1d10 + Charisma modifier radiant damage to that enemy.

Level 15 or 20: 2d10 + Charisma modifier radiant damage.

Level 25 or 30: 3d10 + Charisma modifier radiant damage.

Withered Leaf Armor

Level 4+

The artisans of the Autumn Court gather fallen leaves from the sacred tree of Caer Vestuvel to craft this armor that, already withered, withstands any further damage that would decay it or its wearer.

Lvl 4	+1	840 gp	Lvl 19	+5	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+5	2,625,000 gp

Armor: Plate**Enhancement:** AC**Property:** Resist 5 poison and resist 5 acid.

Level 14 or 19: Resist 10 poison and resist 10 acid.

Level 24 or 29: Resist 15 poison and resist 15 acid.

Property: You gain a +1 item bonus to saving throws to end ongoing damage.

WEAPONS

LVL	NAME	GP	CATEGORIES
3	Fey weapon +1	680	Any melee
3	Weapon of mundanity +1	680	Any melee
4	Giant's bane weapon +1	840	Polearm, Spear
5	Blade of light +1	1,000	Heavy Blade, Light Blade
8	Fey weapon +2	3,400	Any melee
8	Weapon of mundanity +2	3,400	Any melee
9	Giant's bane weapon +2	4,200	Polearm, Spear
10	Blade of light +2	5,000	Heavy Blade, Light Blade
13	Fey weapon +3	17,000	Any melee
13	Weapon of mundanity +3	17,000	Any melee
14	Giant's bane weapon +3	21,000	Polearm, Spear
15	Blade of light +3	25,000	Heavy Blade, Light Blade
18	Fey weapon +4	85,000	Any melee
18	Weapon of mundanity +4	85,000	Any melee
19	Giant's bane weapon +4	105,000	Polearm, Spear
20	Blade of light +4	125,000	Heavy Blade, Light Blade
23	Fey weapon +5	425,000	Any melee
23	Weapon of mundanity +5	425,000	Any melee
24	Giant's bane weapon +5	525,000	Polearm, Spear
25	Blade of light +5	625,000	Heavy Blade, Light Blade
28	Fey weapon +6	2,125,000	Any melee
28	Weapon of mundanity +6	2,125,000	Any melee
29	Giant's bane weapon +6	2,625,000	Polearm, Spear
30	Blade of light +6	3,125,000	Heavy Blade, Light Blade

Fey Weapon

Level 3+

The mists of the Fey Realm swirl around this weapon, drawing on the innate magic of the land to increase the deadliness of your attacks.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Weapon: Any melee

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, or +1d10 damage per plus when you are in the Fey Realm

Property: This weapon functions as a warlock implement, adding its enhancement bonus to attack rolls and damage rolls for warlock powers that use implements.

Property: When you use your Misty Step pact boon to teleport adjacent to an enemy, you can make a basic melee attack against that enemy.

Special: You do not gain your weapon proficiency bonus to the attack roll when using a fey weapon as an implement.

**Weapon of Mundanity**

Level 3+

This crude, blocky weapon is bound with iron bands and enchanted to make the creatures of the Fey Realm bleed. If those of fey descent touch this weapon, their hands wither and burn.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Weapon: Any melee

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, or +1d8 damage per plus against creatures with the fey origin

Property: If you have the fey origin, you lose 1 healing surge when you wield this weapon.

Power (Daily): Free action. You can use this power when you hit a creature with the fey origin. The target takes ongoing 10 damage (save ends).

Level 13 or 18: Ongoing 15 damage (save ends).

Level 23 or 28: Ongoing 20 damage (save ends).

Giant's Bane Weapon

Level 7+

The weaponsmiths of Sar Tírvel carved this spear from a sacrificial ash tree and set powerful symbols of the sun and moon upon its haft. Giant's Bane was used against the fomorians in the battle of Kirest Plain, and since that day it constantly drips blood from its silver head.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Weapon: Polearm, Spear

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, or +1d8 damage per plus against creatures with the giant keyword

Power (Daily): Free action. You can use this power when you hit a creature that is at least one size category larger than you are. You deal an extra 1d8 damage for each size category that the target is larger than you.

Level 14 or 19: 1d10 for each size category that the target is larger than you.

Level 24 or 29: 1d12 for each size category that the target is larger than you.



Blade of Light Level 5+

It is said that Illvaless of Nyesthir, first King of the Elves, wielded the Blade of Light. The blade glows with the mingled light of the sun, moon, and stars, and can cut smoothly through the hardest metal or the staunchest enemy. What is more, no one can lie to the bearer of this blade.

Lvl 5	+1	1,000 gp	Lvl 20	+4	125,000 gp
Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp

Weapon: Heavy Blade, Light Blade

Enhancement: Attack rolls and damage rolls

Critical: +1d6 radiant damage per plus

Property: While it is unsheathed, this blade sheds bright light to a radius of 20 squares.

Property: When you are wielding this blade, you can add its proficiency bonus and its enhancement bonus to your Insight checks to discern any untruths spoken in your presence.

Power (Daily ♦ Radiant): Free Action. All damage dealt by this weapon is radiant damage. Another free action returns the damage to normal.

Power (Daily): Immediate interrupt. You can use this power when you miss with this blade and you wouldn't otherwise still deal damage on the miss. You deal half damage to the target you missed.

Special: You can also use this power when you deal damage to an object that is not sufficient to break or destroy the object. You deal an extra half damage to the object.

HOLY SYMBOLS

LVL	NAME	GP
5	Symbol of ancestral memory +1	1,000
10	Symbol of ancestral memory +2	5,000
15	Symbol of ancestral memory +3	25,000
20	Symbol of ancestral memory +4	125,000
25	Symbol of ancestral memory +5	625,000
30	Symbol of ancestral memory +6	3,125,000

Symbol of Ancestral Memory Level 5+

The mirrored surface of this holy symbol seems to swirl with the ghostly faces of mighty warriors from throughout history, calling upon their strength to aid you, their descendant.

Lvl 5	+1	1,000 gp	Lvl 20	+4	125,000 gp
Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp

Implement (Holy Symbol)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Power (Daily): Free Action. You can use this power when something you summoned with a power that has the conjuration keyword hits an enemy. Deal an extra 1d12 damage.

Level 15 or 20: 2d12 extra damage.

Level 25 or 30: 3d12 extra damage.

ORBS

LVL	NAME	GP
4	Orb of intensified luck +1	840
9	Orb of intensified luck +2	4,200
14	Orb of intensified luck +3	21,000
19	Orb of intensified luck +4	105,000
24	Orb of intensified luck +5	525,000
29	Orb of intensified luck +6	2,625,000

Orb of Intensified Luck Level 4+

This orb has been dipped in an enchanted spring hidden in the depths of Vestuvel Forest. It sparkles with a thousand tiny golden stars that swirl within, creating possibilities where there were none and warding off ill fortune.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Implement (Orb)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Power (Daily): Free action. You can use this power when you fail a saving throw. You can re-roll the saving throw with an item bonus equal to the orb's enhancement bonus.

RODS

LVL	NAME	GP
10	Rod of the darkened mind +2	5,000
15	Rod of the darkened mind +3	25,000
20	Rod of the darkened mind +4	125,000
25	Rod of the darkened mind +5	625,000
30	Rod of the darkened mind +6	3,125,000

Rod of the Darkened Mind

Level 5+

This rod is carved from one of the petrified trees of the ruined city of Nerris. The terror that overwhelmed the city on the day of its destruction still clings to this rod, manifesting in dark, screaming faces that appear and disappear on the rod's surface. This rod increases your power to destroy the minds of your enemies.

Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp
Lvl 20	+4	125,000 gp			

Implement (Rod)**Enhancement:** Attack rolls and damage rolls**Critical:** +1d6 psychic damage per plus

Power (Daily ♦ Psychic): Free Action. When you place your Warlock's Curse on a target, the creature gains vulnerability 3 psychic until the end of your next turn.

Level 15: Vulnerability 4 psychic.

Level 20: Vulnerability 5 psychic.

Level 25: Vulnerability 6 psychic.

Level 30: Vulnerability 7 psychic.

STAFFS

LVL	NAME	GP
4	Staff of wild magic +1	840
9	Staff of wild magic +2	4,200
14	Staff of wild magic +3	21,000
19	Staff of wild magic +4	105,000
24	Staff of wild magic +5	525,000
29	Staff of wild magic +6	2,625,000

Staff of Wild Magic

Level 4+

This metal staff is carved like a prism and scatters light everywhere, dazzling the eyes of your enemies and increasing the potency of your magic.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Implement (Staff)**Enhancement:** Attack rolls and damage rolls**Critical:** +1d6 radiant damage per plus

Power (Daily): Free action. Use this power when using a power that has the radiant or lightning keyword. After you resolve the power, all enemies within 5 squares of you are dazed (save ends).

ARMS SLOT ITEMS

LVL	NAME	GP
5	Bracers of falcon's strike (heroic tier)	1,000
8	Shield of the snare (heroic tier)	3,400
15	Bracers of falcon's strike (paragon tier)	25,000
18	Shield of the snare (paragon tier)	85,000
25	Bracers of falcon's strike (epic tier)	625,000
28	Shield of the snare (epic tier)	2,125,000

Bracers of Falcon's Strike

Level 5+

Engraved with stylized patterns of birds of prey, these metal bracers enable you to knock your enemies away from you when you strike.

Lvl 5	1,000 gp	Lvl 25	625,000 gp
Lvl 15	25,000 gp		

Item Slot: Arms

Power (Daily): Free Action. Use this power when you hit with a melee attack. Push the target 1d4 squares after applying the attack's effects.

Level 15: Push the target 1d6 squares and knock it prone.

Level 25: Push the target 2d6 squares and knock it prone.

Shield of the Snare

Level 8+

This shield is covered with a net of fine wire that glistens like spider webs in even the faintest light. While you carry the shield of the snare, your enemies are unable to suddenly appear behind you.

Lvl 8	3,400 gp	Lvl 28	2,125,000 gp
Lvl 18	85,000 gp		

Item Slot: Arms

Power (Daily): Immediate Reaction. You can use this power when a creature teleports into or out of a square within 1 square of you. The creature returns to the square they occupied before teleporting.

Level 18: You can use this power when a creature teleports into or out of a square within 2 squares of you.

Level 28: You can use this power when a creature teleports into or out of a square within 3 squares of you.

HEAD SLOT ITEMS

LVL	NAME	GP
24	Stone of foresthome	525,000

Stone of Foresthome Level 24

This rough, palm-sized white stone looks like a worthless piece of rubble, but it is actually one of the most prized of eladrin magic items. A remnant of one of the towers of the destroyed city of Ahna-Vithyre, this ioun stone floats at the side of those with fey blood, letting their eyes see further and more keenly, and pierce illusions.

Lvl 24 525,000 gp

Item Slot: Head

Property: Gain a +5 item bonus to Perception checks.

Power (Daily): Immediate Reaction. You can use this power when a creature you can see uses a power with the illusion keyword. You ignore the effects of the creature's power until the end of your next turn.

Sustain Minor: The power remains in effect until the end of your next turn.

Special: You must be of fey origin to use this stone.

NECK SLOT ITEMS

LVL	NAME	GP
2	Poisoned cloak +1	520
3	Cloak of rags and tatters +1	680
7	Poisoned cloak +2	2,600
8	Cloak of rags and tatters +2	3,400
12	Poisoned cloak +3	13,000
13	Cloak of rags and tatters +3	17,000
17	Poisoned cloak +4	65,000
18	Cloak of rags and tatters +4	85,000
22	Poisoned cloak +5	325,000
23	Cloak of rags and tatters +5	425,000
27	Poisoned cloak +6	1,625,000
28	Cloak of rags and tatters +6	2,125,000

Poisoned Cloak Level 3+

This fine silk cloak is embroidered with gold thread, but little do your enemies know that each thread has been dipped in poison. The poison does not affect you, targeting only those who strike at you. If anyone were foolish enough to steal this cloak from you, its venom would seep into the thief's blood and destroy him.

Lvl 3 +1 680 gp Lvl 18 +4 85,000 gp

Lvl 8 +2 3,400 gp Lvl 23 +5 425,000 gp

Lvl 13 +3 17,000 gp Lvl 28 +6 2,125,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: As long as you are alive, anyone who dons the poisoned cloak without first obtaining your permission to do so takes poison damage as if they were the target of its daily power.

Power (Daily ♦ Poison): Minor action. Until the end of your next turn, each time you are hit by a melee attack the attacker takes 1d6 poison damage.

Level 13 or 18: 2d6 poison damage.

Level 23 or 28: 3d6 poison damage.

Cloak of Rags and Tatters Level 2+

While you wear this tattered cloak you appear to be an old, nondescript beggar; not even your closest friends can recognize you.

Lvl 2 +1 520 gp Lvl 17 +4 65,000 gp

Lvl 7 +2 2,600 gp Lvl 22 +5 325,000 gp

Lvl 12 +3 13,000 gp Lvl 27 +6 1,625,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: When you disguise yourself to appear old and ugly, you gain an item bonus to Bluff checks to pass off a disguise equal to 5 + the cloak's enhancement bonus.

WONDROUS ITEMS

LVL	NAME	GP
13	Cauldron of feasting	17,000
22	Flying feather	325,000

Cauldron of Feasting Level 13

Every day the food in this cauldron is renewed, and it strengthens those who partake.

Wondrous Item 17,000 gp

Property: After an extended rest, you stir the cauldron, creating enough food and water to feed five Medium or Small creatures (or one Large creature) for 24 hours. During this time, those who were fed by the cauldron regain additional hit points equal to one-half their Constitution modifier when they spend a healing surge during a short rest.

**Flying Feather**

Level 22

This feather from one of the swans of Ellisthea has been enchanted to allow those without wings to take flight. Tuck it under your arm or into your hat and then leap into the sky.

Wondrous Item 325,000 gp

Power (At-Will): Move Action. You can fly a number of squares equal to your speed.

MAGICAL SEEDS

The eladrin enchant ordinary seeds to hold spells, much in the same way spells are held in wands, except that each seed only holds a single spell. The seed must be planted on the victim in order for its magic to take effect.

◆ **Planting a Seed:** You must be adjacent to the creature on which you attempt to plant a seed. You must have a hand free to hold the seed you wish to plant.

◆ **Seed Characteristics:** Seeds are consumable magic items. They affect you with an attack power. The seed is consumed whether the attack hits or misses. Some seeds have aftereffects, which apply after you save against the initial attack.

Seed of Binding Roots

Level 15

Roots grow from your enemy's legs, binding her firmly into the earth like a young tree.

Seed 6,250 gp

Attack: +18 vs. Reflex; ongoing 10 damage and restrained (save ends both).

Aftereffect: The target is immobilized (save ends).

Seed of Bloodsap Vines

Level 10

Every artery and vein in your enemy's body is pierced with green vines that feed on his blood.

Seed 1,250 gp

Attack: +13 vs. Reflex; ongoing 10 damage (save ends).

Seed of Bursting Flowers

Level 5

Flowers bloom within your enemy's lungs and cut off her air; she reels and coughs up delicate pink petals.

Seed 250 gp

Attack: +8 vs. Reflex; ongoing 5 damage, and the target is dazed (save ends both).

First Failed Save: The target is stunned (save ends).

Special: The seed of bursting flowers makes its first attack 1d4 rounds after it is planted on the target.

Seed of Flesh

Level 10

When this seed touches the ghost, its transparent mist suddenly becomes solid flesh.

Seed 1,250 gp

Attack: +13 vs. Reflex; ongoing 5 damage, and the target loses the insubstantial and phasing keywords (save ends both).

Seed of Stone

Level 15

Your enemy's arm stiffens into granite, and the rest of his body quickly follows.

Seed 6,250 gp

Attack: +18 vs. Reflex; the target is immobilized (save ends).

First Failed Save: The target is restrained (save ends).

Second Failed Save: The target is petrified until the end of the encounter.

Aftereffect: The target is slowed (save ends).

CHAPTER 4:

NEW RITUALS

KNOW THRESHOLD

You study the whorls in tree bark and the patterns dictating where moss grows, seeking clues to locate the ley lines that emanate from the point where this world is joined to the next.

Level: 5**Cost:** 100 gp**Category:** Exploration **Market Price:** 250 gp**Time:** 1 hour**Key Skill:** Nature

Duration: Instantaneous **Check:** Nature check determines information learned about nearest threshold

When you perform this ritual, you locate the nearest threshold between the natural world and the Fey Realm. The range of the ritual is unlimited; as long as there is a connection to the Fey Realm somewhere on the plane of existence you occupy when you perform the ritual, you will discern its whereabouts. The ritual does not give you any special advantages in negotiating passage across the threshold, but merely informs you where such passage may be possible.

Your Nature check determines how much information you gain concerning the nearest threshold.

NATURE CHECK RESULT	INFORMATION LEARNED
9 or lower	Direction to threshold
10 – 19	Identifying features of threshold
20 – 29	Distance to threshold
30 – 39	Conditions under which threshold opens
40 or higher	Fey realm location to which threshold leads

CURSES

Curses are rituals that permanently alter their target until the person who placed the curse lifts it, or until the victim meets some condition that is specified when the ritual is performed. Curses can also be lifted by a powerful enough ritual caster using the Remove Affliction ritual, although this solution is sometimes worse than the curse.

Curses are different from other rituals in that the target opposes them. A check is made using the key skill listed for each curse ritual and compared to the specified defense of the target. The target may receive a modifier to their defense against the curse:

CASTER HAS...

TARGET'S DEFENSE MODIFIER

The target helpless before them	0
Something belonging to the target	+5
Nothing more than the target's name	+10

If the opposed check succeeds despite these modifiers, the target is cursed. Every curse has at least three states: removed (the target is no longer cursed), the curse's initial effect, and the curse's final state. When you become cursed, you suffer the curse's initial effect. Once you're cursed, you make a Nature check after each extended rest to see if you improve, worsen, or maintain your current condition. Each curse specifies two target Nature DCs: a lower DC to maintain and a higher DC to improve. If your Nature check does not equal either of these DCs, you move one step down the list toward the curse's final state. If your Nature check beats the higher DC, you move one step up the list toward the removed entry. If your Nature check beats the lower DC but not the higher, you stay at your current level. When you reach the final state of the curse, you no longer make Nature checks to improve.

An ally can make a Nature check in place of your own to help you recover from the curse. It is also possible to remove a curse without making Nature checks, by convincing the person who cursed you to lift the curse or by fulfilling the condition they specified when they placed the curse on you. However, when you are cursed you do not automatically become aware of who placed the curse or whether they specified a condition under which it would be lifted.

BAUBLE

Your curse causes the target to prize the possession you designate over all other things, an obsession that quickly grows into madness.

Level: 12**Cost:** 1,000 gp**Category:** Curse**Market Price:** 2,600 gp**Time:** 10 minutes**Key Skill:** Nature

Duration: Instantaneous **Check:** Nature check opposed by target's Will defense

Removed: The target is uncursed.

Initial Effect: The target insists on holding the designated object at all times. One of the target's hands is unavailable for other purposes such as wielding a weapon.

Second Stage Effect: The target is distracted by the designated object and grants combat advantage to all enemies.

Final Effect: The target is obsessed by the designated object and unable to take any actions.

Nature: Improve DC 28, maintain DC 25, worsen DC 24 or lower

COUPLET

Your curse compels the target to speak in rhyme, to your great amusement and their tongue-twisted dismay.

Level: 2 **Cost:** 25 gp

Category: Curse **Market Price:** 100 gp

Time: 10 minutes **Key Skill:** Nature

Duration: Instantaneous **Check:** Nature check opposed by target's Will defense

Removed: The target is uncursed.

Initial Effect: The target's rhyming speech disconcerts those who hear it, causing the target to suffer a -4 penalty to Bluff, Diplomacy, and Intimidate checks.

Second Stage Effect: The target is driven to rhyme at inappropriate times, causing one automatic failure during any social skill challenge.

Final Effect: Compulsively babbling in rhyme with little attention to anything else, the target is deafened.

Nature: Improve DC 19, maintain DC 15, worsen DC 14 or lower

FOOL'S CAP

Your curse gives the target an ass's head, matching external reality to essential truth.

Level: 10 **Cost:** 250 gp

Category: Curse **Market Price:** 1,000 gp

Time: 10 minutes **Key Skill:** Nature

Duration: Instantaneous **Check:** Nature check opposed by target's Fortitude defense

Removed: The target is uncursed.

Initial Effect: The target's asinine appearance gives it a -4 penalty to Charisma checks and Charisma-based skill checks.

Second Stage Effect: The target loses the ability to speak all languages and can only bray like a donkey.

Final Effect: Mind reduced to a bestial level, the target is dazed.

Nature: Improve DC 27, maintain DC 23, worsen DC 22 or lower

FERAL HUNGER

Your curse causes the target to become revolted at the sight of ordinary food and crave grass, hay, or blood instead.

Level: 14 **Cost:** 1,050 gp

Category: Curse **Market Price:** 4,200 gp

Time: 10 minutes **Key Skill:** Nature

Duration: Instantaneous **Check:** Nature check opposed by target's Will defense

Removed: The target is uncursed.

Initial Effect: The target loses one healing surge that it cannot regain until the curse is removed.

Second Stage Effect: The target regains only half the normal number of hit points when it spends a healing surge during a short rest.

Third Stage Effect: The target is weakened.

Final Effect: The target starves and dies.

Nature: Improve DC 29, maintain DC 27, worsen DC 26 or lower

TRANSMUTE EMOTIONS

Your curse robs the target of all normal feelings. You choose to replace all of the target's emotions with giddy joy and laughter, or deepest misery.

Level: 5 **Cost:** 100 gp

Category: Curse **Market Price:** 250 gp

Time: 10 minutes **Key Skill:** Nature

Duration: Instantaneous **Check:** Nature check opposed by target's Will defense

Removed: The target is uncursed.

Initial Effect: The target's inappropriate affect causes a -2 penalty on Charisma checks and Charisma-based skill checks.

Second Stage Effect: The target's emotional state is slow to react to danger, causing it to grant combat advantage to all enemies during the first round of combat.

Final Effect: The target is overwhelmed by laughter or tears and is dazed.

Nature: Improve DC 22, maintain DC 18, worsen DC 17 or lower

SKINCHANGER

Your curse causes the target to spend half of each day as an ordinary animal with animal intelligence and instincts.

Level: 22 **Cost:** 13,000 gp

Category: Curse **Market Price:** 65,000 gp

Time: 10 minutes **Key Skill:** Nature

Duration: Instantaneous **Check:** Nature check opposed by target's Will defense



The skinchange curse is often used to punish mortal nobles who offend the fey. The Lord of Ilsemar, who insisted on hunting a sacred stag despite the warnings of his wise women, now spends every night as a stag himself. The curse affects the target for 12 hours out of each day, usually from dusk to dawn. Common skinchanger forms include a bear, swan, stag, wolf, or hawk, though other animals are possible. Cruel eladrin may lay the skinchange curse on mortals to embarrass or destroy them, or to take something they possess, but it is most often used as a finite punishment in defense of fey interests.

Removed: The target is uncursed.

Initial Effect: During the hours of the curse, the target has a bestial appearance and takes a -2 penalty to attacks and checks.

Second Stage Effect: During the hours of the curse, the target has a bestial shape and cannot wear items or armor and cannot wield weapons or shields.

Third Stage Effect: During the hours of the curse, the target is indistinguishable from a normal animal and cannot take actions, but retains some knowledge of his former allies and acts toward them as if tamed.

Final Effect: During the hours of the curse, the target is a beast in both mind and body and seeks to escape to the wild if not restrained.

Nature: Improve DC 33, maintain DC 30, worsen DC 29 or lower

CHAPTER 5:

NEW MONSTERS

BONEGRINDER

BONEGRINDERS ARE CREATURES OF NIGHTMARE; hulking white-skinned giants with burly forearms for turning the millstones and large yellow teeth in gray gums. Sightless except for the small pink eyes on the back of their bald heads, bonegrinders work tirelessly. They construct and operate their mills deep in dark forest ravines or in hidden caves. Hags and other evil creatures always know where to bring the bones of their victims to be ground to flour. Pens near the mills hold those waiting to be processed into bone.

BONEGRINDER TACTICS

Bonegrinders wade into the fray, seeking to be within reach of two enemies that they can grab with their *fistful of foes* power. Once they have grabbed two enemies, they seek to drag them away to a spot where they can use *squeeze* and *smash together* to their heart's content.

BONEGRINDER LORE

A character knows the following information with a successful Arcana check.

DC 15: Contrary to popular myth, bonegrinders are not particular about whose bones they grind; good children are as likely to be herded into the pens as bad children.

DC 20: The bonegrinders have a good sense of smell and are sturdy combatants, but throwing salt into their tiny eyes blinds them and they cannot pursue an enemy very quickly.

Bonegrinder

Level 12 Elite Brute

Large fey humanoid (blind, giant)

XP 1,400

Initiative +7

Senses Perception +5; blindsight 10

HP 300; Bloodied 150

AC 26; Fortitude 26, Reflex 21, Will 23

Immune Gaze

Saving Throws +2

Speed 5

Action Points 1

⬇️ **Grasp** (standard; at-will)

Reach 2; +15 vs. AC; 2d10+6 damage, and the target is grabbed (until escape). The bonegrinder is able to grab two creatures of Medium size or smaller at once, or one creature of Large size.

⬇️ **Squeeze** (standard; at-will)

Grabbed target only; +13 vs. Fortitude; 2d12+6 damage.

⬇️ **Fistfuls of Foes** (standard; at-will)

The bonegrinder can make two melee basic attacks. If a target is not grabbed, the bonegrinder can use this power to grasp and squeeze that target, but it cannot squeeze the same target twice or grasp a target that is already grabbed.

⬇️ **Smash Together** (free action, when the bonegrinder is grabbing two different creatures; at-will)

+13 vs. Reflex, grabbed targets only; 1d6+6 damage and the target is dazed until the end of the bonegrinder's next turn.

Eyes in the Back of its Head

The bonegrinder cannot be flanked. An enemy can rub or throw salt in the bonegrinder's eyes as a minor action by making a Strength vs. Fortitude or a Dexterity vs. Reflex attack; on a hit, the bonegrinder loses the use of this power (save ends).

Alignment Evil

Languages —

Str 23 (+12)

Dex 13 (+7)

Wis 8 (+5)

Con 20 (+11)

Int 7 (+4)

Cha 13 (+7)

Centaur Archer

Level 7 Artillery

Large fey magical beast

XP 300

Initiative +8

Senses Perception +6; low-light vision

HP 66; Bloodied 33

AC 20; Fortitude 19, Reflex 21, Will 18

Speed 8

⊕ **Oaken Club** (standard; at-will) ◆ **Weapon**
+12 vs. AC; 1d8 + 4 damage.

⊕ **Longbow** (standard, at-will) ◆ **Poison, Weapon**
Ranged 20/40; +14 vs. AC; 1d10 + 5 damage, and ongoing 5 poison damage (save ends).

↓ **Rearing Strike** (standard; encounter)
The centaur archer can make an oaken club attack and then attack with its hooves; +13 vs. AC; 1d8 + 4 damage, and the target is pushed 1 square.

↘ **Double Impale** (standard, encounter) ◆ **Poison, Weapon**
Requires longbow; Ranged 10; +12 vs. Fortitude; 1d8 + 5 damage, ongoing 10 poison damage (save ends), and the target is pushed 2 squares. The centaur archer can make a longbow attack against one creature that is adjacent to the target after the push.

Alignment Any

Languages Elven

Skills Athletics +12, Endurance +12

Str 19 (+7)

Dex 21 (+8)

Wis 16 (+6)

Con 18 (+7)

Int 12 (+4)

Cha 14 (+5)

Equipment oaken club, longbow, quiver with 30 poisoned arrows

Centaur Stargazer

Level 9 Controller (Leader)

Large natural magical beast

XP 400

Initiative +8

Senses Perception +7; low-light vision

HP 98; Bloodied 49

AC 23; Fortitude 20, Reflex 23, Will 19

Speed 8

⊕ **Starmetal Wand** (standard; at-will) ◆ **Weapon**
+13 vs. AC; 1d8 + 4 damage.

⊕ **Glimmerbeam** (standard; at-will) ◆ **Radiant**
Ranged 20; +13 vs. Reflex; 1d8 + 7 radiant damage, and the target is dazed until the end of the centaur stargazer's next turn.

↓ **Rearing Strike** (standard encounter)
The centaur stargazer can make a starmetal wand attack and then attack with its hooves; +13 vs. AC; 1d8 + 4 damage, and the target is pushed 1 square.

✦ **Falling Star** (standard; recharge Ⓜ) ◆ **Radiant**
Area burst 2 in 10; +12 vs. Reflex; 2d6 + 7 radiant damage, and the area of the burst is difficult terrain.

Foretold Interruption (immediate interrupt, when an enemy uses an immediate interrupt power that penalizes or forces the re-roll of an attack roll by the centaur stargazer or an ally within 10 squares; encounter)
The centaur stargazer or ally gains a +6 power bonus to the attack roll or re-roll.

Foretold Maneuver (immediate interrupt, when an enemy uses an immediate power to move in response to movement by the centaur stargazer or an ally within 10 squares; encounter)
The centaur stargazer or ally can shift to maintain the same number of squares of distance from the enemy as it was before the enemy used the immediate power.

Alignment Any

Languages Common, Elven

Skills Athletics +13, Arcana +16, Nature +12

Str 19 (+8)

Dex 21 (+9)

Wis 16 (+7)

Con 18 (+8)

Int 24 (+11)

Cha 14 (+6)

Equipment starmetal wand

CENTAUR

WITH THE TORSO OF A muscular human and the body of a horse, these fierce warriors and wise sages defend their territory against unwelcome trespassers.

CENTAUR ARCHER TACTICS

Centaur archers prefer to fire their longbows on the run. They strike at lightly armored targets with their longbows, and then move to keep their distance from the foe and give their poisoned arrows time to work. They wait to use *double impale* until their enemies line up, so that they can fire a shot through one and into another. *Rearing strike* is a tactic of last resort, typically used to enable a tactical withdrawal.

CENTAUR STARGAZER TACTICS

Centaur stargazers prefer to remain at the center of a herd of centaur archers, using *foretold interruption* and *foretold maneuver* to warn them of unexpected tactics the enemy might use in the moments to come. They use their *glimmerbeam* and *falling star* attacks on the nearest and fastest-moving foes, with a rearing strike held in reserve to prepare for an escape if these tactics fail to keep hostile warriors at a safe distance.

CENTAUR LORE

A character knows the following information with a successful Nature check.

DC 15: Centaurs live in the wild, grassy plains of the Fey Realm, and sometimes travel to the natural world to watch the stars there, because the heavens look different from the two worlds. No one on two legs should ever try to outrun them.

DC 20: Centaurs are master archers and are known to use poisoned arrows. Centaurs can also call on the power of the stars to predict the future, much to the detriment of their enemies.

CHANGELING

CHANGELINGS LOOK LIKE SMALL, LOST children. They are found deep in the wilderness, where they blink up at travelers and wander toward campfires for warmth. If taken in, a changeling latches onto one of its rescuers and begins to take on attributes of that person's identity. The changeling eventually becomes a perfect copy of the person on which it has



Changeling		Level 10 Lurker	
Small fey humanoid		XP 500	
Initiative +11	Senses Perception +10; low-light		
HP 82; Bloodied 41			
AC 24; Fortitude 21, Reflex 22, Will 23			
Speed 6			
Ⓢ Club (standard; at-will) ♦ Weapon +15 vs. AC; 1d6 + 2 damage.			
Likeness Glamour (standard action; at-will) ♦ Illusion The changeling assumes the appearance of one creature it can see. It maintains this appearance until it hits with an attack, until it uses this power to assume a different appearance, or until the end of the encounter.			
Sympathetic Strike The changeling deals an additional 2d6 damage when it hits a creature whose appearance it is maintaining with its likeness glamour power.			
Confusing Likeness (immediate interrupt, when hit by a melee or ranged attack; at-will) The attack does not hit the changeling, and instead targets an adjacent creature whose appearance the changeling is maintaining.			
Alignment Evil	Languages Common, Elven		
Skills Bluff +16, Insight +15			
Str 14 (+7)	Dex 15 (+7)	Wis 20 (+10)	
Con 16 (+8)	Int 18 (+9)	Cha 23 (+11)	

imprinted and attempts to replace that person by killing him or her.

CHANGELING TACTICS

A changeling waits safely at the edge of a battle until it can use *likeness glamour* to take on the appearance of an enemy. A changeling is proficient with all simple and martial weapons, and if possible, it acquires and wields the same type of weapon as the enemy it plans to imitate. Once the glamour is complete, it charges the enemy whose appearance it is wearing. If this attack misses, the changeling tries to stay next to the target it is mimicking in order to use *confusing likeness* if attacked by the target's allies. A changeling stays in melee only long enough to deliver a *sympathetic strike* before retreating and beginning this cycle anew.

CHANGELING LORE

A character knows the following information with a successful Arcana check.

DC 15: Changelings seek an identity, which is why they copy and kill. Giving a changeling clothes and a name lets it create a unique persona of its own to adopt. If treated kindly, a changeling grows and ages like a normal child, enjoying its new name and place in the world without the need to kill. If a person names a changeling, but is then cruel to it, it continues looking for a safer, stronger identity to adopt.

Dough Golem		Level 14 Soldier	
Large natural animate (construct)		XP 1,000	
Initiative +8	Senses Perception +6		
HP 124; Bloodied 62			
AC 30; Fortitude 28, Reflex 25, Will 23			
Speed 5			
Ⓢ Hug (standard; at-will) Reach 2; +21 vs. AC; 2d8 + 6 damage, and the target is grabbed if it is Medium size or smaller (until escape).			
↓ Engulf (standard; at-will) Requires a target grabbed by the dough golem; +19 vs. Fortitude, and the target is pulled 2 squares into the dough golem's space and engulfed (escape ends). While engulfed, the target takes ongoing 15 damage until it escapes the grab, cannot be targeted by any creature, and cannot target any creature other than the dough golem.			
Run Away Home (move; at-will) The dough golem moves up to half its speed and pulls an engulfed target with it.			
Sticky Center (immediate interrupt, when hit by a ranged attack; recharge Ⓢ; Ⓢ; Ⓢ) If the dough golem is engulfing a target, it takes half damage from the attack and deals damage to the engulfed target equal to the damage taken by the dough golem. The damage dealt to the dough golem by the attack is the same type of damage dealt to the engulfed target.			
Alignment Unaligned	Languages —		
Str 22 (+13)	Dex 8 (+6)	Wis 9 (+6)	
Con 24 (+14)	Int 4 (+4)	Cha 5 (+4)	

DOUGH GOLEM

Large, sticky, lumpy featured beings, dough golems are created by hags from the flour they purchase at the bonegrinders' mills. Dough golems chase down their victims and engulf them, then run skipping back to their creator's oven and hop right in to bake.

DOUGH GOLEM TACTICS

A dough golem's plan of battle is simple: Charge an enemy, hug it, engulf it, and then use *run away home* to retreat to a secluded spot until the engulfed foe stops struggling. Dough golems prefer to attack physically weak foes, although their relative lack of mobility means they often settle for front-line fighters, and they usually not target ranged combatants whose attacks can actually help the golem by triggering its *sticky center* power.

DOUGH GOLEM LORE

A character knows the following information with a successful Arcana check.

DC 15: Dough golems may be seasoned or decorated as suits their hag's taste. Dough golems only attack one victim, usually the youngest or most tender targets available, and

Enlightened Bear

Level 16 Elite Soldier

Large fey magical beast

XP 2,800

Initiative +15

Senses Perception +13

HP 316; Bloodied 158

AC 34; Fortitude 30, Reflex 29, Will 27

Saving Throws +2

Speed 7

Action Points 1

⊕ **Claw** (standard; at-will)

Reach 2; +23 vs. AC; 2d8 + 8 damage.

↓ **Shield Bash** (standard; at-will)

The enlightened bear can make a claw attack against a different target before the attack; +23 vs. AC; 2d8 + 8 damage, and the target is knocked prone.

↓ **Drop** (free action, when an adjacent enemy is knocked prone; at-will)

The enlightened bear falls prone and makes a melee attack against the prone enemy; +21 vs. Fortitude; 1d10 + 8 damage, and the target is dazed (save ends).

Alignment Unaligned

Languages Common, Elven, Giant

Skills Athletics +19, Nature +18, Insight +18

Str 26 (+16)

Dex 20 (+13)

Wis 20 (+13)

Con 22 (+14)

Int 18 (+12)

Cha 18 (+12)

Equipment: wyrmscale armor, heavy shield

attempt to engulf them, ignoring all others. Once baked, along with their helpless filling, dough golems cease to be animate.

ENLIGHTENED ANIMAL

FAR MORE INTELLIGENT THAN ORDINARY animals, these forest-dwelling fey creatures can speak with human language and are larger and stronger than their cousins in the natural world.

ENLIGHTENED BEAR TACTICS

Enlightened bears are patient but fierce melee combatants. They rejoice in a battle that presents them with enemies on all sides so that they can use their *shield bash* to best effect. When their foes do not oblige by surrounding the enlightened bear, the bear trusts in its armor to deflect whatever opportunity attacks are necessary to get into the thick of the fighting.

ENLIGHTENED FOX TACTICS

Enlightened foxes do not relish fighting, but they have had to become wily fencers to protect themselves against the angry victims of their confidence schemes. Whenever possible, an enlightened fox seeks to get other creatures involved in the melee to distract its foe and allow the fox to get into flanking position with *sly maneuver*.

Enlightened Fox

Level 12 Skirmisher

Small fey magical beast

XP 700

Initiative +15

Senses Perception +9; low-light vision

HP 124; Bloodied 62

AC 26; Fortitude 23, Reflex 26, Will 22

Speed 6

⊕ **Rapier** (standard; at-will) ◆ **Weapon**

+16 vs. AC; 1d6 + 7 damage.

Cunning Thrust

The enlightened fox deals an additional 2d6 damage on melee attacks against any target it has combat advantage against.

Deft Blade

The enlightened fox scores a critical hit with a rapier on a 19 or 20, and deals an additional 2d6 damage on a critical hit.

Sly Maneuver (immediate reaction, when an enemy adjacent to the enlightened fox is hit by a melee attack; at will)

The enlightened fox shifts 2 squares.

Alignment Unaligned

Languages Common, Elven

Skills Acrobatics +18, Bluff +15

Str 16 (+9)

Dex 24 (+13)

Wis 16 (+9)

Con 20 (+11)

Int 19 (+10)

Cha 18 (+10)

Equipment: leather armor, rapier

Enlightened Raven

Level 8 Artillery

Tiny fey magical beast

XP 350

Initiative +9

Senses Perception +6

HP 68; Bloodied 34

AC 21; Fortitude 16, Reflex 22, Will 22

Speed 2 (clumsy), fly 8

⊕ **Doom Curse** (standard; at-will) ◆ **Psychic**

Ranged 10; +13 vs. Will; 2d6 + 6 psychic damage, and the target is marked (save ends).

⤵ **Evil Omen** (immediate reaction, when a marked enemy misses the enlightened raven with a ranged attack; begins uncharged; recharges when the enlightened raven hits with doom curse) ◆ **Charm**

The target makes a ranged basic attack against a target of the enlightened raven's choice.

Alignment Evil

Languages Common, Elven

Skills History +12, Thievery +14

Str 8 (+3)

Dex 20 (+9)

Wis 14 (+6)

Con 14 (+6)

Int 17 (+7)

Cha 22 (+10)

ENLIGHTENED RAVEN TACTICS

Enlightened ravens are drawn to battlefields where death is about to take place. They circle over the heads of archers, flying just close enough for their croaked *doom curse* to be heard. They target ranged combatants in preference to all others, hoping that their *evil omen* causes the mischief in which they delight.



ENLIGHTENED ANIMAL LORE

A character knows the following information with a successful Arcana check.

DC 15: Enlightened animals are not to be underestimated; they are much closer to the intelligence of the average humanoid than that of a beast. Some deity granted enlightened animals their sentience long ago at the dawn of time, and they prefer to be treated as the clever creatures they are. They wear clothing and jewelry, use weapons, and are capable of complex battle tactics and even magic.

GREMLIN

GREMLINS ARE SMALL, VICIOUS CREATURES that move in packs. With their sharp teeth and claws they can chew through wagon wheels, backpacks, and even bone.

GREMLIN LORE

A character knows the following information with a successful Arcana check.

DC 15: Gremlins like pranks. They enjoy disabling things and watching from the shadows with glee as whatever they have sabotaged falls apart. When people are distracted with trying to fix a saddle, a wagon axle, a boat hull, they strike, chattering shrilly.

DC 20: Gremlins are neither particularly clever nor particularly brave, and they can be fooled or driven away with a show of force.

Gremlin

Tiny fey magical beast

Level 6 Minion

XP 63

Initiative +6

Senses Perception +3; low-light vision

HP 1; a missed attack never damages a minion.

AC 18; **Fortitude** 14, **Reflex** 17, **Will** 14

Speed 6

⊕ **Claw** (standard; at-will)
+11 vs. AC; 6 damage.

⊖ **Sabotage Armor** (standard action; at-will)
Requires combat advantage against the target; +9 vs. Reflex; the target takes a penalty to AC equal to one half its armor bonus (save ends).

Cowardice

The gremlin has a -2 penalty to defenses and saving throws against powers with the fear keyword. It receives no will defense modifier from being hostile or unfriendly when making an opposed Intimidate check.

Alignment Evil

Languages Elven

Str 9 (+2)

Dex 17 (+6)

Wis 11 (+3)

Con 11 (+3)

Int 15 (+5)

Cha 10 (+3)

HAG

THE FEY REALM CONTAINS SEVERAL varieties of hag that are rarely seen in the mortal world. Exceptional circumstances are required to make these wise but depraved fey witches leave the isolated spots where they conduct their foul rituals and prey on innocent passers-by.

WITHERED HAG TACTICS

A withered hag glories in melee. When its opponents will not face the hag toe-to-toe, it uses *allure* to draw them near, and then relies on *nightmare curse* to keep them there.

BABA YAGA TACTICS

Although she is a cannibal, Baba Yaga prefers to eat her victims after they are dead, so her bite attack is a last resort. She much prefers to have her flying mortar keep her out of her enemies' reach, and use *nightmare curse* primarily to assist her in moving away from foes that have come too close. She begins combat by summoning her *black, red, and white riders* and focuses on directing their attacks. Baba Yaga often holds her action point in reserve in case it is needed to sustain her riders. If she is stunned or otherwise rendered unable to continue the riders' attack, she turns to using her *disembodied hands*.

HAG LORE

A character knows the following information with a successful Arcana check.

Withered Hag

Level 15 Controller

Medium fey humanoid

XP 1,200

Initiative +13

Senses Perception +11; low-light vision

HP 151; Bloodied 75

AC 29; Fortitude 27, Reflex 27, Will 26

Speed 6

Ⓢ Clutch (standard; at-will)

+19 vs. Reflex; 1d10+6 damage, and the target is grabbed (until escape). If the withered hag was already grabbing another creature, that creature escapes from the grab.

Ⓢ Allure (standard; at-will) ◆ Charm, Psychic

Ranged 10; +19 vs. Will; 2d8+5 psychic damage, and the target is pulled a number of squares equal to its speed and loses its next move action.

⚡ Nightmare Curse (standard; at-will) ◆ Charm, Psychic

Close burst 3; targets enemies; +17 vs. Will; 1d6+5 psychic damage, and the target is immobilized until the end of the withered hag's next turn.

Change Shape (minor; at-will) ◆ Polymorph

The withered hag can alter its physical shape to take on the appearance of an elderly matron of any Medium humanoid race.

Alignment Evil

Languages —

Skills Bluff +17, Insight +16, Intimidate +17, Nature +16

Str 22 (+13)

Dex 22 (+13)

Wis 19 (+11)

Con 23 (+13)

Int 16 (+10)

Cha 20 (+12)

DC 15: All hags can change their appearances to look like women; withered hags appear to be kindly grandmothers. Their favored tactic is to place their houses beside dangerous mountain passes or treacherous river fords, and when travelers come seeking shelter from the storm or the night, the withered hag offers what seems to be a safe resting place.

DC 20: Some withered hags particularly seek out lost children, tempting them with sweets. When their victims are lulled into a false sense of security, the withered hag uses her magic to immobilize them.

DC 25: A baba yaga is an older and more powerful version of the withered hag. She is both physically strong and full of wicked magic, and she has an enchanted house that runs swiftly across the plains on two huge chicken feet.

HAG HOUSE

A SMALL HUT STANDING ON TWO OVERSIZED chicken feet, a hag house can sit down, stand up, run, and even attack.

HAG HOUSE TACTICS

When a hag house is occupied by a hag, it does the bidding of its mistress. Left to its own devices, however, it wades into the center of melee. A hag house focuses its kicks on the least physically imposing targets, seeking to knock them down and then use *stomp* to keep them down.

Baba Yaga

Level 22 Elite Controller

Medium fey humanoid

XP 8,300

Initiative +11

Senses Perception +21; darkvision

HP 408; Bloodied 204

AC 37; Fortitude 34, Reflex 32, Will 36

Saving Throws +2

Speed 6, fly 10 (hover)

Action Points 1

Ⓢ Bite (standard; at-will)

+27 vs. AC; 3d6+7 damage.

⚡ Flying Mortar Charge (standard; at-will)

Requires a charge with flying movement; +28 vs. Reflex; 3d8+7 damage.

⚡ Disembodied Hands (standard; at-will) ◆ Conjunction

Close burst 10; Baba Yaga conjures three pairs of hands that appear in the spaces of three creatures in range and attack; +24 vs. Fortitude; 1d8+8 damage, and the target slides 3 squares.

⚡ Nightmare Curse (standard; at-will) ◆ Charm, Psychic

Close burst 3; targets enemies; +24 vs. Will; 2d8+8 psychic damage, and the target is immobilized until the end of Baba Yaga's next turn.

⚡ Black, Red, and White Riders (standard; encounter) ◆ Conjunction

Close burst 10; Baba Yaga conjures three spectral riders that occupy unoccupied squares within range and attack adjacent creatures; +27 vs. AC; 1d6+8 damage, and the target is knocked prone. The riders can make opportunity attacks and count as allies for the purposes of flanking and cover. Baba Yaga can sustain the riders as a minor action, have each of them move 8 squares as a move action, and repeat their attack as a standard action.

Change Shape (minor; at-will) ◆ Polymorph

Baba Yaga can alter her physical shape to take on the appearance of an elderly matron of any Medium humanoid race.

Alignment Evil

Languages Common, Elven, Giant

Skills Arcana +24, Diplomacy +25, Insight +26, Intimidate +25

Str 24 (+18)

Dex 11 (+11)

Wis 30 (+21)

Con 20 (+16)

Int 26 (+19)

Cha 28 (+20)

HAG HOUSE LORE

A character knows the following information with a successful Arcana check.

DC 20: A hag house is home to a powerful and dangerous hag like a baba yaga. If encountered when the hag is not home, the house may sit on its own feet to hide them and look just like an ordinary, cozy hut. Then again, the hut may have cages or bones dangling from it, betraying its sinister nature.

KELPIE

KELPIES LIVE IN OR NEAR stagnant pools, and eat the flesh of people who venture near. They look like horses; some are sleek and beautiful with flowing manes and tails, while others look drowned and white eyed, trailing lake slime.



Hag House		Level 20 Elite Brute	
Huge fey animate (construct, mount)		XP 5,600	
Initiative +10	Senses Perception +10		
HP 470; Bloodied 235			
AC 33; Fortitude 35, Reflex 29, Will 30			
Saving Throws +2			
Speed 8			
Action Points 1			
Ⓢ Kick (standard; at-will)			
Reach 3; +23 vs. AC; 2d10 + 9 damage, and the target is knocked prone.			
⚔ Dancing Hut (standard; at-will)			
The hag house makes two kick attacks.			
⚔ Stomp (free action, when an adjacent enemy is knocked prone; at-will)			
+21 vs. Fortitude; 1d6 + 9 damage, and the target is grabbed (until escape). Each time the target fails to escape from the grab, the hag house deals an additional 1d6 + 9 damage. The hag house can grab up to two Large size creatures at any one time.			
Doorway (while mounted by a friendly rider of 20th level or higher; at-will) ⚔ Mount			
The hag house grants its rider cover against area, close, and ranged attacks.			
Alignment Evil	Languages -		
Str 28 (+19)	Dex 10 (+10)	Wis 11 (+10)	
Con 25 (+17)	Int 1 (+5)	Cha 5 (+7)	

LAKE KELPIE TACTICS

A lake kelpie charges its target, striking with its hooves, and then uses *unwilling rider* to take the target for a ride. It is not intelligent enough to determine which targets are likely to be weak-willed, but seeks lone victims so that it can ride off without triggering opportunity attacks.

THORN KELPIE TACTICS

A thorn kelpie gallops into the midst of melee in order to strike a foe with its hooves and beguile them with its *unwilling rider* power. If it convinces an enemy to mount, as it rides away, the thorn kelpie often seeks to draw opportunity attacks in order to impale its unfortunate rider.

KELPIE LORE

A character knows the following information with a successful Arcana check.

DC 15: Kelpies attempt to trick humanoids into riding them. Once mounted, the rider quickly finds that he cannot dismount, allowing the kelpie to run off and drown its rider in a nearby lake or impale him on thorns. This ruse is not the only dangers kelpies pose; they also have vicious teeth and sharp hooves.

Lake Kelpie		Level 7 Skirmisher	
Large fey beast (aquatic, mount)		XP 300	
Initiative +8	Senses Perception +4; low-light vision		
HP 83; Bloodied 41			
AC 21; Fortitude 20, Reflex 17, Will 15			
Speed 8, swim 10			
Ⓢ Hooves (standard; at-will)			
+12 vs. AC; 1d8 + 4 damage.			
⚔ Unwilling Rider (minor; at-will) ⚔ Charm			
+10 vs. Will; the target mounts the lake kelpie and is immobilized (save ends). The lake kelpie cannot use this power if it is already being ridden.			
Drown			
A creature riding the lake kelpie takes 10 damage whenever the lake kelpie ends its turn underwater.			
Bareback Curse (while mounted by a rider of 7th level or higher; at-will) ⚔ Mount			
The lake kelpie's rider cannot be forced to dismount.			
Alignment Evil	Languages -		
Skills Athletics +12, Endurance +12			
Str 19 (+7)	Dex 16 (+6)	Wis 13 (+4)	
Con 19 (+7)	Int 3 (-1)	Cha 13 (+4)	

Thorn Kelpie		Level 9 Skirmisher	
Large fey beast (mount)		XP 400	
Initiative +8	Senses Perception +6; low-light vision		
HP 101; Bloodied 50			
AC 23; Fortitude 23, Reflex 20, Will 19			
Speed 8			
Ⓢ Hooves (standard; at-will)			
+14 vs. AC; 1d10 + 6 damage.			
⚔ Unwilling Rider (minor, at-will) ⚔ Charm			
+12 vs. Will; the target mounts the thorn kelpie and is immobilized (save ends).			
Impale (immediate interrupt, when an opportunity attack hits the thorn kelpie; at-will)			
If the thorn kelpie has a rider, the attack misses the thorn kelpie and targets the rider instead.			
Crush			
If the thorn kelpie moved adjacent to a wall or other solid obstacle during its movement, at the end of the thorn kelpie's turn its rider takes damage equal to twice the number of squares it moved.			
Bareback Curse (while mounted by a rider of 10th level or higher; at-will) ⚔ Mount			
The thorn kelpie's rider cannot be forced to dismount.			
Alignment Evil	Languages -		
Skills Athletics +15, Endurance +14			
Str 22 (+10)	Dex 15 (+6)	Wis 14 (+6)	
Con 21 (+9)	Int 2 (+0)	Cha 14 (+6)	

Granite Limniad

Level 11 Elite Soldier

Large fey humanoid (earth)

XP 1,200

Initiative +8

Senses Perception +7

HP 234; Bloodied 117

AC 29; Fortitude 25, Reflex 18, Will 22

Immune disease, poison, sleep

Saving Throws +2

Speed 4 (earth walk); see also *earth merge*

Action Points 1

⊕ **Fist of Stone** (standard; at-will)

Reach 2; +18 vs. AC; 2d8+ 5 damage, and the target is marked until the end of the granite limniad's next turn.

↓ **Eliminate Distraction** (immediate reaction, when an unmarked enemy hits the granite limniad with a melee attack; at-will)

The granite limniad makes a *fist of stone* attack against the enemy that hit it.

↘ **Throw Fragments** (standard, starts uncharged; recharge when an attack reduces the granite limniad's hit points below its bloodied value)

Area burst 1 within 10; +14 vs. Reflex; 2d6+ 1 damage, and rock shards make the area of the burst difficult terrain.

Single-Minded

If a target marked by the granite limniad moves away from it or makes an attack that does not include it as a target, the granite limniad gains a +2 bonus on its next attack roll against the target.

Earth Merge (move; at-will)

The granite limniad can move through obstructions made of dirt, earth, and stone, but it must end its square in an unobstructed space.

Alignment Unaligned

Languages Elven, Primordial

Skills Endurance +15

Str 21 (+10)

Dex 12 (+6)

Wis 14 (+7)

Con 21 (+10)

Int 10 (+5)

Cha 17 (+8)

LIMNIAD

QUIET, ANCIENT SPIRITS OF STONE, limniads are seldom seen. They move like shadows or shifting light patterns within walls of stone. Only when they emerge as heavy, stately beings of stone, can their humanoid shapes be seen.

GRANITE LIMNIAD TACTICS

Granite limniads move to enter melee as quickly as they can, pounding foes with *fist of stone*. They feel a kinship with mortals wearing metal armor, and prefer to attack those wearing light armor. This often has the unintended benefit of causing other foes to rush to their comrade's defense, triggering the limniad's *eliminate distraction*. *Throw fragments* is held in reserve against foes who seek to keep their distance from the limniad's fists.

SIBYL TACTICS

A sibyl uses *earth merge* and flying movement to avoid enemy attacks until it can gain combat advantage via flanking or

Sibyl

Level 15 Elite Skirmisher

Large fey humanoid (earth)

XP 2,400

Initiative +16

Senses Perception +14

Sandstorm aura 2; any creature that enters or starts its turn in the aura takes 10 damage.

HP 288; Bloodied 144

AC 31; Fortitude 24, Reflex 29, Will 28

Immune disease, poison, sleep

Saving Throws +2

Speed fly 8 (hover); see also *earth merge*

Action Points 1

⊕ **Stinging Sands** (standard; at-will)

Reach 2; +18 vs. Reflex; 2d8+ 7 damage, and the target is blinded until the end of the sibyl's next turn.

↩ **Sandstorm** (immediate reaction, when the sibyl is bloodied; encounter)

Close burst 4; +16 vs. Reflex; 2d6 + 3 damage, and the target is knocked prone.

Wise Strike

The sibyl deals an additional 2d6 damage with melee attacks when it has combat advantage against a target.

Prophetic Dodge (immediate reaction, when an enemy moves adjacent to the sibyl; recharge ☐☐☐☐☐☐)

The sibyl shifts 2 squares. If the sibyl fails to recharge this power on its turn, it can shift 2 squares as a minor action during its turn.

Earth Merge (move; at-will)

The sibyl can move through obstructions made of dirt, earth, and stone, but she must end her square in an unobstructed space.

Alignment Unaligned

Languages Elven, Primordial

Skills History +18

Str 15 (+9)

Dex 24 (+14)

Wis 24 (+14)

Con 16 (+10)

Int 22 (+13)

Cha 15 (+9)

attacking while hidden. It chooses physically frail targets for a *stinging sands* attack. If the sibyl blinds the target, it presses the attack; if not, it shifts away and waits until another opportunity arises to gain combat advantage.

LIMNIAD LORE

With a successful Arcana check, a character knows the following:

DC 15: Limniads are the spirits of stone. They are as individual as their locales and can seem as aloof and unbendable as their element. Limniads are slow to anger, having observed countless years, weathering slowly away to mix with the sands. They can, when roused from their contemplations, be unshakeable guardians. Some limniads are still guarding things that have crumbled to dust centuries ago. The most powerful of the limniads are the whirling gestalts of sand called sibyls, the merged memories and consciousnesses of many limniads, wise in all that is past, and with a prophetic eye that sees into the future.



MARIONETTE

Marionettes are human spirits bound into golems and made to serve their creators. Hapless victims, lost souls, and even the spirits of warlocks who made careless pacts with dark fey constitute the restless, tortured core of a marionette. Marionettes are shaped to their crafter's design, sometimes wonderfully chiseled dolls, sometimes gangly bundles of joined twigs with rough masks for faces.

MARIONETTE TACTICS

Marionettes are sneaky because they have no breath to give them away and because many have learned to avoid drawing the unpleasant attention of their whimsical creator. When called upon to defend their masters, they seek to hide until they can leap out and *jab* a foe, preferably from a flanking position.

MARIONETTE LORE

A character knows the following with a successful Arcana check.

DC 15: Marionettes are voiceless servants who serve the whims of their masters, who may be hags, warlocks, or wizards. There are tales of a bereaved mage who made a marionette in an attempt to save some remnant of a beloved spouse, but most marionettes are the cruel products of a twisted mind. Burning a marionette and throwing the ashes into a running stream looses the soul from its wooden prison and sets it free to seek out the afterlife.

MISTWALKER

The mists of the fey world are often alive, and they creep through forest undergrowth and across lonely paths in cloudy tendrils.

MISTWALKER TACTICS

A mistwalker begins combat by moving to get as many enemies as possible in the area of its *frightful form*. Those who are not repelled by the sight become food for the mistwalker's tentacles.

MISTWALKER LORE

A character knows the following information with a successful Arcana check.

DC 15: Mistwalkers are sentient, but only barely. They hunger for flesh, and they can coalesce into any form that suits them, though they usually choose tendril and tentacles shapes with terrifying faces forming out of the fog.

Marionette

Level 13 Minion

Medium natural animate (construct)

XP 200

Initiative +12

Senses Perception +8

HP 1; a missed attack never damages a minion.

AC 25; Fortitude 22, Reflex 24, Will 22

Speed 6

⊕ **Jab** (standard; at-will)

+18 vs. AC; 6 damage, or 9 with combat advantage.

Broken Doll (immediate interrupt, when hit by an attack; encounter)

The marionette shifts 2 squares and falls prone.

Alignment Evil

Languages —

Skills Acrobatics +11, Stealth +11

Str 15 (+8)

Dex 20 (+11)

Wis 15 (+8)

Con 18 (+10)

Int 16 (+9)

Cha 19 (+10)

NAIAD

THE LIVELY SPIRITS OF STREAMS and rivers can assume humanoid form to guard the water that is their life, or to make merry with other creatures of the Fey Realm. Whatever shape they take, whether a tiny fountain naiad or a powerful river lord, naiads always appear to be constantly flowing.

FOUNTAIN NAIAD TACTICS

An angered fountain naiad uses *thalassic call* to bring its enemies within reach of its *splash* and *cascade* attacks. The naiad reserves its *drown* power until it has gathered as many foes as possible nearby, whose desire to escape is hindered by the naiad's aura. Fountain naiads seek to avoid encounters in which there are not sufficient pools or streams to afford them the use of their *watery transference* power.

RIVER LORD TACTICS

A river lord is a fearsome melee combatant whose *surge* and *wave* attacks bring down its enemies to be battered by the turbulent waters of its flood aura. Those who wisely try to stay out of the river lord's mighty reach are brought close with *thalassic call*, after which the river lord often uses an action point to unleash its *drown* power.

NAIAD LORE

With a successful Arcana check, a character knows the following:

DC 15: Naiads are spiritual manifestations of the waters they inhabit. They can only leave their waters at certain times and never for very long. They do whatever is necessary to protect their streams, and while they can be capricious, they are also wise. Naiads know their part of the world and can inform polite travelers who offer them appropriate gifts about what dangers

Mistwalker

Level 6 Brute

Medium fey magical beast (shapechanger)

XP 250

Initiative +4

Senses Perception +2; low-light vision

Seeking Tendrils aura 1; an enemy that ends its turn in the aura takes 3 damage.

HP 91; Bloodied 45

AC 18; Fortitude 19, Reflex 16, Will 14

Speed fly 6 (hover; maximum altitude 1)

⊕ **Tentacle** (standard; at-will)
+9 vs. AC; 2d8 + 5 damage.

↓ **Frightful Form** (minor; encounter) ◆ **Fear, Psychic**
Close blast 5; targets enemies in blast; +5 vs. Will; 1d6 + 5 damage, and the target is pushed 3 squares.

Change Form (minor; at-will) ◆ **Polymorph**
The mistwalker can assume the foggy shape of any creature of Medium size or smaller until the end of its next turn. When using this power, the mistwalker can squeeze without penalty as a free action.

Alignment Unaligned

Languages —

Str 18 (+7)

Dex 13 (+4)

Wis 8 (+2)

Con 21 (+8)

Int 2 (-1)

Cha 6 (+1)

Fountain Naiad

Level 5 Solo Controller

Small fey humanoid (aquatic, water)

XP 1,000

Initiative +5

Senses Perception +4

Overflow aura 2; the aura is difficult terrain for creatures that do not have the aquatic keyword.

HP 256; Bloodied 128

AC 21; Fortitude 16, Reflex 18, Will 19

Immune disease, poison; Resist 10 lightning; Vulnerable 5 fire

Saving Throws +5

Speed 4, swim 8; see also *watery transference*

Action Points 2

⊕ **Splash** (standard; at-will)
Reach 2; +9 vs. Fortitude; 1d10 + 3 damage, and the target is knocked prone.

↓ **Cascade** (standard; at-will)
The fountain naiad makes a splash attack against two different targets.

↩ **Drown** (standard; recharge ☐☐☐☐)
Close burst 2; +9 vs. Fortitude; 1d10 + 4 damage, and ongoing 5 damage (save ends).

✳ **Thalassic Call** (standard; at-will) ◆ **Charm, Psychic**
Area burst 1 within 10; +7 vs. Will; 1d6 + 4 psychic damage, and the target is pulled a number of squares equal to its speed and loses its next move action.

Upwelling (free, when first bloodied; encounter)
The fountain naiad's drown recharges, and the fountain naiad can use it as a free action before the end of its next turn.

Watery Transference (move; recharge ☐☐☐☐)
The fountain naiad teleports 8 squares into a square that contains water.

Alignment Unaligned

Languages Elven, Primordial

Skills Diplomacy +11, Insight +9

Str 10 (+2)

Dex 16 (+5)

Wis 15 (+4)

Con 16 (+5)

Int 14 (+4)

Cha 18 (+6)

River Lord

Level 21 Solo Controller

Huge fey humanoid (aquatic, water)

XP 3,200

Initiative +15

Senses Perception +16; tremorsense 5

Flood aura 3; the aura is difficult terrain for creatures that do not have the aquatic keyword, and any creature that becomes prone in the aura takes 10 damage.

HP 1,000; Bloodied 500

AC 37; Fortitude 36, Reflex 30, Will 34

Immune disease, poison; Resist 25 lightning; Vulnerable 10 fire

Saving Throws +5

Speed 6, swim 10; see also *change course*

Action Points 2

⊕ **Surge** (standard; at-will)
Reach 3; +25 vs. Fortitude; 2d8 + 9 damage, and the target is knocked prone.

↓ **Wave** (standard, at-will)
The river lord makes a surge attack against two different targets.

↩ **Drown** (standard; recharge ☐☐☐☐)
Close burst 3; +23 vs. Fortitude; 4d6 + 9 damage, and ongoing 15 damage (save ends).

✳ **Thalassic Call** (standard; at-will) ◆ **Charm, Psychic**
Area burst 2 within 10; +23 vs. Will; 2d8 + 7 psychic damage, and the target is pulled a number of squares equal to its speed, loses its next move action, and is knocked prone.

Flash Flood (free, when first bloodied; encounter)
The river lord's drown recharges, and the river lord can use it as a free action before the end of its next turn.

Change Course (move; recharge ☐☐☐☐)
The river lord teleports 10 squares into a square that contains water.

Alignment Unaligned

Languages Common, Elven, Primordial

Skills Intimidate +22, Nature +21

Str 28 (+19)

Dex 20 (+15)

Wis 23 (+16)

Con 24 (+17)

Int 19 (+14)

Cha 24 (+17)

lurk up and down stream. Foolish or crude travelers only get disinformation or a face full of water. Less powerful naiads who feel they have been wronged may appeal to the power of the nearest River Lord, and once a River Lord is awakened and angered, the flood gates open in a terrible way.

PRIMAL LAND~SPIRIT

PRIMAL LAND~SPIRITS ARE AMONG THE most powerful and ancient creatures of the Fey Realm. Unlike naiads or limniads, they do not take humanoid form, instead appearing as swirls of raw power. Few understand what these spirits are or what they want, but they can easily crush lesser creatures without even noticing.

DESERT SPIRIT TACTICS

A desert spirit begins a combat by using sandstorm against a group of foes, and then takes advantage of the difficult terrain

Desert Spirit

Level 24 Solo Brute

Gargantuan Fey magical beast

XP 30,250

Initiative +14

Senses Perception +20; tremorsense 20

Swirling Sands aura 4; squares in the aura are difficult terrain, and any creature that enters or begins its turn in the aura takes 15 damage.

HP 1140; Bloodied 570

AC 37; Fortitude 39, Reflex 34, Will 36

Immune charm, fear

Saving Throws +5

Speed 8

Action Points 2

⊕ **Crush** (standard; at-will)

Reach 4; +27 vs. AC; 2d10 + 10 damage.

⊕ **Absorb Life** (standard; recharges when an a creature within the desert spirit's aura becomes bloodied) ◆ **Healing**

Requires a bloodied target; reach 4; +25 vs. Fortitude; 2d10 + 10 damage, and the desert spirit regains 260 hit points.

⚡ **Sandstorm** (minor; at-will)

Area burst 2 within 20; +23 vs. Fortitude; 2d6 + 8 damage. The area of the burst is difficult terrain until the end of the desert spirit's next turn.

thus created to use *lesser spirit* to conjure an ally into the midst of its enemies. It then spends an action point to charge into melee. On subsequent rounds, the desert spirit seeks to hold its position so that it can devote its move action to

⊕ **Treacherous Sands** (immediate reaction, when a creature in a square of difficult terrain created by the desert spirit provokes an opportunity attack; at-will)
The desert spirit makes an opportunity attack against the target. If it hits, the target is knocked prone.

⚡ **Lesser Spirit** (standard; recharge when the desert spirit does not maintain the sand spirit) ◆ **Conjuration**

Close burst 10; the desert spirit conjures a spectral sand spirit that occupies an unoccupied square of difficult terrain within range and attacks an adjacent creature; +27 vs. AC; 1d10 + 10 damage. The sand spirit can make opportunity attacks and counts as an ally for the purposes of flanking and cover. The desert spirit can sustain the spirit and repeat the attack as a minor action and move the sand spirit 6 squares as a move action.

Alignment Unaligned

Languages Common, Elven, Primordial

Skills History +20, Nature +25

Str 30 (+22)

Dex 15 (+14)

Wis 26 (+20)

Con 28 (+21)

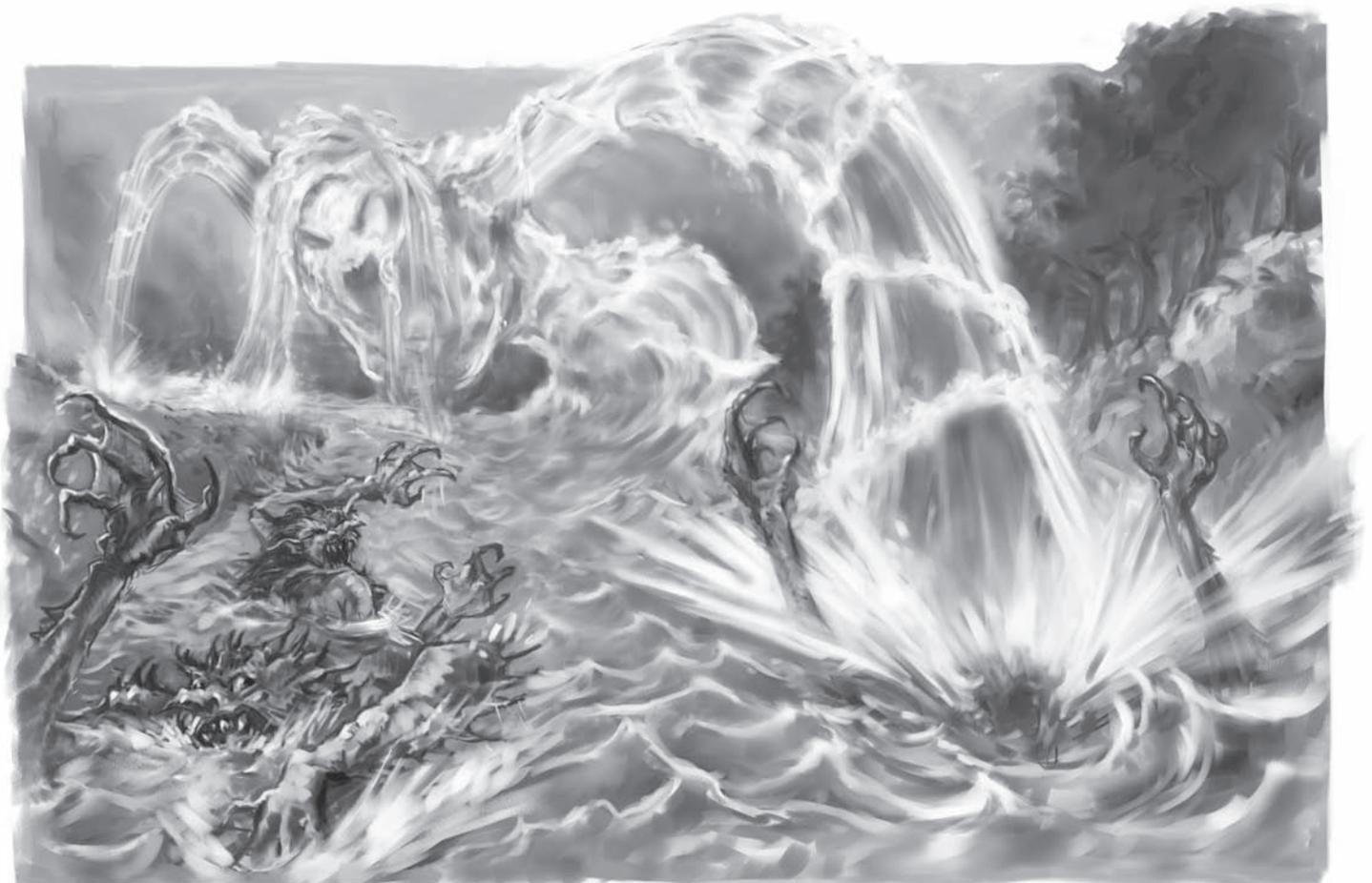
Int 17 (+15)

Cha 26 (+20)

maintaining its *lesser spirit* and still blast enemies at a distance with *sandstorm*.

FOREST SPIRIT TACTICS

A forest spirit attacks those who have earned its ire by using *tree transformation* to generate roots in the midst of its enemies, creating difficult terrain that it then uses to conjure a *lesser spirit*. The forest spirit typically uses an action point to charge. On subsequent rounds, the forest spirit seeks to hold



Forest Spirit

Level 27 Solo Controller

Gargantuan fey magical beast

XP 55,000

Initiative +16

Senses Perception +22

Bramblewood aura 3; squares in the aura are difficult terrain, and any creature that enters or begins its turn in the aura takes 15 damage.

HP 1280; Bloodied 640

AC 43; Fortitude 42, Reflex 35, Will 40

Immune charm, fear

Saving Throws +5

Speed 6

Action Points 2

⊕ **Crush** (standard; at-will)

Reach 4; +32 vs. AC; 2d8 + 10 damage.

⊕ **Triple Attack** (standard; at-will)

The Forest Spirit makes three crunch attacks.

↘ **Tree Transformation** (minor; at-will)

Ranged 20; +31 vs. Fortitude; 1d6 + 11 damage, and the target gains resist 10 all and is stunned (save ends both). The target's space and all adjacent squares are difficult terrain until the end of the forest spirit's next turn.

↓ **Absorb Life** (standard; recharges when an a creature within the forest spirit's aura becomes bloodied) ◆ **Healing**

Requires a bloodied target; reach 4; +31 vs. Fortitude; 2d6 + 11 damage, and the forest spirit regains 240 hit points.

↓ **Grasping Roots** (free action, when a creature starts its turn in a square of difficult terrain created by the forest spirit; at-will)

+31 vs. Fortitude; the target takes 1d4 + 11 damage and is immobilized (save ends). If the target is already immobilized, it is restrained (save ends).

↶ **Lesser Spirit** (standard; recharge when the forest spirit does not maintain the lesser spirit) ◆ **Conjuration**

Close burst 10; the forest spirit conjures a spectral tree spirit that occupies an unoccupied square of difficult terrain within range and attacks an adjacent creature; +32 vs. AC; 1d6 + 11 damage. The tree spirit can make opportunity attacks and counts as an ally for the purposes of flanking and cover. The forest spirit can sustain the tree spirit and repeat the attack as a minor action and move the tree spirit 6 squares as a move action.

Alignment Unaligned Languages Common, Elven, Primordial

Skills History +22, Nature +27

Str 30 (+23)

Dex 16 (+16)

Wis 28 (+22)

Con 32 (+24)

Int 18 (+17)

Cha 28 (+22)



loves those who love the land and quickly destroys those who would harm it.

DC 20: Primal land-spirits are so powerful that they must continue to absorb life in order to survive. They are utterly unwilling to absorb the life force from the land under their care, so they must seek out other creatures that, either willingly or unwillingly, give their souls in order that the primal land-spirit may live on and guard its beloved place.

REVENANT

THE ECHOES OF ELADRIN WHO died in the terrible wars of the Fey Realm, revenants are bound to their battlefields and cannot rest until they have slain more enemies in death than they did in life. Their blades are still sharp and their magic powerful, and they do not allow intruders to loot their battlefields.

REVENANT KNIGHT TACTICS

A revenant knight challenges all those who pass the site of its grave to yield or die. Despite having lost much of the memories of its former life, the revenant knight retains its chivalric ideals and seeks to pit itself against the strongest and best-armed challenger, so long as that challenger is not an eladrin.

REVENANT BATTLE MAGE TACTICS

A revenant battle mage commands its allied forces from a vantage point that offers cover from the enemy without restricting its view of its troops. Once it has attained such a position, it prefers to remain still and spend its move actions to maneuver its allies with *battlefield transposition*. Each round it uses *blood bloom* to attack wherever two foes are standing side by side, targeting the foe that has taken the most damage.

its position so that it can devote its move action to maintaining its *lesser spirit* and still smash enemies with its crush attack.

PRIMAL LAND-SPIRIT LORE

A character knows the following information with a successful Arcana check.

DC 15: Primal land-spirits are formed from thousands of lesser spirits who, over the course of centuries, inhabited the same place and cared for it. Merging together, the resultant land-spirit embodies the place from which it was birthed and cares for little but its own continuance and that of its land. It



Revenant Knight

Level 13 Soldier

Medium fey humanoid (undead)

XP 800

Initiative +12

Senses Perception +8; darkvision

HP 126; Bloodied 63

AC 27; Fortitude 24, Reflex 25, Will 25

Immune disease, poison; Resist insubstantial

Speed 6, fly 6 (hover); phasing

⚔ **Knights' Blade** (standard; at-will) ♦ **Psychic, Weapon**
+20 vs. AC; 2d8 + 4 damage, and the target is marked until the end of the revenant knight's next turn.

† **Knights' Curse** (immediate reaction, when a marked target makes an attack that does not include the revenant knight; at-will) ♦ **Charm**
+18 vs. Will; the target is dominated until the end of the revenant knight's next turn. The revenant knight must choose an action for the target that involves attacking the revenant knight, if possible.

† **Undying Superiority** (immediate interrupt, when a marked target moves into a square that is not adjacent to the revenant knight; at-will)
The revenant knight makes a melee basic attack; if the attack hits, the target stops moving. The target can use any actions it still has remaining to resume moving.

Fey Jaunt (move; encounter) ♦ **Teleportation**
The revenant knight teleports up to 5 squares.

Bound
The revenant knight cannot voluntarily move more than 20 squares from the space where it died. If forced beyond this range, it is weakened until it moves back within range.

Kinship
The revenant knight suffers a -2 penalty to attack rolls against eladrin.

Alignment Unaligned	Languages Common, Elven	
Str 16 (+9)	Dex 18 (+10)	Wis 15 (+8)
Con 14 (+8)	Int 16 (+9)	Cha 18 (+10)

Revenant Battle Mage

Level 17 Artillery (Leader)

Medium fey humanoid (undead)

XP 1,600

Initiative +12

Senses Perception +11; darkvision

HP 124; Bloodied 62

AC 29; Fortitude 25, Reflex 29, Will 26

Immune disease, poison; Resist insubstantial

Speed 6, fly 6 (hover); phasing

⚔ **Fell Touch** (standard; at-will) ♦ **Cold**
+24 vs. AC; 1d10 + 4 cold damage, and the target is slowed until the end of the revenant battle mage's next turn.

⚔ **Blood Bloom** (standard; at-will) ♦ **Conjuration**
Ranged 10; +22 vs. Fortitude; 2d8 + 5 damage, or 2d12 + 5 if the target is bloodied. If the attack hits, a thorny vine sprouts from the target's wound and makes a secondary attack against an adjacent creature.
Secondary Attack: +24 vs. AC; 2d6 + 5 damage.

↔ **Battlefield Transposition** (move; recharge ⚔⚔⚔⚔⚔)
Close burst 10; the revenant battle mage or one of its allies trades places with another willing ally within range.

Fey Jaunt (move; encounter)
The revenant knight teleports up to 5 squares.

Bound
The revenant battle mage cannot voluntarily move more than 20 squares from the space where it died. If forced beyond this range, it is weakened until it moves back within range.

Kinship
The revenant knight suffers a -2 penalty to attack rolls against eladrin.

Alignment Unaligned	Languages Common, Elven	
Skills Arcana +18, Nature +16		
Str 11 (+8)	Dex 18 (+12)	Wis 16 (+11)
Con 16 (+11)	Int 21 (+13)	Cha 18 (+12)

REVENANT LORE

A character knows the following information with a successful Religion check.

DC 15: Revenants are not native to the shadow realm like most undead, but remain creatures of the Fey Realm as they were in life. Revenants are beautiful even in their insubstantial state, for they were once eladrin.

DC 20: Although they have forgotten much of their former lives, revenants still know friend from foe and do not hesitate to attack another eladrin.

RIVER TROLL

RIVER TROLLS LURK UNDER BRIDGES in either the Fey Realm or the mortal world, waylaying passersby. They demand the coin of anyone who wishes to cross their river, and will swiftly attack with their claws and drag their victims underwater if money does not seem forthcoming.

RIVER TROLL TACTICS

River trolls seek to hook their claws into their victims and haul them away. Whenever possible, they seek to drag enemies underwater because this disables the victim, aids the troll's mobility, and offers concealment from other attackers. River trolls prefer to attack enemies who are standing alone, but their regeneration makes them unafraid to draw opportunity attacks if this is necessary to pull their victim.

RIVER TROLL LORE

A character knows the following information with a successful Nature check.

DC 15: Like all trolls, river trolls regenerate and are hard to kill without fire or acid. River trolls think themselves cleverer than other trolls and sometimes ask riddles of the travelers they waylay. Whether the troll's victim answers the riddle correctly or not (or whether the troll even knows the correct answer), a troll never passes up the chance to attack.

River Troll

Level 11 Skirmisher

Large natural humanoid (aquatic)

XP 600

Initiative +11

Senses Perception +7

HP 118; Bloodied 59; see also *regrowth*

Regeneration 10 (if the river troll takes acid or fire damage, regeneration does not function until the end of its next turn)

AC 25; Fortitude 24, Reflex 21, Will 19

Speed 8, swim 10

④ Claw (standard; at-will)

Reach 2; +16 vs. AC; 1d8 + 7 damage, and the river troll can move 4 squares and pull the target with it.

↓ Bite (free action, when the river troll pulls a target 3 or more squares; at-will) +16 vs. AC; 1d10+7 damage.

Regrowth ♦ Healing

If an attack that does not deal acid or fire damage reduces the river troll to 0 hit points or fewer, it is not destroyed and begins its next turn with 10 hit points.

Rubbery Limbs (free action, at the start of a turn when the river troll is affected by a condition that can be ended by a save and that restricts the river troll's movement; at-will)

Until the start of its next turn, the river troll does not benefit from regeneration but can move normally.

Alignment Chaotic Evil Languages Common, Giant

Skills Athletics +17, Endurance +16

Str 24 (+12)

Dex 18 (+9)

Wis 15 (+7)

Con 22 (+11)

Int 10 (+5)

Cha 11 (+5)

War Pixie Berserker

Level 3 Minion

Tiny fey humanoid

XP 30

Initiative +3

Senses Perception +2; low-light vision

HP 1; a missed attack never damages a minion; see also *relentless fury*.

AC 14; Fortitude 11, Reflex 12, Will 11

Speed 5

④ Thorn Spear (standard; at-will) ♦ Poison, Weapon
+7 vs. AC; 4 poison damage.⑤ Shortbow (standard; at-will) ♦ Poison, Weapon
Ranged 5/10; +8 vs. AC; 3 poison damage.

Ambusher

The war pixie berserker can take a move action, a minor action, and a standard action during a surprise round.

Relentless Fury (immediate interrupt, when the war pixie berserker is reduced to 0 hit points or fewer; encounter)

The war pixie berserker regains 1 hit point. Until the end of the encounter, the war pixie berserker's thorn spear attacks deal an additional 1d6 damage.

Alignment Unaligned

Languages Elven

Str 13 (+2)

Dex 14 (+3)

Wis 12 (+2)

Con 12 (+2)

Int 10 (+1)

Cha 10 (+1)

Equipment: leather armor, poisoned thorn spear, shortbow, quiver of 10 poisoned arrows

the war pixie assassins draw closer in hopes of gaining combat advantage with a flanking melee attack.

WAR PIXIE

NO MORE THAN A FOOT tall, these tiny tribal fey make up in battle prowess and fury what they lack in size. They mark out their territory with symbols painted on tree trunks, and anyone who enters their forests or jungles without bringing them tribute finds himself skewered by tiny arrows or cut down by furious pixie berserkers. The war pixies paint their faces with red designs and carve their weapons from the bones of creatures they have slain.

WAR PIXIE BERSERKER TACTICS

War pixie berserkers can patiently lie in wait for hours, but when their ambush is sprung, they prefer to charge into melee. The supervision of a war pixie assassin or shaman may persuade these berserkers to remain under cover and employ their shortbows for a little while, but once their *relentless fury* begins, such restraint is impossible.

WAR PIXIE ASSASSIN TACTICS

War pixie assassins believe that the ideal fight is one in which they can kill their prey without ever revealing themselves. They prefer to hide and strike from a distance with their shortbows, but once their allies enter hand-to-hand combat,

WAR PIXIE SHAMAN TACTICS

War pixie shamans seek to be surrounded by allies at all times. They typically begin a battle by bolstering their fellow pixies with *eerie call*, and then use *dancing shadows* to help ambushing assassins stay hidden. When the enemy draws near, war pixie shamans wade into the fray along with a host of berserkers, and use *irresistible dance* to scatter the foe's formation.

WAR PIXIE LORE

With a successful Arcana check, a character knows the following:

DC 15: War pixies are fond of ambushes, particularly beside streams or at the edges of forests. They call to each other with extremely life-like birdcalls while they set up their ambushes. Once they attack, war pixies cannot be distracted from their prey by anything short of death.

WILL~O~THE~WISP

THESE TINY WISPS OF LIGHT not only misguide travelers and lead them off into dangerous swamps, but they can also manipulate the terrain of the swamp itself to entangle and slay the unwary.



War Pixie Assassin Level 4 Lurker

Large natural magical beast XP 175

Initiative +10 **Senses** Perception +5; low-light vision

HP 42; **Bloodied** 21

AC 19; **Fortitude** 14, **Reflex** 17, **Will** 16

Speed 5

Ⓣ **Thorn Dagger** (standard; at-will) ♦ **Poison, Weapon**
+9 vs. AC; 1d8 + 6 poison damage.

Ⓢ **Shortbow** (standard; at-will) ♦ **Poison, Weapon**
Ranged 5/10; +9 vs. AC; 1d8 + 6 poison damage.

Ambusher

The war pixie assassin can take a move action, a minor action, and a standard action during a surprise round.

Fade Away

A hidden war pixie assassin that misses with a ranged or melee attack remains hidden.

Hidden Strike

When the war pixie assassin hits a creature that cannot see it, it deals an additional 1d8 damage.

Alignment Any **Languages** Elven

Skills Acrobatics +11, Bluff +8, Stealth +11

Str 11 (+2) **Dex** 18 (+6) **Wis** 16 (+5)

Con 12 (+3) **Int** 12 (+3) **Cha** 12 (+3)

Equipment: leather armor, poisoned thorn dagger, shortbow, quiver of 20 poisoned arrows

War Pixie Shaman Level 5 Controller (Leader)

Tiny fey humanoid XP 200

Initiative +5 **Senses** Perception +5; low-light vision

HP 60; **Bloodied** 30

AC 20; **Fortitude** 16, **Reflex** 17, **Will** 19

Speed 4

Ⓣ **Bone Rattle** (standard; at-will) ♦ **Charm, Weapon**
+7 vs. AC; 1d8 + 1 damage, and the target is dazed until the end of the war pixie shaman's next turn.

↶ **Dancing Shadows** (standard; recharge ☐☐☐☐☐) ♦ **Illusion**
Close burst 2; the area of the burst provides concealment to the war pixie shaman and its allies until the end of the war pixie shaman's next turn.

↶ **Irresistible Dance** (standard; recharge ☐☐☐☐) ♦ **Charm, Psychic**
Close burst 2; war pixies are immune; +7 vs. Will; 1d6 + 5 psychic damage, and the target is pushed 1 square and slowed (save ends). Each time the target fails a saving throw, the war pixie shaman rolls 1d4. If the result is even, the target is pushed that many squares. If the result is odd, the target is pulled that many squares.

↶ **Eerie Call** (standard; encounter)
Close burst 5; war pixie allies in the burst gain 10 temporary hit points.

Ambusher

The war pixie shaman can take a move action, a minor action, and a standard action during a surprise round.

Alignment Unaligned **Languages** Elven

Skills Acrobatics +9, Arcana +9, Nature +10

Str 13 (+3) **Dex** 16 (+5) **Wis** 16 (+5)

Con 12 (+3) **Int** 14 (+4) **Cha** 20 (+7)

Equipment: hide armor, bone rattle, red war paint

Will-o-the-Wisp Level 10 Lurker

Tiny fey magical beast XP 500

Initiative +17 **Senses** Perception +8; low-light vision

Grow Bright aura 4; squares in the aura are brightly lit.

HP 76; **Bloodied** 38

AC 26; **Fortitude** 19, **Reflex** 24, **Will** 21

Speed fly 8 (hover)

Ⓣ **Shock** (standard; at-will) ♦ **Lightning**
+13 vs. Reflex; 1d10 + 8 lightning damage.

↷ **Luring Mimicry** (standard; encounter) ♦ **Charm, Psychic**
Ranged 10; the target must be able to hear the will-o-the-wisp; +13 vs. Will; 2d6 + 2 psychic damage, and the target is dominated (save ends). The will-o-the-wisp must choose the walk action for the target, if possible.

Blink Out (standard action; at-will)

The will-o-the-wisp becomes invisible until it attacks or until the end of the encounter.

Confusing Strike

When the will-o-the-wisp shocks a target that cannot see it, the target is dazed (save ends).

Feed on Life Force (immediate reaction, when a creature within 2 squares is reduced to 0 hit points or below; at-will)

The will-o-the-wisp gains 10 temporary hit points.

Alignment Chaotic Evil **Languages** Common, Primordial

Str 1 (+0) **Dex** 26 (+13) **Wis** 16 (+8)

Con 10 (+5) **Int** 15 (+7) **Cha** 14 (+7)

WILL-O-THE-WISP TACTICS

A will-o-the-wisp begins an encounter by using *luring mimicry* to draw an enemy into a mire, quicksand, pit trap, or the like. On subsequent rounds, it alternates between escaping detection with *blink out* and charging to shock a target for a *confusing strike*.

WILL-O-THE-WISP LORE

A character knows the following information with a successful Arcana check.

DC 15: These creatures are only found in swampy areas. Their glow can imitate the lights of other travelers, or wink out to render the will-o-the-wisp invisible. Will-o-the-wisps can make sounds as well as lights, calling out to their potential victims in the voices of their companions.



CHAPTER 6:

OF FEY, AND MORTALS, AND TRAVERSING THE FEY REALM

Eladrin call the Fey Realm home, while the rest of the character races live in the natural world. In order for them to encounter each other, travel between the worlds is necessary. Such travel can be accomplished through powerful magic such as the rituals Planar Portal or True Portal. However, very few have access to such magic, and it is certainly beyond the reach of beginning characters. There are other ways to step between the worlds, though, or to slip inadvertently through, giving opportunity for the fey and the non-fey to collide.

Because the Fey Realm and the natural world mirror each other, it is not surprising that there are places where they overlap. Such spots—always wild and deeply magical, sometimes sacred—are known as thresholds. When the world was young, it was riddled with many permanent thresholds where one could step out into either world, but with the destruction of Foresthome the last such gateway was closed. There are

no longer any permanent and reliable thresholds between the worlds; however, temporary thresholds still exist, where the Fey Realm and the natural world overlap for a moment or a day, and it is possible for the fey to slip out into the natural world, or for mortal creatures to enter the Fey Realm.

Most thresholds are unpredictable, making it difficult for those who wish to attempt a crossing. Thresholds have certain commonalities, however, known to scholars of the arcane and to the fey creatures themselves. Thresholds may appear near eladrin or elven settlements, but never in mortal cities. Felled trees, mills, cobbled streets, and refuse are foreign to the Fey Realm, and in heavily settled areas, it draws far away from the natural world. It is in the depths of the wild that thresholds tend to appear: deep in the untracked jungle, upon a snowy mountain peak, or in a brilliantly colored coral reef. Borders between things are another common location



for thresholds. Such borders include crossroads, the shore of the sea, or the point where the forest meets the grasslands. Borders can also be between times; at the moment between day and night, when the last sliver of sun sinks into the mist, the Fey Realm often draws close to the natural world. The new and full moons (the borders between months) and the spring and autumn equinoxes (the borders between seasons) are also good times for thresholds. Once a threshold is open, there is little way to know how soon it will close, so those who wish to cross should do so quickly. Only the most rare of thresholds remains open for longer than the space of a night.

There are many tales of mortals who wandered unknowingly into the Fey Realm—the man who drank with the satyrs and slept a hundred years, the girl who was enslaved by a hag but returned with gold coins spilling from her mouth every time she spoke. Such travelers did not intend to seek out the Fey Realm, but instead stumbled upon it in their journeys through the wild. Eladrin philosophers have speculated endlessly about why some mortals find the Fey Realm while others do not. There seems to be no discernable pattern. It is possible for a mortal to wander enchanted forests for a lifetime and never enter the Fey Realm, while another may slip between while driving his cart to market in the most ordinary way. In many cases, however, the mortals are driven by some need or destiny. The last survivors of a fallen city, for example, stumbling through a starless night, may find themselves at dawn upon a precipice higher than any in the natural world, looking out over a misty forest greener than anything they had imagined.

Fey creatures do not slip unknowingly through thresholds as often as mortals do. The fey have a natural sense for the appearance of thresholds, and most learn at an early age how to find or avoid them, as suits their need. The most powerful of the fey can even create thresholds, riding out into the mortal world and returning as they please.

Characters who wish to cross between the worlds can do several things to aid their quest for a threshold. The ritual *Locate Threshold* is the best choice, but there are other tricks for those with the right knowledge. Understanding where and when thresholds are likely to open certainly helps. So does having fey blood, carrying talismans such as green branches or the bone of a bird, or knowing the name of some powerful entity that dwells on the other side.

The eladrin have built cities in certain places where thresholds regularly open, both for their own ease of travel and to guard the thresholds against invaders. The cities of Haldravad,

Tarvelis, and Ixchelanique each appear and disappear in the mortal world in their own unique ways. Haldravad, for example, shifts into the mortal world every full moon. Those who enter the Ansvet Forest at any other time find only a few eladrin rangers guarding the woodlands. Eladrin can easily cross between the worlds at cities like Haldravad, as can favored mortals who know of the existence of the threshold cities and who are permitted to enter the domains of the eladrin.

ELADRIN IN THE NATURAL WORLD

Even more so than characters of other races, eladrin who adventure in the natural world are outsiders. A human adventurer may leave his village and travel to the city in search of new challenges, but at least he has stayed in the same plane of existence. An eladrin who leaves her home in the Fey Realm to come to the natural world is far from everything she has ever known, and this makes her unique among her people—just as most humans live out their lives in the village in which they were born, most eladrin remain in the Fey Realm throughout all their long years.

There are many reasons why eladrin characters might find themselves in the natural world. Eladrin who live in one of the threshold cities can easily cross into the natural world and have more reason than most eladrin to travel there and have contact with mortals. The eladrin of the threshold cities are a bit less insular than other eladrin and usually have good relations with their elven relatives, as well as with friendly mortals.

Eladrin from the deep cities of the Fey Realm may also travel to the natural world, sometimes for reasons as simple as curiosity. Mortals can be intriguing to those who have never met them, and an adventurous, outgoing eladrin may journey to the natural world just to see if the stories about it are true. Another possibility, though less likely, is that the eladrin slipped between the worlds by accident. Eladrin have a better sense for thresholds than mortals do, but it is still possible for a young or inexperienced eladrin wandering in the wilds to suddenly find herself in the natural world without knowing how she arrived. In such a case, finding a way home to the Fey Realm is a strong motivation for her, at least until she finds comrades and adventure among the mortals.

An eladrin may also enter the natural world on a mission for his lord or his court, perhaps hunting a certain prey or seeking out a particular magic item that was stolen from the eladrin. An eladrin on such a mission probably returns to the Fey Realm as soon as his task is over, unless he finds other reasons to stay in the natural world.

Some eladrin serve as ambassadors to the elves or to various other races. These eladrin and their families and households take up residence in the natural world for as long as their ambassadorial duties require, causing some eladrin children of ambassadors to be raised entirely in the natural world. Another possibility is exile—an eladrin who commits a crime or offends her lord or seasonal ruler is exiled from the Fey Realm and stripped of name and title. Exile affects not just the eladrin involved, but often her husband, children, or household members as well. Exiles may occasionally be permitted to return if they have done great deeds in payment for their wrong; this can be another powerful motivating factor for an eladrin character.

Eladrin adventurers must constantly interact with non-eladrin, something they often find difficult or annoying if they were raised entirely among their own people. The rules of the mortal world seem changeable and frivolous compared to the laws of magic in the Fey Realm. It can be hard to convince an eladrin that he may not carry a weapon or enter a certain forest merely because of mortal laws. It would make sense to the eladrin if the forest were forbidden because of a jealous guardian spirit, but the concept of a mortal baron's private hunting preserve means nothing. Because they spend decades on a single project and think in years instead of weeks or months, eladrin are also out of their element when interacting with shorter-lived races and their briefer senses of time. Eladrin greetings are long and precise, and they prefer to be addressed by their titles; a simple "good day" from a mortal seems rude to them. An eladrin may befriend a human lord, fight at his side, and then return a few short decades later to find him dead and his daughter, now in power, completely unaware of her father's old friendship. Because of this, eladrin who ally with mortals often choose not just an individual but an entire family, interacting over several generations with mortals who have learned from the cradle that their family has earned the good will of one of the fey-lords.

ELADRIN AND OTHER RACES

Dragonborn: Eladrin and dragonborn have several similarities. Both races are ancient and have fallen from the glory that they once possessed, and both value excellence and pursue it in everything they do. Eladrin warriors admire the diligence and prowess of their dragonborn counterparts and are proud to meet them in battle, whether as allies or as enemies. The dragonborn are wandering clans, though, a lifestyle the eladrin do not understand; eladrin are deeply tied to their

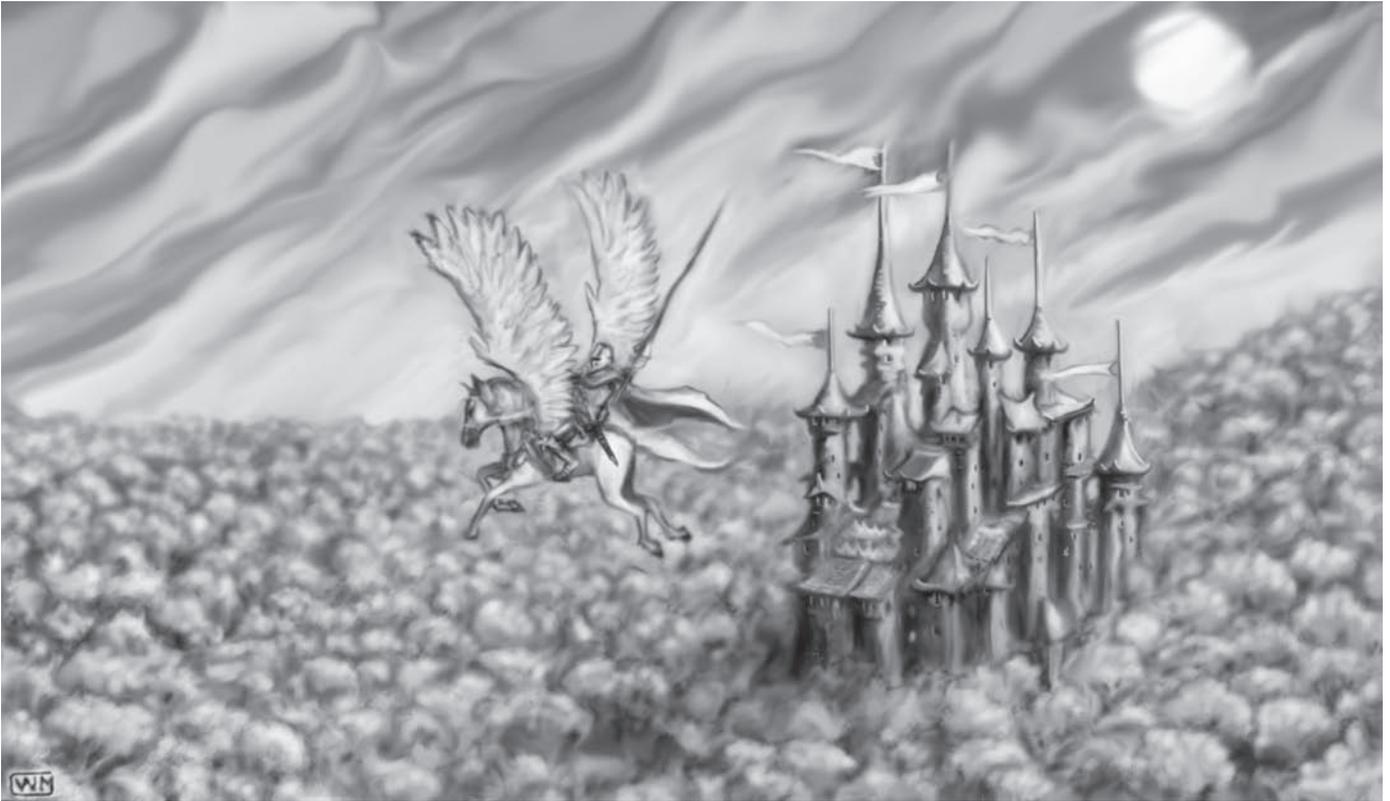
lands and remain living in their cities even when they lie in ruins about them. On the whole, however, eladrin respect dragonborn more than they respect most other mortals; this is probably because of the magic and power of the dragons from which the dragonborn are descended.

Dwarves: In ancient days, the forests of the eladrin and the mountain fastnesses of the dwarves were side by side, and the two peoples often traded with each other. Now that the eladrin live primarily in the Fey Realm, however, they have little contact with the dwarves. The eladrin do not understand the dwarves' reliance on deities instead of magic—to eladrin, magic is a deity and the deities they honor are ones who are powerful in arcane magic. Eladrin can also take a superior attitude toward dwarves over matters of aesthetics; dwarves make beautifully crafted items, rivaling those of the eladrin, and even when the eladrin admire dwarven work, they may not always admit it. One thing dwarves and eladrin have in common is an enemy; both races hate all of giant-kind for their long-ago destruction of the dwarf and eladrin homelands, and sometimes the two races still unite to fight the hated giants.

Elves: Elves and eladrin were once one people, and therefore they share a natural connection with the eladrin deeper than any other race. Both elves and eladrin revere nature, both are graceful and beautiful, and both worship the same gods. However, many eladrin have a deep ambivalence toward the elves. Such eladrin see elves as a lesser species, flighty and frivolous, who have forgotten the deep magics of the Fey Realm and reflect badly on their eladrin kindred. Many eladrin blame the elves for both incidents of kinstrife and for the creation of the dark elves. Even those eladrin who interact well with elves are a bit arrogant toward them, and all eladrin take it as a grave insult to be mistaken (as often happens) for an elf.

Half-elves: If eladrin can be ambivalent toward elves, their attitude toward half-elves borders on hostile. Eladrin see in half-elves all the flaws they see in elves, with the addition of mortal blood diluting a pure fey heritage. The charismatic nature of individual half-elves can go a considerable distance toward lessening eladrin hostility, but even so, a half-elf's desire to get along with all other races finds itself somewhat thwarted when dealing with eladrin.

Halflings: Eladrin understand halflings' closeness to the natural world, and because eladrin are used to dealing with all kinds of fey for whom size is no indicator of power, eladrin are less likely than other races to underestimate halflings due to their short stature. However, the simplicity and non-assuming nature of halfling society is entirely unlike eladrin



society with its nobles, courts and subtleties, and therefore eladrin tend to find halflings unsophisticated and lacking in an understanding of beauty.

Humans: Humans are, to eladrin, the very definition of what it is to be mortal. Humans are rash, changeable, and create things that are practical rather than beautiful. Humans are numerous, though, and their settlements are found throughout the mortal world, so eladrin who need to have dealings with mortals must often work with humans. Some eladrin see humans as a blight on the world at worst or as a commodity to be used at best; others, however, are amused and delighted by the speed with which humans change and multiply.

Tieflings: Eladrin, like many other races, are suspicious of tieflings because of their diabolical heritage. Too many times in the past eladrin have suffered due to incursions of fiends, and they do not forgive or forget easily. The inherent strangeness of tieflings that often troubles other races, however, is lost on the eladrin, who are themselves considered strange and otherworldly by most mortals. A common air of mystery is not enough to make eladrin feel any kinship with tieflings, though some may take individual tieflings on their own merits, particularly those tieflings who excel in arcane magic.

Dark Elves: The eladrin remember only too well that the dark elves were once their brethren, and they are deeply

divided about what this kinship means. Some believe the dark elves have strayed too far to ever be redeemed and are nothing but a stain on the name of the elven races. Such eladrin seek to rid both the mortal world and the Fey Realm of the dark elves, citing such atrocities as the destruction of Arovarel and the alliances the dark elves have made with the fomorians.

Other eladrin see the dark elves as kin who did not choose to fall into darkness and evil, and who could still be saved. The rulers of the Autumn Court, the descendants of Lirias Nyesthir, particularly fall into this camp, remembering that Lirias's brother Seltheris led the dark elves. One of the secret goals of the Autumn Court, along with the reunification of the mortal world and the Fey Realm, is the redemption of the dark elves, though how they plan to go about this is unclear.

The dark elves, for their part, seem to hate the eladrin and the elves with equal fervor, and they attack eladrin viciously, both in the mortal world and in the Fey Realm.

Half-eladrin: The race of half-elves is descended from the mingling of humans and elves. Eladrin have also been known to fall in love with humans, though less frequently than elves because most eladrin make their homes in the Fey Realm and because the proud eladrin disdain lesser creatures. When children are born from such human/eladrin

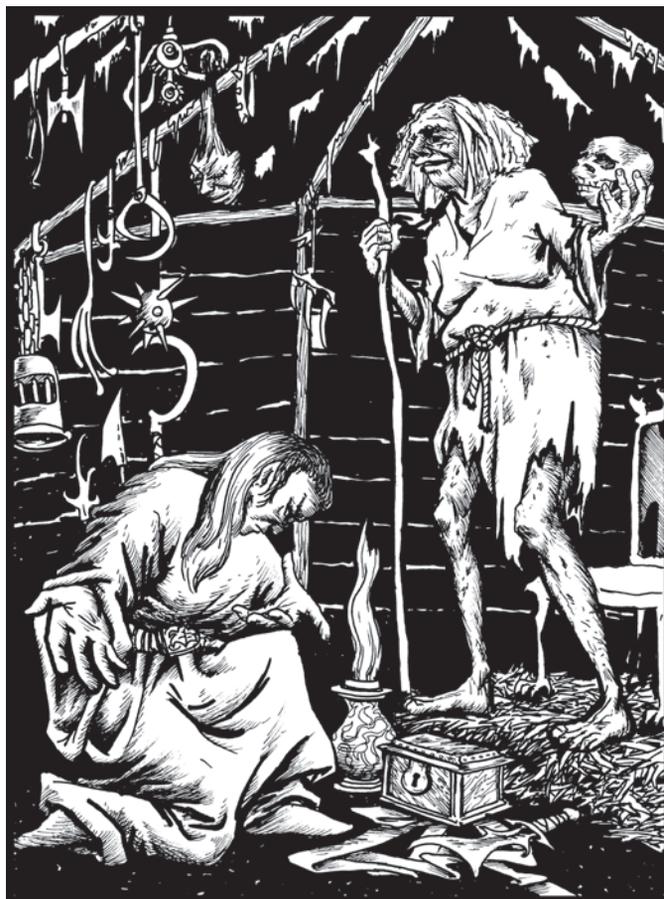
relationships, they resemble the more common half-elves, with a few notable differences. Half-eladrin have the jewel-tone eyes of their eladrin parent (though without the unnerving lack of pupil), and if the eladrin parent has pale hair, the child's hair is usually pale gold. Just as vigorous and charismatic as half-elves, half-eladrin have a greater innate gift for magic. Half-eladrin are almost invariably raised by their human parent, but they have a better knowledge of the fey than most humans, and they are particularly likely to seek out the Fey Realm when they become adults, possibly making a pact with some fey creature in order to gain the powers of a warlock.

Eladrin and elves also sometimes fall in love and have children. The children of eladrin and elves invariably lose their strong connection to the Fey Realm and become, for all intents and purposes, elven. The more arrogant and isolationist among the eladrin love to cite this fact, pointing out that any dilution of pure eladrin blood turns their descendants into lesser elves. The elves, however, do not discriminate against those who have eladrin ancestors.

MORTALS IN THE FEY REALM

Mortals who stumble into the Fey Realm find themselves in a beautiful but strange place, where things that look familiar can quickly become deadly, and where ordinary rules do not apply. Trees speak and move, and become angry if their twigs are gathered for firewood. A winding path of white pebbles is often the shortest road between two points. Magic swirls wildly without anyone to control it, forever changing those who cross its path. Territorial eladrin nobles may bind interlopers to decades of service, whatever their reason for straying into the noble's fief, and a mortal who wanders into a hag's cozy hut for shelter from a storm may well find himself in the dinner pot.

If a mortal has basic knowledge of the Fey Realm, she may be able to skirt the most obvious dangers, like will-o-the-wisps leading her off into bottomless bogs, but it is impossible for any outsider to avoid all the insidious perils of the fey. The best chance for survival a mortal lost in the Fey Realm has is to meet a friendly fey who is willing to serve as a guide. Local fey know the safe paths from the dangerous ones and can often tell the way to the nearest threshold through which a mortal may return to her own world. Even the friendliest of fey, however, does not offer its services as a guide without expecting a gift in return, perhaps of food or gold. Crueler fey extract more demanding bargains from mortals who want their help; a wanderer, lost and alone, can sometimes



be tempted to give up a first-born child in exchange for safe haven for the night and a door that leads home.

Some mortals, instead of slipping between the worlds, actively seek out the ancient powers of the Fey Realm. Driven by the desire for knowledge or for ever greater magical power, these few brave and reckless souls think themselves better prepared to face the dangers of the Fey Realm; they have charms of rowan leaves, or runic inscriptions against evil, or enchanted arrows designed to pin down the elusive fey. Even the most well-armed and informed seeker of arcane knowledge, however, soon finds himself far over his head and lucky to escape with his life. The most intrepid seeker may eventually find a powerful fey willing to bargain with him, and if the mortal is willing to pay the price, he may return to his home a rich man or a warlock. Such adventures—the rogue who stole the fomorian's pot of gold and escaped down a beanstalk, or the warlock who gave his heart to a beautiful sea-spirit and gained the power to control men's minds—live on in story and song and send new generations of wanderers into the Fey Realm. However, those who return are far outnumbered by those who are never heard from again.



WARLOCKS AND THE FEY PACT

In order to imbue a warlock with arcane power, a fey creature must be sufficiently powerful itself. Such creatures include noble eladrin, hags and baba yagas, powerful fomorians, river lords, sibyls, or primal land-spirits. While warlocks who make deals with infernal powers are usually approached by a devil who suggests a bargain, fey creatures are less likely to take the initiative. Baba yagas may occasionally waylay mortals, but usually the potential warlock must be the one who seeks out the Fey Realm. While a mortal warlock gains arcane power from a fey pact, the fey creature always gets something equally valuable out of the bargain.

Warlocks' fey pacts are seldom written agreements. To most fey, a spoken word is as binding as a written one, and if mortals have poor memories or misunderstand what their words meant, that is all to the fey creature's advantage. Some fey make pacts with warlocks in good faith, trading power for riches or future service, but more malign fey love to twist a mortal's words and goad her into the most unfavorable bargain possible. Because the Moon of Void is the most unlucky month, it is the time when evil fey choose to strike deals with mortal warlocks, hoping that the ill omens called down by such an action will work to corrupt the mortal.

The price a powerful fey creature asks in order to initiate a warlock's fey pact depends on the specific creature and its nature and desires. Noble eladrin usually demand a term of service; the warlock may live in the natural world for four decades, wielding the awesome powers of the Fey Realm, but then he must return to the eladrin's court to serve there for an equivalent term of decades. Because a mortal in service to an eladrin does not age any faster than the eladrin does, the term of service can often extend beyond the bounds of an ordinary mortal lifetime. Whether the service is pleasant or not depends entirely upon the whim of the noble eladrin.

Noble fomorians may also demand a term of service, though they push for longer terms and are more likely to be cruel masters. The lazy fomorians enjoy being waited on by exotic mortal slaves, and if a warlock in search of power does not wish to offer herself in service, a fomorian is quite willing to take something else, preferably the warlock's first-born child, in exchange. Riches can also tempt fomorians, though it would take great riches indeed to induce them to bestow power upon a warlock.

Hags and baba yagas are the fey most likely to make deals with mortals, but they also strike the cruelest bargains. A hag's goal, in bargaining with a warlock, is to take from him

that which he loves most, whether that is a child, a lover, a pound of his flesh, or even his very heart. The famous warlock of the tale, who thought he was giving his heart figuratively to a beautiful spirit of the sea, found out too late that he was giving his heart literally to a disguised hag, and when the right time came, she tore it from his chest. Hags also love to strike bargains in which they ask only for a future favor. This gives them ultimate flexibility to devise the worst possible fate for their victims.

Powerful spirits of rivers or trees demand promises from those who want to share their power. This may be as simple an oath as never to cut down a tree or to put a garland of flowers into flowing water every month, or as demanding as an offering of the warlock's blood poured out to strengthen the river or tree spirit.

Primal land-spirits can give out great power, but they make equally great demands. Land-spirits are made up of many lesser spirits who have joined together over the course of centuries, and they constantly require the infusion of new spirits in order to maintain their power. Warlocks who draw their arcane might directly from primal land-spirits can expect to add their own spirits to join with the land when they die.

GEOGRAPHY OF THE FEY REALM OF ÁERETH

The Fey Realm has many similarities with the natural world of Áereth that it overlaps. In the north are frozen wastes and mountains, to the south, deserts and jungles. Seas separate continents from each other, and parts of the continents even bear passing resemblance to the Northlands, Lostlands, and Southlands of Áereth. However, mapping the Fey Realm would be impossible, because distances are hard to gauge and sometimes shift. A journey between two strongholds that once took a week could take a month the second time and pass through a forest that was not previously there. Arcane scholars say that it is not the physical features of the Fey Realm themselves that shift, but the paths between them.

Paths are very important in the Fey Realm. There is usually only one path leading between certain points, and if you do not follow that path, you cannot reach your destination. Fey paths do not look like roads in the mortal world. They may be a line of chalk or a trail of bread crumbs, a flickering light always just out of reach, or a swirling mist that guides your feet. Straying from the path means becoming instantly lost in a world where mundane devices like lodestones do not function properly and the stars are strange. Keeping to the path does not necessarily mean keeping to safety, either;

while some fey creatures specialize in finding and navigating paths and hire themselves out as guides, others, like quicklings and river trolls, waylay well-traveled paths in search of prey.

The Fey Realm is a world of vibrant wilderness, with few cities and no well-marked political boundaries. The wilderness is not a wasteland, though. It is full of magical creatures, plants that move and speak, and spirits of nature. Even the deserts and frozen steppes have things growing and living in them. Old battlefields and lands that were burned in ancient wars quickly recover, vines and undergrowth growing over broken swords and shattered armor. Ruins of ancient cities dot the Fey Realm, and even the ruins are beautiful and alive with strange creatures.

The Fey Realm is also a world of living magic. The terrain itself is alive, animated by spirits of nature. Swirling hurricanes or storms of sand have minds and motivations; storms of raw magic also tear across the landscape, permanently altering everything they touch. Many of the ruins and battlefields of the Fey Realm have spots of wild magic where the residue of mighty spells still lingers, a potential source of power but also a danger to those who approach.

PHYSICAL FEATURES OF THE FEY REALM

Sunrise: The largest continent of the Fey Realm, Sunrise covers most of the north and east of the world. The first eladrin settlements were at the center of Sunrise, where Foresthome once stood. If a mortal crosses a threshold in the Northlands or the Lostlands of Áereth, she probably finds herself somewhere in Sunrise. The terrain of Sunrise ranges from icy mountains to burning deserts.

Dusk: Dusk is the second continent of the Fey Realm, located to the south and the west where the sun sets. If a mortal crosses a threshold in the Southlands of Áereth, he probably find himself somewhere in Dusk. Dusk is heavily forested, and parts are such dense jungle that any passage is all but impossible.

The Sundown Sea: The Sundown Sea divides the two great continents of Sunrise and Dusk. The most frequently traveled sea of the Fey Realm, the Sundown Sea is known for its violent storms and its lively sea creatures. It is named “Sundown” because the earliest eladrin settlements were on the continent of Sunrise, and from cities such as Archelus, one could look out over the sea and watch the setting sun sink below the waves.

The Sea of Ice: To the north of the continent of Sunrise, the Sea of Ice is choked with glaciers and difficult to sail even

in the summer. Strange whales with long horns can be found swimming in the Sea of Ice. It is from an inlet of the Sea of Ice that the Castle of Frost, home to the Winter Council, is raised every year.

The Sea of Tears: This inland sea at the center of Sunrise covers over the ruins of Foresthome. Even though the Sea of Tears does not connect to the ocean, its water is bitter and few things live or grow in it. The eladrin do not sail on the Sea of Tears and they forbid other creatures to do so.

Darkor Mountains: The eastern section of Sunrise, where the Darkor Mountains rise, is the territory of the fomorians. The Darkor Mountains are rich in ore, and mining them has made the fomorians wealthy. Many entrances to the Underdeep, including the road to the fomorian capitol of Gommara, lie beneath the Darkor Mountains. While the fomorians build most of their strongholds underground, they are advancing above ground as well, making inroads further west every year. The eladrin cities of Tarvelis and Vargardis are closest to fomorian territory and are heavily guarded with a strong summer-born presence.

The Gallaian Range: At the far north of Sunrise, against the Sea of Ice, the bitterly cold Gallaian range pierces the sky. The city of Briathil grows atop one of the highest of the Gallaiaans.

The Mellinverness Forest: Mellinverness occupies a great deal of the northern half of Sunrise. Its trees range from lively birches to twisted elms to stately conifers, and it even climbs the sides of the Gallaiaans. The Mirdar and Ansuer forests in Áereth mirror a small portion of the Mellinverness. The battlefield of Summergarde, where the Order of the White Lion once fought off a demonic horde, lies in the south of the forest. The mighty white stag that is the focus of the Summer Hunt roams the deep parts of Mellinverness. The city of Arovarel once stood within the Mellinverness Forest, and Haldravad still does, except for the times when it crosses over to the mortal world.

Forest of Vestuvel: This dark forest takes up most of the continent of Dusk and is home to large communities of banshrae. Vestuvel is a tangled forest with vines stretching between the trees, moss dangling from branches, and ravines with little streams opening up everywhere. The ruins of Caer Vestuvel, where the Autumn Masque is held, lie within this forest, and it is rumored that somewhere deep in Vestuvel is the spring from which the Water of Life flows.

Kirest Plain: This stretch of long grass outside ruined Archelus was the site of a great battle between the eladrin and the fomorians; the eladrin fell and the fomorians moved



on to destroy Archelus. Those who cross Kirest Plain at nightfall are certain to meet the revenants left over from that battle.

Sands of Eshir: This desert covers much of the south of Sunrise. The sand ranges from gold to orange, and twice a year the desert bursts into flowers. The stronghold of Vargardis is located in a canyon among the Sands of Eshir, and the desert is also home to many sybils.

The Candle Marsh: Dancing lights play everywhere in the Candle Marsh, north of the Darkor Mountains, leading travelers astray. Few eladrin live in this swamp, which is home to several ancient hags.

Eldross Isle: At the center of the Sundown Sea, the entire island of Eldross was raised to be an eladrin city. Huge sea turtles patrol the seas all around, and clouds and hurricane-strength winds usually shroud the isle itself. Few ships dock here unless they are specifically invited and escorted by the turtles.

ELADRIN CITIES AND STRONGHOLDS

Eladrin cities are either built upon a threshold to the mortal world or deep within the Fey Realm. The threshold cities flicker in and out of both the Fey Realm and the mortal world, while the deep cities cannot be directly reached from the mortal world without powerful magic. Some of the cities are ruined, some are partially fallen, and some still stand, but

the eladrin still name them all in their songs and hold them in their memories.

FORESTHOME/AHNA-VITHYRE

The most ancient and greatest city of the eladrin was built upon the spot where the elven race first awoke. The eldest of all trees sprouted from the earth around the newly created elves, and even when they reached higher than any tower, these enchanted trees never withered and died. Between their boles Foresthome was built, with bridges of rope and crystal, airy houses in the treetops, and slender white towers mirroring the ancient trunks. All magic cast in Foresthome was heightened in power, and even though the city has now sunk beneath the sea, it is rumored that its magic still remains. Although the eladrin do not sail on the Sea of Tears or attempt to reach the ruins of Foresthome, those with sharp eyes who stand on the shore can see the white trunks of the ancient trees lying beneath the waves, undecayed.

THE THRESHOLD CITIES

AROVAREL

Arovarel, once the greatest of the threshold cities, was built on both banks of a river flowing through the Mirdar Forest in Áereth, and through the Mellinverness Forest in the Fey

Realm. Both elves and eladrin lived in Arovarel, and since its fall to an army of orcs and dark elves, the two kindred races have never again lived side by side. Isolationist eladrin insinuate that the elves might have sold the city out to the dark elves, and the elves say the same thing about the eladrin.

When Arovarel was destroyed, the magic of the dark elves pulled the ruins fully into the mortal world, so that nothing of Arovarel remains in the Fey Realm. The elves of Arovarel stayed in the Mirdar forest, while most of the eladrin returned to the Fey Realm. The few eladrin who would not leave their city even in its ruin have banded together and named themselves the Black Blades, and they go to any lengths to destroy the dark elves forever. Mortals have difficulty distinguishing between the eladrin of the Black Blades and the Ashoch nation of elves—both hate outsiders and hunt down intruders. Calling the Black Blades elves, however, is a sure way to earn their anger.

HALDRAVAD

Haldravad, the city of circles, is located in the depths of the Ansvier Forest in Áereth, and in the Mellinverness Forest in the Fey Realm. The eladrin of Haldravad did not intend to create a threshold city. Haldravad was founded by a few powerful mages who survived the destruction of Archelus. They searched the Fey Realm for a place where the land's magic was particularly strong and the ley-lines interconnected. In the depths of the Mellinverness Forest, the mages found a perfectly circular hill, bare of trees and teeming with power. At the top of the hill was a pit lined with rough stones, carved with ancient runes that even the eladrin archmages could not decipher. At every full moon, the bottom of the pit became a swirling maelstrom of silver light and anything touching the light instantly vanished. Eladrin mages speculate that this pit, known as the Well of Worlds, is a portal that leads to unknown times and places.

Around the hill and the well, the eladrin built the city of Haldravad in a series of interconnecting rings, patterned after the turning of the stars and the magic of the land, making the city itself into a great magical conductor. No one foresaw precisely how the magical energies would affect the city. On the full moon, when the well activates, the entire city is drawn into the mortal world. This irritates the mages of Haldravad, who want only to engross themselves in their magical studies, not deal with mortals. To keep mortals and other dangers away, the mages have contracted with eladrin rangers who patrol the surrounding forest both in the mortal world and the Fey Realm. Recently the rangers have warned of giants

encroaching on Haldravad's mortal borders, but it is hard to convince the mages that anything from the mortal world could be a real threat.

The eladrin of Haldravad include many winter-born, traditionalists and great arcane masters. This is strange for a threshold city, and it causes some friction between the winter-born and the rest of the city's inhabitants who are spring-born. The spring-born want to wander the Ansvier Forest in the mortal world, and such thrill-seekers do not get on well with the arrogant mages.

TARVELIS

Tarvelis slips into the mortal world at unpredictable intervals, on moonlit or misty nights. The city stands on a rocky outcrop in the Fey Realm, but when it crosses the threshold it floats above Lost Lake in the Corsan Forest, and must be reached by boat. The roofs are gilded with silver and shine in the moonlight. Tarvelis has three great towers and is surrounded by a high wall of glass with a single gate. A defensible city with many strong warriors, Tarvelis is located near fomorian territory in the Fey Realm and is always battle-ready. The warriors of Tarvelis often ride out at night to hunt dangerous beasts.

Many of the eladrin of Tarvelis are summer-born, though there is a large contingent of spring-born as well. They have traditionally had good relations with elves and mortals, sending and receiving ambassadors from nearby mortal realms, and holding the once-a-month Twilight Market through which most trade between the mortal and fey worlds passes. The goblinoid armies of the Scourge recently attacked the neighboring human realms of Koranth and Leherti, and the knights and warbands of Tarvelis rode out to their aid. The eladrin were the last to flee as the Scourge overran Leherti, and many of the bravest died there. Unfortunately, those who fell were the ones who cared about aiding mortals, and the eladrin now in power have become more reclusive, even threatening to close the Twilight Market.

Further worsening relations between the eladrin and mortals, a dusk unicorn has recently been spotted in the Corsan Forest and human mages have offered a large reward for its horn. This angers the eladrin, for whom a dusk unicorn is a good omen, and they are determined to guard the unicorn and its new foal, and hunt anyone who comes to slay it.

IXCHELANQUE

The only threshold city located on the continent of Dusk, Ixchelanque is built deep in the jungles of both Áereth and



the Fey Realm. The city slips into the Azcatlepi jungle of the mortal world when the sun touches certain spots on the stones of the ruined temples beneath which it is built. Ixchelanique is underground, in a series of shallow caves with brilliant veins of ore and gems. The eladrin do not mine the ore, finding the caves beautiful as they are. For an underground city, Ixchelanique is surprisingly bright and colorful, with light brought in from above and reflected with mirrors and magic.

The autumn-born originally founded Ixchelanique in order to have a convenient staging point for their expeditions into Zimala, the old naga empire of Áereth, where they search for ancient secrets. Members of the other three courts have since moved to Ixchelanique, to the annoyance of the autumn-born who wanted to go privately about their work. Ixchelanique has developed a reputation among the eladrin of other cities; the city below the temples is colorful, relaxed, and a good place to enjoy oneself. Perhaps because Ixchelanique is near the equator and has little variation between the seasons, the eladrin of

the Four Courts who live there seem to get along better than in other cities. Or perhaps it is because there is something for everyone in Ixchelanique. The summer-born hunt the dangerous creatures of the Azcatlepi jungle; the winter-born study the magical effects of the Spectral Moon, which can only be seen in the Southlands of the mortal world; and the spring-born are delighted by the colorful Xulmec civilization, crossing the Texcalapan Strait to trade with the city-state of Maras and the Darawan boatmen. The Xulmecs trade brightly colored feathers to the eladrin and receive magical trinkets in return. The Xulmecs whom the eladrin of Ixchelanique have met seem to revere the fey as powerful and benevolent creatures, and the eladrin see the Xulmecs as lively children.

THE DEEP CITIES

ARCHELUS

Built during the golden age of the elves, Archelus stood on a cliff on the eastern shore of the Sundown Sea, with its white towers looking out over the waves. Foremost among the towers

of Archelus was the Tower of Stars that housed the great mage academy. When the city was destroyed in a yearlong war with the fomorians, its towers were smashed and tumbled down the cliff into the ocean. Ruined Archelus is now two separate cities. In lower Archelus, merpeople and nereids live among the coral-covered rubble of the towers. Atop the cliff, upper Archelus is populated by animated objects that continued to run after their masters were destroyed. Also, various elements that were summoned up to fight in the battle, and were never able to find their way back to their homes, still roam the upper city. Even in ruins, magic permeates every stone of Archelus, and a few eccentric mages live among the broken bases of the towers, gathering magical energies. None of them are fond of intruders.

NERRIS

Nerris was once a forest city in the east of the continent of Sunrise, its treetop houses and bridges modeled after Ahna-Vithyre itself. Founded during the golden age, Nerris was destroyed not by war, but by a volcano that suddenly erupted after the fall of the Shadowstar, which opened the Devil's Cauldron in the mortal world. Poisonous gases poured through the city, killing everything living and encasing them in a cloud of ash that quickly turned to stone. Parts of the city still protrude from the ash, but much of it is buried, and the trees in which it was built have become a petrified forest.

CAER VESTUVEL

The ruined city of Caer Vestuvel is located on the continent of Dusk, and was once home to the most extensive library of forbidden knowledge in the Fey Realm. The library, thought destroyed by most of the eladrin, has been moved underground by the autumn-born, who still dwell in the ruins of the city, guarding the secret of their hidden tomes. Aboveground, great roots curl around the fallen buildings, and the trees have grown tall and thick, hiding most of the ruins. It is common knowledge that the Autumn Masque is held in the ruins of Caer Vestuvel, but what the autumn-born eladrin do there the rest of the year is yet another well-kept autumn secret.

ELLISTHEA

Ellisthea, the city by the sea, was founded during the silver age of the eladrin. It is carved into the side of a great cliff on the continent of Dusk. Water pours down the cliff in various places and plants have been enchanted to grow in

tiny crevices in the rock. The architecture of Ellisthea is all in greens and blues, made up of flowing lines and watery, natural shapes. Birds build nests in the cliffs and selkies live nearby. The swan-ships of Ellisthea are famous throughout the Fey Realm, and when they sail out to other ports, dolphins and swans sail alongside them. Ellisthea has a strong spring-born presence, and music is always heard far away across the water.

BRIATHIL

Briathil is one of the oldest of the eladrin cities, built early in the golden age. It was grown from the ice of the Gallaian Range, and its tall towers, in the shape of icicles, pierce the clouds that hang around the mountain peaks. Part of the mountainside upon which the city stands was crushed during a battle with dragons, so many of the towers are broken and the once symmetrical city seems slightly awkward and lopsided. While it is bitterly cold outside and snow often swirls around the peaks, inside the city the temperatures are mild. Many winter-born mages make their homes in Briathil, and the eladrin of the city are known for being very traditional.

ELDROSS

Eldross is an island city that was raised in the center of the Sundown Sea during the golden age of the elves. Of the other eladrin cities, only Briathil is as old as Eldross Isle. The waters around Eldross are very treacherous, and mortal sailors caught in terrible storms sometimes pass between the worlds and wash ashore on Eldross Isle. Once there, mortals are never allowed to leave. Although the island is veiled from all eyes by a curtain of stormy clouds that eternally hangs above it, the city itself is at the eye of the storm and the sky above it is ever blue. The entire island is heavily forested, and the trees reach their long roots out into the water.

VARGARDIS

The best defended of the eladrin cities; the citadel of Vargardis is built in a canyon in the Sands of Eshir. Founded during the silver age as a deterrent to the spread of the Fomorian Empire, Vargardis has a strong summer-born presence and has often been attacked. The stone of the canyon from which the citadel is constructed, striated in sunset colors, is scored by the magic that has been thrown against it. A stream runs through the bottom of the canyon, and the eladrin have made the water flow upward in order to grow plants in inaccessible



locations. The many banners of Vargardis' noble houses flutter in the bright sky above the city, proudly proclaiming the city's presence to the Fey Realm.

Because of the many battles waged there, a whole section of Vargardis has become a maelstrom of wild magic that is unsafe to enter. However, at times of great danger, champions have entered the maelstrom and returned with powers that are strange even to the fey. No one knows what happens within, and those who return do not speak of it, but it is well known that at least half of those who enter seeking power do not come out again.

The citadel of Vargardis has a special protector; the sand that swirls around the city is really a living creature, a primal land-spirit allied with the eladrin. It is extremely difficult to enter the city without the good will of its guardian.

ILTARTHION

The tower of Iltarthion is home to the greatest eladrin mages, a stronghold of the winter-born. It was built during the silver age when the Winter Court withdrew from Foresthome. The tower has been enchanted to fly; because it does not stay in any one place, it is very difficult to find unless the mages of Iltarthion want to be found. Great birds, friends of the mages, circle the tower endlessly. The strong wind that blows around the top of the tower both beautifies and powers the city; spinning wind-chimes twirl in the eternal light above the clouds, and wind-sails made of metal cloth turn the machinery in the magical laboratories below.

THE FOUR COURTS

THE ELADRIN CALENDAR

Eladrin astronomers have made calculating the movements of the heavens into a fine art. They count time by the season, the phase of the moon, the movements of the stars, and the cycle of the sun. Their names for days and times are therefore precise but complicated; the nuances of the eladrin calendar are lost on non-eladrin. For example, an eladrin might begin the tale of a great battle by saying, "In the Year of the Shivering Serpent, at the rising of the blackrose star, two eves before the first crescent in the moon of blood..."

Each year of the eladrin calendar has a unique name and the names never repeat. The seasons of the year, however, repeat endlessly in a sequence of twelve lunar months. Each month begins at the full moon and is twenty-nine or thirty days long. The months of winter are the Moon of Power, the Moon of Frost, and the Moon of Emptying. The months of spring are the Moon of Dancing Rivers, the

Moon of Greening, and the Moon of Song. The months of summer are the Moon of Blood, the Moon of Falling Stars, and the Moon of Fire. The months of autumn are the Moon of Flocking Birds, the Moon of Spears, and the Moon of Long Shadows.

Throughout the year the eladrin hold many revels and feast days. The full moon and the dark of the moon are both important days for sacred rituals. Other revels take place at the rising or setting of certain stars, the appearance of the new flowers in spring, the day of the first frost, and so on. The most important eladrin holidays, however, are the spring and autumn equinoxes and the summer and winter solstices, when the four great seasonal courts meet.

THE SEASONAL COURTS

Besides owing fealty to their local lord or lady, nearly all eladrin have allegiance to one of the courts of the seasons. This allegiance is usually determined by the moon under which an eladrin is born—Glorien Sar Tírvél, for example, was born in the Moon of Falling Stars and therefore is a member of the Summer Court and owes allegiance to the Queen of Summer. Sometimes, however, an entire noble eladrin house gives its allegiance to a particular court. The house of Mithadra, for example, has dedicated itself to arcane mastery, joined the Winter Court, and declared all its members to be winter-born. The court to which an eladrin belongs influences his personality, his talents, his choice of life path, and his role in eladrin society, though individual eladrin may or may not conform precisely to the stereotype of their season.

The seasonal courts hold their festivities at four different locations, each equally beautiful and steeped in magic but uniquely reflecting the nature of the season. All eladrin are welcome to join each court's festivities, but those of the appropriate season are required to attend. During each season, the ruler of that court hands down judgments, settles disputes, gives gifts, and leads fey armies. The eladrin defer to whichever court is in season unless the matter at hand is directly in the domain of a different court. For example, when the Summer Court is ascendant, the Queen of Summer would decide a dispute between siblings over the right to rule a domain. However, the Queen would probably permit the Winter Lord to judge a case involving the creation of a golem gone awry.

In theory, the four seasonal courts are in perfect balance, with none more powerful than the others. In practice, however, over the course of centuries the courts rise and fall. Currently



the Winter Court with its circle of six powerful wizards seems to be at the peak of power in eladrin society and the recent scandals of the Spring Court have brought it to its nadir.

COURTLESS ELADRIN

An eladrin may be exiled from her court or even from the Fey Realm entirely for deeds that sufficiently displease her court's ruler. The term "courtless," however, refers not to such exiles but to eladrin who are born in the Moon of Void.

Because the lunar calendar of the eladrin is a few days shorter than the solar year, the months gradually drift away from their appropriate seasons. To correct this, every two or three years the eladrin add a thirteenth lunar month to the year. This month comes in the dead time of winter when nothing grows and is known as the Moon of Void. Children born in the Moon of Void belong to no season and owe allegiance to none of the four great courts. They stand outside the structure of the seasonal courts and have a unique role to play on the edges of eladrin society.

THE WINTER COURT

APPEARANCE AND PERSONALITY

Eladrin born in the moons of winter usually have white or silver hair, though the occasional black-haired child is considered very auspicious. Winter-born can have any eye color, though blue is most common. Winter-born are slightly shorter than eladrin belonging to other courts, and since they tend to be scholarly rather than athletic, they are rarely physically strong. They wear long, flowing robes with many layers and heavy embroidery. Silver on white is a common color choice, as is white on icy green or pale blue on darker blue. Their

headdresses are fashioned to look like crowns of icicles, stars, or leafless branches.

The winter-born, appropriately enough, are cold, using their minds instead of their hearts. Where the autumn-born hide their emotions behind a mask of calm, the winter-born ignore the existence of emotions entirely, seeing such things as the domain of lesser creatures—and to a winter-born eladrin, every other being in the universe is a lesser creature. The winter-born are arrogant even among other eladrin. They believe themselves to be the most intelligent of all the eladrin, and the most rational and observant. They see everything with a scholar's eye, categorizing, quantifying, and considering. They have excellent memories and an attention to detail. Most importantly, in a society that reveres magic above all else, the winter-born are the most magically gifted of all the seasonal courts.

What winter-born fear most is being seen as foolish or out of control, and therefore, they control themselves rigidly. Of all the courts, the winter-born concern themselves most with outward appearances. It is a common eladrin trait to seek perfection in all aspects of life, but the winter-born pursue both the appearance of perfection and actual perfection itself. It is not that winter-born have a beautiful veneer covering a cracked interior—though that may be true for a few of them—but that they believe the exterior appearance to be just as important as the inner reality. Unlike the autumn-born, they *want* to be seen, and they want to be seen doing everything perfectly. If a winter-born performs a ceremony for his deity, he makes sure that he is making the right movements at the right times, as well as thinking appropriately devout thoughts.

Winter-born are dependable and keep their promises to the letter. If a winter-born takes an oath, she follows through no matter how difficult it is, how long it takes, or whether changing circumstances prove the oath to be a bad idea. Winter-born remember not only their own debts, but also the debts of their parents, grandparents, and ancestors into the distant past. They also remember the grudges of their ancestors and those who once failed their houses.

Winter-born have no tolerance for failure, either their own or anyone else's. They are ambitious and want to rise to the top. They prefer to be at the head of the procession, at the center of the ritual circle, or the one sitting on the throne. That means both succeeding personally through dedicated effort, and sometimes, seeing to it that others fail. More eladrin have been banished from the Winter Court for "incompetence" than have been banished from the Summer Court by the Queen's caprices.



Neat and fastidious, the winter-born are particularly disgusted by filth and ugliness. Their homes, libraries, and laboratories are tidy and well organized, with books alphabetized and scrolls and potions clearly labeled. They like to keep diaries, chronicling both their own lives and the lives of those around them. The winter-born are curious by nature, and their curiosity manifests itself in a love of experiments. They create experiments to test out new spells, devices, and substances. Animals, lesser fey creatures, or mortals serve as subjects in winter-born experiments, and they rigorously document everything that occurs. When the experiment is finished, the winter-born return the subjects to as near their original state as can be managed and put them neatly back where they found them.

The winter-born are not knowingly cruel, but since they do not consider either their own or others' emotions worthy of notice, they are capable of great unwitting cruelties. By the same token, however, they are also capable of great unwitting kindnesses.

ROLE IN ELADRIN SOCIETY

The winter-born are the scholars and sages of the eladrin. They are the architects who design towers of crystal, the engineers who construct bridges in the sky, and the astronomers who chart the courses of the stars. Above all, the winter-born are the mages and archmages of the high elves.

Some winter-born mages preserve knowledge that already exists, keeping libraries, writing scrolls, and maintaining schools of magic that only the most talented young eladrin may attend. Other winter-born create new knowledge, researching new spells and new applications for magic. A number of younger winter-born are currently experimenting with the creation of golems and other items that merge the mechanical with the magical.

The winter-born see themselves as the upholders of tradition. While the autumn-born may remember the past and what has been lost, the winter-born seek to assure themselves that what remains is not lost and that the younger generations of eladrin live up to the example of those who came before. The winter-born are judgmental of those who do not uphold tradition as correctly as they do; they believe they are setting a standard for others to follow. They wish to return the eladrin to the glorious days of old, and it is through arcane might that the winter-born plan to do this.

While all eladrin are naturally attuned to magic, the winter-born are supremely gifted. Those belonging to the other three courts sometimes become wizards, but the winter-born are unlikely to become anything other than wizards. They make

equally good controller wizards or war wizards. Those who focus on directly damaging spells tend to be skilled with ice and force damage. Although most winter-born devote themselves to arcane magic, a few winter-born choose the divine path and become clerics, worshipping deities of knowledge and magic. Winter-born clerics most often honor Ireth the Starmistress, in her role of patron of magic, though they revere all three of the Triad as well, particularly Choranus the Seer Father. Except for the Thelsaer family who serve as the Winter Lord's personal bodyguards, very few winter-born become fighters, and those who do often mix magical abilities with their martial power, following the paragon path of the Energy Vessel.

THE HIERARCHY OF THE WINTER COURT

The Winter Court is a meritocracy; the most accomplished mages rule. The current Winter Lord is an archmage of great power, as every Winter Lord before him has been. He is also from the noble Mithadra family who has been a stable support of the Winter Court for several generations.

All young winter-born begin as apprentices, rising to journeyman, and finally to master mage only after years of rigorous training. The master mages select six of their number, chosen for their skills at various aspects of magic, to sit in the Circle of Ice. The Masters of the Circle aid the Winter Lord in all his decisions. While the Winter Lord is unquestionably the ruler of his court, he is not an absolute ruler and does not make important judgments independent of the Circle.

To advance in the Winter Court an eladrin must pass difficult examinations, demonstrating his skill with various spells and knowledge of history and magical theory. It is nearly impossible for any winter-born who is not proficient in arcane magic to advance through the ranks. Non-mages have their place, but it is not as important a place. Those in the lower ranks of the Winter Court do menial work and find that their superiors take credit for their accomplishments.

THE WINTER COUNCIL

The Winter Council boasts impressive shows of magic and extravagant displays of beauty that uphold the highest ideals of eladrin society; it is also a time for measuring those who may have fallen short of those ideals. On the shortest day of the year, the beginning of winter, the eladrin gather at a bleak ocean inlet dotted with icebergs. With brilliant northern lights playing in the night sky above them, the winter-born wizards work together to raise the Castle of Frost out of the icy sea. This beautiful citadel of force and

ice is the setting for the Winter Council. The Castle of Frost is both a magical and an aesthetic work of art, with its graceful arches, endless white corridors, and sparse but elegant silver ornamentation.

Within the castle, the noble houses of the eladrin process in order of rank into the feast hall. The roof of the feast hall is open to the stars and no matter the weather, the sky here is clear. The feast table is in the shape of a star, with one point for each of the courts, and its size magically conforms to the number of eladrin at the feast. Throughout the longest night the revelers drink pale wine, listen to elegiac poetry, and watch solemn dances that replicate the movements of the stars.

The Winter Council is not just for feasting. Important ceremonies must take place as well, rituals dedicated to Ireth the Starmistress and to the Triad. Magic of all sorts abounds, dramatic exhibitions of newly discovered spells as well as duels between mages. The council derives its name, however, from the tribunal that meets on the day after the feasting and revelry. This is a time for all eladrin to present important tidings from far-flung parts of the Fey Realm, reports of the doings of the fomorians or the dark elves, and news of the progress of construction on citadels and towers. These reports can be lengthy, and the more inattentive eladrin have been known to slip into trance when certain long-winded scholars rise to speak.

Important disputes and cases of wrongdoing that cannot be judged by local lords and ladies are brought to the Winter Council. Although the Winter Lord sits as chief judge, in the interest of fairness, the other judges are drawn from all four courts, and the one to hand down punishment on the wrongdoer is always the seasonal ruler of the guilty eladrin.

Unlike the other seasonal courts, the Winter Council is strictly for eladrin only. Other species of fey do not attend. The only non-eladrin present are servitor creatures of the winter-born wizards, such as homunculi, elementals, and golems.

THE SPRING COURT

APPEARANCE AND PERSONALITY

Spring-born eladrin often have golden or red-gold hair and green or violet eyes. They are lithe and light on their feet, built for dancing and roaming through forests. All spring-born are physically attractive, alluring both to other eladrin and to mortals. They prefer gowns, tunics, and capes in the bright colors of flowers, with fluttering sleeves and patterns of leaves and briars. Spring-born wear little jewelry unless



the piece was given to them by a lover, though they commonly twine flowers in their hair.

The spring-born enjoy their lives; everything is a source of pleasure to them, from songs and dances to hunts and battles. Confident and spontaneous, they leap into whatever lies ahead. The spring-born fear boredom, and they go to great lengths to find new ways to amuse themselves. This may be as harmless as seeking out every song ever sung or as dangerous as breeding ever more vicious strains of animate plants.

Spring-born are more expressive of their emotions than other eladrin, likely to burst out laughing where another would merely smile. Perhaps because they value their own emotions, spring-born understand and value emotion in others. They are affectionate and gentle, but they can also be capriciously cruel; they like to make others laugh or cry, and they do not always care which.

The spring-born often keep pets. With their charms, they have pacified creatures that are usually wild and violent; the more curious the specimen the better. Spring-born tend to find beauty in odd things, like little horned sprites or two-headed dogs. They also commonly adopt changelings, and some spring-born adopt mortals. Spring-born are kind to their pets but they can be fickle; if they grow bored, they may give the pet away to some other eladrin or set it free.

Spring-born are known for having many friends and for loving deeply and easily. Romance in all its forms appeals to them, though their relationships are less likely to last than those of other eladrin. A romance with a spring-born may be a whirlwind of delight, with gifts, dancing beneath the stars, and cruises in the swan-ships of Ellesthia, but it will probably be over in less than a decade.



While they are in love, though, the spring-born are fiercely protective of the object of their affections, whether that is another eladrin, a tree, or a kitten. They usually look for clever ways to avoid violence, talking or tricking their way out of problems, but if something they love is threatened, they are capable of sudden bursts of anger in which they may commit truly ugly acts. Spring-born dislike being angry, and generally feel dirty when they come out of a rage. They cannot suppress their own spontaneity, however, whether it manifests in joy and or fury. With their strong and swiftly changing emotions, eladrin born into the Spring Court have much in common with their elven cousins. Most would be insulted, though, to be told that they were elf-like.

ROLE IN ELADRIN SOCIETY

The spring-born are nimble and light-footed, excelling at music and dance and at woodcraft, with a natural affinity for animals and growing things. Spring-born fill many roles within eladrin society. They serve as performers, gaining favor with the highest eladrin nobles through the beauty of their music and the enchantment of their dance. They build gardens of thorns and roses with hidden doors and singing birds. They wander the depths of the forests followed by strange animals that speak. Since spring is the season of youth, spring-born are often charged with the care of young eladrin. Because of their skill with diplomacy and their cheerful natures, spring-born are often chosen as ambassadors to elves or to mortals.

Like all eladrin, the spring-born have magic running through their veins, and they tend to channel it in flashy ways that gain the attention of others. Those who become wizards are drawn toward the path of the war wizard and are especially attuned to the power of springtime storms, and to spells of lightning and thunder. Certain spring-born wizards have also developed spells in which flowers and plants are used to deadly effect. Because of their affinity with wild places, martially-inclined spring-born often become rangers. Clerics of nature deities such as Ireth and Ildavir are also found among the spring-born, as are warlords who follow the paragon path of the radiant soul.

THE HIERARCHY OF THE SPRING COURT

The rulers of spring are chosen not by power or by birth, but by popular consensus. Whoever is the best liked and spreads the most joy and love (and sometimes more material gifts) is elevated to rule. Currently, the lord and lady of the Spring Court are the Briar King and Milady Rose. Each has their own band of followers and full authority to rule. The

other courts do not understand how this can work, and they suspect that one of the two is truly in charge. For the relaxed springtime style, however, dual authority seems to work most of the time. When the couple quarrels, however, the Spring Court splits until their rulers reconcile. This has contributed to the Spring Court's recent difficulties.

It is hard for an outsider to tell who is powerful in the Spring Court. The spring-born are fond of titles, ranging from "Guardian of the Forest Depths" to "Milord of Dumplings." Some of these titles are hereditary and others spontaneously invented by the current rulers. An amusing-sounding title can hold just as much power as a serious one, however—Milord of Dumplings is one of the court's chief advisors.

There are not many laws in the Spring Court; in fact, most of the spring-born are annoyed by unnecessary rules. Pranks are encouraged, as long as the prankster puts matters back to their original state (or as near as possible) after the amusement is finished. As long as no eladrin are killed, it is all in good fun. If any of the Spring Court step too far out of line, the Briar King and Milady Rose hand out menial and boring work as punishment.

The spring-born are always falling inappropriately in love, and the objects of their affections can range from eladrin to mortals to even stranger creatures. Such matches are permitted and even encouraged by the rulers of the Spring Court—gossip about the latest pairings is a staple source of amusement among the spring-born.

THE SPRING REVELS

At dawn on the spring equinox, a river crossing a barren moor in the Fey Realm magically diverts its course and changes the landscape into a springtime paradise. Cliffs rise up and valleys open, creating a myriad of waterfalls and rocky, mossy-walled grottoes. Flowers grow everywhere that the enchanted river's spray touches. Young birch and beech trees spring up to create secluded groves. Fireflies and butterflies flit through the gentle mist, and sweet-scented petals drift through the air.

The Spring Revels are a constant party with eating, singing, dancing, games, and merrymaking of all kinds. They begin on the equinox and continue until, worn out, most of the merrymakers have left. The satyrs attend in force and bring casks of deep red wine. A libation of this wine is poured out at the start of the revels in honor of the new season and of nature deities like Ireth and Ildavir. Drinking the sacred wine is an important part of the festivities, and the satyrs say it is bad luck not to finish it off during the first night. During the revels,

music constantly drifts through the groves and grottoes; harp music, panpipes, a wild dance-tune around a bonfire.

As at the other seasonal courts, important business is transacted during the Spring Revels, but it is hard to know when this business might occur. After a lively dance and kissing game, a supplicant may pose a request to Milady Rose in the form of a riddle, or a drinking contest may decide the succession of a fief. Spring is also known for its betrothals and weddings, and many an eladrin couple has clasped hands beneath the raining petals of spring.

Besides the satyrs, other fey who enjoy the Spring Revels include dryads and naiads, who come to bless the new season; gnomes who creep out of hiding to join in the amusement; and banshae who, with their wicked senses of humor, always pull some sort of prank during the revels.

THE SUMMER COURT

APPEARANCE AND PERSONALITY

Graceful warriors and skilled hunters, the summer-born are tall and athletic with golden hair, though redheads are not uncommon. Knights wear gleaming armor and tabards, armbands, and belts all in varied and vivid colors. Red and gold are the most common colors because the Queen of Summer favors them. Ladies of the court, when not fighting alongside the men, wear flowing dresses in rich jewel tones, offset by lovely winding belts on which they hang their best swords. The summer-born are fond of jewelry, especially trophies won at tournaments or on the field of combat.

The summer-born are the most warlike of the eladrin. They have strong passions, and they are not afraid to act. Impulsive and decisive, they are willing to take great risks to accomplish their goals. This often makes them fine leaders; when they command, others follow. They are capable of great courage and inspirational deeds against overwhelming odds. The summer-born live bright, fearless lives, taking joy in everything they do. They do not fear death in battle because they know that true immortality lies in living richly and being remembered for their noble deeds.

Summer-born can be fiercely competitive. All eladrin seek perfection, but summer-born seek it in order to best their rivals. They tend to collect rivals, and since the rivalry is usually martial, the shedding of blood and even duels to the death are not uncommon. If both parties survive, however, they are likely to become fast friends and fight side by side from that day forward. Summer-born work and fight well in groups of loyal friends who watch each other's backs.



Vicious tempers are another notable trait of many summer-born. They are easily provoked to violent anger and do not forget their grievances; they may still despise and seek to destroy their enemies centuries later, or in the case of short-lived mortals, generations later. Conversely, summer-born are capable of great loyalties that surpass death. Beloved comrades-in-arms have often been buried together beneath a single green mound, and generations later, their descendants still fight at each other's sides.

The most noble of the summer-born follow individual codes of honor. This may involve acts of great generosity, showing mercy to fallen enemies and those weaker than themselves, or never asking for or accepting help in a battle.

ROLE IN ELADRIN SOCIETY

Whether hunting wild stags, traveling from joust to joust, or hiring out their services as a knight to a local fey lord, the summer-born are known for their feats of arms. Groups of summer-born often form warbands in some common cause, or just for the joy of fighting. The summer-born are classic knight-errants, riding here and there for adventure and challenging all comers. They are equally good at defending their own domains, however, and often rise to be lord or lady, even if they were not born to it, by proving themselves stronger and nobler than the previous claimant to the title.

Most summer-born choose the fighter or warlord classes; some multiclass to gain arcane power, or choose the paragon path of the energy vessel. The way of the paladin also calls out to some summer-born, who quest for their deity as ardently as others quest for their own lords. Ireth the Starmistress is



the most common choice for a summer-born paladin's devotion, though some do honor the deity of chivalry and valor, whom humans know as Gorhan and the eladrin call Morrowstar. Summer-born are skilled with the forms of magic that grant supremacy in battle. Subtle magic for its own sake rarely interests them; instead, they love the perfect blending of magic and martial might. Summer-born wizards follow the path of the war wizard and are particular adept with spells that do fire and radiant damage; later in their careers, many choose the paragon path of the arcane blade in order to increase their martial abilities.

THE HIERARCHY OF THE SUMMER COURT

The Queen of Summer rules her court with sword and spear and otherworldly beauty, and her word is absolute law. The summer-born vie to do the Queen honor and prove themselves worthy in her eyes, hoping to rise through the ranks of the court from page to squire to knight to Lord of the Hunt or the elite ranks of the Order of the White Lion. An eladrin can come to the Queen's attention through prowess in battle, in the joust, or in the hunt. It is also possible to become a favorite of the Queen through the creation of beauty—a song, poem, or painting extolling the Queen's virtues may win the creator a higher rank. The Queen is as easily annoyed by flattery as amused by it, however, and woe to the eladrin whose poem in her honor lacks artistic merit!

One way to rise swiftly through the ranks of the Summer Court is to beg the Queen for a quest. These quests are given out on the eve of the Summer Hunt, and the supplicant has a year and a day to complete them. The Queen's quests are notoriously difficult—collect one of the Apples of Gold from the garden of the gods; slay the giant who guards the gates of the fomorian king's citadel—but someone who succeeds can expect great rewards and the Queen's favor. Failure has equally spectacular consequences, and those who fail in their quest have been known to leave the Fey Realm in self-imposed exile rather than return to face the Queen's wrath.

When the time comes for one Queen or King of Summer to succeed another, the outgoing ruler chooses the new one from among the ranks of her champions. The current Queen of Summer has twelve favored knights who serve as her personal bodyguard. To be a Queen's champion is the highest rank to which any summer-born can aspire, and it is rumored that the Queen chooses her lovers from among her champions. The Queen has also been known to choose worthy mortals to fill out the ranks of her champions. These mortals may be of any

race, but they are always fair to look upon and unmatched in battle. For a mortal to be chosen by the Queen is such a high honor that it cannot be refused. Previous attachments in the mortal world, such as family, children, or even the rule of a kingdom, do not matter. The Queen comes to her chosen during the Summer Hunt and enchants him so that he does not remember his former life. Due to the Queen's fey magic, mortal champions do not age in the time they spend with the Queen. When the Queen wishes to release a mortal champion from her service, she frees him from the enchantment—often thereby aging him years or decades—and returns him to the mortal world.

THE SUMMER HUNT

The Summer Hunt is held throughout the thickets and ravines of the dark forest of Mellinverness, the home of the elusive white stag. The hunt begins at dawn on the longest day of the year. Eladrin of many noble houses gather beneath their bright banners and the peal of golden horns sounds the beginning of the hunt. The hunters ride the wild horses of the Fey Realm, unicorns, and griffons. Other noble and warlike fey creatures accompany them on the hunt, including centaurs and war pixies. Wild hunt hounds run ahead, baying.

Many noble beasts fall before the arrows and spears of the Summer Hunt, and sometimes the hunt ranges into the mortal world in search of prey. The true goal of the Summer Hunt, however, is the sacred white stag, and the hunt is not over until he has been killed. Whoever strikes the killing blow is permitted to wear the stag's antlers for the next year and is known as the Crowned Knight.

When evening finally comes, the hunters return with their kills to a great clearing in the forest, the ancient battlefield of Summergarde that only appears on this day of the year. Among the old grassy mounds with their standing stones—the tombs of great warriors—the hunters place their banners and raise their pavilions. Bonfires are lit and everyone sits down to a great feast. It is very auspicious to eat a piece of the white stag's flesh, and everyone who partakes is blessed in the upcoming year. All eladrin know that at the next dawn the white stag will be reborn to wander again as lord of the forest.

Throughout the night, bards sing tales of great battles of the past and of noble heroes of the Fey Realm. The deeds of the day are recounted and hunters toast each other. This is an appropriate time for swearing oaths, and lords and ladies receive the fealty of their vassals.



The next day a joust and tournament is held in the barrow clearing, and anyone who has cause to fight a duel with another eladrin makes his or her challenge. When the fighting is over, those who have proven themselves worthy of a higher rank are knighted there on the field in a grand ceremony, and more revelry continues late into the night.

THE AUTUMN COURT

APPEARANCE AND PERSONALITY

The autumn-born have pale skin, often with the gray hue of stone or beech trees. Their sharp eyes are as likely to be silver or gold as the jewel colors more common in eladrin. Many autumn-born wear masks whose symbolism is best understood only by others of their season. They wear muted colors—grays, tarnished golds and bronzes, faded russets, and dull browns. Motifs of leaves, ancient whorls, branches, and bare bone are intricately etched in their leather clothing and in the weave of their cloaks.

The Autumn Court is shrouded in mystery and contradictions. On one hand, they are quiet, melancholy thinkers who watch the turning of the world and remember what the eladrin have lost. On the other hand, they are active, obsessive doers who take vengeance for what is gone and protect what remains. The autumn-born do not wear only physical masks; they are aloof even for eladrin, hiding their shifting emotions behind a calm demeanor. They truly live in the shadows of their season.

Like all eladrin, the autumn-born love beauty, but they find it in strange places. The music and poetry of spring, the chivalrous battle of summer, winter's careful weave of magic—the autumn-born may find fleeting beauty in these things, but they see it as superficial. Real beauty was lost long ago when the Fey Realm and the mortal world split apart, and until they can be restored, the only truth lies in death and decay.

Some autumn-born say that decay is beautiful; others simply acknowledge it as powerful and inevitable.

The autumn-born are not concerned with appearances. They find the substance to be more important than the surface and do not mind associating with creatures that other eladrin find distasteful or ugly. They are tolerant and slow to judge—since they acknowledge that everyone is ugly in some way, they do not feel it their place to point out ugliness in others. If that ugliness threatens them, however, they are quick enough to take action.

The autumn-born love gathering knowledge, especially hidden knowledge and secret mysteries. They can be obsessive in their quest for knowledge; an autumn-born scholar may not be content that she knows every language that has ever been spoken, but spends her spare time translating obscure works of poetry into an arcane script that no one else will ever read—except perhaps a fellow autumn-born. More martially-inclined autumn-born can be equally obsessive in their training, pushing themselves until they can split a hair with an arrow or fight five enemies while blindfolded. While a summer-born warrior may seek to surpass a rival, an autumn-born's rival is not a person but an impossible ideal; perfection is always just beyond reach. It is often hard to know which of these deeply held obsessions are some secret mission of the Autumn Court and which are just that individual's personal fascination.

The autumn-born avoid the spotlight and go stealthily about their business. They prefer to be the power behind the throne, to remain unseen and underestimated. From the shadows, the autumn-born believe, they can be most useful and most deadly. Autumn-born dislike being observed, and woe to anyone who interrupts them while they are engrossed in an important, secretive task! At that point, the autumn-born's mask of calm may break, and he may lash out with sudden viciousness. The stories of mortals who disturbed the fey and were turned into animals are probably about mortals who stumbled upon the autumn-born.

ROLE IN ELADRIN SOCIETY

The autumn-born take on tasks that other eladrin cannot or will not do. If something needs to be accomplished in secret, it is the work of the autumn-born. They track down dangerous artifacts of power and hide them away in secret vaults. They send out assassination squads to quietly kill those who threaten their people. Other eladrin have no idea of the dangers the autumn-born have averted, and the autumn-born take perverse pride in going unacknowledged. They do not

desire accolades or songs sung in their honor; that the deed was done, and done well, is enough for them.

As far as the other courts know, the autumn-born are disreputable information gatherers and grave robbers, useful but distasteful tools. With contacts in high and low places, the autumn-born can find and acquire anything, be it an item or a piece of knowledge, and they sell these acquisitions for a steep price. Because the autumn-born accept missions from all the other courts, each court believes the autumn-born are secretly working for them. The autumn-born do not accept all contracts, though; they only take missions that further the ultimate purpose of the Autumn Court.

The Autumn Court's purpose, which they quietly carry out, is to guard the past. Believing that they live in a scarred and broken version of a world that once was perfect, they keep alive the memory of what was lost and plot the restoration of the world's former unity. How precisely this restoration will occur is a secret, perhaps, that even the autumn-born do not yet know, but it is clear that they are not afraid to tear down the current world in order to put something better in its place. The autumn-born do not believe in creation without destruction, which makes them innately at odds with the winter-born. Both courts wish to restore the former glory of the eladrin, but the winter-born see the present world as something good, needing only to be honed and shaped toward perfection, while the autumn-born see the present world as something rotten that must be swept away to bring about future perfection. The autumn-born see the other courts, particularly the Winter Court, as play-actors who pretend that perfection still exists and that they are not monsters, when it is clear to the autumn-born that everyone in this broken world is a monster.

The autumn-born go about their mission of guarding the past in many different ways, displaying greater variety in character classes than any other court. With natural stealth and an ability to move through the shadows, autumn-born make excellent rogues. Their connection with entropy and decay helps them break doors or traps. Autumn-born rogues infiltrate the councils of their enemies, slip into ancient tombs to acquire powerful artifacts, and quietly slay those who threaten their people. Autumn-born fighters or rangers may also take part in assassinations, or they may appoint themselves as guardians of ruins or sacred places. Autumn-born wizards prefer the controller wizard's path and are talented with shadows and illusions, deceiving others and hiding their true motives, while those who become war wizards can debilitate their foes with acid or necrotic damage. Still other autumn-born dedicate themselves



to deities of death or mysteries, such as Amun Tor or the Hidden Lord, becoming clerics who channel divine power to gain hidden knowledge and plumb the depths of life and death.

THE HIERARCHY OF THE AUTUMN COURT

No one outside the Autumn Court knows the court's real structure. The autumn-born seem simply to be a tightly knit community that works together without dissention and without the need for hierarchy. The seasonal ruler is in charge, of course, but beyond that, the workings of the court are a mystery to outsiders. It is rumored among the other courts that the ruler of autumn is always cursed; past rulers have turned into monsters, gone mad, or rotted alive. This rumor is, in fact, true. The rulers of the Autumn Court come from the ancient house of Nyesthir, whose brothers turned against each other in the First Kinstrife. Although Lirias gave up the rule of the eladrin, he and his descendants still ruled their own house, which later came to be known as the Autumn Court. Lirias' curse, laid upon him by his dying father, still clings to the family, and it falls swiftly upon whichever Nyesthir descendant is named as ruler of Autumn. From the moment of her ascension the ruler is considered a sacrifice already dead, and she loses her former name and is simply called "Autumn."

Eladrin of the other courts do not understand why the autumn-born continue to follow the cursed Nyesthir, why

they do not forsake the shame of their past and appoint a new ruling house. But the autumn-born believe that even though Lirias gave up his throne, his descendants are still the rightful Kings of the Elves, though now kings in exile, working from the shadows for the good of all eladrin. The autumn-born follow the Nyesthir because they think that accepting the curse is a noble sacrifice and a worthy penance. They admire their rulers for shunning the glory that should be theirs and embracing only the responsibility.

The ruler of Autumn, therefore, is an absolute monarch within her own court of loyal subjects. Beneath her, the structure of the Autumn Court is rigidly hierarchical. Every autumn-born knows precisely to whom they report and which level of secrets they have attained. The higher one ranks, the more hidden knowledge one possesses. Ranks are named after trees—the Initiates of the Oak, the Order of the Rowan, and so on—and are outwardly displayed through ritual scarification. Autumn-born eladrin rise through the ranks by completing missions successfully and without being observed. When a mission is accomplished, the autumn-born record it on stone slabs, which are then buried.

Every autumn warband has a captain and a second. It is the job of the second to take over if the captain should die, become incapacitated, or have his or her judgment impaired. The highest positions of authority in the Autumn Court are the Council of Nine, who each have a different area of expertise and who advise the ruler. Members of the Nyesthir family are referred to, in private, as Prince or Princess. There is also a Knight Protector who is the personal bodyguard of the ruler; it is also his responsibility to decide when the ruler's curse has gone too far and to execute her with his own hand. This last duty directly contradicts eladrin law, but the Autumn Court keeps its secrets well.

THE AUTUMN MASQUE

As the shadows of the Fey Realm lengthen, the Autumn Masque, the festival of harvest and of remembrance, is celebrated in the ruins of the eladrin city of Caer Vestuvel. A mighty oak grows up through a ruined hall, and its golden-brown leaves rain down throughout the festival. At dusk, as the masque begins, ravens arrive from all directions, each bearing a bone in its talons. They deposit the bones like carpeting beneath the tree and then perch in the branches, observing the proceedings.

Eladrin who attend the Autumn Masque must wear masks like the autumn-born. They bring the fruits of their harvests

to contribute to the feast, but before the feast come the Rites of Memory. The ceremonies begin with blood poured out upon the sacred ground—none but the autumn-born know whose blood it is, and they do not tell. Then the names of all the eladrin who died in the past year are read, and people speak words in their honor, recounting the accomplishments of their lives and wishing them a safe journey to the court of Ireth.

The height of the Rites of Memory is a ritual dramatic performance of an episode from eladrin history. This performance is mounted by the autumn-born, and they wear particularly elaborate masks and move slowly to the dissonant wailing of pipes and slow drums. The subject matter of the masque is always tragic—a defeat, a treachery, the fall of a city, or the death of a beloved hero. The masque always moves many to tears. After the performance, the autumn-born display some artifact related to the story they have just told—the hero's sword that they have recently recovered, perhaps, or a magical seeing-stone found in the ruins of the fallen city.

Then comes the feast, and it continues until dawn. The food is always plentiful and excellent in autumn, and there are many kinds of mead and wine. Sinister fey who are not seen at other times of the year sit beside the eladrin at the autumn masque—quicklings, lamia, and even hags.

At dawn, the ravens depart and most of the eladrin return to their homes, while the autumn-born stay in the ruins to hold further rituals. What they do there they is not spoken of to outsiders, though everyone knows that if a new ruler of Autumn is to be appointed, it always happens at the rites following the Autumn Masque.

THE COURTLESS

APPEARANCE AND PERSONALITY

While it is possible for an eladrin to have a personality or appearance very different from what is typical for his court, the courtless are invariably influenced by the mystical energies of the Moon of Void in which they are born. Their hair is white as snow, and their eyes are completely black. The courtless are commonly considered to be mad, and even from childhood, they show strange behaviors, speaking to the air (or to something no one else can see), wandering into forbidden and sacred places, pointing out rude and uncomfortable truths, dressing in rags or nothing at all, or weeping or screaming at odd moments.

There is no typical personality for a courtless eladrin, beyond insanity. They can be calm, violent, cheerful, or reserved. The

courtless all have something about them that makes other eladrin uneasy, though, something strange and abnormal. They often have odd speech patterns, talking in questions or riddles, or short fragments of sentences, or sometimes not speaking at all and communicating entirely in gesture.

ROLE IN ELADRIN SOCIETY

Courtless eladrin live alone, outside the cities and strongholds. They make their homes in the depths of the forests or in caves by the sea, atop snowy mountains or in ruins in the desert, and many have no homes at all but are endless wanderers. It is hard to say whether the courtless are driven out from eladrin society to live as outcasts or whether they choose to leave. They are certainly treated differently, even as children—they are not given their family name, and their relatives try not to get too close to them, because any kind of relationship with a courtless eladrin can only end in misery.

The courtless often have great magical talent even for eladrin, though no one trains them in its use. Courtless must figure out their powers on their own, or sometimes through a master/student relationship with another courtless, or more rarely still, through a pact with some powerful entity. Of the few eladrin who follow the path of a warlock, most are courtless. One ability common to all courtless is the capacity to see what others do not. This may mean seeing the invisible, looking into other realms of existence, discerning the truth amidst lies, or knowing the past or the future. Other eladrin sometimes seek out the courtless for divinations regarding future events, asking them to throw the bones or read the entrails. Some courtless have become famed seers, but even so, they are not accepted into eladrin society.

Courtless eladrin are both revered and feared because the laws that bind other eladrin do not apply to them. Eladrin philosophers say that this lawlessness is necessary to balance the structure of the other four seasons and to maintain the proper order of the world through an occasional leavening of disorder. The courtless owe no fealty to anyone, neither lord nor lady nor seasonal ruler. No one can tell them what to do or how to channel their power. Conversely, they can never hold any rank within eladrin society and cannot rule over any other eladrin. Also, the law about killing other eladrin does not apply to them. It rarely happens, but the courtless have been known to slay an eladrin for no apparent reason. This is considered the judgment and will of the deities, and it is not



permitted either to mourn the departed overly much or to seek any kind of vengeance.

THE MOON OF VOID

There are no festivals held during the Moon of Void. It is a month of mourning for the eladrin and any work begun or finished during this month would be ill omened. Because it is dangerous to take action during this seasonless time, many eladrin spend the month meditating or praying. The Moon of Void is a particularly good time to beseech Choranus, the Seer Father. Great secrets may possibly be revealed to those who ask during the Moon of Void, or possibly the seekers will go mad. The Moon of Void is also the most common time for fey to make bargains with mortals—after all, it is the fault of the mortals if they don't know that the month is ill omened.

SAMPLE CHARACTERS

BELARIEL ISTEMBIR

The Istembir family is traditionally aligned with the Winter Court, but it became clear early in Belariel's youth that her allegiance could only be to Spring. Belariel laughed before she spoke, and laughed often. She laughed at her brothers' prim ways and obsessive studies, and though she herself was as magically gifted as any of her cool and proper siblings, Belariel disliked the idea of endless years of study in icy towers. Belariel is happiest among green and growing things and loves watching all sorts of creatures, seeing how they live and grow.

Belariel loves people, beasts, and plants equally and tries to encourage them to get along. She even attempts to befriend monsters, particularly those that resemble felines. The way that humans build their squat little houses puzzles her, how they pile up their cities like building blocks and cut up their trees into planks, rather than using the growing tree as it is. Belariel thinks that most creatures, like her own siblings, make life too difficult for themselves with needless rules. Belariel prefers the natural flow and sails through life greeting new discoveries, new friends, and new battles with a fey smile.

JERRAIN SAR DATHIEL

Young Jerrain was raised first by his exiled knight mother, and then by his own wits after her death in combat. By the time Glorien Sar Tirvel found him terrorizing the back alleys of Punjar, Jerrain had assembled a loyal army of orphans of many races. They were locked in a losing war with a manticore when Glorien stepped in. He had been tracking the manticore for some time, and he dispatched it before Jerrain's

awed eyes. Impressed with the boy's courage, Glorien invited Jerrain to travel with him to the Fey Realm to train as a squire of the Summer Queen's hunt. Jerrain refused to leave without his friends, and his hero worship of Glorien was cemented when the knight invited his motley lieutenants out of the slums and into the Fey Realm as well.

Jerrain makes friends easily and is comfortable traveling between the worlds. He is a thrill seeker, a monster slayer, and an ally to those who stand bravely against oppression. While he has never fully gained the grace and elegance of manner of a proper Summer Knight, he is still an accidental ambassador of goodwill, never making judgments based on appearance or race, but instead on bravery or loyalty. He embraces new fights and challenges with reckless glee, but behind his wild exterior, he has a soft heart for those not yet grown into their full strength. Jerrain obeys the orders of his queen and his court without question, but is still distrustful of city watches and local constabulary.

SYRDRIA ARVELLIAN

A lithe, swift autumn-born eladrin, Syrdria wears a porcelain mask. She is short and slight, and her training has only increased her natural grace as a fighter, climber, and acrobat. There is nowhere that the slender thief cannot access, and even enemies who manage to spot her, rarely have time to do anything but begin to call out before she is gone. Syrdria is whoever she means to be at each moment; her true feelings, along with her identity, are kept carefully hidden behind her mask. She blends easily into a group when she works with her companions toward one goal, and people tend to forget that she is keeping secrets from them. For Syrdria, the perfect disguise is as easy as taking off a mask and wearing a well-composed smile.

Among the things that Syrdria hides is the fact that she has a twin brother, also autumn-born; the two of them have adopted the same persona, wearing the same mask, and in this way they can seem to be two places at once. If anyone outside the Autumn Court were to discover that the nimble masked figure was in fact two, not one, Syrdria would be greatly inconvenienced. She does not know if she would kill to keep her secret, but she does know that if her brother were ever to be in grave peril, she would certainly kill to save his life. He is very precious to her, though she can seldom see him because of their identity sharing, and she would do anything to protect him.



TAISHIR THELSAER

Taishir is the youngest of four brothers of House Thelsaer, the single warrior house of the Winter Court. Taishir is small and still considered a child by many, but he is determined to surpass every one of his brothers, not merely in the fighting arts, but also in the channeling of magic. He works at his training ferociously, with the icy dedication of Winter. White-haired and blue-eyed like most of his family, Taishir wears simple white and blue clothing that is easy to move in, and move he does. Opponents who fight Taishir find themselves facing a greater challenge than they expected when they first sized up their young foe. Taishir takes himself and his training very seriously. He rarely smiles, and does not understand jokes. He wants to be respected as an adult and a warrior, and with his agile strength and sharp mind, he already has all the tools needed to gain that respect.

ARUN

When Arun's spring-born family realized that he would be born in the Moon of Void, they made the choice not to name him. Young Arun toddled nameless, white-haired, and wide-eyed after his more vivacious cousins, watching, but never a part of their revels. When other children brought home flowers or fireflies, the black-eyed child who would become Arun would bring home a muddy golden key found under a river stone, or a fallen piece of star gathered from a seared tree top. When he was old enough to walk a league without needing to be carried, his care was given over to the first courtless eladrin who wandered through his parent's glade. The elderly eladrin accepted the child without question. "Walk with me," he invited. The child nodded and padded after him. After a few miles the child finally ventured a word. "Where are we going?"

"Why, everywhere," the old man said. "This world is ours to wander."

The child thought that over, and it seemed right. He put his hand in the old man's, and they walked on together over years and seasons until the old eladrin's death. While the boy sat weeping for his lost guardian, other courtless came, out of the night, to bear the body away. "Ssh," a woman comforted, lifting the boy to his feet. Take his name, Arun, and walk for him now. This world is ours to wander."

Still not much more than a boy, Arun wanders. He sees things others miss, often stopping to loose an animal from a snare, to play his wooden flute for a skeleton in a dark wood, or to rescue a small bird from a serpent. Once or twice he has guided a lost and terrified mortal home to his

or her own world. For Arun, the world is a riddle to ponder, a road to travel, and place of unfolding wonders. His actions are often odd and always unexplained, but to him they have purpose. He may rearrange a pattern of stones until they seem right to him; sometimes this opens a misty portal to the ruins of a lost city, or sounds elvish chimes, while other times the stones just sit there looking right. Either way, Arun is pleased and his traveling companions are baffled.

ELADRIN NPCs

SPRING

TERESTHAN SHIRILLAIN

Teresthan is a vassal and champion of Milady Rose. Though he is usually gentle, polite, and soft-spoken, he is widely known as the hand of Milady's wrath and fierce justice. He addresses issues that worry the Spring Court, such as fomorian invaders, stray giants, monsters that crawl from underground, and anything else Spring finds troublesome. He always gives his opponents a chance for mercy, asking them to change their offending actions and withdraw. Once his mercy has been refused, he slays his foes with his chosen weapons; the powers of growth and spring. A parasitic plant grows within Teresthan, and at his command it blossoms forth into a living weapon of thorns, poison, and vines with which he can trap and pierce his foes. Teresthan also keeps magical seeds that he can plant upon his foes. The seeds root quickly and grow deeply in his enemy's flesh, transforming the foe into a flowering tree. Such a transformation is always bloody and usually lethal.

Teresthan always dresses well, in colorful silks like most of the Spring Court. He is not without armor, however, as the plant within him toughens his skin at will. Not surprisingly, he loves gardening. Few know more about herbalism, and he always carries a tea set and healing herbs and salves. Wise eladrin know to respect the slender, crimson haired Spring champion as an intelligent friend in time of need.

THE BRIAR KING AND MILADY ROSE

Two monarchs, the Briar King and Milady Rose, rule the Spring Court. Both have their own retinues and haunts, though they come together for festivals, wars, and at other times by whim or accident. The two have many names in many languages, but are most often called by their titles. They also have many names for one another, both terms of endearment and epithets. The Spring Court agrees that the Briar King and Milady Rose are desperately in love with one another and belong together always, but the Court is also aware that the two are opposites and have frequent lovers' quarrels that split Spring in two.

The Briar King's most distinguishing features, his dark, curling ram's horns, are never remarked on aloud. He has wild, dark hair, his eyes are a mix of luminous gold and green, and he wears a satyr's smile. The Briar King is fond of the odd, the misshapen and the cast aside. His retinue

is full of gnarled sprites, gnomes, satyrs, giant toads, and even giants and ogres. The more unlikely the creature, the more liable he is to be stubbornly fond of it. Some say this is just to spite Milady Rose's tastes for pretty things. The Briar King commands weeds, thistles, briars, and stinging insects. He wields the magic of unrestricted growth, of nature at its most inconvenient and wild. He is something of a prankster and may send up thistles among the rose gardens, turn forests into quagmires, or summon swarms of creatures to run wild at his will. For the most part he is content to rein in his chaotic ways and be guided by Milady Rose's influence. Of the two Spring rulers, he is more likely to pay heed to issues of the larger world, and is more willing to lend the aid of his unlikely legions in conflicts that threaten all the fey.

Milady Rose is luminously beautiful. Her clothing is always light and colorful and wafts in every soft breeze. Flowers bloom where she steps and a whirling cloud of blossoming petals float around her in the shape of a butterfly's wings. Milady loves all that is young and lovely. She is always adopting pretty things and making places beautiful. She is accompanied by the friends and pets of her retinue: unicorns, pixies, dryads, naiads, forest creatures, and young changelings wearing garlands of flowers.

There is no wrath in the Fey Realm as great as that of Milady Rose when she is furious. The blossoms that whirl around her become a cyclone that shreds through her enemies like a thousand tiny razors. While both the Briar King and Milady Rose sit in judgment over all matters of the Spring Court, it is Milady Rose who hands down the sentencing. Milady Rose prefers peace to war, and laughter to wrath, but she can both love and hate with amazing passion, and her moods change with the breeze. She never forgets and rarely forgives those who harm the things she loves.

SUMMER

LORD GLORIEN SAR TÍRVEL

Glorien is one of the Summer Queen's champions and a general in her court. He inspires his troops to dare the most powerful enemy strongholds and to triumph in impossible situations. Knights follow his banners and the bright glow of his golden sword into the darkest places and emerge victorious. The men and women of his host, who are eladrin, centaur, and mortal alike, love him fiercely. Glorien acts according to his code, setting free and caring for those he finds oppressed by darkness. His castle in the Fey Realm is a refuge for freed slaves and all manner of creatures he has rescued on his

campaigns. His patient winter-born wife and wild Summer children are always awaiting his return and accept whatever foundlings he brings home with open arms, and the occasional raised eyebrow.

THE QUEEN OF SUMMER

Celembria Goldenthorne is better known as the Queen of Summer. Her beauty is as unrivalled as her skill in battle. She is quick to laugh, swift in her actions, and an incomparable dancer, warrior, and rider. The undisputed champion of the last Queen, she served the aging matriarch through that Queen's last days, and Celembria now rules a rejuvenated and more powerful court. She and her retinue travel from stronghold to stronghold and camp to camp with a glittering caravan of pavilions and bright spears. Tournaments and festivals spring up wherever she stops and songs in honor of her host are sung wherever she passes. In the Summer Court, Celembria is universally adored and respected. It is widely known that she fights in the front lines alongside her valiant knights, and she does not turn any valorous champions away from her host, no matter their race or appearance. Celembria would die for her people, and they in turn would do the same for her.

Celembria has no patience for cowards, foot shufflers, or those whose arrogance outpaces their deeds. She is amused and sometimes annoyed by the hubris of the winter-born, seeing them more as fragile mages to be protected than as the wise overlords of the fey. In her younger days she had a poor opinion of the Autumn Court's warriors, but since a certain campaign against the fomorians, she seems to have changed this opinion—when a line in a song mentions nameless heroes whose deeds will never be recounted, she weeps. She is fond of the rulers of Spring and may go arm and arm with Milady Rose at festivals, but she refuses to take sides in the spats that break out in the Spring Court.

Celembria's court is one of laughter, songs, and great deeds. Her fearless energy has breathed new life and courage into her people, who grow stronger and more hopeful under her rule. For the first time in many years, there is a sense of optimism about the endless war against the fomorians. Celembria guards this fragile hope fiercely, and urges her knights on to ever-greater glory.

AUTUMN

PRINCE DEVESTRIEL NYESTHIR

Prince Devestriel has skin the color of a beech tree and golden eyes like his sister Autumn's. He is her Knight Protector, her



eventual executioner, and the unsung hero of the Autumn Court. Devestriel was Knight Protector to the king, his father, and only he and the new Autumn know how the last Autumn died. Though few have seen him fight and lived to tell the tale, he is a greater warrior than any Summer knight and the stealthiest rogue in all the Fey Realm. No one speaks of what battles he has won or what treasures he has recovered from forgotten cities. The Autumn Court's enemies see Devestriel only once, if they see him coming at all. Many expected him to take the throne when his father died, but Devestriel made no such claim, kneeling instead to his sister. He does not wear a mask, but even so, few know his face. Devestriel walks silent and unseen wherever he wishes, and when he allows people to notice his presence, they are uneasy and awed. He leads the shadowy legions of the Autumn Court into forgotten labyrinths to recover shattered pieces of the past with which to create a brighter future.

AUTUMN

The ruler of the Autumn Court is known only as Autumn. Her name was lost when she ascended the throne and took on the curse of the Nyesthir. Outside the Autumn Court she is referred to in whispers as the Withered Child. A wooden mask covers half of Autumn's pale young face, and one of her arms is claw-like and withered. How much of her small body is likewise withered is unknown, another secret of the



Autumn Court. People speculate that she is rotting away, or that her body is aging and growing younger by parts, but no one knows the full nature of her particular curse or of the powers she wields. It is rumored that her father, the last king, went mad before the end. Whatever the truth of that, the antlered skull that sits atop Autumn's staff is eerily reminiscent of her father's face. Autumn has one downy new antler pushing up through her pale hair on the young side of her face, and a withered antler rising from her mask on the other side. Her golden eyes watch the world solemnly, and she rarely speaks in front of anyone not within the close circle of her court. She is respected and revered by the autumn-born, simultaneous ruler and sacrifice. Her people know her to be wise, brave, and selfless, and are awed by what she is and what she has borne.

WINTER

KYIARA MITHADRA

Kyiarra is a mage who has turned her attention to fusing magic with more martial arts. A disciplined and intelligent fighter, she channels the flow of her powers, not only through her wand, but also through a blade that answers only to her

touch and is fueled by her arcane power. Opponents of this slender eladrin woman, if they do not fall to the first graceful, chilling blow of Kyiarra's blade, find themselves trapped and frozen amid skewering spears of ice that spring from the ground at her call. Although Kyiarra is from the same family that produced the current Winter Lord, she tries not to call attention to her ancestry, preferring to impress allies and enemies alike with her skill rather than her name.

KYTILLION MITHADRA

Kytillion Mithadra, the Winter Lord, is a frighteningly intelligent archmage who believes strongly in self-restraint and balance. He wears his black hair long, but everything else about him is severe and orderly. His badge of office is an asymmetrical crown of icicles; its shape and sequence are symbolic of an arcane mathematic equation he discovered in his youth, a discovery that propelled him to new heights within the Winter Court. Kytillion is from the famous mage family of Mithadra, and he has surpassed his family's every expectation in his years as ruler. Kytillion demands perfection from himself and from those who would serve the court of Winter. He is not as quick, however, as most other winter-



born to judge his fellows on their outward appearances. He weathers the quirks and jests of his fellow court rulers better than one might expect, bearing Milady Rose's suggestions about his hair with good grace, and taking the rare whispered advice of Autumn seriously.

Kytillion always weighs every factor in a situation, treating rulership like a complicated equation. His decisions can be maddeningly slow, but they are always correct. When he does make quick decisions it is an indication that Winter has been watching the situation for some time or knows something that others do not.

COURTLESS ESTREY

A barefoot eladrin girl with long white hair that tangles with the winds, Estrey looks barely old enough to apprentice to a master mage, but has the potential for more power than most mages will ever know. Estrey was born in the Moon of Void, and its strange powers created her as a walking piece of the Fey Realm, not wielding its magic so much as wielded by it. The Fey Realm itself attacks those who seek to harm her. The ground sinks under her enemies or grabs their feet in swiftly solidifying stone. If Estrey asks, the land gives up a little of its life; a tree may agree to die in order to heal Estrey or her friends. Estrey can drain the life entirely from creatures that displease her, transferring their life energy to another nearby. It is an unfortunate traveler who meets Estrey as a foe, though she is not by nature a violent person. Unless provoked, Estrey is content to wander the world barefoot, feeling the ebb and flow of life around her in its natural tides, and exploring the wonders to be found in the Fey Realm she loves.

ASHEN

Ashen is white-haired and tall, his long, stork-like limbs perpetually shrouded in a long, black, collared cloak. A careful and impartial witness, Ashen is sometimes invited to give testimony at the Winter Council. Sometimes he appears unexpected and uninvited at the Spring Revels, or even in a mortal court. Some see his grim and silent presence as a bad omen, because rarely does Ashen appear without a terrible event unfolding soon after, all under his watchful gaze. Ashen's haunted pitch eyes never reflect the world around him, instead, bearing the gleam of unborn stars, or battlefields, or cities quite different than the places he walks in. The autumn-born believe him to be a holy man and always offer

him a place among them when his wanderings bring him to even their most secret rites.

Though he makes most eladrin uneasy, Ashen is respected almost everywhere in the Fey Realm. There is no language he cannot speak, though he seldom chooses to do so. His advice, when asked for and given, is cryptic but always right. When things are at their darkest, when an ally turns out to be a monster or when fomorians tunneled up into a fey city's halls, he is always to be found, stepping out of a shadowy corner with the right knowledge or weapon for the task, which he always hands to some other champion. He is rumored to be, or to have once been a great wizard, or perhaps a formidable fighter, but what spells, secrets or weapons he keeps under his cloak are just that—secret.

HERO'S HANDBOOK: ELADRIN

"Sad mortal: good and evil have no bearing here.

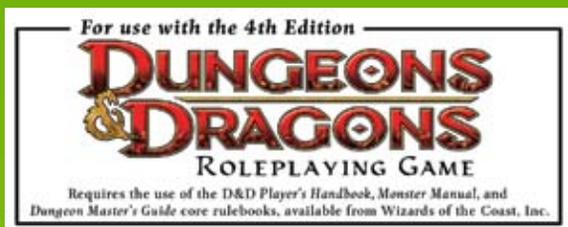
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