



LOST RACES:
ELVES



HISTORY OF THE LOST RACES: ELVES

THE SHINING ONES

In forgotten ages, a great race of elves ruled Exodus: a tall, proud folk, unmatched in martial prowess and gifted with magical might. They were beautiful and terrible like the sun, possessed of powers beyond those of the other infant races of the world. They ruled a vast, wild region, dwelling in subterranean fortresses. Magic was in their blood. It was said they could step through a doorway and end up halfway across the world, and could enter the dreams of sleepers on a whim. They forged fantastic weapons, crafted cunning tools, and created magnificent works of art. Their rule lasted for untold millennia. Then came the First Ones.

The interlopers launched a swift and furious offensive upon the elves, intending to conquer and subjugate them before taking the rest of the world for their own. The elves' counterattacks brought the First Ones' campaign to a standstill. Both forces were equal in magical power, but the elves were superior on the battlefield, their united front more than a match for the First Ones' loose collective. However, the slave races used by the First Ones' provided them with the sheer numbers necessary to keep fighting. The stalemate continued for centuries. Then the Khaynites—greatest of the First Ones and children of the bloody god, Khayne—invented a new weapon that tipped the scales and brought an end to elven rule of Exodus.

THE ELFBANE

The Khaynites' new weapon was a disease. They combined their cruel intellect and prayers to their bloody god to create a virulent plague they then carried into battle—a disease they called the Elfbane. In Khaynites, the Elfbane caused nothing more than flushing of the skin and slightly raised body temperature. Once transferred to the elves, however, the plague turned lethal and ran rampant, striking them down by the score within a matter of weeks. It spread too quickly for the elves to contain, and in the end the few uninfected survivors fled the battlefields and their homes. Those infected but still alive, facing doom, summoned their remaining strength to make a dying strike against the First Ones, buying time for the rest to escape.

THE EXODUS

Those elves still untouched by the Elfbane retreated to their safest bastions. There, they activated the Nexus Gates—the ubiquitous magical portals of the world and the one piece of lasting elven culture—and fled far and wide, to sanctuaries where they could recoup their losses and find a way to stem the plague before returning for vengeance. When the First Ones finally defeated the diseased remnants of the elven forces, and broke through the magical defenses, guardians, and traps left behind, they found their foe gone. Rejoicing in the victory, but cunning

to the last, the First Ones outfitted the Gates with intricate magical locks, sealing the elves in their retreats and allowing the First Ones to begin to conquer and enslave the rest of the world.

THE RETURN

Throughout their long exile, the elves never forgot their ancient enemies. They longed to return to their home, annihilate the foe, and reinstate themselves in their ancestral halls. Their best minds were tasked with unraveling the magical bindings the First Ones had placed upon the Nexus Gates. These elves spent lifetimes working on the problem, their findings recorded and passed down so that following generations could continue the task unabated. In the meantime, the elves dreamed of home, and passed that dream to their children along with their research. Finally the day came—the locks were broken and the way was ready to be reopened. The elves celebrated, though caution led them to assign an entire legion of their best warriors to guard the Gate, lest the First Ones attacked. In truth, the First Ones had long since forgotten their ancient foe, having been bested by humanity and its allies ages ago. The elves returned to a world much changed, where inferior races now squabble and bicker like jackals over the bones of their ancient empire. With no clear trace of their erstwhile enemies, they may well chastise the upstart younger races and reinstate their realm of old.

THOSE LEFT BEHIND

Despite what the First Ones believed, they did not eradicate all the elves that remained behind. Some did not succumb to the Elfbane. One group headed south into the mountains, adapting to a land of permafrost, harsh winds, and high elevations. Another remained behind in the secret places, hidden fortresses unknown to their enemies. They learned to remain unheard and unseen. Time, and the ravages of the War of Mind and Magic, turned their fertile homeland into a wasteland. The elves adapted, living like ghosts among the mesas and dunes of the deep desert. Finally, there are the ones that went below, fleeing into the deeps and using their liminal magic to enter caves closed off from other cavern systems. They adapted to the dark, practically becoming one with the stone.

Then there are those that were afflicted with the Elfbane but had the misfortune to survive the plague. Disfigured by the disease, these elves became something else entirely. They went below ground, not to hide from the First Ones, as other cave-dwelling elves did, but to flee the sun itself. The bright symbol of their people had become anathema. As they became twisted in body, they also became twisted in spirit.

THE HIGH ELVES

These elves are descended from those that retreated from Exodus, fleeing the plague unleashed by the First Ones, and sought sanctuary in realms beyond. They returned to

the fey realm from which they had first traveled to Exodus, ages ago.

Physical Description: As fey folk, high elves are greatly varied in appearance. All are tall, well proportioned, and possessed of an unearthly beauty. Their ears are pointed and sweep back and up, along the sides of their heads. Their hair ranges from pure white to glossy black in color, with any hue in between a possibility. Their eyes are light, and may be blue, emerald green, or gold. Skin tone ranges from pale peach to golden amber to dark as mahogany. Physical appearance among high elves is not an inherited trait; as the parents wish to see themselves in their offspring, they often resemble one or both parents at birth and into early childhood. However, their appearance is most mutable then, often changing with their whims—though not to the point where they are completely unrecognizable to parents and relatives—until the elf in question approaches adulthood and affirms their own identity, including their physical traits.

Society: High elf law is determined by a council of the most powerful of their kind. From their ranks a king, queen, or both is voted to rule. The monarch, or monarchs, reign in perpetuity, unless a regime change is called for. A regime change can happen for various reasons. Sometimes a monarch is killed and must be replaced, and on rare occasions a monarch wishes to step down. If the high elves are discontent with their ruler, the council can request that the monarch step down voluntarily and be replaced. If the monarch refuses to step down, then the council's voted replacement, or a volunteer, will meet the monarch in a trial combat to take the throne.

Relations: The high elves have been away from their world for a long time, and missed the panorama of history that unfolded in their absence. They are a vain and haughty people, steeped in tradition. Before they entered the Nexus Gates, these elves viewed most of the races of Exodus as mere savages, hardly better than animals. Now, the human realms, with their haphazard alliances and petty infighting, appear to them barely more advanced than the primitives they left behind.

Humans are seen as usurpers of the elven birthright, pretenders to the throne. High elves find caviaans strange and unnerving, but cyneans are viewed with curiosity and respect as fellow creatures of magic. Dalreans provoke cautious respect from high elves; they find the dalreans as alien as many other mammalian races, but admire their societal bonds. Enuka are considered little better than beasts and are usually avoided. High elves consider the gevet suspect due to their tainted bloodline and the kalisan little better, though they can respect the kalisans' efforts at civility. Prymidians are the closest thing high elves have to a racial ally, as they have a grudging respect for prymidians' forceful personalities, scholarly ways, and formidable minds. P'tan, creations of the elves' great enemy, are not to be trusted. Sasori are useful contacts and

purveyors of information, but their mercenary trading of information makes them risky associates.

Alignment and Religion: High elves take great pride in their culture and strive to emulate the highest ideals of their people, both as individuals and as members of their society. They are intelligent enough to realize that gifted individuals of other races may rise and excel to elven standards, but treat other races and cultures on the whole as inferior and generally feel no need to extend ideas of honor and fairness in conflicts with other races. High elves are quick to answer perceived insults and slights with decisive retribution. On the whole, most high elves are neutral in outlook.



HIGH ELF RACIAL TRAITS

+2 Dexterity, +2 Intelligence, -2 Wisdom: High elves are nimble in body and mind, but stubbornly traditional in their beliefs.

Fey: High elves are fey with the elf subtype.

Medium: High elves are Medium creatures and receive no bonuses or penalties due to their size.

Normal Speed: High elves have a base speed of 30 feet.

Low-Light Vision: High elves can see twice as far as humans in conditions of dim light.

Ancient Enmity: High elves receive a +1 racial bonus on attack rolls against creatures with the First Ones subtype.

Damage Resistance: High elves have DR 5/cold iron.

Keen Senses: High elves receive a +2 racial bonus on Perception checks.

Liminal Magic: High elves are attuned to the liminal spaces in the world and to the paths between them. Once per day, a high elf can use *dimension door* as a spell-like ability, so long as they start and end in a liminal space: a crossroads, cave entrance, doorway, arch, or similar area, whether constructed or natural. The caster level of this effect equals the high elf's level. When traveling between liminal points, a high elf may cast any spell with the teleportation subschool as if her caster level were one higher, and all locations in range are considered to be one step higher in familiarity for the purposes of teleport. Even places never seen can be traveled to as if viewed once.

Weapon Familiarity: High elves are proficient with longswords and any weapon with the word "elven" in its name.

Languages: High elves begin play speaking Common and Elven. High elves with high Intelligence scores can choose from the following: Aklo, Draconic, Dwarven, Exodite, Khaynite, Sylvan, and Terran.

ALTERNATE RACIAL TRAITS

The following racial traits may be selected instead of typical elf racial traits. Consult your GM before selecting any of these new options.

Arcane Focus: Some high elven families have such long traditions of producing wizards and other arcane spellcasters that they raise their children with the assumption that each is destined to be a powerful magic-user, with little need for mundane concerns such as skill with blade and bow. High elves with this racial trait gain a +2 racial bonus on concentration checks made to cast arcane spells defensively. This racial trait replaces weapon familiarity.

Lightbringer: High elves are often referred to as the Shining Ones, but some are literally infused with the radiant power of the heavens. High elves with this racial trait are immune to light-based blindness and dazzle effects. They are also treated as one level higher when determining the effects of any light-based spell or effect they cast, including spell-like and supernatural abilities. Elves with an Intelligence score of 10 or higher may use *light* at will as a spell-like ability. This racial trait replaces liminal magic.

High elves typically follow many of the old gods who are now venerates of the Sanguine Lord, and some are intrigued by this "new" religion and the idea of worshiping the being that subjugated their gods of old. Some are so enamored of their home world and joyous about their return that they have developed a shamanistic earth and sky-based cult.

Adventurers: Some elves feel the need to test themselves against the new races of their home world, going abroad to learn how the world has changed since their return from exile and to face whatever challenges and risks come before them. Others seek out potential enemies of their people as they prepare to assume what they see as their rightful place, as masters of Exodus.

Male names: Bresil, Cormas, Delbrath, Firach, Nuatha, Ordath, Othmar.

Female Names: Anou, Brighth, Elethaine, Morrigan, Orlora, Shelsune, Vanira.

FAVORED CLASS OPTIONS

The following options are available to all high elves who have the listed favored class. Unless otherwise stated, the respective bonus applies each time you select the favored class reward.

Alchemist: Add one extract formula from the alchemist list to your formula book. This formula must be at least one level lower than the highest formula level you can create.

Arcanist: Gain 1/4 of an arcanist exploit.

Barbarian: Add +1 foot to base speed. In combat this option has no effect unless you have selected it at least five times; if it is not an exact increment of five, round down to the nearest increment of five. This bonus stacks with the barbarian's fast movement feature and applies under the same conditions as that feature.

Bard: Add one spell from the bard spell list to your spells known. This spell must be at least one level below the highest spell level you can cast.

Bloodrager: Add +1 to your total number of bloodrage rounds per day.

Brawler: Add +1/5 to your CMB and CMD scores.

Cavalier: Add +1 hit point to your mount. If you ever replace your mount, the new mount gains these bonus hit points.

Cleric: Select one domain power granted at 1st level that is normally usable a number of times per day equal to 3 + your Wisdom modifier. Add +1/2 uses per day to that domain power.

Druid: Add +1/3 sacred bonus to your saving throws against any spells with the acid, air, cold, earth, fire, or water descriptor.

Fighter: Add +1 to your CMD when resisting a disarm or sunder attempt.

Gunslinger: Add +1/3 on critical hit confirmation rolls made with firearms (maximum bonus of +5). This bonus does not stack with Critical Focus.

Hunter: Add +1/2 minute to the number of minutes per day you can use animal focus.

Inquisitor: Add one spell from the inquisitor spell list to your spells known. This spell must be at least one level below the highest spell level you can cast.

Investigator: Add +1/3 luck bonus to your damage when you make a studied strike.

Magus: Gain 1/6 of a magus arcana.

Monk: Add +1 to your base speed. Add +1 foot to base speed. In combat this option has no effect unless you have selected it at least five times; if it is not an exact increment of five, round down to the nearest increment of five. This bonus stacks with the monk's fast movement class feature and applies under the same conditions as that feature.

Oracle: Add +1/2 to your level for the purpose of determining the effects of one revelation.

Paladin: Add +1/2 hit point to your lay on hands ability, whether using to heal or harm.

Ranger: Choose longsword or any weapon with "elven" in its name. Add +1/2 on critical hit confirmation rolls made while using that weapon (maximum bonus of +4). This bonus does not stack with Critical Focus.

Rogue: Gain a +1/2 bonus on Disable Device checks involving magical traps, and a +1/2 bonus on Use Magic Device checks on scrolls and wands.

Shaman: Add +1 hit point to your spirit animal. If you ever replace your spirit animal, the new animal gains these bonus hit points.

Skald: Add +1 to the number of rounds per day you can use raging song.

Slayer: Add +1/5 to your attack and damage rolls for studied target.

Sorcerer: Select one bloodline power at 1st level that is normally usable a number of times per day equal to

3 + your Charisma modifier. Add +1/2 uses per day to that bloodline power.

Summoner: Reduce the time you must spend to summon your eidolon by 1 round, to a minimum of 1 round.

Swashbuckler: Add +1/5 to your maximum panache.

Warpriest: Add +1/3 uses per day to fervor.

Witch: Add one spell from the witch spell list to your familiar. This spell must be at least one level lower than the highest spell level you can cast. If you ever replace your familiar, the new familiar knows these bonus spells.

Wizard: Select one arcane school power at 1st level that is normally usable a number of times per day equal to 3 + your Intelligence modifier. Add +1/2 uses per day to that arcane school power.

DESERT ELVES (DUNEDANCERS)

Desert elves are descended from stragglers prevented from retreating through the Nexus Gates by the advance of the First Ones' forces. They retreated to dark, secluded caves and tunnels beneath the forested lands they once inhabited. Over time, the lush forests withered into the desert land that would become known as the Dominion. When the First Ones began encroaching on the underground hideaways, the elves returned to the surface, quickly adapting to their harsh new environment. Clandestine and aloof, the desert elves are considered to be mythic spirits even by the desert-dwelling gevet—boogeymen to frighten the young and explain the mysterious sights and sounds of the wastes.

Physical Description: Desert elves have adapted to blend with their environment. They are somewhat shorter and slimmer than high elf stock. Their hair ranges from sandy blonde to reddish-brown to black. Their eyes are typically dark, though on occasion they are born with golden eyes, a feature looked upon as a sign of divine favor. Their skin colors are a range of beiges, ochres, and browns, the better to fade into the sand and rocks of their homeland.

Society: Desert elves live in small, self-sufficient communities, never allowing their numbers to rise above what local resources can sustain. These tightly knit clans are meritocracies, with the most talented assuming positions of leadership based on their abilities. Survival in their harsh environment is a unified effort. All members of the clan are expected to contribute to the well-being of the group, and those that cannot or will not are quickly exiled.

Relations: Desert elves rarely venture outside the Dominion, and relations with other races are rare. Desert elves are fond of the gevet in the way that cats are

DESERT ELF RACIAL TRAITS

+2 Dexterity, +2 Constitution, –2 Charisma: Desert elves are swift and hardy, but clannish and xenophobic.

Fey: Desert elves are fey with the elf subtype.

Medium: Desert elves are Medium creatures and receive no bonuses or penalties due to their size.

Normal Speed: Desert elves have a base speed of 30 feet.

Low-Light Vision: Desert elves can see twice as far as humans in conditions of dim light.

Damage Resistance: Desert elves have DR 5/cold iron.

Desert Runner: Desert elves spend their lives roaming the deepest reaches of the deserts of Cordel. They receive a +4 racial bonus on Constitution checks and Fortitude saves to avoid fatigue, exhaustion, or ill effects from running, forced marches, starvation, thirst, or hot or cold environments.

Dunecrafter: Desert elves can magically craft temporary objects from sand. As a full-round action, a desert elf can craft any solid form, without moving parts, up to 2 pounds in weight per character level. Weapons, tools, and other useful objects can be created with this ability. An object's quality is determined by an appropriate Craft skill check (or untrained Intelligence check). The sand holds the form of the object for up to 1 minute per level of the creating elf, or 1 round after it leaves the elf's hand, before turning back into normal sand. This is a supernatural effect.

Sandstep: Desert elves gain a +4 racial bonus to Stealth checks in desert environs. They can also seem to disappear in thin air, swallowed by a dust devil or slipping down a sand slide in a dune. As a standard action, a desert elf can give herself concealment before making a Stealth check, but only in desert environs. This is a supernatural effect.

Silent Hunter: Desert elves are renowned for their subtlety and skill. Desert elves reduce the penalty for using Stealth while moving by 5, and they can make Stealth checks while running at a –20 penalty (this number includes the reduction in penalty from this racial trait).

Weapon Familiarity: Desert elves are proficient with scimitars and any weapon with the word “elven” in its name.

Languages: Desert elves begin play speaking Elven. Desert elves with high Intelligence scores can choose from the following: Common, Ignan, Qijomi, and Terran.

ALTERNATE RACIAL TRAITS

The following racial traits may be selected instead of typical elf racial traits. Consult your GM before selecting any of these new options.

Magehunter: Threatened by the possibility of Dominion wyrdcasters discovering their secret clanholds, some desert elves train to eliminate spellcasters. These desert elves gain a +2 racial bonus on Spellcraft checks made to identify a spell being cast and a +1 racial bonus on attack rolls against arcane spellcasters. They gain this bonus against creatures that use spells, not against those that only use spell-like abilities. This racial trait replaces dunecrafter.

Dune-bonded: Desert elves are often strongly attuned to their desert homeland. They gain a +2 dodge bonus to AC when in desert terrain. This racial trait replaces silent hunter.

fond of mice—they enjoy toying with them, deliberately provoking their fears, and have no qualms quietly and secretly taking resources from them, thereby perpetuating the myth of mischievous desert spirits. Being elves, they view the humans of the Dominion as inferior, though many express quiet admiration for the magical abilities displayed by the wyrdcasters.

Alignment and Religion: Tradition, clan ties, and secrecy are important to desert elves. Most are lawful neutral in outlook, adhering to the strictures and laws of their clan and people—though this by no means binds them to following the laws of other societies or respecting the rights of other races. Stealing to sustain their people is not just common practice, but an encouraged one; individuals and clans alike compete to see who can return with the best haul. Desert elves tend to be shamanistic in their religious practices, though desert elf druids are not unheard of.

Adventurers: At times some desert elves feel compelled to wander and discover what life is like outside the clan. Others are exiled for refusing to follow the rules. Whatever the reason, desert elves that remain within the Dominion

put their stealth and knack for adapting to environments to great use, often excelling as hunters, rogues, or slayers. Those that leave their homeland often excel as fighters, relying on speed, mobility, and cunning tactics.

Male Names: Faroch, Haran, Janlis, Odeym, Shadrich, Shalem.

Female Names: Lissien, Mavren, Namira, Sabrien, Satina, Valess.

FAVORED CLASS OPTIONS

The following options are available to all desert elves who have the listed favored class. Unless otherwise stated, the respective bonus applies each time you select the favored class reward.

Ranger: Add +1/3 bonus to your Survival checks to track.

Rogue: Add +1/2 bonus to your Stealth checks.

Slayer: Add +1/5 to your studied target bonus.

MOUNTAIN ELF TRAITS

+2 Dexterity, +2 Constitution, –2 Intelligence: Mountain elves are quick and hardy, but ignore academic pursuits.

Fey: Mountain elves are fey with the elf subtype.

Medium: Mountain elves are Medium creatures and receive no bonuses or penalties due to their size.

Normal Speed: Mountain elves have a base speed of 30 feet.

Low-Light Vision: Mountain elves can see twice as far as humans in conditions of dim light.

Acclimated: Mountain elves gain a +4 racial bonus on saving throws made to resist the effects of extreme cold.

Damage Resistance: Mountain elves have DR 5/cold iron.

Mountain Stride: Mountain elves can move through naturally difficult terrain in mountains at their normal speed. Magically altered terrain affects them normally.

Mountaineer: Mountain elves are immune to altitude sickness and do not lose their Dexterity bonus to AC when making Climb or Acrobatics checks to cross narrow or slippery surfaces.

Weapon Familiarity: Mountain elves are proficient with light and heavy picks and any weapon with the word “elven” in its name.

ALTERNATE RACIAL TRAITS

The following racial traits may be selected instead of typical elf racial traits. Consult your GM before selecting any of these new options.

Cold Stride: Mountain elves with this trait can move through naturally difficult cold terrain at their normal speed. Magically altered terrain affects them normally. This racial trait replaces mountain stride.

Mountain-Born: Mountain elves gain a +2 racial bonus on Acrobatics checks made to cross narrow ledges and on saving throws against altitude fatigue and sickness. This racial trait replaces mountaineer.

Bond to the Land: Mountain elves gain a +2 dodge bonus to AC when in one of the following terrain types: cold, desert, or mountain. This racial trait replaces mountain stride.

MOUNTAIN ELVES (FROSTFOLK)

Other stragglers unable to pass through the Nexus Gates retreated far to the south and hid among the high peaks of the mountains there, trusting the inhospitable reaches of ice, snow, and wind to deter their foes. Over time, these elves adapted to their new environs, becoming impervious to the chill and ill effects of altitude.

Physical Description: Mountain elves retain the tall build of their ancestors. Their hair is usually white, but pale golds, blues, and grays are not unknown. Mountain elf eyes are usually blue or green. Their skin color is typically pale, ranging from snow white to light blue, though some members of the race develop a deep blue complexion reminiscent of glacial ice.

Society: The frostfolk maintain many of the ways of their ancestors. They are ruled by council and monarch, but the monarch is chosen through combat trials—blade, magic, or both. The mightiest compete, and the victor declares him or herself ruler. The monarch remains in power, unless challenged and deposed, until death. A dying monarch chooses a successor, usually a relative or close ally. Life is harsh in the cold climes where the mountain elves live. Strength, skill, and endurance are highly prized, and those that can use their abilities to ensure the survival of their people usually rise in power and esteem.

Relations: Mountain elves view all other races, aside from most elves, with suspicion, if not outright hostility. In the Ice Crag, fighting for survival is commonplace,

and the kalisans that inhabit the mountains are some of the mountain elves’ fiercest competitors for resources. Given the hostile disposition of their neighbors, most of the frostfolk assume that any encroachment on their territory is a prelude to violence and respond accordingly, unless the trespassers are too few to pose a threat.

Alignment and Religion: The harsh reality of life in the Ice Crag has hardened this elven offshoot. They are capable of amazing tenderness and affection among their own kind, but hold no compunctions over committing atrocities against others, even to the point of eradicating a competing force of humanoids down to the last child. Trust can be earned by outsiders, but it is a slow process easily undone by any hint of treachery. Most mountain elves are considered neutral in alignment. Some mountain elves worship the Venerates Makash and Perum in their roles as deities prior to the coming of the Sanguine Lord. A system of worship similar to the Cult of the Dragon is also popular among the frostfolk, though it is unknown whether this was brought in from beyond or simply developed simultaneously. Shamanism is also common among the mountain elves.

Adventurers: Victory, over both elements and enemies, is paramount in mountain elf culture, so it is not surprising that there are many rangers and slayers among their ranks. Mountain elf druids help their people survive and often train predatory beasts to guard their strongholds. Combatants are respected for their strength and skill at arms. Those skilled at magic are naturally desirable, so mountain elf enclaves often have sorcerers and occasionally wizards to protect them.

DEEP ELF TRAITS

+2 Dexterity, +2 Wisdom, –2 Charisma: Deep elves are nimble and insightful, but aloof.

Fey: Deep elves are fey with the elf subtype.

Medium: Deep elves are Medium creatures and receive no bonuses or penalties due to their size.

Normal Speed: Deep elves have a base speed of 30 feet.

Cavesight: Deep elves have darkvision 90 feet; however, they are automatically dazzled in bright light and take a –2 penalty on saving throws against effects with the light descriptor.

Cave Dweller: Deep elves gain a +1 bonus on Knowledge (dungeoneering) and Survival checks made underground.

Damage Resistance: Deep elves have DR 5/cold iron.

Stalker: Perception and Stealth are always class skills for deep elves.

Stonecunning: Deep elves receive a +2 bonus on Perception checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, whether or not they are actively looking.

Stoneseer: Deep elves add +1 to the caster level of any spells they cast with the earth descriptor. They also gain the following spell-like abilities: constant—*nondetection*; 1/day—*magic stone*, *stone shape*, *stone tell*. The caster level for these spell-like abilities is equal to the deep elf's character level.

Stonewalker: Deep elves can *meld into stone* once per day as a spell-like ability, with a caster level equal to the deep elf's character level. At 5th level, a deep elf can earth glide, as the monster ability, with a 20-foot movement rate, for up to 1 round per level per day. At 15th level, a deep elf can earth glide at will.

ALTERNATE RACIAL TRAITS

The following racial traits may be selected instead of typical elf racial traits. Consult your GM before selecting any of these new options.

Enclave Protector: Deep elves add +1 to the caster level of any abjuration spells they cast. They also gain the following spell-like abilities: constant—*nondetection*; 1/day—*faerie fire*, *obscure object*, *sanctuary*. The caster level for these effects is equal to the deep elf's character level. This trait replaces the stoneseer racial trait.

Male Names: Finnalvar, Hemdahl, Lothur, Medvas, Skallas, Thransere.

Female Names: Aulyss, Freyma, Gydda, Heldis, Idunna, Lorelas.

FAVORED CLASS OPTIONS

The following options are available to all mountain elves who have the listed favored class. Unless otherwise stated, the respective bonus applies each time you select the favored class reward.

Druid: Add +1/3 to your natural armor bonus when using wild shape.

Ranger: Add a +1/4 dodge bonus to AC against your favored enemies.

DEEP ELVES (STONEDELVERS)

Some of the elves unable to retreat through the Nexus Gates decided the best place to hide would be the last place the First Ones would look. They went underground, exiling themselves from the shining face of the sun in the name of survival. Millennia beneath the ground shaped these elves into beings closer to subterranean rock than trees and sky.

Physical Description: Deep elves are among the shortest of their race, averaging five and a half feet, and have thinner builds. Their faces are heart-shaped, with sharp

angles, and their ears are larger and more pronounced, often extending just past the tops of their heads. Hair color ranges from snow white to black, with grays and dark browns being common. Their eyes run a gamut of color, but are usually darker shades—mossy greens, cobalt blues, dark browns—than those of their surface relatives. Skin color ranges from pale to dark, with grays and browns common, and often matches the coloration of the stone frequently found in the regions where they live.

Society: Deep elves live in small, hidden communities in cave systems where, short of excavation, only their ability to move through stone can allow entrance. These self-sufficient communities are ruled by a council of elders, headed by two chiefs elected from among the council. One chief has executive authority over the internal affairs of the community. The other deals with affairs of the outside, including war, if such a path is inevitable. Deep elves retain their ancestors' love of beauty and craftsmanship, and their homes are beautifully wrought of magically shaped stone. Exquisitely carved gemstones are displayed as decoration and jewelry.

Relations: Deep elves are traditionally reclusive and cautious, two traits that kept them alive after their people fled from the enemy. They keep a careful eye on the other underground races, and view their dark elf cousins with pity, aversion, and not a little bit of fear.

Alignment and Religion: Given their environment, it is not surprising that many deep elves follow a shamanistic tradition centered on elemental earth. Druidism is also

DARK ELF TRAITS

+2 Intelligence, +2 Wisdom, +2 Charisma, –2 Constitution: Dark elves are cunning, insightful, and manipulative, but frail.

Fey: Dark elves are fey with the elf and shapechanger subtypes.

Medium: Dark elves are Medium creatures and receive no bonuses or penalties due to their size.

Normal Speed: Dark elves have a base speed of 30 feet.

Darkvision: Dark elves can see in the dark up to 120 feet.

Light Blindness: Abrupt exposure to bright light blinds dark elves for 1 round; on subsequent rounds, they are dazzled as long as they remain in the affected area.

Damage Resistance: Dark elves gain DR 5/cold iron.

Beguiling Liar: Dark elves gain a +4 racial bonus on Bluff checks to convince an opponent that what they say is true when it is a lie.

Crafting Genius: Dark elves gain a +2 racial bonus to any Craft skill in which they have at least 1 rank. Additionally, a dark elf with at least 5 ranks in any Craft skill gains Master Craftsman for free.

Nightstalker: Dark elves can cast *nightmare* once per day as a spell-like ability. Its caster level is equal to the dark elf's character level.

Photopetrification: The most debilitating symptom lingering in survivors of the Elfbane is a powerful aversion to sunlight. For each round exposed to sunlight, the dark elf becomes staggered and takes 2 points of Dexterity damage. A dark elf whose Dexterity is reduced to 0 by exposure to sunlight is petrified, as per *flesh to stone*.

Plagueborn: Dark elves are the twisted product of a terrible disease, and most other afflictions are secondary. Dark elves gain a +2 racial bonus on saving throws against disease, ingested poisons, and becoming nauseated or sickened.

Shifter: As a standard action, dark elves can take the outward appearance of any Small or Medium humanoid or fey. Using this ability provides a +10 racial bonus to imitate a specific person. It otherwise acts as *alter self*, except that it does not adjust the dark elf's ability scores. This ability can be used up to 1 minute a day per character level. This is a supernatural ability.

Languages: Dark elves begin play speaking Elven and Khaynite. Dark elves with high Intelligence scores can choose from the following languages: Abyssal, Aklo, Common, Draconic, Exodite, or Sobeka.

ALTERNATE RACIAL TRAITS

The following racial traits may be selected instead of typical elf racial traits. Consult your GM before selecting any of these new options.

Nihilistic Covenant: Some dark elves worship daemonkind and keep strong ties to these malevolent creatures, calling on ancient pacts to ensure their cooperation. These dark elves gain a +4 bonus on Diplomacy checks made against unbound creatures with the daemon subtype. Also, when these dark elves cast *planar ally* to summon a daemon, any cost of bribes or offerings is reduced by 25%. This racial trait replaces shifter.

Poison Use: Some dark elves are skilled in the use of poison and never risk accidentally poisoning themselves. This ability replaces the beguiling liar racial trait.

common among their people. Living in tight-knit, small communities with strict rules on behavior, most deep elves are lawful neutral in alignment.

Adventurers: Rare is the deep elf that leaves home to go abroad in the tunnels and caverns of the underground, let alone brave the surface. Those that do are usually skilled in stealth, survival, or both, and are often rangers, hunters, and druids. Within the community, sorcerers and wizards are often on the council, their skill and power turned toward serving their people. Fighters train to protect their community against threats, and several deep elf enclaves boast magi, who use skill in both sword and spell to repel interlopers.

Male Names: Daenketh, Felmasc, Kulkellan, Melandrach, Ohmbryn, Ruven.

Female Names: Caulindra, Iobeth, Kerasdoni, Naieve, Talaedra, Ygrath.

FAVORED CLASS OPTIONS

The following options are available to all deep elves who have the listed favored class. Unless otherwise stated, the

respective bonus applies each time you select the favored class reward.

Cleric: Add a +1/2 bonus on your checks to craft magic items.

Oracle: Add one spell from the oracle spell list to your spells known. This spell must be at least one level below the highest spell level you can cast.

DARK ELVES (THE SHADOWED)

The Elfbane killed uncounted numbers of elves, leaving them helpless and in terrible anguish before the merciful release of death. However, after most of the uninfected elves either fled through the Nexus Gates or hid, the infected found that there were worse things than death. Some survived the plague, their bodies ravaged by the disease. The survivors soon found that exposure to sunlight would kill them, so they fled underground. The loss of their beauty, their home, and their way of life wore on their minds and souls, and they became as twisted inside as out.

Physical Description: Dark elves bear the marks of the Elfbane, which survivors have passed to their offspring. Though equal in height to most humans, their forms are often stooped or bent, making them appear shorter, and tend to be thin. Many dark elves cannot grow hair; however, those that can have locks ranging from jet black to pure white, with gray being common. The irises of their eyes are blood red, and the sclera an unwholesome yellow rather than white. Their skin is usually a dull black or mottled gray, often appears scaly in patches, and sports bony growths, especially at the joints. Occasionally, a dark elf is born eerily unmarked by the Elfbane's legacy, save for their eyes and leprous white skin. These anomalies often grow to achieve great fame or infamy among their kind.

Society: Dark elves typically live in hierarchical societies, with the powerful ruling over the weak. Self-interest, survival, and possible political advancement motivate dark elves, producing a culture where each individual vies against the others even on the subtlest levels. Only when threatened by a common foe do dark elves truly band together, and even then they are constantly alert to opportunities for personal gain. While dark elves find no beauty in themselves, they still long for it. Dark elf artisans craft items of aching beauty, their settlements are marked by hauntingly beautiful architecture and art, and their clothing, tools, armor, and weapons are masterfully designed.

Relations: Dark elves harbor disdain for just about all other sentient life. They hate the First Ones and their servants for causing the fall of their race. They view humans and other surface races as potential victims, fodder, and tools to be used and discarded as necessary. They hold the high elves in contempt for abandoning them to their fates, and look down upon the other subraces of elves for fleeing the fight against the First Ones and hiding like cowards.

Alignment and Religion: Banished from their homeland and twisted by disease, dark elves revel in what pleasure they can find, usually derived from causing pain to others. Many dark elves, seeking solace in pain and misery, worship daemons, helping the fiends spread destruction and claim souls. Ironically, some dark elves even worship Khayne, the very god that aided the First Ones in creating the Elfbane. Most dark elves are neutral evil in alignment.

Adventurers: Many dark elves are adept in the magical arts, both arcane and divine, and follow those paths to power. Others rely on stealth and guile, using their abilities to plot and scheme against their enemies. Those few dark elves that have rejected their race may find solace in interacting with other races, but they are always careful to hide their true natures when they can, whether with magic or their innate shifter ability. A surprising number of dark elves still follow the warrior's way, reveling in combat, blood, and death, despite their frail makeups.

Male Names: Adoth, Braethbon, Detharys, Hokril, Krael, Reyjak.

Female Names: Amalith, Bidnea, Dorrigu, Faeryn, Lilivanya, Morgana.

FAVORED CLASS OPTIONS

The following options are available to all dark elves who have the listed favored class. Unless otherwise stated, the respective bonus applies each time you select the favored class reward.

Alchemist: Add +10 minutes to the duration of your mutagens.

Sorcerer: Add one spell from the sorcerer spell list to your spells known. This spell must have the curse, evil, or pain descriptor, and must be at least one level below the highest spell level you can cast.

PLANEWACKED ELVES

Not all elves were lucky enough to find realms of relative safety while in exile. Certain groups of elves retreated to demiplanes designed as only temporary shelters, meant to last decades or centuries at the most, and no one could permanently reinforce the magic. After millennia, the boundaries of these demiplanes began to break down, leaking planar radiation from bordering planes. The elves did their best to keep their hideaways from being destroyed by whatever elemental plane came flooding in, but long exposure to the elements of these planes forever changed them. When they finally returned to Exodus, they were no longer the elves they once had been.

Physical Description: The appearance of planewracked elves varies widely, depending on the planar effects they endured while in exile. While still elven in general appearance, their hair, eye, and skin are colored in a broad spectrum. For example, a planewracked elf of fiery origins may have reddish-orange or blackened skin, glowing eyes, and yellow-orange hair that moves and flickers like flame. A planewracked elf of chaotic origins might have eyes that periodically change colors, mismatched features, and perhaps hair that shifts and writhes of its own volition. An aquatic planewracked elf could have lightly scaled silver or bluish skin and webbed fingers and toes. Any physical traits are purely cosmetic and do not provide extra abilities.

Society: Planewracked elves build homes in areas that accommodate the physical mutations caused by their exile. They maintain elven politics and law for the most part, but the changes in their physiology have also wrought changes in their mindset. Chaos-cursed planewracked elves, for example, tend toward small communities of anarchists, while earthbound planewracked elves may prefer secluded communities in mountainous areas or valleys where agriculture keeps them close to the land. Umbral planewracked prefer the underground or lead a nocturnal existence, while wave-wrought may have undersea communities near the coasts.

PLANEWRACKED ELF TRAITS

+2 Constitution, +2 Charisma, –2 Wisdom: Planewracked elves have resilient bodies and strong senses of self, but the constant song of the spheres within them leaves them distracted.

Fey: Planewracked elves are fey with the elf subtype.

Medium: Planewracked elves are Medium creatures and receive no bonuses or penalties due to their size.

Normal Speed: Planewracked elves have a base speed of 30 feet.

Low-Light Vision: Planewracked elves can see twice as far as humans in conditions of dim light.

Damage Resistance: Dark elves gain DR 5/cold iron.

Planar Resistance: The bodies of planewracked elves have developed a resistance to the massive energies constantly at play in their former homes, and to planar energies in general. Planewracked elves receive a +3 racial bonus on saving throws against spells, spell-like abilities, and supernatural effects with the following descriptors or damage types: acid, air, chaotic, cold, earth, electricity, fire, lawful, sonic, or water. Against the type associated with the dark elf's background, this bonus increases to +6.

Weapon Familiarity: Planewracked elves are proficient with longswords and any weapon with the word "elven" in its name.

CHAOS-CURSED

In addition to the general planewracked elf traits listed above, chaos-cursed elves share the following racial traits:

Stable Form: Chaos-touched elves gain a +2 bonus on saves versus transmutation effects.

Spell-Like Ability: *Entropic shield*—1/day. Caster level equals the elf's level.

EARTHBOUND

In addition to the general planewracked elf traits listed above, earthbound elves share the following racial traits:

Acid Resistance: Earthbound elves have acid resistance 5.

Spell-Like Ability: *Stone fist*—1/day. Caster level equals the elf's level.

FLAMESCATHED

In addition to the general planewracked elf traits listed above, flamescathed elves share the following racial traits:

Fire Resistance: Flamescathed elves have fire resistance 5.

Spell-Like Ability: *Burning gaze*—1/day. Caster level equals the elf's level.

UMBRAL

In addition to the general planewracked elf traits listed above, umbral elves share the following racial traits:

Shadowy Resistance: Umbral elves have cold resistance 5 and electricity resistance 5.

Shadow Caster: Umbral elves add +1 to the saving throw DCs of their spells and spell-like abilities of the illusion (shadow) subschool.

WAVEWROUGHT

In addition to the general planewracked elf traits listed above, wavewrought elves share the following racial traits:

Amphibious: Wavewrought elves are amphibious and can breathe both air and water.

Cold Resistance: Wave-wrought elves have cold resistance 5.

Spell-Like Ability: *Wave shield*—1/day. Caster level equals the elf's level.

WINDSCARRED

In addition to the general planewracked elf traits listed above, windscarred elves share the following racial traits:

Electrical Resistance: Windscarred elves have cold resistance 5.

Spell-Like Ability: *Shock shield*—1/day. Caster level equals the elf's level.

Relations: As other elves often find the changes in their cousins to be frightening and off-putting, planewracked elves rarely interact with them. This isolation from their own people makes them more likely to seek out the other races of the world. Cyneans and prymidians are often on friendly terms with the planewracked elves. Earthbound planewracked get on well with dalreans, and chaos-cursed

planewracked have found unusual kindred spirits among the enuka. Planewracked elves find humans puzzling and often irritating, but fascinating nonetheless.

Alignment and Religion: Planewracked elves range widely in alignments, as their changes have likewise changed much of their outlook on the world and its

inhabitants. Chaos-cursed planewracked naturally sway toward that axis of alignment, as do flamescathed planewracked. Earthbound tend toward neutrality and sometimes law, while wave-wrought are more inclined to neutrality and sometimes good. Elemental shamanism is common among the planewracked elves, though many have adopted worship of the Sanguine Lord and his Venerates since their return.

Adventurers: Given that the powers of the planes run in their bodies and minds, planewracked elves have large numbers of sorcerers and oracles among their ranks. Umbral planewracked, renowned for their stealth, have many rogues and stalkers. Flamescathed planewracked field fearsome barbarians.

Male Names: Aergil, Bolsk, Fylgian, Neruth, Ramath, Valent.

Female Names: Belgrassa, Corrine, Fylgia, Mimira, Vidia, Widmere.

NEW RACIAL RULES

The following options are available to elves. At the GM's discretion, other appropriate races may make use of some of these new rules.

RACIAL ARCHETYPES

The following racial archetypes are available to elves:

CHARIOTEER (CAVALIER)

Following the ancient traditions of their people, some of the high elves' finest warriors are trained to fight in a chariot. They take full advantage of having a mobile platform from which to fight as it rumbles across the battlefield, a loyal ally at the reins. Charioteers can also take control of the vehicle if need be, and can turn the conveyance into a weapon in its own right.

Chariot: At 1st level, the charioteer receives a medium chariot with a horse to pull it. The horse functions as a druid's animal companion, which uses the charioteer's level – 2 as his effective druid level. The GM might approve other animals to pull the chariot.

Swap Places: At 1st level, the charioteer gains Swap Places. This ability replaces the bonus teamwork feat.

Sideswipe (Ex): At 3rd level, the charioteer does not need to force the animal or animals pulling his chariot to make a ram maneuver. Instead, the animal instinctively avoids collision, avoiding the square while the chariot swings in to make the ram attack. The animal is neither damaged nor knocked prone, and the charioteer can continue movement after the ram maneuver. Additionally, the charioteer adds half his cavalier level (minimum 1) to the ramming damage. This ability replaces cavalier's charge.

Skilled Driver: At 4th level, the charioteer gains Skilled Driver as a bonus feat. If the charioteer already has Skilled Driver, he gains Expert Driver instead. This ability replaces expert trainer.

Crush Your Enemies (Ex): At 11th level, the charioteer calculates ram damage as if his chariot were Huge rather than Large, and ram attacks against other vehicles ignore half the vehicle's hardness. If the charioteer succeeds on a ram attack against a vehicle or creature, he may perform a free vehicular bull rush or overrun combat maneuver against the same target. This ability replaces mighty charge.

Supreme Charioteer (Ex): At 20th level, the charioteer considers his vehicle Gargantuan for the purpose of calculating vehicle damage caused by any vehicular combat maneuvers. Any damage from his ram attacks against vehicles ignores hardness. If he succeeds on a vehicular combat maneuver against a creature and inflicts damage, the target is knocked prone and stunned for 1d4 rounds. A successful Will save (DC + the charioteer's BAB) reduces this effect to staggered for 1d4 rounds. This ability replaces supreme charge.

NEW ORDER: ORDER OF THE WHEEL

Cavaliers that join the order of the wheel devote themselves to the elven people and to reclaiming their birthright as masters of the world. Members of the order are the vanguard for the forces of the high elves.

Edicts: The cavalier must protect the legacy, lives, and property of his fellow elves. He must never let the honor of the elven monarchs be besmirched. Anyone denying the elves their birthright or questioning elven superiority must be instructed in the error of their ways.

Challenge: Whenever an order of the wheel cavalier issues a challenge, he receives a +1 morale bonus on all damage rolls made against the target of his challenge while in his chariot, as well as +1 to his CMB for all vehicle combat maneuvers made against the target of his challenge.

Skills: An order of the wheel cavalier adds Knowledge (geography) and Knowledge (history) to his list of class skills. While the cavalier is riding in his chariot, any driver may use the cavalier's Handle Animal or Profession (driver) score, whichever is higher, to make driving checks, so long as the driver can see and hear the cavalier.

Order Abilities: A cavalier that belongs to the order of the wheel gains the following abilities as he increases in level:

- **Rumbling Wheels (Ex):** At 2nd level, the cavalier is considered to have Improved Bull Rush and Improved Overrun for any vehicular combat maneuvers made while driving a chariot.



- **Sweep the Foe from the Field (Ex):** At 8th level, when making a full attack action while riding in a chariot, the cavalier may apply a bull rush, disarm, sunder, or trip combat maneuver for free to one successful attack.
- **Crush Them All! (Ex):** At 15th level, the cavalier may, at the beginning of his turn, choose to either double his critical threat range or increase his critical multiplier by one. This bonus applies to all attacks he makes while riding in a chariot during that round.

DESERT VIPER (SLAYER)

Dedicated to eradicating the enemies of their people, the desert vipers are an order of stealthy killers. Their natural stealth and lethal ability honed to near-supernatural levels, desert vipers can vanquish virtually any threat while in their homeland of the deep deserts.

Class Skills: A desert viper gains Spellcraft as a class skill, but does not gain Ride as a class skill.

Weapon and Armor Proficiency: A desert viper is proficient with light armor, but not with medium armor, heavy armor, or any kind of shield. This replaces the slayer's weapon and armor proficiency.

Studied Target: As a move action, a desert viper can study an opponent she can see. This grants the desert

viper a +1 bonus on Bluff, Knowledge, Perception, Sense Motive, Spellcraft, and Survival checks attempted against that opponent, and a +1 bonus on weapon attack and damage rolls against it. Additionally, the DCs of slayer class abilities she uses against that opponent increase by 1. A desert viper can only maintain these bonuses against one opponent at a time; these bonuses remain in effect until either the opponent is dead or the desert viper studies a new target.

If a desert viper deals sneak attack damage to a target, she can study that target as an immediate action, allowing her to apply her studied target bonuses, including to the weapon damage just applied.

At 7th level, a slayer can study an opponent as a move or swift action.

At 10th, 15th, and 20th levels, the bonuses on weapon attack and damage rolls, as well as the bonus to slayer ability DCs against a studied target, increase by 1. In addition, at each such interval, the desert viper becomes able to maintain these bonuses against an additional studied target at the same time. The desert viper may discard a connection to a studied target as a free action, allowing her to study another target in its place.

At 7th level, a slayer can study an opponent as a move or swift action. This ability replaces the standard version of studied target.

Poison Use: At 2nd level, a desert viper is trained in the use of poison and cannot accidentally poison herself when deploying it as a weapon. This ability replaces the slayer talent for this level.

Caster Feint: At 5th level, a desert viper can make a feint maneuver against a studied target that is a spellcaster. If successful, the next time that opponent attempts to cast defensively, his concentration check suffers a penalty equal to the desert viper's class level. If the concentration roll fails, the desert viper may make an attack of opportunity. If the concentration check

fails by 5 or more, then the target is denied its Dexterity bonus against the attack of opportunity.

Slayer Talents: The following slayer and rogue talents complement the desert viper archetype: camouflage, fast stealth, foil scrutiny*, ranger combat style*, and slowing strike*. (Those with asterisks are detailed in the slayer class.)

Advanced Slayer Talents: The following advanced slayer talents (and advanced rogue talents) complement the desert viper archetype: assassinate*, deadly sneak, hunter's surprise, and slayer camouflage*.

DREAM EATER (WITCH)

These witches have learned to harness the power of others' dreams to sustain themselves and increase their power. The tales of dark elves haunting the nightmares of sleeping folk and drawing out their souls derive from the eldritch powers of the dream eaters.

Spells: A dream eater replaces some of her patron spells with the following: 8th—*nightmare*; 10th—*dream*.

Dream Eater (Su): As a full-round action, a dream eater can feed upon a sleeping target's dream energy to heal her wounds or enhance her abilities. The dream eater must occupy one of the target's squares or adjacent squares, and must have either *nightmare* or *dream* prepared as a spell or available as a hex. When the dream eater feeds, she heals damage equal to $1d6 + 1$ per target HD. The target takes nonlethal damage equal to the number of hit points the dream eater heals. At 3rd level, and every odd level thereafter, the amount of damage the dream eater can heal increases by 1d6.

Rather than healing, the dream eater can invigorate herself with the target's dream energy, gaining a +1 bonus to attack and damage rolls, saving throws, skill checks, and ability checks for 1 round per class level. The target takes nonlethal damage as if the dream eater had healed herself.

At 6th level, the dream eater can spend up to 8 hours beside a sleeping target, absorbing its dream energy. Doing this, the dream eater doubles her natural healing rate for hit points and ability damage while resting. If the dream eater is uninjured, she instead gains a number of temporary hit points determined as if she were healing. These temporary hit points last for 24 hours. The target's sleep is unrestful, and it awakens fatigued and complaining



of unsettling dreams. If the target was fatigued before sleeping, it awakens exhausted.

At 10th level, the dream eater can cast *nightmare* upon a sleeping target to establish a psychic siphon, feeding off the victim's night terrors to replenish herself. As long as the dream eater is within a mile of the target, she gains fast heal 5 until the target awakens.

At 20th level, the dream eater may attempt to devour a dreamer's spirit, snuffing out its life force and suffusing herself with the energy. As a full-round action that draws attacks of opportunity, the dream eater draws upon the target's dream energy. The target must succeed at a Will save (DC 10 + 1/2 the dream eater's class level + her Intelligence modifier) or die. The absorbed energy provides the dream eater with a +4 bonus to all her attributes, a +4 bonus to initiative, and a 10-foot bonus to all movement rates for 24 hours. This ability replaces the hexes normally gained at 6th, 10th, and 20th level.

Veil of Sleep (Su): At 2nd level, when the dream eater wishes opponents to succumb to sleep, they are more likely to do so. All DCs for sleep effects from the dream eater's spells and hexes increase by 1. At 6th, 10th, 14th, and 18th level, this DC bonus increases by 1. While the dream eater is occupying or adjacent to a square of the sleeping creature, the creature's sleep is as deep as if affected by the slumber hex: the creature will not wake due to noise or light, but others can rouse it with a standard action. This ability replaces the hex received at 2nd level.

Hexes: The following witch hex complements the dream eater archetype: slumber.

Major Hexes: The following major hexes complement the dream eater archetype: hag's eye, nightmares.

Grand Hexes: The following grand hexes complement the dream eater archetype: eternal slumber.

EARTH'S SCION (BRAWLER)

These brawlers have a deep connection with the earth and stone that allows them to draw strength from the ground beneath their feet, allowing for amazing feats of strength and endurance.

Class Skills: An earth's scion gains Knowledge (nature) as a class skill, but does not gain Swim as a class skill.

Rooted to the Earth (Su): An earth's scion can draw upon the earth beneath her feet to anchor herself against opponents seeking to move her. At 3rd level, she gains a +1 bonus on her CMD against bull rush, grapple checks to move, reposition, or trip combat maneuvers. This bonus increases by 1 at 6th level and every 3 levels thereafter. This ability replaces maneuver training 1.

Hands of Stone (Su): At 5th level, an earth's scion's unarmed strikes ignore hardness up to 5. At 9th

level, her unarmed attacks ignore hardness 8 and are treated as magic weapons for the purpose of overcoming damage reduction, and the DCs of her knockout ability and Stunning Fist increase by 1. At 12th level, her unarmed attacks ignore hardness 10 and are considered cold iron and silver for the purpose of overcoming damage reduction. At 17th level, her unarmed attacks are treated as adamantite weapons for the purpose of overcoming damage reduction and bypassing hardness, and the DCs of her knockout ability and Stunning Fist increase by 1. This ability replaces brawler's strike.

Landslide (Su): At 7th level, an earth's scion draws upon the land's inexorable strength to use against her opponents. She gains a +1 to her CMB on bull rush, grapple checks to move, overrun, and trip combat maneuvers. This bonus increases by 1 at 10th level and every 3 levels thereafter. This ability replaces maneuver training 2.

Avalanche (Su): At 11th level, an earth's scion can burst through any barrier in her path. During a charge action, any damage done to objects with an unarmed strike is doubled. If she performs an overrun combat maneuver, any creature overrun is knocked prone and takes damage equal to her unarmed strike damage. This ability replaces maneuver training 3.

Earthquake (Su): At 15th level, an earth's scion can take a full-round action to strike the ground, sending a shockwave to knock her opponents off their feet. This acts as a trip combat maneuver against all adjacent opponents. Roll for each opponent separately. At 19th level, the earth's scion performs this maneuver against all opponents within 10 feet; also, adjacent opponents are thrown back 10 feet, struck by her awesome blow ability (but taking no damage) before falling prone. This ability replaces maneuver training 4 and 5.

NEW EQUIPMENT

The elves are traditionalists, believing that anything worth doing should be done with grace, skill, and cunning. With centuries to hone their craft, the elves produce artifacts that are durable and lasting as well as beautiful. Much of what they make is also imbued with powerful magic. Elves have access to the following equipment:

DESERT GLASS

Desert elf spellcasters use a unique application of magical fire to fuse dunecraft sand into glass, creating beautiful items and magically strengthening them to serve as well as steel. Desert glass is golden-brown and scoured with sand until it resembles beach glass, which keeps it from reflecting the sunlight and revealing the location of its carrier. Piercing and slashing weapons made wholly or partially from metal can be made from desert glass, and items made of desert glass weigh half

as much as those made from other materials. Medium and heavy armor normally made of metal can be made from desert glass, as can shields. Sonic attacks made against desert glass objects automatically bypass hardness.

Weapons crafted of desert glass can be enchanted with the *wounding* property for 50% of its normal cost. Armor and shields crafted of desert glass can be enchanted with *electrical resistance* (including the improved and greater versions) for 50% of its normal cost.

| Type of Desert Glass Item | Price Modifier |
|---------------------------|----------------|
| Ammunition | +5 gp per item |
| Medium armor | +500 gp |
| Heavy armor | +750 gp |
| Weapon | +250 gp |
| Shield | +50 gp |
| Other items | +125 gp/lb. |

ELVEN BRONZE

Bronze was an early metallurgical discovery of the elves, borne from myriad experiments with various alloys. Alloying the copper with small amounts of mithral, a rare and costly metal, gave them near-perfect results. This metal is light, strong, and extremely resistant to corrosion, and responds favorably to certain types of enchantment. Normally a bright golden color, elven bronze develops a patina of verdigris with age, but this is easily removed with a thorough cleaning. Elven bronze is used in everything, from construction to armaments to ornamentation. For any armor or shield made of elven bronze, its spell failure chance is reduced by 5% and its armor check penalty is reduced by 1 (to a minimum of 0). Elven bronze is immune to the rust effect of rust monsters. If a suit of armor or shield made from elven bronze is enchanted with the *acid resistance* special ability (including the improved and greater versions), the cost of adding the ability is reduced by 50%.

An item made from elven bronze weighs 10% less than the same item made from other metals. All metal items and metal parts can be made from elven bronze; a spear could have an elven bronze head, for example, but a quarterstaff could not. The *spell storing* and *spellstealing* enhancements cost 50% less when applied to weapons crafted of elven bronze. An item crafted of elven bronze costs three times as much to make as their normal counterparts. Elven bronze has 30 hit points per inch of thickness and hardness 12.

NEW FEATS

COMMUNAL SUMMONING (TEAMWORK)

By incorporating your allies' wills into your spells, you increase your conjuring power.

Prerequisite: 6th level, elf or half-elf.

Benefit: When casting a conjuration spell with the calling or summoning subtypes, you can incorporate any allies that possess this feat into the casting, drawing upon their will to increase the power of your spell. This feat works with spells cast from scrolls, but not from wands or other items, nor those cast with spell-like abilities. While the spell is being cast, participants can take no action



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other than focusing their energy into the spell. (Free actions may still be taken.) Spells like *summon monster* summon creatures with a +2 enhancement bonus to Strength and Constitution for every participant other than the caster. If you choose to summon multiple creatures from a lower list, you can add +1 to the roll to determine the number of creatures summoned for every 2 additional team members assisting the summoning, to a maximum of twice the number of creatures normally possible.

For spells with the calling subtype, each ally aiding in the casting of the spell increases the maximum HD of the creature summoned by 2, to a maximum of double the original maximum HD. Any payments made to the creature follow the normal rules of the spell, adjusted for the increased HD if needed.

Allies who aided but are rendered unconscious or helpless still have their energy tied to the spell. However, should an ally that assisted die before the spell ends, that person's energy is no longer applied. Reduce any bonuses for their aid accordingly, and reduce any enhancement bonuses. Additional summoned creatures granted by the assisting ally vanish as if the spell had ended. For calling spells, the original caster must succeed at a Will save (DC 10 + 1/2 the summoned creature's HD + the summoned creature's Cha modifier) or the summoned creature is freed from its obligation and immediately returns to its home plane. Add a +1 bonus to your roll for each living additional ally that assisted you.

DUNECRAFTER ADEPT

You can craft items from the sand that last much longer than normal.

Prerequisite: Elf, dunecrafter racial trait.

Benefit: Items made with dunecrafter last 10 minutes per level, and they remain intact for up to 1 minute once they leave your hand. Also, you gain a +2 bonus to any Craft skill checks made when constructing sand items.

GATEKEEPER

You can open passages through liminal spaces for others.

Prerequisite: Liminal Magic Adept, elf, liminal magic racial trait.

Benefit: When you use your *dimension door* ability, you can choose to open a portal that allows others to pass through as well. This portal will stay open 1 round for every four character levels you possess, allowing anyone moving through to use it as if they had your ability. All creatures moving through the portal arrive at the same destination. You may dismiss the portal at any time as an immediate action.

GLASS CRAFTER

You can create items made of desert glass.

Prerequisite: Elf, dunecrafter racial trait, Dunecrafter Adept, caster level 3rd.

Benefit: By expending a spell of at least 2nd level with the fire descriptor that you have prepared or can cast (including any spell-like abilities), you infuse any item you've crafted using your dunecrafter ability with magical heat, melting the sand and transforming it to desert glass. This heat does not harm you, even though you hold the item while the transformation takes place. To succeed at crafting the item in question, you must make a second Craft skill check. Crafting the item takes one hour's work for every 100 gp value of the finished object (minimum 1 hour). When crafting objects that weigh more than the maximum weight allowed by your dunecrafting ability, you can make only a portion of the item, adding more in later crafting sessions. If your Craft check fails by 5 or more, the piece is ruined and has no value.

LIMINAL MAGIC ADEPT

As you grow in power, your mastery of liminal magic grows as well.

Prerequisite: Elf.

Benefit: For every five character levels you possess, you can use your *dimension door* ability one more time per day, to a maximum of 5 times per day at level 20.

MAGIC ITEMS

ELFSHOT, DESPAIRING

Aura moderate enchantment; **CL** 7th

Slot none; **Price** 1,446 gp, 2,496 gp (greater); **Weight** 1/15 lb.

DESCRIPTION

This +1 *arrow* is fletched in white feathers and has a sharp head carved from obsidian. When a creature without the elf subtype is struck by this arrow, it must succeed at a DC 16 Will save or suffer a –2 penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls for 1 minute.

Greater despairing elfshot functions just like normal *despairing elfshot*, except the target must succeed at a DC 19 Will save to avoid the effects.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, Heighten Spell (*greater despairing elfshot* only), *crushing despair*, crafter must be an elf or half-elf; **Cost** 726 gp, 1,251 gp (greater)

ELFSHOT, SICKENING

Aura faint necromancy; **CL** 5th

Slot none; **Price** 546 gp, 1,046 gp (greater); **Weight** 1/15 lb.

DESCRIPTION

This +1 *arrow* is fletched with the feathers of crows or ravens, and has a sharp head carved from flint. When a creature without the elf subtype is struck by this arrow, it must succeed at a DC 12 Fortitude save or be sickened for 1 minute.

Greater sickening elfshot functions just like normal *sickening elfshot*, except the target must succeed at a DC 15 Fort save to avoid being sickened.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, Heighten Spell (*greater sickening elfshot* only), *ray of sickening*, crafter must be an elf or half-elf; **Cost** 276 gp, 526 gp (*greater*)

ELIXIR OF STOLEN DREAMS

Aura weak illusion; **CL** 5th

Slot none; **Price** 2,000 gp; **Weight** —

DESCRIPTION

This swirling, many-hued liquid contains the distilled potential of dreams. If the drinker is suffering from any sort of hit point damage, ability damage, or drain, confusion, disease, or insanity, she immediately falls into a deep sleep. She cannot be awakened from this sleep by any means other than *break enchantment*. Upon awakening, all the aforementioned conditions are healed or removed. If the drinker was not afflicted with any of these conditions, she is infused with dream potential: For the next hour, the drinker gains a +2 insight bonus to Armor Class, attack rolls, damage rolls, saving throws, ability checks, and skill checks. Twice during the next hour, before making a d20 roll, she may choose to treat it as a 20; doing so drains any remaining power from the elixir, ending its effects. If the drinker falls asleep, either naturally or through some spell or effect, the effects of the elixir are dispelled.

CONSTRUCTION


Requirements Craft Wondrous Item, *dream* or *nightmare*; **Cost** 1,000 gp

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