

ADVANCED DUNGEONS & DRAGONS®

2nd Edition Player's Handbook Rules Supplement

The Complete Book of Half-Elves

Introduction

There has been information released dealing with nearly all the major races for AD&D. There has even been information put out for some of the minor races. So far, it looks like the half-elf has been pushed to the side. I hope this is not the case.

The purpose of this "book" is to breathe some life into a race that is often played, but overlooked by many. I hope you enjoy it as much as I enjoyed doing it.

There are many references to TSR products. Although they are not needed to use this book, it is recommended that you at least look them over for additional information. The section dealing with kits uses both the secondary skills and non-weapon proficiencies. I recommend the non-weapon proficiencies as some kits will gain bonuses to these skills. You will also note that the book is done in two formats. The first is the "core rules." This is the same way the other books were done. The second is according to the "Player's Option" series. Either way is acceptable, just don't mix them too much or you'll create Pandemonium (which might be acceptable in Planscape).

You will also notice that some of the subraces have not yet been added. This is because they may not be at all. For example, the half-elves of Athas are detailed already in the various Dark Sun products and Dragon Magazine, my adding them would be a violation of copyright laws. There are also some new subraces found here, like the half-snow elves. The elven parentage can be found in either TSR products or various places online. Some things I got long before I intended on doing this, and I no longer have the proper credit to give. I apologize. My intent is not to take away from those who deserve it, but to take what they have done, and add to it. I will gladly add any credits to the places where they are missing, if anyone sends me information.

Throughout this book, I will be using the pronoun "he." This is not meant to be an affront to anyone. It is proper English, and so I choose to use it.

Remember that there is no such thing as a typical half-elf. The race is as diversified as any other. I will be speaking in averages just for simplification.

The Creation of the Half-Elf

The elves and humans have always had dealings with each other. Many have had physical or emotional feelings for each other as well. This has caused a cross-breed with both races known as the half-elf.

The half-elf is often an outcast in both societies. In some circumstances, this has led them seclusion, while in others, it has led to pity. Many elves see half-elves as abominations. Humans tend to dislike that which is different from themselves. Some half-elves have gone so far as to create their own communities, which will be covered later.

Half-elves worship primarily the human gods, but those raised in elven society, tend to revere the Seldarine as a whole, swearing fealty to no one god in particular. This leads to only a handful of specialty priests. There are some who pray to the rare half-elven gods. These tend to be members of half-elven societies, but can be found in human and elven communities as well. Most of the gods are new to their various pantheons, others have just been silent until now.

The half-elves didn't appear until sometime after the Elfwar. Many elves left their war-torn lands to seek refuge elsewhere. Most just wanted to avoid the whole thing. It is believed that these are the elves who found humans to be intriguing enough to share their blood-lines with.

Variations

Because elves have managed to spread as far wide as humans, the half-elves have been born in nearly every clime. There is very little difference between a half-elf from Oerth, and one from Aber Toril, save personality. This chapter is going to focus on the physical characteristics of each subrace.

All half elves share the 30% resistant to sleep and charm spells just as listed in the Player's Handbook.

If using the Player's Options Books, the half-elf may customize his character. Players who choose half-elves for their characters have 25 character points to spend on racial abilities. But remember to apply the racial disadvantages.

TABLE 1a: HALF-ELF SUBRACES HEIGHT

Subrace	Height (in Inches)	
	Base	Modifier
Aquatic	55/55	1d8
Averial	60/57	1d8
Drow	55/60	1d12
High	60/58	2d6
Grey	65/55	1d10
Grugach	60/55	2d4
Rockseer	68/68	2d4
Shadow	60/58	2d6
Snow	68/65	3d4
Sylvan	60/55	2d8
Valley	59/55	2d10

TABLE 1b: HALF-ELF SUBRACES WEIGHT

Subrace	Weight (in Pounds)	
	Base	Modifier

Aquatic	100/90	2d8
Averial	100/90	2d10
Drow	100/110	3d12
High	110/85	3d12
Grey	100/85	3d12
Grugach	110/100	3d10
Rockseer	130/130	3d10
Shadow	110/85	3d12
Snow	120/110	3d10
Sylvan	120/100	3d10
Valley	140/100	5d10

Aquatic Half-Elf

These half-elves are slightly taller than their elven parents. Their skin tones range from light green to light blue tending towards human colors with the green or blue overtones. Their ears are more human-like, being long yet rounded. Half-aquatic eyes are large but don't adjust quickly to the changing light, taking about twice as long as humans. Eye colors range from silver-blue to brown. Hair tends towards green and blue tints, but matching the human parent.

The half-aquatic can swim exceptionally well, since their fingers and toes have a slight webbing. This does not mean that they start with the proficiency, only that they add +1 to the check. Most have developed gills (about 75%), although not all of them are able to process the oxygen from the water (about 30% of those who develop gills). They dehydrate easily, taking about half the time a human would take. Those half-aquatic elves who can breathe underwater suffer the same affects that their elven parents suffer.

Ability Score Adjustments: May add +1 Dexterity, but then must subtract -1 Constitution. This is optional.

Ability		Minimum	Maximum
Strength	3	18	
Dexterity	4	18	
Constitution	6	18	
Intelligence	6	18	
Wisdom	3	18	
Charisma	6	18	

Languages: Aquatic Elvish, kuo-toa, sahuagin, merman, surface common, aquatic common.

Infravision: The half-aquatic elves do not have infravision. Instead they have sonar that works only underwater. It has a range of 180 feet.

Special Advantages: Some half-aquatic-elves can breathe underwater (about 10%). Most cannot, those who can often times cannot breathe on the surface (about 10%).

Special Disadvantages: The half-aquatic elf is prone to dehydration. This translates into needing twice as much water as their human counterparts.

Additional Experience Cost: None.

Thieving Skills: F/RT: +5, HS: +5, DN: +5, CW: -10, DI: +5, Tu: -5, EB: +5.

Aging: Base: 15+1d6, Mid: 38, Old: 63, Ven: 75, Max: 75+3d20.

Level Limits: Fighter: U, Mage: 13, Priest: 13, Druid: 9, Thief: 9, Bard: 15.

Aquatic Breathing (5/10): For 5 points, the half-elf can only breathe underwater. For 10 points, he may breathe either air or water, but must suffer the same effects as the standard aquatic elf.

Cold Resistance (5): +1 bonus to all saves versus cold- and ice-based attacks, as the half-elf's body is less susceptible to extreme cold temperatures.

Companion (10): The aquatic half-elf gains the companionship of an aquatic or land dwelling creature. The creature depends on whether the half-elf comes from the water or land. Consult the appropriate table below:

Die Roll	Aquatic	Land Dwelling
1	Carp, Giant	Cat, Elven
2	Dolphin	Dog, Elven
3	Eel, Marine	Eagle
4	Hippocampus	Falcon, Elven*
5	Sea Horse, Giant	Frog, Giant
6	Sea Lion	Swan
7	Sea Otter	Roll again
8	DM Choice	DM Choice

* See New Monsters.

Confer Water Breathing (10): Once a day, the half-elf can confer the ability to breathe underwater upon another individual or creature. This ability lasts one hour for every level of the half-elf granting the ability. Only those half-aquatic elves who can breathe underwater may choose this ability.

Health Bonus (5): +1 bonus to the character's Health score; the score can be up to 5 points higher than the character's Fitness score.

Less Sleep (5): The half-elf only needs four hours of sleep to feel rested.

Resistance (5): 30% resistance to sleep and charm spells.

Secret Doors (5): Because of their acute senses, half-elves are quick to spot concealed doors and hidden entrances. Merely passing within 10 feet of a concealed door allows the half-elf a 1 in 6 chance to notice it. If actively searching, the half-elf's chances improve to a 2 in 6 chance to find secret doors and a 3 in 6 chance to find concealed doors.

Sonar (10): The half-aquatic elves do not have infravision. Instead they have sonar that works only underwater. It has a range of 180 feet.

Speak with Aquatic Animals (10): Once per day, the half-elf may speak with any aquatic animal that has an Intelligence of one or greater as a priest of the same level. This applies to giant versions as well.

Speak with Plants (10): The half-elf may speak with plants as a priest of the same level.

Stealth (10): When the half-elf is alone and is not wearing metal armor, he gains a bonus to surprise opponents. The opponent suffers a -4 penalty, a -2 if he must open a door.

Trident Bonus (5): The half-elf is granted a +1 bonus to all attack rolls with tridents.

Averial Half-Elf

In some extremely rare and unusual cases, averial have become intimate with humans. Usually it is the averial who is the aggressive one. The winged elf will manifest himself (or herself) as an angel and seduce the human. If the human is female, she usually believes that she carried the child of a god. The locals also feel the same way, and react accordingly. These children are welcome in this society, and often are clerics or sages. In the averial cities, these half-elves are often looked at with pity. They have a difficult time becoming completely accepted, and will often leave on their own.

The half-averial skin is pale. Their eyes are blue and sometimes hazel. Hair color is nearly always the same as the elven parent. They tend to have the same far-off look in their eyes as the averial do. Most do not develop wings, but those that do will have wings that match the elven parent. These wings are often useless, except for great leaps. Most half-averial cannot fly.

The half-elves make great fighters and clerics. They can become mages and usually specialize in either Apportation, Transmutation, or Aeromancy. They never become pyromancers, even those who do not have wings. Half-averial do not trust fire users or fire mages. Sages believe this is part of their heritage, and cannot be changed except through magic.

Ability Score Adjustments: +1 Dexterity, -1 Constitution.

Ability		Minimum	Maximum
Strength	3	18	
Dexterity	6	18	
Constitution	5	16	
Intelligence	3	18	
Wisdom	3	18	
Charisma	6	18	

Languages: Common, High Elvish, and sometimes Averial.

Infravision: 60 feet.

Special Advantages: The half-averial has no fear of heights. He also has incredible eyesight, being able to see 50% better than humans (increase all ranges by 50%). He also receives a +1 bonus with bows if he does not have wings. Those who do have wings (only about 10% of them will), will be able to fly (MV 12, C). Their wings tend to be slightly smaller and the half-elf weighs more than his elven parent. This slows down their flight. They may also jump 10 feet straight up if they have wings. If not, they can still jump 5 feet straight up.

Special Disadvantages: All half-averial are afraid of fire. If they are hit with a fire-based attack, they suffer a -1 to their saving throw. They can tolerate controlled fire (i.e., torches, cooking fires, etc.) but even then they tend to stay away from it if possible. Half-averial also have

hollow bones. This means that they take double damage from all bludgeoning attacks.

Additional Experience Cost: None.

Thieving Skills: F/RT: +5, HS: +5, DN: -5, CW: +10, DI: +5, Br: -5, Tu: -5, EB: +5.

Aging: Base: 16+1d8, Mid: 38, Old: 63, Ven: 75, Max: 75+3d20.

Level Limits: Fighter: 15, Ranger: 12, Mage: 15, Priest: 15, Druid: 9, Thief: 9, Bard: U.

Bola Bonus (5): +1 to attack rolls with the bola.

Bow Bonus (5): +1 to attack rolls with any bow other than crossbow, unless the half-elf has wings. In this case, the bonus applies to crossbows other than heavy crossbows.

Cold Resistance (5): +1 bonus to all saves versus cold- and ice-based attacks, as the half-elf's body is less susceptible to extreme cold temperatures.

Companion (10): The half-elf gains the companionship of a wilderness creature. Consult the table below:

Die Roll	Creature
1	Eagle
2	Eagle, Giant
3	Falcon
4	Falcon, Elven*
5	Griffon
6	Owl
7	Roll again
8	DM Choice

* See New Monsters

Enhanced Vision (5): The half-elf may see 50% farther than humans due to his elven heritage.

Flight (15): The half-averial has wings that are smaller than his elven parent, but still large enough to allow for flight. The PC may fly at MV 12 (C). The half-elf still must rest for 1 hour for every hour spent flying. If encumbered, the rest time is doubled.

Health Bonus (5): +1 bonus to the character's Health score; the score can be up to 5 points higher than the character's Fitness score.

Infravision (10): The half-elf has infravision out to 60'.

Jump (5): If the half-averial does not have wings, he may jump 5 feet straight up. If he also has the jumping NWP, then add +5 feet to the distance.

Lasso Bonus (5): +1 to attack rolls with the lasso.

Less Sleep (5): The half-elf only needs four hours of sleep to feel rested.

Resistance (5): 30% resistance to sleep and charm spells.

Secret Doors (5): Because of their acute senses, half-elves are quick to spot concealed doors and hidden entrances. Merely passing within 10 feet of a concealed door allows the half-elf a 1 in 6 chance to notice it. If actively searching, the half-elf's chances improve to a 2 in 6 chance to find secret doors and a 3 in 6 chance to find concealed doors.

Stealth (10): When the half-elf is alone and is not wearing metal armor, he gains a bonus to surprise opponents. The opponent suffers a -4 penalty, a -2 if he must open a door.

Sword Bonus (5): The half-averial gains a +1 bonus to hit with long and short swords.

Drow Half-Elf

The half-drow are outcasts in all societies. The drow loathe them, killing their parents. Other elves pity them and seek to kill them to end their suffering. All other races fear them because of their drow heritage. Although not all half-drow are evil, they tend towards neutral evil due to the fact that so many hate them, they see the world as a terrible place where they must defend themselves at every corner. Many half-drow are suicidal or at the least put themselves into harm's way more times than necessary.

The half-drow skin colors range from light grey to dusky grey. Their eyes glow with the same fire that their elven parents have. Eye color is almost always black or red, but in rare cases it will be blue or brown. Their hair is often white or silver, but it is not unheard of for them to have blonde or brown hair.

Their ears are like other half-elves, long and pointed. Being from the underdark, they share some of the drow's advantages and disadvantages. They must remain in the underdark in order to retain any of their abilities. First, they have a base 10% magic resistance. This improves by 5% each level after the first. Their superior infravision allows them to see objects up to 90 feet away. They have certain innate spell-like abilities as well. These don't always manifest themselves unless the half-drow is a priest or mage. These abilities are identical to the drow abilities.

Ability Score Adjustments: +1 Dexterity, -2 Charisma.

Ability		Minimum	Maximum
Strength	3	18	
Dexterity	8	18	
Constitution	6	17	
Intelligence	8	18	
Wisdom	3	18	
Charisma	5	17	

Languages: Most only learn common, but a few learn the languages of the drow.

Infravision: 90 feet.

Special Advantages: Once per day the half-drow can cast one of the follow spells: dancing lights, faerie fire, and darkness. For those who are also spell-casters, they may cast one more spell per day from the previous list. Half-elf drow priests do not gain any of the drow priest powers. 1st level half-drow begin play with 10% magic resistance. This increases by 5% each level after the first. In addition, all half-drow also have a +1 bonus to their saves versus magic.

Special Disadvantages: Half-drow also have serious disadvantages. First off, they dislike sunlight. It hurts their eyes to the point that they suffer a -1 penalty to Dexterity and attack rolls while in sunlight or a continual light spell. Also, all opponents suffer a +1 bonus to saves versus the half-drow's spells. He suffers no penalties while he is in the dark and his opponent is in the sunlight. If the half-drow spends more than two weeks outside of the Underdark, he begins to lose his special advantages. These fade at the rate of one power a day. This starts with the most

powerful innate spell casting down to the weakest. He also loses his magic resistance at the rate of 10% per day. This process reverses itself at the same rate after the half-drow spends one day in the Underdark for each week spent underground. All races, including other half-drow, hate the half-drow. This means that they suffer a -3 reaction penalty. Very few will ever trust them.

Additional Experience Cost: None.

Thieving Skills: PP: +5, F/RT: +5, MS: +5, HS: +10, DN: +5, DM: +5, DI: +5, Br: -15, Tu: +5.

Aging: Base: 15+1d4, Mid: 35, Old: 60, Ven: 70, Max: 70+3d20.

Level Limits: Fighter: 15, Ranger: 15, Mage: U, Priest: 15, Druid: 9, Thief: 15, Bard: 12.

Cold Resistance (5): +1 bonus to all saves versus cold- and ice-based attacks, as the half-elf's body is less susceptible to extreme cold temperatures.

Companion (10): The half-elf gains the companionship of a subterranean or wilderness creature. Consult the table below:

Die Roll	Creature
1	Bat, Common
2	Bat, Large
3	Bat, Night Hunter
4	Cat, Great, Mountain Lion (usually a panther, but can be any type)
5	Rat, Drow*
6	Rat, Giant
7	Spider, Hairy
8	Spider, Large
9	Stirge
10	DM Choice

* See New Monsters

Health Bonus (5): +1 bonus to the character's Health score; the score can be up to 5 points higher than the character's Fitness score.

Infravision (10): The half-drow has infravision out to 90'.

Less Sleep (5): The half-elf only needs four hours of sleep to feel rested.

Magic Resistance (15): The half-drow has MR equal to 10% + 5% per level after the first. This is not cumulative with the resistance to sleep and charm, however the half-elf may choose which one applies. Note also, that this must be lowered to receive any type of magic, beneficial or baneful. This does not apply to spells cast by the half-drow himself. In addition, the half-drow receives a +1 bonus to all saves versus magic.

Resistance (5): 30% resistance to sleep and charm spells.

Secret Doors (5): Because of their acute senses, half-elves are quick to spot concealed doors and hidden entrances. Merely passing within 10 feet of a concealed door allows the half-elf a 1 in 6 chance to notice it. If actively searching, the half-elf's chances improve to a 2 in 6 chance to find secret doors and a 3 in 6 chance to find concealed doors.

Spell Abilities (15): The half-drow has the following spell-like powers, useable once per day as a priest or mage of the same level: faerie fire, dancing lights, and darkness. When the character reaches 4th level, he may cast levitate, detect magic, and know alignment.

Stealth (10): When the half-elf is alone and is not wearing metal armor, he gains a bonus to surprise opponents. The opponent suffers a -4 penalty, a -2 if he must open a door.

Sword Bonus (5): The half-drow gains a +1 bonus to hit with long and short swords.

Grey Half-Elf

The half-grey elves have problems similar to the half-drow. They are not accepted by grey elves. They half-grey is not even allowed within the confines of the grey elven cities. Usually the half-grey elves find solace in human settlements, but some create cities of their own or become gypsies or traveling merchants. They have also been found as mercenaries and rangers.

Their skin tone is similar to their elven parent, being darker than the standard half-elf. Their eyes are often grey or brown with an occasional blue. Their hair is typically fine and light brown to blonde.

The half-grey elf is the most likely to be a loner due to choice. They are cheerful, but cautious of others, knowing that their trust must be earned because of their birth. Unlike the half-drow, the half-grey has a chance of acceptance in human society. Their intellect often puts them into political positions. The fact that they tend to have a longer lifespan than humans, makes them ideal judges and other political officials.

Ability Score Adjustments: May add +1 Intelligence, but must subtract either -1 Constitution, or -1 Charisma. This is optional.

Ability		Minimum	Maximum
Strength	3	18	
Dexterity	6	18	
Constitution	6	18	
Intelligence	4	18	
Wisdom	3	18	
Charisma	3	18	

Languages: Any, but usually not Grey Elf.

Infravision: 60 feet.

Special Advantages: The half-grey elf has an uncanny ability to learn magic. This means that they all receive +5% to their learn spells check.

Special Disadvantages: Most half-grey elves are looked at negatively by grey elves. They receive a -2 penalty to reaction checks from grey elves.

Additional Experience Cost: None.

Thieving Skills: PP: +10, HS: +5, RL: +5 DM: +5, DI: +5, Br: +5, Tu: -5.

Ageing: Base: 16+1d6, Mid: 75, Old: 113, Ven: 150, Max: 150+5d20.

Level Limits: Fighter: 13, Ranger: 12, Mage: 16, Priest: 14, Druid: 9, Thief: 10, Bard: U.

Bow Bonus (5): +1 to attack rolls with any bow other than crossbow

Cold Resistance (5): +1 bonus to all saves versus cold- and ice-based attacks, as the half-elf's

body is less susceptible to extreme cold temperatures.

Companion (10): The half-elf gains the companionship of a wilderness creature. Consult the table below:

Die Roll	Creature
1	Cat, Elven
2	Cat, Great, Mountain Lion (usually a cougar, but can be any type)
3	Condor
4	Crow (Raven)
5	Dog, Elven
6	Eagle, Wild
7	Falcon, Elven*
8	Mammal, Boar, Wild
9	Mammal, Porcupine
10	Mammal, Wolverine
11	Owl
12	DM Choice

* See New Monsters

Health Bonus (5): +1 bonus to the character's Health score; the score can be up to 5 points higher than the character's Fitness score.

Infravision (10): The half-elf has infravision out to 60'.

Learn Spells Bonus (10): The half-grey elf may add +5% to his Learn Spells percentage.

Less Sleep (5): The half-elf only needs four hours of sleep to feel rested.

Reason Bonus (5): The half-grey elf adds +1 to his Reason Subability Score. This allows the Reason and Knowledge Scores to be up to 5 points apart.

Resistance (5): 30% resistance to sleep and charm spells.

Secret Doors (5): Because of their acute senses, half-elves are quick to spot concealed doors and hidden entranceways. Merely passing within 10 feet of a concealed door allows the half-elf a 1 in 6 chance to notice it. If actively searching, the half-elf's chances improve to a 2 in 6 chance to find secret doors and a 3 in 6 chance to find concealed doors.

Stealth (10): When the half-elf is alone and is not wearing metal armor, he gains a bonus to surprise opponents. The opponent suffers a -4 penalty, a -2 if he must open a door.

Sword Bonus (5): The half-grey gains a +1 bonus to hit with long and short swords.

Grugach Half-Elf

There are few known half-elves of grugach descent. Those that have been seen have been in human societies, and look like a human with very fine hair and pointed ears. They tend to be slightly slimmer than the average human, but not enough to make a fine distinction.

Grugach will have nothing to do with them, and often try to kill them on sight (like everyone else). They have been known to seek out the offending human who brought the child into the world, and kill her. Most half-grugach are quick tempered, but know when to fight, and when to walk away.

They gravitate towards rangers, druids, and fighters, but may be any class. Most are good or

neutral aligned.

Ability Score Adjustments: +1 Strength, -1 Charisma.

Ability		Minimum	Maximum
Strength	5	19	
Dexterity	6	18	
Constitution	6	18	
Intelligence	4	18	
Wisdom	3	18	
Charisma	3	17	

Languages: Same as the half-high elf.

Infravision: 60 feet.

Special Advantages: None.

Special Disadvantages: None.

Additional Experience Cost: None.

Thieving Skills: F/RT: +5, MS: +5, HS: +5, DN: +5, CW: +5, RL: -5.

Aging: Base: 15+1d4, Mid: 50, Old: 75, Ven: 100, Max: 100+5d20.

Level Limits: Fighter: 15, Ranger: U, Mage: 9, Priest: 9, Druid: 15, Thief: 9, Bard: 9.

Animal Empathy (10): The half-grugach elves are attuned with nature just like their elven parent. This means that they have the ranger ability of animal empathy. This power only works on wild woodland animals. It has no effect on domesticated animals. If the half-elf is also a ranger, then he may add +1 to his ability.

Bow Bonus (5): +1 to attack rolls with any bow other than crossbow

Cold Resistance (5): +1 bonus to all saves versus cold- and ice-based attacks, as the half-elf's body is less susceptible to extreme cold temperatures.

Companion (10): The half-elf gains the companionship of a wilderness creature. Consult the table below:

Die Roll	Creature
1	Cat, Elven
2	Cat, Great, Mountain Lion
3	Dog, Elven
4	Eagle
5	Falcon
6	Falcon, Elven*
7	Mammal, Boar, Wild
8	Owl
9	Stag, Elven*
10	DM Choice

* See New Monsters

Health Bonus (5): +1 bonus to the character's Health score; the score can be up to 5 points

higher than the character's Fitness score.

Heat Resistance (5): The half-grugach elf gains +1 to all saves versus fire- and heat-based magic due to his resistance to the elements.

Infravision (10): The half-elf has infravision out to 60'.

Less Sleep (5): The half-elf only needs four hours of sleep to feel rested.

Poison Knowledge (10): The half-elf knows all about naturally occurring poisons. He knows where it is from, how to counter-act it, and how to administer the poison. Assume he has the herbalism proficiency for poisons only.

Resistance (5): 30% resistance to sleep and charm spells.

Set Snares and Pits (10): The half-elf has the set snares proficiency. He may use this for animals and humanoids alike. He may also set pit-traps using the same score as his set snares proficiency.

Speak with Plants (10): The half-grugach elf may speak with plants as a priest of equal level, one time per day.

Spear Bonus (5): The half-grugach gains a +1 bonus to hit with spears.

Stealth (10): When the half-elf is alone and is not wearing metal armor, he gains a bonus to surprise opponents. The opponent suffers a -4 penalty, a -2 if he must open a door.

High Half-Elf

The standard half-elf can be found in the Player's Handbook. This is also the half-high elf. No modifications need to be made.

Bow Bonus (5): +1 to attack rolls with any bow other than crossbow

Cold Resistance (5): +1 bonus to all saves versus cold- and ice-based attacks, as the half-elf's body is less susceptible to extreme cold temperatures.

Companion (10): The half-elf gains the companionship of a wilderness creature. Consult the table below:

Die Roll	Creature
1	Falcon
2	Falcon, Elven*
3	Cat, Great, Mountain Lion (usually a cougar, but may be any type)
4	Cat, Elven
5	Dog, Elven
6	Boar, Wild
7	Stag, Elven*
8	DM Choice

* See New Monsters

Health Bonus (5): +1 bonus to the character's Health score; the score can be up to 5 points higher than the character's Fitness score.

Heat Resistance (5): The half-elf receives a +1 bonus to all fire- and heat-based attacks due to his natural resistance to high temperatures.

Infravision (10): The half-elf has infravision out to 60'.

Less Sleep (5): The half-elf only needs four hours of sleep to feel rested.

Resistance (5): 30% resistance to sleep and charm spells.

Secret Doors (5): Because of their acute senses, half-elves are quick to spot concealed doors and hidden entranceways. Merely passing within 10 feet of a concealed door allows the half-elf a 1 in 6 chance to notice it. If actively searching, the half-elf's chances improve to a 2 in 6 chance to find secret doors and a 3 in 6 chance to find concealed doors.

Stealth (10): When the half-elf is alone and is not wearing metal armor, he gains a bonus to surprise opponents. The opponent suffers a -4 penalty, a -2 if he must open a door.

Sword Bonus (5): The half-high gains a +1 bonus to hit with long and short swords.

Rockseer Half-Elf

The half-rockseer is an anomaly among the half-elves. It is always sterile, and telling males and females apart is not necessary since they have no gender.

They are very pale-skinned, more like a typical elf than a half-elf, and have little to no body hair. Head hair is long, fine, resembling silk. Their eyes are usually pale, almost ice blue, being more common if raised with the elves, and resembling the human parent if raised in human society.

Typical alignment is neutral. The attitude of the half-elf depends largely on the upbringing. If born in a human society, it generally is accepting of all, or hates everyone. If raised with the elves, it generally is not trusting of non-rockseer elves.

They are most often adventurers, since they are not accepted well in society. Most become rangers or mages, but there are still many who are fighters and thieves. Half-rockseer elves who are bards are very rare. There are even fewer clerics, and these have all been raised in human society. The classes available depend on the place of birth: human society - all classes; elven society - fighter, mage, thief, fighter/mage, and fighter/thief.

Ability Score Adjustments: +1 to either Dexterity or Intelligence, and -1 Charisma.

Ability		Minimum	Maximum
Strength	4	18	
Dexterity	6	18	
Constitution	3	18	
Intelligence	7	18	
Wisdom	6	18	
Charisma	3	18	

Languages: Depends on the place of birth. If born in human society, then same as the half-high elf. If born in rockseer community, then rockseer, undercommon, and other languages of the underdark.

Infra-vision: 120 feet.

Special Advantages: 30% resistant to hold spells and web spells. They are also resistant to petrification, gaining +4 on all saves. They are also resistant to spells of the earth, gaining +4 to

all those saves. They may determine direction and depth underground just as a dwarf can.

Special Disadvantages: They suffer -1 to all saves against air spells. Because many people do not react well to those beings who are genderless, they suffer -2 to all reaction adjustments.

Additional Experience Cost: None.

Thieving Skills: F/RT: +5, MS: +5, HS: +5, CW: +10, RL: -5, DM: +5, DI: +5, Br: -10, Tu: +10.

Aging: Base: 16+1d6, Mid: 100, Old: 150, Ven: 200, Max: 200+2d100.

Level Limits: Fighter: 15, Ranger: 12, Mage: U, Priest: 9, Thief: 15, Bard: 12.

Cold Resistance (5): +1 bonus to all saves versus cold- and ice-based attacks, as the half-elf's body is less susceptible to extreme cold temperatures.

Companion (10): The half-elf gains the companionship of a subterranean or wilderness creature. Consult the table below:

Die Roll	Creature
1	Bat, Common
2	Bat, Large
3	Rat, Drow *
4	Rat, Giant
5	Spider, Hairy
6	DM Choice

* See New Monsters

Health Bonus (5): +1 bonus to the character's Health score; the score can be up to 5 points higher than the character's Fitness score.

Infravision (10): 120 feet.

Less Sleep (5): The half-elf only needs four hours of sleep to feel rested.

Meld into Stone (10): All may Meld into Stone 1 times per day.

Mining Detection Abilities (10): They have the determine direction and depth abilities as a dwarf.

Resistance (5): 30% resistance to sleep and charm spells.

Resistance (10): The half-rockseer elf is immune to all elemental earth spells, 25% of the time.

Stealth (10): When the half-elf is alone and is not wearing metal armor, he gains a bonus to surprise opponents. The opponent suffers a -4 penalty, a -2 if he must open a door.

Stone Shape (10): A character of 9th level or higher may Stone Shape once per day

Stone Tell (10): Those of 11th level or higher may employ Stone Tell once per day.

Stone Walk (15): Half-rockseers of 5th or higher level may Stone Walk (walking through stone as if it were air) for a total distance of 50 yards once per day. This distance increases by 50 yards per level beyond 5th. At 10th level they may take 1 additional human-sized creature with him/her, this number increases at the rate of one passenger per level beyond 10th. They intuitively sense distances between passages and caverns separated by walls, so that they always know whether a stone walk can take them to a safe place or whether they might be trapped in solid stone at the end of the walk.

Sword Bonus (5): The half-elf receives a +1 bonus to hit with long swords.

Shadow Half-Elf

The half-shadow elf is a very rare breed. Few leave the safety of their subterranean home, and those that do are not heading out for procreation. Most of these half-elves are the result of war, or a night of passion. The shadow elves do not normally fall for humans.

Half-shadow elves are slightly smaller and slimmer than the average half-elf. Their ears are slightly larger and their flesh is much paler than a human's. Their hair is often white or grey, following a general trend toward albinism from their parent's long subterranean existence.

The half-shadow elf is usually a thief, wizard, or fighter. A rare few are clerics, and even fewer are multi-classed. Those who do multi-class are usually thief/mage or fighter/thief. There are even rumors of cleric/thieves, but those are unconfirmed.

The half-shadow elves tend to have high-pitched voices, with many males being confused for females when judged by their voices alone.

Ability Score Adjustments: +1 Dexterity or +1 Intelligence, and -1 Constitution or -1 Charisma.

Ability		Minimum	Maximum
Strength	3	18	
Dexterity	6	18	
Constitution	3	18	
Intelligence	6	18	
Wisdom	4	18	
Charisma	3	18	

Languages: Shadow elf, drow, common, undercommon, gnoll, orc, hobgoblin.

Infra-vision: 90 feet.

Special Advantages: Half-shadow elves can hear exceptionally well, with a 30% (6) chance to hear noise.

Special Disadvantages: The half-shadow elves are often confused with half-drow. Although they do not look alike, some think that they are the same because they are subterranean elves. This means that they have a -2 reaction adjustment from those who know of their heritage (with non-elves, or the non-informed, which is almost everyone).

Additional Experience Cost: None.

Thieving Skills: PP: +10, DN: +10, DM: +5, Tu: +5, EB: +5.

Ageing: Base: 15+1d6, Mid: 62, Old: 83, Ven: 125, Max: 125+3d20.

Level Limits: Fighter: 15, Ranger: 12, Mage: U, Priest: 15, Druid: 9, Thief: 15, Bard: 15.

Cold Resistance (5): +1 bonus to all saves versus cold- and ice-based attacks, as the half-elf's body is less susceptible to extreme cold temperatures.

Companion (10): The half-elf gains the companionship of a subterranean or wilderness creature. Consult the table below:

Die Roll	Creature
1	Bat, Common
2	Bat, Large
3	Rat, Drow*
4	Rat, Giant
5	Slug, Shadow, Giant*
6	Spider, Shadow, Giant*
7	Roll again
8	DM Choice

* See New Monsters

Health Bonus (5): +1 bonus to the character's Health score; the score can be up to 5 points higher than the character's Fitness score.

Infravision (10): The half-elf has infravision out to 90'.

Less Sleep (5): The half-elf only needs four hours of sleep to feel rested.

Magic Use (10): The half-shadow elf may cast cantrip one time per day.

Resistance (5): 30% resistance to sleep and charm spells.

Secret Doors (5): Because of their acute senses, half-elves are quick to spot concealed doors and hidden entrances. Merely passing within 10 feet of a concealed door allows the half-elf a 1 in 6 chance to notice it. If actively searching, the half-elf's chances improve to a 2 in 6 chance to find secret doors and a 3 in 6 chance to find concealed doors.

Stealth (10): When the half-elf is alone and is not wearing metal armor, he gains a bonus to surprise opponents. The opponent suffers a -4 penalty, a -2 if he must open a door.

Snow Half-Elf

They are the shortest lived of the half-elves, with average lifespans of 60 years (75 being incredibly ancient). They tend to be tall and wiry, but a lot of muscle tone. Half-snow elves have light brown or tan skin, blond hair, and silver to blue eyes.

They are extremely rare, since few humans travel to the arctic just to meet snow elves. Many of the snow elven parents are male, with the female traveling home to give birth. There are few, if any, half-snow elves in the arctic communities.

Typically, they are druids, fighters, rangers, or mages. There are more female mages than male, and the reverse hold true for the other classes. Those who are mages tend to be Cryomancers, Ecomancers, or Aquamancers. Pyromancers are almost unheard of.

Ability Score Adjustments: +1 Dexterity or Constitution, and -1 Charisma.

Ability		Minimum	Maximum
Strength	3	18	
Dexterity	5	18	
Constitution	5	18	
Intelligence	5	18	
Wisdom	6	18	

Languages: Same as the half-high elf.

Infravision: 60 feet.

Special Advantages: +1 to all saves versus cold attacks.

Special Disadvantages: Dislike the drow and half-drow to the point that they suffer a -2 reaction adjustment with them.

Additional Experience Cost: None.

Thieving Skills: PP: -5, OL: -5, F/RT: +5, MS: +5, HS: +5, CW: +10, DI: +5, Br: -5.

Aging: Base: 13+1d6, Mid: 30, Old: 45, Ven: 60, Max: 60+2d20.

Level Limits: Fighter: 14, Ranger: 16, Mage: 16, Priest: 15, Druid: U, Thief: 15, Bard: 15.

Cold Resistance (5/10): +1 bonus to all saves versus cold- and ice-based attacks, as the half-elf's body is less susceptible to extreme cold temperatures. For 10 points the bonus is +2.

Companion (10): The half-elf gains the companionship of wilderness creature. Consult the table below:

Die Roll	Creature
1	Bear, Black (it is usually a white bear with the same stats)
2	Cat, Great, Leopard (Snow, same stats as a leopard)
3	Mammal, Wolverine
4	Mammal, Goat
5	Mammal, Porcupine, Black
6	Mammal, Porcupine, Brown
7	Roll again
8	DM Choice

Health Bonus (5): +1 bonus to the character's Health score; the score can be up to 5 points higher than the character's Fitness score.

Infravision (10): The half-elf has infravision out to 60'.

Javelin Bonus (5): +1 to hit with javelins.

Less Sleep (5): The half-elf only needs four hours of sleep to feel rested.

Resistance (5): 30% resistance to sleep and charm spells.

Secret Doors (5): Because of their acute senses, half-elves are quick to spot concealed doors and hidden entranceways. Merely passing within 10 feet of a concealed door allows the half-elf a 1 in 6 chance to notice it. If actively searching, the half-elf's chances improve to a 2 in 6 chance to find secret doors and a 3 in 6 chance to find concealed doors.

Set Traps (10): They begin play with the set snares proficiency. They also begin play with Find (not remove) Traps as a thief of equal level.

Spear Bonus (5): The half-snow gains a +1 bonus to hit with spears.

Stealth (10): When the half-elf is alone and is not wearing metal armor, he gains a bonus to surprise opponents. The opponent suffers a -4 penalty, a -2 if he must open a door.

Sylvan Half-Elf

The half-sylvan is a rare breed. Sylvan elves are not known for accepting humans near their camps, let alone near enough to produce offspring. Most of these children are the result of rape. Many humans don't understand the sylvan elf desire to avoid contact with other races, and some have taken the sylvan elf warnings as threats, and attacked.

The half-sylvan elf is about the same skin tone as a human. In fact, it usually matches the human parent, although it can be slightly lighter. Their eyes are often hazel, brown, or green. Blue eyes are rare (about 1 in 1000). Hair color is typically brown, sometimes black. Very few will have blonde.

The half-sylvan elf is usually a ranger or druid, due to their connection with wildlife. Some even retain their elven ability to befriend the animals. The half-sylvan is typically stronger than other half-elves. If the elf is a product of warfare, he tends to be hateful towards humans, who have shown their disregard for life and wanton destruction.

Ability Score Adjustments: +1 Strength or +1 Dexterity, and -1 Constitution or -1 Charisma.

Ability		Minimum	Maximum
Strength	4	18	
Dexterity	4	18	
Constitution	5	18	
Intelligence	7	18	
Wisdom	3	18	
Charisma	5	17	

Languages: Common, woodland creatures, usually not sylvan elf unless raised in a sylvan elf community. In this case, the half elf does not learn common.

Infravision: 60 feet.

Special Advantages: The half-sylvan elves are attuned with nature just like their elven parent. This means that they have the ranger ability of animal empathy. This power only works on wild woodland animals. It has no effect on domesticated animals.

Special Disadvantages: These half-elves are more attuned to nature than civilization. This means that they do not usually have the half- elven ability to detect secret doors. Also, any half-sylvan elf suffers a reaction adjustment of -2 when dealing with either humans or elves. The penalty applies to humans if the half-elf was raised by elves, and to elves if raised by humans.

Additional Experience Cost: None.

Thieving Skills: MS: +5, HS: +5, RL: -5, DM: -5, DI: -5, Tu: +5.

Aging: Base: 13+1d4, Mid: 50, Old: 75, Ven: 100, Max: 100+3d20.

Level Limits: Fighter: 15, Ranger: U, Mage: 12, Priest: 9, Druid: 15, Thief: 9, Bard: 9.

Animal Empathy (10): The half-sylvan elves are attuned with nature just like their elven parent. This means that they have the ranger ability of animal empathy. This power only works on wild woodland animals. It has no effect on domesticated animals. If the half-elf is also a ranger, then he may add +1 to his ability.

Bow Bonus (5): +1 to attack rolls with any bow other than crossbow

Cold Resistance (5): +1 bonus to all saves versus cold- and ice-based attacks, as the half-elf's body is less susceptible to extreme cold temperatures.

Companion (10): The half-elf gains the companionship of wilderness creature. Consult the table below:

Die Roll	Creature
1	Cat, Elven
2	Cat, Great, Mountain Lion
3	Dog, Elven
4	Eagle
5	Falcon
6	Falcon, Elven*
7	Mammal, Boar, Wild
8	Owl
9	Stag, Elven*
10	DM Choice

* See New Monsters

Health Bonus (5): +1 bonus to the character's Health score; the score can be up to 5 points higher than the character's Fitness score.

Heat Resistance (5): The half-sylvan elf gains +1 to all saves versus fire- and heat-based magic due to his resistance to the elements.

Infravision (10): The half-elf has infravision out to 60'.

Less Sleep (5): The half-elf only needs four hours of sleep to feel rested.

Resistance (5): 30% resistance to sleep and charm spells.

Speak with Plants (10): The half-sylvan elf may speak with plants as a priest of equal level, one time per day.

Spear Bonus (5): The half-sylvan gains a +1 bonus to hit with spears.

Stealth (10): When the half-elf is alone and is not wearing metal armor, he gains a bonus to surprise opponents. The opponent suffers a -4 penalty, a -2 if he must open a door.

Valley Half-Elf

Another rare breed, the half-valley elves. They are roughly the same size as humans. Most have rounded ears (but still more pointed than a human's). In most societies, they can pass for human without too many problems. They are only born in human societies.

The half-valley elves tend to pay close attention to their surroundings, almost looking paranoid at times.

They make great soldiers, and as such, are most often fighters. They may be any class however. They also tend to be neutral in alignment, but that is not a requirement.

Ability Score Adjustments: None.

Ability	Minimum	Maximum
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Strength	3	18
Dexterity	3	18
Constitution	3	18
Intelligence	8	18
Wisdom	3	18
Charisma	3	18

Languages: Same as the half-high elf.

Infravision: 60 feet.

Special Advantages: They all begin play with Riding, Land-Based (Horse).

Special Disadvantages: None.

Additional Experience Cost: None.

Thieving Skills: F/RT: +5, MS: +5, HS: +5, DM: +5, DI: +5, Br: +5, Tu: -5.

Aging: Base: 16+1d6, Mid: 50, Old: 75, Ven: 100, Max: 100+3d20.

Level Limits: Fighter: 14, Ranger: 15, Mage: U, Priest: 14, Druid: 9, Thief: 12, Bard: U.

Bow Bonus (5): +1 to attack rolls with any bow other than crossbow

Cold Resistance (5): +1 bonus to all saves versus cold- and ice-based attacks, as the half-elf's body is less susceptible to extreme cold temperatures.

Companion (10): The half-elf gains the companionship of a wilderness creature. Consult the table below:

Die Roll	Creature
1	Cat, Elven
2	Dog, Elven
3	Horse, Light riding
4	Falcon
5	Falcon, Elven*
6	DM Choice

* See New Monsters

Health Bonus (5): +1 bonus to the character's Health score; the score can be up to 5 points higher than the character's Fitness score.

Heat Resistance (5): The half-valley elf gains +1 to all saves versus fire- and heat-based magic due to his resistance to the elements.

Infravision (10): The half-elf has infravision out to 60'.

Learn Spells Bonus (10): The half-valley elf may add +5% to his Learn Spells percentage.

Less Sleep (5): The half-elf only needs four hours of sleep to feel rested.

Magic Use (10): The half-valley elf may cast cantrip one time per day.

Resistance (5): 30% resistance to sleep and charm spells.

Secret Doors (5): Because of their acute senses, half-elves are quick to spot concealed doors and hidden entranceways. Merely passing within 10 feet of a concealed door allows the half-elf a 1 in 6 chance to notice it. If actively searching, the half-elf's chances improve to a 2 in 6 chance to find secret doors and a 3 in 6 chance to find concealed doors.

Stealth (10): When the half-elf is alone and is not wearing metal armor, he gains a bonus to

surprise opponents. The opponent suffers a -4 penalty, a -2 if he must open a door.

Sword Bonus (5): The half-valley gains a +1 bonus to hit with long and short swords.

Half-Elf Society

Most half-elves are raised by their human parents. In fact, some of the subraces cannot survive with their elven parents (the drow are a prime example). The breakdown is roughly 40% are raised by humans, 15% by elves, 25% by both, and 20% are solitary. Less than 1% live in half-elven communities. These communities tend to be small, averaging 100-1000 members. They tend to work together, feeling that they cannot trust anyone except other half-elves. Some of these communities accept other half-breeds, such as half-orc, half-ogres, half-dwarves, and the rare half-dragon. Although they are welcome, they are rarely given positions of authority. Although the types of societies are varied, there are a few common ones.

Council: These half-elves choose or appoint a council elder or members to make the important decisions of their lives. Council leaders are usually older and wiser than the rest of the community. These societies tend to be Good or Neutral in alignment.

Outlaw: This type of society is composed of outlaws. They can be either true criminals or accused criminals. Either way, they do not trust one another. They are together for the protection of a large group and that is it. A few rare ones actually try to impose order. These communities are often Neutral to Evil.

Gypsy: This is rather common among half-elves. They feel a kinship with one another and enjoy interacting with the rest of the world. Some feel this is the only way to be accepted. These communities can be of any alignment, but tend to be Neutral.

Confederacy: This society is confusing for most non-half-breeds. These half-elves try to represent each of the subraces with a council that has members of each subrace present. Sometimes this seems to be the best type, except each council member gets one vote for every half-elf of the same stock. This can cause problems with the races that are not represented well.

Theocracy: There are some societies that feel that their god will carry them through tough times. A common example are priests of Beleghir. They form strong societies that care about, not only themselves, but the other races that live near them.

Militocracy: Some half-elves feel that mercenary is the way to go. These societies train all their members on fighting techniques. This is often with weapons, but can include magic use as well. Their leader is often a mid to high level warrior or warrior/mage.

This list is far from complete, and there are examples of magiocracies, autocracies, and even feudalism. Of course, the type of society will depend largely on the dominant subrace.

Half-Elf PC Kits

Assassin II

Description: The assassin is a hired killer. Their targets are figures of importance, but sometimes they choose a lesser target to keep their skills sharp. This particular type of assassin does not use poisons. Instead, he prefers to kill with his weapons. Usually this is done at a distance, but can also be done up close.

Requirements: Assassins may not be Lawful Good, and those who are Chaotic Good or Neutral Good would be very rare. The Lawful Neutral assassins would probably work for the government. All assassins must have a minimum 14 Dexterity and a minimum of 13 Intelligence.

Weapon proficiencies: The assassin must choose one weapon to be specialized in. This costs no character points either for the option to specialize, nor the actual specialization. He may become a master at the same level he would be allowed to specialize. This weapon must be unusual, and can be one of the character's own design (with the DM's approval).

Recommended nonweapon proficiencies: Bonus: Disguise, Local History, Required: Alertness, Observation, Recommended: Tightrope Walking, Tumbling, Tailor/Seamstress, Forgery, Animal Training, Dancing, Etiquette, Modern Languages, Rope Use, Herbalism, Read/Write, Religion, Spellcraft, Blind-Fighting, Cryptography, Jumping, Reading Lips, Ventriloquism, and Tracking.

Equipment: Most assassins travel light, carrying only what they need. They usually have a safe house where they store everything else they own. There is a list of assassin style weapons in the equipment chapter.

Recommended traits: Alertness, Ambidexterity, Glibness, Precise Memory, Impersonation, Allure, Lucky.

Benefits: He may move silently and hide in shadows as a ranger of equal level. If this character is already a thief, then he may add +10% to both skills. The assassin also has the backstab ability equal to a thief 2 levels lower. If already a thief, then he may add +2 to his THAC0 when backstabbing (this will increase his bonus to +6). Although the assassin does not have to belong to a guild, it is usually recommended. Most guilds will "offer" a position within. Those who decline the offer are usually not given a second chance, they become the next target. The guild usually provides equipment based on the mission, and sometimes financial support as well.

Hindrances: Being an assassin is a hindrance in and of itself. If someone finds out your true profession, the sentence is usually death. All those who know of the assassin's true profession, usually look down on him. This translates into a -4 reaction adjustment. The same guild that the assassin belongs to is also a hindrance. He cannot go against the wishes of the guild without serious consequences.

Wealth: The assassin begins play with an additional 150% starting wealth to outfit himself. From that point, he may charge whatever he feels he can get for his services.

Bowslinger

Description: A bowslinger is a half elven archer. The bowslinger sees archery as not only an art but also as a science. Extremely proud of their skill, they practice methodically to maintain and expand their skills. Bowslingers are adept at the bow and know it. They take great pleasure in teaching those not as good as them. They are polite when they win a competition. They will buy the loser a drink and point out why he lost. Secretly, bowslingers thoroughly enjoy besting an elf. Bowslingers are extremely proud when it comes to archery. They feel that they must be the best archer of any area they visit. Archery contests are frequent when a bowslinger visits a town or village for the first time. Opponents he has beaten are offered lessons. A bowslinger feels compelled to teach the opponent while he is staying in that particular village.

Requirements: Bowslingers must have a minimum 14 in Dexterity/Aim and 14 Wisdom/Intuition. This kit is barred to wizards and clerics (but some specialty priests may be allowed at the DM's option).

Weapon proficiencies: The bowslinger begins play with proficiency in any type of bow.

Recommended nonweapon proficiencies: Bonus: Bowyer/Fletcher, Required: Crowd working, Recommended: Local History, Land-Based Riding, Etiquette, Gaming, Modern Languages, Throwing, and Hunting.

Equipment: Bow of choice. Bowslingers also used quivers that are larger and allow for extra arrows to be carried. Bowslinger usually carry a dagger and sometimes a shortsword. Bow tabs and bracers to protect hands and arms from the drawn bowstring are usually carried. Plus any other items that might prove beneficial. Bowslingers dress in well made clothes of local manufacture. Clothes are of earthen colors. Bowslingers usually wear hooded cloaks. Quivers are worn on the back on the outside of these. They rarely wear armor except when out adventuring. Even then most prefer to go without it and depend on their own agility or magical defense (Bracers of Protection). Fletchings are usually of brilliant plumage. Essentially, bowslingers "scream" that they are archers. They make little effort to hide their nature upon entering a settlement.

Recommended traits: Ambidexterity and Keen Eyesight

Benefits: Bowslingers are expert shots. In combat, they are mechanical. They may choose to forgo this each round, and instead add +1 to hit and damage for each arrow they lessen their rate fire by. So, if the bowslinger has 3 shots per round, he may instead fire only two, but they will both be at +1 to hit and damage. Should he only fire 1, then it is at +2 to hit and damage. In combat situations, Bowslingers rarely use trick shots. However, should they, they must go with a 1/1 ROF, they may add their bonus to hit from reduced rate of fire to this shot.. Bowslingers gain the ability to detect magic bows or arrows. They start with a 20% chance which increases by 5% per level of experience. Enchanted bows are discovered by touch and close examination. Arrows are also but a DM might wish to have the Bowslinger lay it across his bows and notch it up. Draw it back a bit "to feel it out". Detecting magical bows and arrows takes 1d4 rounds of examination. A Bowslinger can observe another archer and estimate his or her level. If a Bowslinger spends at least 3 rounds observing another archer, he can deduce whether the archer is of a higher or lower level than he. Bowslingers are able to estimate distances with little room for error. Base chance of 50% with an additional 10% per XP level.

Hindrances: Bowslingers disapprove of other melee weapons. They would rather shoot their bows at point blank range (within 30 feet). If pressed, they will use a short sword. Bowslingers

do not have any prejudices against daggers. In fact, it is their preferred weapon besides the bow. But they would prefer to feel the grip of the bow than put it down to take the dagger in hand. They may not be proficient in any melee weapon other than daggers, short swords, and quarterstaves. They may learn any ranged weapon however. Bowslingers view the bow as a science as well as an art. They tend to think out their shots. Any Trick Shot or rapid series of shots require time to think out the shot. In shots that use a ROF of 1/1 they apply a -3 penalty to their initiative (one phase if using Combat and Tactics) unless using an ambush tactic. A Bowslinger is so sure of his own ability that he will not use enchanted arrows in competition or exhibition. He will not compete against anyone that wishes to do so. In fact, he will feel insulted by anyone that wishes to pursue the use of enchanted bows and/or arrows. In combat it is a different matter.

Wealth: Standard

Harber

Description: Harbers are half elven merchants. Feeling out of place in both human and elven they choose the path of the traveling merchant. They use their knowledge of both of their parental bloodlines to deal commercially with both humans and elves. Harbers use their understanding of the two races to venture into human or elven lands and procure goods to sell to the other race. Besides drawing on their mixed heritage for commercial reasons, harbers are often called upon as advisors and negotiators to handle matters concerning the one half of their heritage. Harbers can usually be found in frontier areas near and around elven lands. However, many feel compelled to venture out past the lands to seek distant elven and human lands. They provide a lucrative role to fill the needs and wants of a community concerning extra racial goods. Most harbers tend to look upon the merchant life as very adventure related. To them, bringing in a foreign and exotic product to market is the goal to any mission. To be known as the only person that has a particular product is a thrill. Harbers like to live flamboyant lives. They are fond of good food and clothes. They enjoy fast horses and even faster women (or men). Harbers usually have a lady (man) in every port. They are at home in either the opulent homes of the social elite or the most rough and tumble portside tavern.

Requirements: All harbers must have a minimum 15 Wisdom/Intuition and a minimum of 14 Charisma/Leadership. They tend to be neutral in one aspect (like bards), but they may be of any alignment. This kit is open to all classes but chosen mostly by fighters and rogues.

Weapon proficiencies: Harbers can be found with a variety of weapons. Harbers are restricted to one-handed weapons and bows.

Recommended nonweapon proficiencies: Bonus: Local History, Appraising; Required: Etiquette, Heraldry; Recommended: Animal Handling, Boat Piloting, Modern Languages, Orienteering, Riding Land-Based, Seamanship, Weather Knowledge, Ancient History, Read/Write, and Religion

Equipment: Harbers use whatever they feel is necessary depending on whether they are selling or on a political mission. They stay within the restrictions of their class. They can usually be found wearing rugged, but fine clothing from many different cultures.

Recommended traits: Allure, Alertness, Empathy, Glibness, Internal Compass, Obscure

Knowledge, and Precise Memory

Benefits: Harbers add +2 to all appraising checks. They are able to mix freely with either humans or elves that are known to them. New elves or humans are befriended with a Charisma/Leadership check with a +1 bonus for every 3 levels of the harber. Harbers are allowed multiple checks in case of failure, however each new check is penalized by a cumulative -1. Harbers gain three free Character Points (1 non-weapon proficiency) every time they gain a new level. These points may only be used to gain non-weapon proficiencies. This is addition to normal non-weapon proficiency slot given for advancement. Due to their mixed blood, harbers have easier contacts with forest races. They also socialize easier with other demihumans. Dwarves in particular, find them easier to deal with than "those frivolous elves". A harber's crew (people accompanying him on journey) have great faith in their employer. Take befriend check number (average Intelligence, Wisdom, and Charisma) and modify it by +1 for every 3 levels to check for loyalty in mutiny situations.

Hindrances: Harbers never stay put in one area long. They feel compelled to offer a fair price for goods (no less than 20% of appraised value). In turn they will not sell any of their wares for more than 50% of what it is worth. They also feel compelled to pay their hired help (sailors, escorts, mercenaries, brokers, teamsters, etc.) more than the going rate; 20-30%. These increased wage is usually given as bonuses at the end of a journey. If a Harber consecutively fails his befriend checks (see Benefits) he will eventually give up. His attempts of friendship will be seen as phony. The people he is trying to befriend will look upon him as unsavory and he will never be able to gain their trust. This happens whenever his modified check reaches 0. If this should happen a number of times equal to his Charisma score, then he forever loses any benefits of this kit. Humanoids see the harbers as elven. Gaining their trust and cooperation is extremely difficult. All friendship checks are penalized according to humanoid type and their particular history with elves and humans. Humanoids that are traditionally hostile to elves will be modified the greatest. Gifts and offerings may lessen the penalty. Penalty should vary between -2 for distrustful, -4 for uneasy peace, -6 on the verge of war or just finished a war, -7 down right hatred.

Wealth: All harbers begin play with an additional 3d100gp to reflect the money they have accumulated.

Naturalist

Description: The naturalist believes in using nature as it was designed to be used. Every part of an animal or plant has its use, and the naturalist uses it. The waste is minimal. They also do what they can to keep nature in balance, although the reasons vary from alignment to alignment.

Requirements: The naturalist must have a minimum Wisdom/Intuition of 13. Although they can be of any alignment, there are very few of evil alignment. Any class may be a naturalist and all the subraces qualify.

Weapon proficiencies: The naturalist uses mostly bows and spears, but may use any weapon.

Recommended nonweapon proficiencies: Agriculture, animal handling, animal training, fire-building, fishing, riding, swimming, weather knowledge (weather sense), endurance, tracking, hunting, set snares, survival.

Equipment: They tend to have crude looking equipment, made out of parts of various animals. It is still very sturdy, and can take the same punishment as any other equipment. They are restricted to natural armors, just like druids.

Recommended traits: Animal empathy, climate sense, internal compass

Benefits: The naturalist begins play with the herbalism and animal lore proficiencies at no cost. They also begin play with survival in any one environment.

Hindrances: Most naturalists dislike those who destroy nature. Even the evil ones take offense. They are often seen as terrorists, and suffer a -2 to all reaction rolls from those who know their profession. They also have a difficult time in civilization, and suffer a -2 penalty when in cities (note this is cumulative with the previous penalty).

Wealth: They begin play with half the wealth of their class, but may choose equipment that can be easily made in the wild (bags, sacks, backpacks, rope, etc.).

Peacemaker

Description: The peacemaker is a half-elf who is in touch with both his human and elven heritage. He wants to help unite both societies and bring a stronger, greater nation to life. He has seen the benefits of both races within himself, and feel that he is the epitome of the future.

Requirements: He must be of any good alignment or LN. Charisma/Leadership 14, Wisdom/Intuition 13. Although this kit is open to all classes, it is favored by priests. This is barred to the half-drow.

Weapon proficiencies: The peacemaker is not a pacifist, however, most choose weapons that are not devastating. It would be rare to see one with a two-handed sword or an arquebus. Most choose small, light weight weapons that are easily recognized as such, but are usually allowed in society such as daggers, short swords, and quarterstaves. They must choose at least one weapon that is non-lethal such as the net, whip, or mancatcher. Optionally, he may specialize in non-lethal combat techniques.

Recommended nonweapon proficiencies: Bonus: Modern Languages (elven, common), and diplomacy. Required: persuasion, etiquette. Recommended: Heraldry, Modern Languages, Ancient History, Local History, Read/Write, Religion, Riding Land-Based.

Equipment: the peacemaker is free to have any equipment necessary to his mission or class. He would want to shy away from illegal equipment, but sometimes even these are necessary for the mission.

Recommended traits: Allure, Empathy, Glibness, Obscure Knowledge, Precise Memory.

Benefits: The peacemaker has a new spell called Charm Elf or Human (see new Spells). He may cast this spell one time per week for every 5 levels he possess (for multi-classed characters consider only the highest level). When he encounters those who also seek peace and harmony, as well as most law enforcement personnel (the non-corrupt ones), he has a reaction adjustment of +2. Whenever the peacemaker is actively part of a mission of piece, he gains +5% experience points for the mission.

Hindrances: With those who promote war, he has a reaction adjustment of -2, and with Purists, he has an additional -3 (-5 total). Against humans and elves, most peacemakers choose not to use lethal force, preferring instead to avoid confrontation. Should he ever kill an elf or

human he receives experience if he could of avoided it, and receives only half if he had no choice, due to guilt.

Wealth: Standard for the class.

Purist

Description: The purist despises the fact that he is a half-elf. In fact, one of his goals is to separate all the half-elves into there separate races. He strives to prevent the humans and elves from even meeting each other. The purist goes out of his way to keep the elf- human relations from getting any better. Many are members of militia style units who go out of their way to destroy elven and human societies.

Requirements: All purists must have a minimum 12 Intelligence and a minimum Wisdom/Willpower of 15 since he is in constant struggle to retain is identity. Most are Chaotic Neutral, but they can be of any alignment.

Weapon proficiencies: They prefer slashing weapons, with half their weapons being slashing. They also may select any ranged weapon with the same restrictions as his class.

Recommended nonweapon proficiencies: Bonus: Modern Languages (Elven and Common), Local History, Required: Read/Write (Elven or Common), Heraldry, Recommended: Disguise, Forgery, Engineering, Fire-Building, Modern Languages, Riding Land-Based, Rope Use, and Cryptography.

Equipment: The purist prefers whatever weapon is handy at the moment. They tend to choose their weapon based on their primary personality (elves choose long or short swords and bows, while humans choose the most common weapons in the area).

Recommended traits: Alertness, Fast Healer, Obscure Knowledge.

Benefits: The purist is able to cast spells from the school of Speciation (detailed in the New Spell section). Those who are mages are considered specialists, and those who are not, may still cast the spells as a bard of 2 levels lower, but may only cast Speciation spells. At the time of creation, the DM rolls percentile dice, with an equal chance for elf or human. This is the dominant side of the purist. He favors that particular race, but only to the extent that he won't overtly attack members of that race, unless necessary. Each time he wakes up, or is in a very stressful situation, there is a chance that he changes to the other personality. He must make a Wisdom/Willpower check. If fails, then there is a 75% chance that he favors his primary personality, otherwise, he changes to the other side (often a darker side since it doesn't like being ignored). Because he is striving to purify the races, he is resistant to lycanthropy and other shape changing magic. If infected with lycanthropy, he has a percentage chance equal to his Wisdom/Willpower + his level to avoid the affect. For shape-changing magic, he may add his Wisdom bonus and +2 to his saving throw.

Hindrances: He is usually very rude towards elves, humans, and half-elves. The primary race for the character suffers a -2 reaction adjustment, the other race suffers -2. All half-elves who are not Purists suffer a -3, and Peacemakers suffer -5.

Wealth: They begin play with the standard amount available for his class.

Searcher

Description: The searcher is always looking for something. Quite often he is an orphan who wants to know more about his parents and their lives. He can be found moving from elven to human society always getting more information. He is usually less concerned with the outside world, unless it affects his search for the truth.

Requirements: Searchers are very smart, learning things quickly. They must have a minimum 13 in Intelligence. Although there are no alignment restrictions, this kit is favored by those of chaotic alignments, and rarely chosen by those who are evil. Weapon proficiencies: They are limited to size M weapons, but may choose long bows and staves as well.

Recommended nonweapon proficiencies: Bonus: Read/Write, Information Gathering, Required: Heraldry (specialized in elven and human houses), Local History, Recommended: Etiquette, Heraldry, Modern Languages, Riding Land-Based, Ancient History, Ancient Languages, Religion, and Cryptography.

Equipment: Searchers are not limited in their choice of equipment, however most choose to travel light. They favor light armor and weapons, but can choose almost any.

Recommended traits: Allure, Glibness, Obscure Knowledge, Precise Memory.

Benefits: Because they spend a lot of time looking for answers, all searchers have the bard's Legend Lore ability. If the Searcher is also a bard, then he may add +1 to his check. Because he spends a lot of time doing research, he may add +1 to any Intelligence check (this includes proficiencies).

Hindrances: Searchers are very concerned with getting the truth. Sometimes in their quest however, they forget that people lie. They are very trusting, and as such suffer a -1 penalty to Wisdom.

Wealth: Standard for his class.

Wanderer

Description: The wanderer feels uncomfortable staying in one place for too long. It may be because he feels like a freak or may feel the urge of his elven side pulling him out of society. Whatever the reason, he does not stay anywhere for too long. Many double as wilderness guides or navigators on ships that are at sea for a short time.

Requirements: Although, not required to be a member of any particular class, most end up being bards. All wanderers have a minimum Strength/Stamina 12 and Constitution/Fitness 13. They may be any Neutral alignment.

Weapon proficiencies: They limit themselves to size M or smaller weapons. He may also use whips and short bows. Priests may choose hand ax, machete, and other woodsman weapons since they are needed in the wild

Recommended nonweapon proficiencies: Bonus: Endurance, Local History, Required: Survival, Recommended: Animal Handling, Animal Training, Boat Piloting, Cobbling, Fire-Building, Fishing, Modern Languages, Navigation, Orienteering, Running, Rope Use, Seamanship, Weather Knowledge, Set Snares, Animal Lore, Hunting, and Herbalism.

Equipment: The wanderer spends quite a bit of time on the road. As such, they prefer light

equipment, and very little of it. They are limited to chain mail or lighter armor, most preferring studded leather. They also cannot be more than moderately encumbered or their MV drops to normal with all the penalties applied (i.e., moderate encumbrance would provide a MV 6 rather than 8). Many wanderers invest in mounts, since they tend to do a lot of walking with a lot of weight.

Recommended traits: Alertness, Animal Empathy, Climate Sense, Internal Compass

Benefits: The wanderer spends quite a bit of time walking places. He has built up quite a pace doing this, and can maintain a movement rate of 15 instead of his normal 12. Whenever he encounters others who are wandering (pilgrimages, other wanderers, rangers, etc.), they never react in a hostile manner. In fact they receive a +2 bonus to reaction checks. Wanderers gain followers as rangers do, using the same table. Wanderers also gain a +1 bonus to the following nonweapon proficiencies: riding land-based, animal handling, animal training, and herbalism. He does not gain those proficiencies, but should he choose them, he gets the +1 bonus.

Hindrances: He can only spend a short amount of time in cities and towns. He can spend one day per point of Wisdom/Willpower in town. After that, he must make a Wisdom/Willpower check to see if he can stay. There is a -1 cumulative chance for every day after the check is made. If he fails, he must pack up his stuff and be heading out by the next day. Wanderers cannot own more than they can carry. They can store excess on their mount(s), but anything given to party members to "hold on to" becomes the possession of the one who holds it. Wanderers have a phrase "Possession is 9/10ths the law." Many wanderers are claustrophobic. Although it is not a required hindrance, it is recommended that they choose it.

Wealth: Wanderers must spend all their starting funds. Whatever they do not use, they lose. They may retain up to 3gp for expenses.

New Equipment

Assassin's Gloves

These gloves are made of a supple leather with a small pouch in the wrist. This pouch is often filled with a small amount of poison that is injected through a very small needle in the palm of the glove. Since the victim almost always feels the prick, the assassin may want to either be alone, or have a very quick way out. Each glove is easily refilled, but only holds one dose. These go for a minimum of 50gp for each pair, yet they are very hard to find even at that price.

Half-Elven Chain

Half-elven chain mail is only slightly lighter than standard chain (25). It costs about 100gp. Half-Elven Studded Leather This armor is a little better than the studded leather armor found in most societies. The studs are made of a steal/elven steel alloy that is rather strong and light. It weighs as much as leather armor and provides an AC of 6. If you use Damage Points, it has 20. Average cost is 30gp.

Snipers' Crossbow

This is a modified light crossbow, with an increase in size to the limbs and body. The

elongation of the limbs gives a larger amount of momentum to the bolt when it is released. Range is double that of a normal crossbow. There are special hinges and latches that allow the limbs to be folded into the body for a quick concealing job. However, every time it is fired roll 1d6, these hinges will break on a 6 and the crossbow will become useless. Another option some wealthy assassins use is to attach a spyglass to the side of the crossbow to be used as a scope. This cripples the folding ability unless more special additions are made. Due to all these modifications, it has to use specially made quarrels, called kill-quarrels. The base cost for this is 300 GP, with the spyglass costing 1000 more plus 100 to mount and another 100 to re-enable the folding option.

Tankana

This weapon is very deadly having a blade that some say exists in two dimensions. It is so sharp, it can cut through some of the hardest materials (save versus crushing blow at -2). It is a blade roughly 3 feet long. The handle is large enough for two hands, although it is usually wielded with but one. If any non-skywalker has one in his possession, it is recommended that he return it to its owner or the church.

Weapon	Type	Size	Damage		Knockdown	Speed
			S/M	L		
Snipers' Crossbow		P	M	1d8	1d10	d8 AV(7)
Tankana (one handed)	S	M	1d10	2d6	d8	FS(4)
Tankana (two handed)	S	M	2d6	2d6+2	d10	AV(6)

New Spells: School of Speciation

Level 1	Level 2	Level 3	Level 4
Enlarge	Discern Sire	Monster Summoning I	Charm Monster
Enhance Trait	Past Life	Selective Sterility	Degenerate Breed
Find Familiar		Teratism I	Locate Creature
Mount		Unbridle the Wild Beast	Monster Summoning II
			Polymorph Other
			Polymorph Self
Level 5	Level 6	Level 7	
Animal Growth	Appearance Selection	Monster Summoning V	
Mold Offspring	Conjure Animals	Teratism III	
Monster Summoning III	Monster Summoning IV	Lusus Naturae	
Teratism II			
Level 8	Level 9		
Final Purity	Monster Summoning VII		
Monster Summoning VI			
Polymorph any Object			

The school of Speciation focuses on life specific magic. Speciation directly affects the way living creatures interact with each other. It can cause physical changes in creatures, emotional changes, and even mental changes. It draws its power from several schools, most notably Alteration. Because of this, Specists (known as purists from this point), cannot use Abjuration spells. They are also forbidden to learn Illusion/Phantasm magics since those only create the appearance of change, while they focus on actually changing creatures. The school of speciation is available only to the Purist. Superficially, it resembles the spells of the Merlane (see Dragon 238) and even includes some of those spells, but by the nature of the Purist it is totally different. The goal of these spells is to eliminate half-elves and other crossbreeds so that only the pure races will survive. To this end, some of the Merlane spells are modified:

Enhance Trait: this is used to give the half-elf the semblance of being either a full-blooded elf or human.

Discern Sire: functions as normal.

Unbridle the Wild Beast: functions as normal.

Teratism (I, II, & III): Used in two ways- to alter the half-elf to be permanently more like one race or to reverse the "meddling" of a Merlane.

Degenerate Breed: functions as normal.

Lusus Naturae: This one is almost never used.

Appearance Selection (Alteration, Necromantic)

6th level

Range: Touch

Components: V, S, M

Duration: Special

Casting Time: 3 turns

Area of Effect: one creature

Saving Throw: None

The same purist elves who invented selective sterility are equally behind appearance selection. This is step two in their war against impurity, of which selective sterility is step one. This spell has also passed into human hands. In the event that selective sterility fails, or was never cast, appearance selection can alter permanently the appearance of an unborn child according to the caster's wishes. However, the choices are limited. The caster can choose for the child to resemble either the race of the mother or the father. What this spell is essentially doing is drawing on a single race for the entire appearance, instead of both. As a result, a) the child will bear an extreme resemblance to the chosen parent, and b) this spell cannot be cast two generations in a row, as the traits forced into latency by the spell will inevitably emerge in the next generation. In a way, this spell is more a delay than a permanent solution. This spell can only be cast by the will of the child's mother, since it is cast through contact with the mother through to the child. Once cast, however, the child will be born with permanent features of the chosen race. However, these will begin to fade later in life, and another appearance selection spell cannot

reverse this effect (though perhaps a wish could). A dispel magic cast by a spellcaster of higher level than the original one, however, can force the latent traits out of latency and cause a sudden and bizarre change. This spell only effects the appearance of the half-elf. He gains no special abilities such as longevity (as an elf) or the ability to advance unlimitedly as a human. The material component is fire agate gem wrapped in leaves from the lovage plant.

Charm Elf (Enchantment/Charm)

Level: 3

Range: 60 yards

Component: V, S

Duration: special

Casting Time: 2

Area of Effect: one elf or human

Saving Throw: Negates

This spell affects any single elf it is cast upon. The term elf includes any elves or half-elves. The elf receives a saving throw vs. spell to avoid the effect, with any adjustment due to Wisdom (see Table 5). If the elf receives damage from the caster's group in the same round the charm is cast, an additional bonus of +1 per hit point of damage received is added to the victim's saving throw. Note that elves receive a penalty to their resistance to charms equal -5% per level of the caster. If the spell recipient fails his saving throw, he regards the caster as a trusted friend and ally to be heeded and protected. The spell does not enable the caster to control the charmed elf as if it were an automaton, but any word or action of the caster is viewed in the most favorable way. Thus, a charmed elf would not obey a suicide command, but he might believe the caster if assured that the only chance to save the caster's life is for the person to hold back an onrushing red dragon for "just a minute or two." Note also that the spell does not endow the caster with linguistic capabilities beyond those he normally possesses (i.e., he must speak the victim's language to communicate his commands). The duration of the spell is a function of the charmed elf's Intelligence and is tied to the saving throw. The spell may be broken if a successful saving throw is rolled, and this saving throw is checked on a periodic basis, according to the elf's Intelligence (see the following table). If the caster harms, or attempts to harm, the charmed elf by some overt action, or if a dispel magic spell is successfully cast upon the charmed elf, the charm spell is broken. If two or more charm effects simultaneously affect an elf, the result is decided by the DM. This could range from one effect being clearly dominant, to the subject being torn by conflicting desires, to new saving throws that could negate both spells. Note that the subject has full memory of the events that took place while he was charmed.

Intelligence Score	Time Between Checks
3 or less	3 months
4-6	2 months
7-9	1 month
10-12	3 weeks
13-14	2 weeks

15-16	1 week
17	3 days
18	2 days
19 or more	1 day

Note: The period between checks is the time period during which the check occurs. When to roll the check during this time is determined (randomly or by selection) by the DM. The roll is made secretly.

Final Purity (Necromantic, Alteration)

Level: 8

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 1 turn

Area of Effect: 1 half-elf

Saving Throw: Negates

This is the ultimate spell for the purist. It will totally transmute the target into either a full blooded human or a full blooded elf. A system shock roll is required or the target dies. The component needed is the freshly slain corpse of an elf or human, whichever the half-elf wishes to purge himself of.

Locate Half-Elf (Divination)

Level: 2

Range: 0

Components: V, S, M

Duration: Instantaneous

Casting Time: 1 round

Area of Effect: 10 yard radius + 10 yards per level

Save: None

This spell is used to locate any half-elves in a certain area. It will give the number and location of half-elves but not any specific information about them. The caster has a 10% chance per spell level of determining the subrace of the half-elves in the area of effect. The components are a bowl worth at least 10 GP, with two different colored sands which are mixed during casting.

Mold Offspring (Necromantic)

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 3 turns

Duration: Permanent

Area of Effect: 2 half-elves
Saving Throw: Negates

This spell is used on half-elven couples who wish to have children, either secretly or with the couple's consent. It isolates the two racial halves and when the child is conceived it will be either a full human (50%) a full elf (30%) or still a half elf (20%). The material component is two pieces of different colored yarn twisted together, which during the casting are pulled apart and burnt.

Selective Sterility (Alteration, Necromantic)

3rd level

Range: touch

Components: V, S, M

Duration: 1 month/lvl of the spellcaster

Casting Time: 2 turns

Area of Effect: one creature

Saving Throw: Negates

Certain elves, concerned with purity of race, pioneered this spell; but is known to be equally effective on humans and other demi-human races. This spell, most traditionally, was cast on young adventuring elves, or on female elves during time of war, to prevent them from mothering or fathering any "unwanted" mixed race children. Quite simply, this spell makes the target sterile in anything but like-race couplings, which are unaffected. If the target is an unwilling recipient of selective sterility, then he or she receives an unmodified saving throw vs. spell. If this succeeds, the spell fails, but otherwise the spell lasts the duration, unless dispelled by the caster, a dispel magic, or a wish. The material component is a vial of alehoof wine (an herbal wine made from alehoof and grapes) which must be drunk or poured over the abdomen of the recipient.

Split Personality I (Alteration, Enchantment/Charm)

Level: 5

Range: 0

Component: V, S, M

Duration: 1 round/level

Casting Time: 1 round

Area of Effect: Caster

Saving Throw: None

This spell causes the caster to split into two people. One is partially elven and the other is partially human. This could be cast by other cross-breeds as well, with similar effects. The two characters share the same attributes. When one is injured, they are both injured, and when one is healed, they are both healed. They are aware of the locations of each other as well. They maintain a telepathic link as well. This allows the half-breed to effectively double his attacks for the duration of the spell. He may also share proficiencies and knowledge as he learns it, basically being two places at once. The elven persona has the half of a full elf's abilities (45% resistance to

sleep, etc.). The human persona does not have infravision, nor any of the elven or half-elven powers. Both personas look similar, but one is considered elven and the other human. They both resemble the caster. If either persona is transported to another plane, then the spell ends prematurely. When the spell does end, the two are melded back into one being. The location is determined randomly (either half has an equal chance). This spell is often used to disguise oneself and to enhance combat. The material component is a split hair.

Split Personality II (Alteration, Enchantment/Charm)

Level: 9

Range: 0

Component: V, S, M

Duration: 1 round/level

Casting Time: 1 round

Area of Effect: Caster

Saving Throw: None

This spell causes the caster to split into two people. One is wholly elven and the other is wholly human. This could be cast by other cross-breeds as well, with similar effects. Both personas look similar, but one is considered elven and the other human. They both resemble the caster. The two characters share the same attributes. When one is injured, they are both injured, and when one is healed, they are both healed. They are aware of the locations of each other as well. They maintain a telepathic link also. This allows the half-breed to effectively double his attacks for the duration of the spell. He may also share proficiencies and knowledge as he learns it, basically being two places at once. If either persona is transported to another plane, then the spell ends prematurely. When the spell does end, the two are melded back into one being. The location is determined randomly (either half has an equal chance). This spell is often used to disguise oneself and to enhance combat. The material component is a two split hairs, one elven (or the non-human race) and the other human. Note that some races (the half-dragon, for example) would use a dragon scale and a hair from his non-dragon half.

New Monsters

Falcon, Elven

CLIMATE/TERRAIN Temperate/Forest, rough/hill, mountain.

FREQUENCY Very Rare

ORGANIZATION Solitary

ACTIVITY CYCLE Day.

DIET Carnivore.

INTELLIGENCE 7

TREASURE N/A.

ALIGNMENT Neutral Good or Neutral.

NO. APPEARING 1.
ARMOR CLASS 5.
MOVEMENT 3 Fl 18 (B)
HIT DICE 2+2
THAC0 18
NUMBER OF ATTACKS 3.
DAMAGE/ATTACK 1-3/1-3/1-4.
SPECIAL ATTACKS dive, screech.
SPECIAL DEFENSES resistance to charm, hide in natural terrain.
MAGIC RESISTANCE nil
SIZE S (2'-3', wingspan of 5'-6')
MORALE Average (8-10)
XP VALUE 420

Description: The elven falcon, also known as the shrieking falcon, is slightly smaller than other falcons. It ranges in color from light brown to black with brown being the most common. Although it does not have the ability to speak, it does understand all elven tongues at birth.

Combat

This bird is dangerous to other forest creatures due to its speed. It can dive and begin its ascent before most creatures can react. It gains +2 on all attack and damage rolls when using this tactic. Its claws do 1d3 points each, and its bite does 1d4. When diving it cannot use its bite attack. The shrieking falcon has a screeching attack as well. This causes fear in all creatures with less than 1 HD. Those with 1 to 3 HD must save versus paralyzation or run in fear. Those with more than 3 HD are immune to the effects, but will still feel uneasy. This attack may be used twice per day. The falcon may hide in natural surroundings at 90% efficiency, as long as it remains still. It is also resistant to all charm attacks against it (50%).

Habitat/Society

The shrieking falcon lives in the tree tops or on crags. They tend to be loners except in mating season, which occurs once every two years. They befriend elves, halflings, and sometimes gnomes. They are not avaricious hunters, eating only once or twice a week. Their preferred food are small rodents and snakes, but they have been known to scavenge if necessary.

Ecology

The elven falcon leads a quiet life, rarely being seen. Their eggs are often sought by nobles. The eggs can fetch 50-100gp, and are often eaten or preserved. The eggs are unable to hatch without a parent present. Some sages speculate that this is because the shrieking falcon must teach the chick how to screech from within the shell. The feathers are useful for penning scrolls dealing with sound attacks (i.e., shout, command, etc.)

Stag, Elven

CLIMATE/TERRAIN Temperate/Forest
FREQUENCY Very Rare
ORGANIZATION Solitary
ACTIVITY CYCLE Day
DIET Herbivore
INTELLIGENCE Very Intelligent (11-13)
TREASURE Nil
ALIGNMENT N
NO. APPEARING 1-2
ARMOR CLASS 6
MOVEMENT 18
HIT DICE 4+4
THAC0 15
NUMBER OF ATTACKS 2
DAMAGE/ATTACK 1-6/1-6
SPECIAL ATTACKS See below
SPECIAL DEFENSES Hide in natural surroundings, poison immunity
MAGIC RESISTANCE Nil
SIZE L (6' at shoulder)
MORALE Unsteady (5-7)
XP VALUE 650

Description: The elven stag, corhsa in elven, is larger than other stags, standing about 7 feet tall at the shoulder. They are almost always white or cream colored, but there are a few tan ones. There are legends of the Black Corhsa, which is smaller. The stories are not told to non-elves. No one really knows if it truly existed except the elves. The corhsa is able to understand all languages, and can speak any language 50% of the time. It can always speak any form of elvish, even if it is encountering an elf from another world.

Combat

The corhsa is able to attack twice per round with its hooves, each causing 1d6 points of damage. If two are encountered, they may work together on the same opponent, each causing 2d6 with each hoof. Some sages think that this is because of their strong bonds. The elven stag cannot be seen if it remains still in natural surroundings. Only elves and half-elves have any chance of seeing one (50% for elves and 10% for half-elves). This allows it to go unharmed while hunting. The corhsa is immune to all forms of poison. It is speculated that their diet is the cause of this, however, some believe just the opposite, that their diet is caused by their immunity. Elven sages are not saying one way or the other.

Habitat/Society

The elven stag number less than 100 at any given time. No one knows for sure if this is due to their choice or not. They tend to look after their elven friends and the cloven creatures of the woods (deer, elk, stag, etc.) If two are encountered, they are always a male and female. The elves

say that they are a mated pair, but there are no known instances of corhsa faun. Sages believe that the corhsa faun are actually invisible until adult hood, but not even true seeing has been able to locate one.

Ecology

The corhsa is an herbivore. Its preferred food being poison oak and sumac. It can eat nearly any type of plant, but seems to go out of its way to eat the ones that are poisonous to elves and humans. Some mages have paid as much as 10,000gp for the hide of one of these noble creatures. The average price is about 4,000gp. The hide can be used in the making of elven cloaks (although no elf would wear it, and would probably attack anyone he saw wearing it). The blood can be used to create antidotes for any type of poison. Only a drop is needed for one dose. This sells for 500gp on the open market.

Rat, Drow

CLIMATE/TERRAIN Any subterranean

FREQUENCY Rare

ORGANIZATION Pack

ACTIVITY CYCLE Nocturnal

DIET Carnivore, but can also absorb magic

INTELLIGENCE Semi- (2-4)

TREASURE None

ALIGNMENT NE

NO. APPEARING 2-20

ARMOR CLASS 6

MOVEMENT 12 Br 6

HIT DICE 1

THAC0 20

NUMBER OF ATTACKS 1

DAMAGE/ATTACK 1-2

SPECIAL ATTACKS None

SPECIAL DEFENSES Absorb magic

MAGIC RESISTANCE 50%

SIZE T (1')

MORALE Fanatic (17-18)

XP VALUE 120

Description: The drow rat is small for a rat, even when full grown. It is pitch black in color except when absorbing magic, when it changes to violet (in the dark there really is no difference though). It can be trained to understand up to two languages, but cannot communicate in any known way. Many drow keep them as house pets or guards due to their magic absorbing abilities.

Combat

The drow rat does not seek out combat to fight. Instead it looks for magical combat and likes to hide near the battlefield. It can absorb the magic and actually feed off it. When it does this, it makes a save versus magic, and, if successful, it absorbs half the power. This means that the spell or spell like effect is at one half potency. If the rat fails its save, then it subtracts one point per die of damage or, if there is no damage (like with charm person), then the rat causes the all saves against the magic to be at +1. Usually this is such a small amount, that it can feed for an entire battle, without anyone noticing. Note that the rat is not taking damage, the effects are simply how the spells are being affected by the rat. So if a fireball goes off with one rat nearby, then it will either do -1 per die of damage, or half. The rat is unaffected. When feeding like this, its magic resistance is inactive, but it cannot be harmed by magic it is feeding off of. The rat only needs to feed for about 1-8 rounds before being satiated (If it feeds normally, then it needs 2d4 rounds, if it manages to feed with the successful saving throws, then it needs 1d4 rounds). It feeds about 10 times per day due to its high metabolism. If it must resort to combat, it can bite for 1-2 points of damage. Those mages who are foolish enough to waste their spells on it, will notice that it is unaffected and actually seems to be enjoying it. It heals one point for every level of the spell (1st level spell heals 1 point, 4th level heals 4 points, etc.)

Habitat/Society

The drow rat lives to feed. It serves no other purpose unless the drow give it one. Those drow who use them, are usually paranoid or they wish to keep magic out of their home. The drow (a common nickname given by adventurers), is able to smell magic up to several hundred yards away, and will sometimes follow a party around waiting for them to cast spells.

Ecology

The drow rat eats nearly any creature smaller than itself. Even in large numbers, they do not attack larger creatures, instead heading to the nearest drow community and waiting there for sustenance. The blood can be used in the ink for scrolls of protection from magic. Some drow have placed the head of the rat on the head of a rod of absorption.

Slug, Giant Shadow

CLIMATE/TERRAIN Subterranean and damp

FREQUENCY Uncommon

ORGANIZATION Solitary

ACTIVITY CYCLE Any

DIET Omnivore

INTELLIGENCE Animal (1)

TREASURE Nil

ALIGNMENT Neutral

NO. APPEARING 1

ARMOR CLASS 7

MOVEMENT 9

HIT DICE 10+3

THAC0 11

NUMBER OF ATTACKS 1

DAMAGE/ATTACK 1-10

SPECIAL ATTACKS Acid Spit

SPECIAL DEFENSES Immune to blunt weapons

MAGIC RESISTANCE 10%

SIZE H (20')

MORALE Elite (13-14)

XP VALUE 4,000

Description: The giant shadow slug was bred by the shadow elves for a specific purpose, to defend the home. These slugs do not stray more than 50 feet from the boarder of the shadow elven community. The shadow slug is very large, being roughly 20 feet long. It has jet black skin, and leaves a shiny, black trail behind it. They prefer to eat anything except shadow elves, or anything with at least 50% shadow elven blood. In fact, there are no known instances of shadow slugs attacking shadow elves. They are easily trained, but can only learn 1 or 2 tasks. Usually they learn to come when called, and attack.

Combat

Shadow slugs have no tactics to speak of. They usually begin with their acid spit. The first shot has a 20% chance of hitting, and then, if the target has not moved farther away, the attacks are made at the normal THAC0. If the target has moved away, then apply another -5% for every 10 feet the target has moved. The range of the acid is only 90 feet. All varieties of slug are immune to this acid. If it hits, it does 4d6 points of damage, save versus breath weapon for half. Their bite is rather nasty, doing 1-10 points of damage, and possibly destroying armor in the process (save vs. crushing blow). The slug is completely immune to all blunt attacks. Their supple bodies are also very strong, being able to batter down wooden doors in less than a minute. They can use their acid on metal doors. It also has a tongue very similar to that of the giant slug. It can dig through 1 foot of earth or 6 inches of wood per round.

Habitat/Society

The giant shadow slug was bred for one purpose, defense of the shadow elves. On rare occasions, they have been sent into combat. These slugs rarely wander more than 50 feet or so from shadow elven communities. When they do, they are either looking for food or going with shadow elves into combat.

Ecology

These slugs are big eaters. They need roughly 3 times their body weight in food every week. They can go up to 5 days without eating, but this is not recommended. For every day a slug has not eaten, there is a cumulative 15% chance that it will attack the nearest creature. If it is a shadow elf, it usually only tries to bite it, but all others are subject to the acid.

Spider, Giant, Shadow

CLIMATE/TERRAIN Subterranean

FREQUENCY Uncommon

ORGANIZATION Nest

ACTIVITY CYCLE Any

DIET Carnivore

INTELLIGENCE Semi- (2-3)

TREASURE Nil

ALIGNMENT Neutral

NO. APPEARING 2-5

ARMOR CLASS 5

MOVEMENT 15, Wb 12

HIT DICE 5+2

THAC0 15

NUMBER OF ATTACKS 1

DAMAGE/ATTACK 1-6

SPECIAL ATTACKS Surprise, Poison

SPECIAL DEFENSES Hide in shadows

MAGIC RESISTANCE 10%

SIZE L (10')

MORALE Elite (13-14)

XP VALUE 2,000

Description: The giant shadow spider is an accidental creation of the shadow elves. They were trying to stop an infestation of giant spiders several centuries ago. During this pest control, magic was flung. A few spiders who survived, had changed slightly. They limped away to a safer place to live. The shadow elves kept track of them, and after a few generations, noticed that the spiders had changed. They were smaller, but stronger. The spiders were also darker, ranging from violet to jet black. A few were albino. These spiders had some interesting new powers and a unique poison. They also lost some intelligence, but were able to understand the shadow elves language.

Combat

The shadow spiders tend to hide and wait for prey to come to them. They are nearly invisible, hiding with 95% chance of success. The shadow spider then drops onto its prey (-4 to surprise rolls). Their bite does 1d6 points of damage, and inflicts a deadly, and unique poison. The poison of the shadow spider affects spellcasters worse than anyone else. Anyone who can cast spells, must save versus poison at -2. If they fail, they suffer a loss of their spellcasting abilities. The spellcaster loses one spell per round from the highest level he can cast. He also takes one point of damage for each spell level lost in this way. If he saves, then he takes 1d10 points of damage, just like non-spellcasters. Non-spellcasters who fail their saves feel weak, and are at -1 to hit. This is cumulative and lasts for 2d4 days.

Habitat/Society

Their webs are extremely thin, yet strong, able to hold several spiders. They tend to share a network of webs. Shadow spiders have been known to attack shadow elves, yet do so rarely. The shadow elves provide them with fresh food, and the spiders provide them with protection.

Ecology

The giant shadow spider is rarely seen outside of the shadow elven community. When it is, it is definitely hunting for food. Their poison sells for 100+ gp on the market, but is only good for 1d4 days outside the spider.

The Gods

Beleghir (Mighty Lord) Greater God, Neutral Good (Chaotic tendencies)

Portfolio: Half-elves.

Aliases: None.

Domain Name: Several, including: Arcadia, Elysium, Gladshiem, Happy Hunting Grounds, Olympus, and the Twin Paradises.

Superior: None.

Allies: All the half-elven gods and elven gods as well as Mielikki, Thor, Eilistraee, Ishtar, and Frey.

Foes: Lolth, any other evil gods.

Symbol: Six silver stars arched over a silver crescent moon on a background of royal blue.

Wor. Align.: Any non evil.

Beleghir was the mortal offspring of the Greater Elven Deity, Corellon Larethian; and the Elven Princess, Galadriel Calenbirthe; last of the noble line of House Shannara. Beleghir is the finest example of the perfection possible within the mixture of human and elven lineage. After Beleghir was old enough, he left the Elven Nation and traveled wide and far; gaining fame as an adventurer. Although his ancestry was obscured at first, Beleghir's history became known after the death of the King {his Grandfather}, and his mother. The Elven Nation first balked at having a Half-elven "bastard", but were quickly subdued when the High Priest of Corellon provided proof of Beleghir's "real" parentage. During most of Beleghir's reign, the Elven Nation enjoyed a "golden age". The large human kingdom that was encroaching on their borders became a staunch ally largely due to the fact that the kingdom's ruler and Beleghir were old adventuring companions, and the fact that the human had been adopted by the prior Elven King, also helped matters greatly. During this time, it was through Beleghir that work started on the future home of a special order of mages that were to be headquartered within the Elven Forest. After 50 years of ruling, Beleghir faced his greatest trial. He was forced to face the Drow Spider God, Lolth. Since the first epic battle between Corellon and Lolth, the two were prohibited from facing each other directly. Thus,

Beleghir, as the son of Corellon, was called upon by his father to do battle with Lolth upon the Astral Plane. During the battle, Beleghir was able to slay the form of Lolth, but not Lolth herself, sending her back to the Abyss for another 5,000 years before she could try to gain the Prime Material Plane again. Although Beleghir won, it was not without a price. Lolth mortally wounded Beleghir with a special poison that she had prepared for the battle. All attempts to heal Beleghir's wounds failed, and after a year of torment, Beleghir asked his father to end the pain. However, due to being Corellon's son and the special poison, Beleghir didn't actually die. Instead, Beleghir's mortal shell was burnt away and he ascended into his divine heritage. Upon his rise to divinity, Beleghir found that he as the sole deity of a newly recognized race, Half-elves; thus making him a Greater Power and equal to his father! Sages have theorized that Beleghir's ashes were scattered across the world when he ascended, and like the drops of Corellon's blood, his ashes bound the Half-elves to him; thus making him a deity for Half-elves, and they a recognized race in the world. As the news of Beleghir's battle and rise spread, so did the worship of Beleghir. Now, one can find Beleghir worshipped by various sorts of creatures, as well as along side the current Elven pantheon; with no hard feelings as Beleghir isn't worshipped in place of any racial deity, but rather along side the racial deities.

Beleghir's Avatar (See below)

Beleghir can assume the form of any creature of the forest including any special abilities the creature might have, e.g., a unicorn. While in animal form, Beleghir can cast spells without needing any components. Beleghir's most favored form is an average half-elven adventurer. When he takes this form, he may choose to be single, or multi classed with the following levels:

Cleric: 20

Druid: 18

Ranger: 20

Mage: 20 (may cast Wild Magic spells)

Specialist Mage: 20

Thief: 15

Bard: 20

Psionicist: 15

He may appear as any multi-class option even if not normally allowed to half-elves.

AC -10; MV 24; HP 450; THAC0 varies by class; #AT varies per class; Dmg by weapon or spell + Strength bonus; MR 97%; SZ M(6 feet) Str 25, Dex 23, Con 21, Int 23, Wis 25, Cha 23 Spells P: Only when in priest form, W: only in wizard form Saves (saving throws) PPDM 2; RSW 2; PP 2; BW 2; Sp 2

Special Att/Def: Beleghir has a few innate abilities. The first is improved invisibility at will. He can use this in any form he takes. He can also cast a lightning bolt each round that does 50 points of damage, 25 if a successful save versus spells is made. This can also be done in any form the avatar is in. It requires no components. Beleghir can also only be hit by +4 or better weapons.

Psionics: PSPs: 2000;

Beleghir has any of the psionic powers available to psionics native to the world he is on. If Beleghir is not in his psionics form, then he is considered to be a wild talent with 5 powers of his choice and only 500 PSPs.

Beleghir has several weapons and armors that he uses.

Beleghir's Shield:

+5 large shield. It has virtually no weight to it, and has no encumbrance value. Any evil being who touches the shield must save versus Death Magic at -10 or die. Should the lucky soul make this save, then he takes 10d10 points of damage. Non-worshippers who touch the shield are stunned for 2 days. Any worshipper of Beleghir who attempt to take the shield without permission, will be struck dead with no save. Beleghir's shield can deflect any type of missile, magical or otherwise. The missile to be deflected can be from a spell (magic missile, flame arrow), or from a device (arrow of slaying), or even simply hurled (javelin of lightning, boulder from a giant). The wielder must make a successful Dexterity check on 4d6. Beleghir has a 50% chance of directing the deflection. If a mortal is using the shield, and does not maintain physical contact with it, the shield will return to Beleghir immediately.

Beleghir's Cloak of the Winds:

This cloak grants flight at Fl 48, MC A. The cloak can also control winds increasing or decreasing the wind speed by 10 mph each round. The cloak also grants immunity to all wind/air-based attacks.

Beleghir's Medallion:

This medallion is in the form of Beleghir's holy symbol, made of the purists components. It creates a triple strength protection from evil, 10' radius. Once per month, Beleghir may consider granting a weaker version of this medallion for his most faithful followers. This lesser version acts as a normal protection from evil, 10' radius.

Beleghir's Sword:

+5 defender This long sword does +10 points of damage against any tanar'ri or baatezu, as well as any creature that is connected to the negative material plane. It does 5d10 points of damage on any successful hit, against any type of creature. Beleghir's Sword can also heal the wielder twice per day. The sword also acts as a scarab of protection and a ring of double strength fire resistance. It also protects the wielder as if he is the recipient of a protection from lightning spell. The sword can also absorb lightning bolts, fireballs, and magic missiles and then release them the following round wherever the wielder points the sword. This power extends to all similar attacks as well (chain lightning, red dragon breath weapon, Snilloc's Major Missile, etc.). For the sword to absorb, the wielder must make a successful Dexterity check on 4d6. The act of absorbing also lowers the wielder's magic resistance by 50%. The final power grants the wielder the ability to detect lie as long as he can hear what is being said. This is flawless. The wielder also has true

seeing as per the priest spell of the same name. Only Beleghir can wield this powerful sword with no ill effects. If anyone else attempts to even hold it, then the sword acts in all ways as Beleghir's Shield.

Beleghir's Sphere:

This is rarely used, and can only be controlled if in mage form (single or multi-classed). The sphere is twice as powerful as a normal sphere of annihilation, and Beleghir has a 100% chance of control. Only another avatar, or a god-like being can attempt to wrest control. This attempt is made at -50%. If control is taken, then both the avatar and the sphere vanish immediately.

Beleghir's Crown:

This acts as a hat of disguise. Only those using true seeing can see through this disguise. The crown also completely protects the wearer from all mental invasions (i.e., magical or psionic mind attacks).

Other Manifestations

As stated earlier, Beleghir can assume any shape he desires, as long as it is of any forest creature. Beleghir can also assume any of the classes mentioned above. Beleghir is a hands-on diety. He enjoys the company of mortal women often making Zeus look prude. Beleghir prefers not to become distanced from his followers as so many of the elder gods have done.

The Church

Clergy: Cleric, Crusader, Druid, Speciality Priest, Fighter, Ranger, Wizard, Thief, and Bard.

Clergy's Align.: Any non-evil.

Turn Undead: Cleric = Yes, all others = No

Cmnd. Undead: None.

As a priest of Beleghir, a person must first of all be non-prejudicial of other races since Beleghir accepts all races. All priests must lead exemplary lives for others to follow. They must always strive to drive evil from the world, especially that of the outer planes and followers of Lolth. As a priest of Beleghir, a person must be able and not afraid to use force to get the job done. Beleghir's priests will have many other varied duties depending on the duties of the temple he resides in. The high priest is known as the "Bishop of." The breakdown of the clergy is difficult to discern since there are so many types of followers. For simplicity, the clergy is about 20% clerics, 10% druids, 20% specialty priests, and the remaining 50% is divided equally among the other classes.

Dogma: The priests of Beleghir believe that only through acceptance, can they find a place in the universe. They strive to be an intergral part of the society they are in. The only time the priests do not worry about acceptance is when dealing with outer planar creatures and followers of Lolth. "If Lolth cannot accept understanding, then I shall teach her humility."

Day-to-Day Activities: Some things that are expected by the priesthood are helping the

underdog. They will provide shelter or protection if that is what is needed. Beleghir is not blind to those who would take advantage of his kindness, and expects his followers to use good judgement when granting aid.

Important Ceremonies/Holy Days: Beleghir also has only one holy day for the entire priesthood, and that is the day he ascended to god-hood. At the start of each year, everyone is invited to a week long ceremony to celebrate. For the first three days, everyone fasts while the clergy partakes in prayer and meditation as well. All the general followers are expected to be dressed in the simplest clothes they have. There is good wine, food, and song for all who wish to join. Those who cannot make it, are expected to either start a celebration wherever they are (even if alone), or to go into meditation if a celebration is not possible. The other important ceremonies vary from world to world. These are often the king's birthday or other world events. These ceremonies are sometimes delayed if they conflict with Beleghir's holy days. Finally, in areas where other racial deities (e.g., the Seldarine) are also worshipped, Beleghir's followers observe those holy days as well.

Major Centers of Worship: There is one major center near the largest city on each world. Some worlds have several large cities (Toril, for example), and will have one temple near each one.

Affiliated Orders: There are several orders associated with Beleghir. They are all detailed individually below. There is also a group known as the Order of the Warders. Their numbers consist of ranger druids who are elven, half-elven, or centaur. Not much is known about them since they are rarely seen. They are not adventurers, and therefore PCs would not be members. This order is not mentioned to anyone who is not a bishop.

Priestly Vestments: When serving in the temples or shrines, all the priests wear robes of royal blue with a cassock of purple that has the holy symbol embroidered in silver thread on the front and back. The Bishop of a temple will have his cassock trimmed with a golden thread edging. The High Patriarch of the Church will have a robe of silver and his royal-blue cassock will be trimmed with gold thread edging. Also, no headgear of any type is allowed in the temple at any time, and soft shoes (slipper-like) are provided in the temple entrance for wear inside.

Adventuring Garb: Although adventuring priests will wear the most comfortable attire they can find, it should be noted that they stay with the color scheme mentioned above.

Contemporary (Specialty Priest)

Requirements: Wisdom 9.

Prime Req.: Wisdom.

Alignment: Any non-evil.

Weapons: Standard for cleric, and long sword and long bow at 5th level.

Armor: Any.

Major Spheres: All, Astral, Combat, Divination, Guardian, Healing, Necromantic, Protection.

Minor Spheres: Creation, Elemental, Thought, Travelers, Wards, Weather.

Magical Items: Any normally allowed to priests, and long swords.

Req. Profs: None.

Bonus Profs: None.

Granted Powers

All priests have an additional 60 foot infravision. This means that those without infravision will have a minimum of 60 feet. All contemporaries have a base magic resistance of 5% per level.

o At 5th level, they may cast heal one time per week. This improves to one time per day at 7th level. At level 10, they may cast raise dead once per week.

Pandion Knight (Fighter or Ranger)

Requirements: Wisdom 9, Charisma 14.

Prime Req.: Wisdom, Charisma.

Alignment: Any Good.

Weapons: Any.

Armor: Any.

Major Spheres: All, Combat, Divination, Healing.

Minor Spheres: Creation, Travelers.

Magical Items: Any normally allowed to warriors.

Req. Profs: Long sword, lance.

Bonus Profs: Riding Land-Based, Horse; one slot in a fighting style available to the campaign.

Granted Powers

+1 to hit with their favored weapon. This increases by +1 at level 5, again at level 9 and once more at level 13. Starting at level 3, they may add +1 to hit with one other weapon of their choice. This increases by another +1 at level 7, 11, and 15. When fighting from horseback, Pandion Knights are considered to be 5 levels higher. At level 10, they may lay on hands for 1 point per level. Treat this the same as the paladin ability of the same name.

Order of the Skywalker (Cleric/Psionicist)

Requirements: Intelligence

15, Wisdom 15, Charisma 15.

Prime Req.: Intelligence, Wisdom, Charisma.

Alignment: Any, but rarely evil. They cannot begin as evil, nor be planning on becoming evil later.

Weapons: Standard.

Armor: Any, but usually wear none.

Major Spheres: All.

Minor Spheres: Combat, Healing.

Magical Items: Any allowed to warriors.

Req. Profs: Tankana (new weapon)

Bonus Profs: Contact (Psionicist)

Granted Powers

All skywalkers may cast skywalker light one time per day, but this can only be cast on their tankana. They may pray for the spell as usual also. At level 5, he is considered a specialist with the tankana. If he already was specialized, he may instead place one free weapon proficiency slot into the fighting style of his choice. At level 9, the skywalker receives a vision of where to receive additional training. This is always in a dark swamp. The skywalker must then train with both his mettle and metal. After this training is complete (2d4 months), he is considered a master with his tankana (see Combat and Tactics). With additional training (2d4 more months, and two more levels) he may advance to high master and then grand master (another 2d4 months and two more levels). If the training is interrupted, then he may begin again where he left off, provided he has not lost his memory. When he becomes a master with the tankana, he is granted a lightsaber from the order. This lightsaber acts as if skywalker light has been cast upon it. It is merely a handle and hilt, but with a thought (as long as it is being held in hand), it can extend to a standard tankana, glowing. This weapon is magical, granting a +1 bonus to hit and damage for every full 4 levels the skywalker has attained.

Spells

Skywalker Light (Necromantic, Alteration)

Level: 2

Sphere: Combat

Range: 0

Components: S

Duration: 1 turn/level

Casting Time: 1

Area of Effect: 1 tankana

Saving Throw: None

Skywalker light is available only to skywalkers. This spell causes the tankana it is cast upon to glow. The color is determined when it is first placed on a particular tankana, and that tankana will always glow that color with subsequent castings regardless of who casts the spell. Most skywalkers choose a color they like and stick with it throughout their lives. The tankana is now a deadly weapon, gaining a +1 to hit and damage for every 4 experience levels of the caster. This light causes all undead in its glow (10' radius) to fight at -2 to hit and damage. All outer planar creatures are affected the same way. The light, although not bright, affects followers of Lolth as if they are in bright light. This tankana will spark if struck against another tankana that has the same spell cast upon it. The tankana is also able to reflect magic missiles and other similar spells. The wielder must make a Dexterity/Aim check to direct where the missiles reflect to.

Order of the Pandion Knights

The Pandion Knights are a highly militaristic order. The Order is open to all who worship Beleghir regardless of race, however each entrant has a very arduous initiate phase to go through before actually training to be a Pandion Knight. Once an initiate enters training, they start their training as a Squire serving a Pandion Knight. The duration of servitude as a Squire is a minimum

of 5 years, and longer than that is quite possible. Once Squirehood is passed the member becomes a low ranking Pandion Knight; which is a Cleric/Gladiator multiclass. Any racial restrictions on the class combination or multiclassing are waived for members who make it through all the training and receive their Knighthood. Although not the only Knighthood affiliated with the Church of Beleghir, the Pandions are by far the largest and most widespread; thus making them a very powerful military arm for the Church of Beleghir. The Order maintains its presence through the use of Chapterhouses.

Each Chapterhouse is essentially more a fortress than a temple; although there is always at least a chapel within each Chapterhouse. The Heads of each Chapterhouse is appointed by the overall leader of the Order, who is known as the Lord {or Lady} Preceptor. The Preceptor is appointed to his position by The High Patriarch of the Church of Beleghir. The size of any particular Chapterhouse is dependant upon the location of the building and the size of the contingent of Pandions assigned to it. The largest chapterhouse is the Legacy House, a huge sprawling monastic fortress that is the residence of the Lord Preceptor.

Pandions are easily recognized by their deep forest green plate armor with the symbol of Beleghir boldly engraved in silver on the breastplate of the armor as well as the Knight's shield, and the royal blue cloak that shows a rampant griffin facing the crescent moon in the symbol of Beleghir. Due to their arduous training, all Pandion Knights are at least of the 4th level in each class. Also, in addition to the various skills of their multiclassed, their training also imparts to them all of the mount-related abilities of the Cavalier class; i.e. fight as 5 levels higher from horseback, falling from mount, etc. {See Unearthed Arcana, Cavalier class for complete information on mount-related skills}.

The Pandions have a very military-like rank structure within their order; although the titles of Initiate and Novice are not considered rank, as rank titles are only for full Pandion Knights. The rank structure of the order is as follows, from lowest to highest: Knight, Knight-Lieutenant, Knight-Captain, Knight-Commander, Knight-Colonel, Knight Templar. Note, these ranks are not used publicly, but only to distinguish the ranking of Pandions in regards to other Pandions for military matters. In Church related matters, all Pandions are considered to be non-titled Priests. The only exceptions are the Head of a Chapterhouse, who is considered to the equivalent of a High Priest; and the Lord Preceptor, who is considered the equivalent of a Patriarch. The Pandion Knights are usually Chaotic Good; although there are a few Neutral Good and Lawful Good in the order as well.

Order of the Skywalker Knights

The Skywalker Knights are the smallest of the Knighthoods associated with the Church of Beleghir. The Skywalkers are also very diversified in racial make-up as is proper for the Church of Beleghir. A Skywalker Knight is a Cleric/Psionicist multiclass, with racial restrictions being waived. The Skywalker Knights have only one permanent outpost, and that is a temple located far into a deadly swamp, from where they can train intensively without constant interruptions. A Skywalker Trainee attains the title of Skywalker Knight once he reaches 9th level in his Cleric class and performs a simple ceremony of his master devising and spellcasting to ritualize his ascension. A Skywalker Knight attains the title of Skywalker Master once he reaches 12th level in each class and presents himself to the High Patriarch of the Church of Beleghir for his ordination

ceremony which confirms his status by Beleghir through the High Patriarch. There is no set standard of training within the order, and there is no requirement that a Skywalker Master must train students at the one temple. Each Skywalker Master is free to wander and teach where he may; thus spreading the influence of both the Skywalkers and the Church of Beleghir. As for the psionics of a Skywalker Knight, again there is no set standard, as the Skywalker Master who teaches an aspiring Skywalker sets the course for the psionic development of the trainee.

Although Skywalkers are not an aggressive Knighthood, as the Pandions are known to be; they still are very capable fighters. Every Skywalker is trained in the use of the tankana, which is a very similar to the magical weapon that higher level Skywalkers carry; the Lightsaber. Skywalkers are able to use weapon specialization up to the Grand Mastery level for the tankana, although they still use their clerical THACO for determining success or failure. When a Skywalker receives his Lightsaber, he will need to take a month of familiarizing himself with and practicing with the weapon. Once that month period has been completed, all bonuses and abilities the Skywalker has with the tankana now will apply to the Lightsaber as well.

As for recognizing a Skywalker Knight, it can be difficult to do at times. As clerics within the Church they have the appropriate holy symbols, however they might not be prominently displayed all the time, since Skywalkers often travel in areas that are hostile to their church; and quite often to any show of psionics. The most common way to identify a Skywalker Knight is in how he refers to his psionic abilities, as well as the abilities and spells granted to him for being a cleric of Beleghir. Skywalkers typically refer to these powers and abilities as The Force; with the typical Bless spell sounding very much like this: May The Force be with you!

Skywalker Knights can run the gamut of the alignments, although those who chose Chaotic Neutral or any evil alignment are considered Dark Skywalker and are no longer associated with the Church of Beleghir; which also counts for their loss of any granted abilities from Beleghir. {Note: The few Dark Skywalker that are known to exist have been lured into service of Lolth, who hopes to field her own Skywalker Knights to destroy Beleghir's Knights.}

Order of the Warders

The Warders are a highly elite and somewhat secretive Knighthood associated with the Church of Beleghir. Although larger than the Skywalker Knights, less is seen of them than of the Skywalkers. The Warders patrol the wilds, and only come into towns and such when needed. A Warders are only Half-Elven, Elven, or Centaurs, with them being a multiclass Ranger/Druid of Neutral Good alignment. The Warders main function is keep the wilds from encroaching and endangering the areas of civilization that are under the protection of the Church, while secretly herding the growth of those same civilized areas towards paths that preserve the same wilderness areas.

The Warders can be easily recognized when in a town as their cloak is worn reversed, which causes it to constantly sparkle throughout the color spectrum, much like the magical Robe of Scintillating Colors, albeit without the magical effects. When in the wilds, the cloak is worn the opposite side out, which makes the cloak behave as a Cloak of Elvenkind in all respects. Not much else is known about the Warders, except that they answer only to the Great Druid within the Church of Beleghir, or the High Patriarch if the Great Druid is missing, dead, or a new Great Druid is raised up from the ranks of the druidical hierarchy within the Church of Beleghir.

Due to Beleghir's aid and support of the Shadowweirs of Mielikki during his mortal life, and continuing into his immortal life; Beleghir and Mielikki have attained a steadfast friendship. This friendship is evident in that the Warders have access to all of the specialty spells that Mielikki grants her Shadowweirs {as listed in the accessory, Faith & Avatars}, since Mielikki has personally taught Beleghir these spells. Also, it is not uncommon to encounter a Shadowweir working alongside a Warder; and there is one instance of a Shadowweir member and a Warder entering into marriage.

Church Knights

Church Knights is a generic term for those individuals that are paladins within the Church of Beleghir. There are 3 types of paladins that exist within the Church: Paladin {Lawful Good}; Myrikhan {Neutral Good}; and Garath {Chaotic Good}. The majority of paladins in the church are either Myrikhans or Garaths. There is no rank structure for paladins, they are simply referred to by either their title, i.e.; Sir Garath, or by Sir Knight, or even by name, Sir Sturmonus. Church Knights that attain high enough levels will be referred to as Lord Knight. The paladins of the church serve the whole church, but are usually based out of the chapel or temple from which they were ordained a paladin by the Bishop of the chapel or temple. Church Knights who have attained Lord status and are allowed to construct a stronghold, will do so and become both Lord Knight and Bishop of their stronghold's chapel or temple.

The requirements for the Paladin can be found in the Players Handbook, albeit with the racial limitations waived; the Myrikhan and Garath are detailed in Dragon Magazine #106; A plethora of paladins.

Kelsar Intermediate Power, Neutral Good

Portfolio: Inner conflict and acceptance, bards.

Aliases: Split-Elf and the Lover.

Domain Name: Unknown.

Superior: None, but tends to agree with Beleghir.

Allies: Palitra.

Foes: Lolth

Symbol: A black circle with a light green tear drop in the center.

Wor. Align.: All half-elves accept the Split-Elf, but the Purists tend to ignore his teachings.

Kelsar is an old half-elf who spent a good part of his life teaching the half-elves not to hate those who would hate them. He brought many communities together, and helped prevent more wars than nearly any other. At one point, he found a helm of understanding, except this helm was more than his mind could handle. He nearly went insane trying to deal with the understanding of the universe. Beleghir saw his plight and granted him sanity once again. The helm remained, and Kelsar was brought into the heavens as the second half-elven god.

Kelsar's Avatar (Bard, 15)

Kelsar is tall for a half-elf (nearly 6 foot). He usually appears as a half-high elf, but has been known to appear as any of the other subraces as well. His preferred spells are from the

Enchantment/Charm school as they tend to be the most conducive to teaching others.

AC 5; MV 12; HP 50; THAC013 ; #AT 1; Dmg as long-sword; MR Nil; SZ M (6 feet) Str 13, Dex 16, Con 15, Int 23, Wis 23, Cha 19 Spells W: As 15th level bard Saves (saving throws) PPDM 5; RSW 5; PP 6; BW 6; Sp 3

Special Att/Def: Kelsar can attempt to charm any half-elf without casting any spells. He may do this any number of times per day, and the half-elf receives only his saving throw versus spells (at-4). There is no natural resistance to this power. Kelsar rarely uses this power, as he believes that all should make their own choices, and live with the consequences.

Other Manifestations

Kelsar often roams the lands as a bard, singing songs and telling stories of heroic half-elves. He uses many different names, but seems to prefer Kel, Sariu, and Petre. Those who listen to his songs tend to be content and calm. In fact, it is said that Kelsar's music can stop any war. Some dieties would like to see this (namely Tempus), but Kelsar would rather have the legend than the proof.

The Church

Clergy: Cleric, Specialty Priest, Fighter, Ranger, Wizard, Thief, Bard.

Clergy's Align.: They tend to be of Neutral or Good alignments.

Turn Undead: C=Yes, SP=Yes, Others=No

Cmnd. Undead: None

Most members of the clergy can play an instrument and most can sing, although it is not a requirement to do so. The majority of half-elves respect those who teach others about the strife that the half-elf goes through. The Purists tend to attack all of Kelsar's followers, and none are welcome within their walls. Most other human and demi-human churches accept them, as they tend to keep to themselves or sing. Even those missionaries in strange lands are not overt. The church seems to be about 20% bards, 20% clerics, 20% specialty priests, 10% fighters, 10% rangers, 10% wizards, and 10% thieves.

Dogma: Kelsar's followers believe that one day, all will live in harmony with each other. They do not actively seek combat (although they tend to look for where the combat is). Most will try to talk their way out of any given situation, but if that fails, they can and do defend themselves. A common saying among the clergy is "If acceptance is not accepted, and tolerance is not tolerated, then the fool is the one who dies young."

Day-to-Day Activities: The church is often seen helping other half-breeds, giving shelter and food when necessary. Kelsar's priests will often heal other half-races without asking for exorbitant fees. The fighters often are used as diplomats when the mission is too dangerous for a priest. Although Kelsar does not require tithes, he does expect all members to contribute in some way. If it means using your carpentry skills to help build shelter for a lost half-elf, or singing a

comforting song to an orphaned half-dragon. Most of Kelsar's adventuring priests feel the need to give as much as they can afford to the church (sometimes as much as 90%). These priests live meager lives, living off their skills and knowledge rather than their material possessions.

Important Ceremonies/Holy Days: There are many holy days, however they are unique to each world. These holy days are usually anniversaries of a major war's ending that half-elves participated in. On most worlds, the end of the Elfwar is a significant change, as it marks the beginnings of their own existence. The other two holy days are Kelsar's birthdate (the Spring equinox is the day that is accepted since no one really knows when he was born), and his day of accession (this varies from world to world, but is often about half-way through the year.) Each of these is a large celebration that lasts for 2 or 3 days. All are welcome, and the food and drink are free. If a half-elf misses one of these ceremonies, he is expected to have a small toast to Kelsar and do deed for a fellow half-breed.

Major Centers of Worship: Kelsar is worshipped in all major cities and anywhere half-elves are prominent. He has only a few large shrines, one on each world. This is usually in the largest city (Greyhawk, Waterdeep, etc.).

Affiliated Orders: The fighters and rangers who worship Kelsar have felt that they need to have a relatively strong defense. Together they formed a loosely fit army known as Half-Warriors. Many Half-Warriors are actually multi-classed. There is one leader for every center of worship. This leader answers to a regional leader, who answers to a world leader. This world leader can often get in contact with followers on the other worlds as well. The world leaders answer to Kelsar himself.

Priestly Vestments: Kelsar prefers to be seen. Most of his clergy wear bright colors except adventurers and rangers, who wear what is most appropriate for their current mission. In towns, they tend to wear the bright colors. Even thieves will keep something bright on them, usually a headband or belt since it is easily covered if necessary. When performing any of the anniversary ceremonies, the high priests wear little. Most who attend wear very little, maintaining only a modest amount of decorum necessary within the society. The Half-Warriors wear a cloak that has Kelsar's symbol on it. It is usually in the center, but for the higher ranks, it is also on the clasps. These cloaks are often brightly colored, but they have earth tones as well, for those times when bright colors will get them killed.

Adventuring Garb: Those priests who do adventure (and there is a fair amount, almost 50%), wear what is most appropriate for the society they are in. They can all be found with Kelsar's symbol displayed where all can see it, often on their chest or back.

Brothers/Sisters (Specialty Priest)

Requirements: Wisdom 14, Charisma 15

Prime Req.: Wisdom and Charisma

Alignment: NG

Weapons: One handed melee weapons, bows, quarterstaff

Armor: Any, no shield

Major Spheres: All, Charm, Divination, Guardian, Healing, Protection, Travelers, Wards

Minor Spheres: Combat, Elemental, Sun, Thought, Weather

Magical Items: Any normally allowed to clerics

Req. Profs: Modern Language (either common or elven)

Bonus Profs: Etiquette

Granted Powers

Brothers are usually half-elves, but can be any half-breeds. These other half-races would have to learn common and the language of their other half instead of elven.

Brothers are able to sense the general mood of other half-breeds. They have a 50% +5% chance per level of being correct. At level 3 Brothers may cast Kelsar's Favor. This spell must be prayed for like any other, but does not count against the maximum number of spells the brother may know. At level 3, Brothers may learn one additional language each level. The language must be one that represents other half-races in the campaign (draconic, dwarven, giantese, etc.). If the Brother has learned all he can, then he may begin learning other languages.

Spells

Kelsar's Favor (Abjuration)

Level: 2

Sphere: Protection

Range: Touch

Components: V, S, M

Duration: 1 round/level

Casting Time: 6

Area of Effect: 1 creature touched, per level

Save: None

This spell gives all those affected a bonus of +1 to all saving throws against mind attacks. This bonus increases by +1 for every 3 levels of the caster. For simplicity, assume that any spell that would allow for a Wisdom adjustment to its saving throw would also be affected by this spell. The material component is a lock of half-elven or elven hair that has been soaked in holy water for 3 days.

Palitra (Lady of Birth and Life, The Bright Woman) Intermediate Power, Neutral

Portfolio: Life, birth, reincarnation, children

Aliases: Tralisa (Greyhawk), Haura (Forgotten Realms).

Domain Name: Unknown.

Superior: Beleghir.

Allies: Beleghir, Kelsar.

Foes: Lolth.

Symbol: A yellow circle with a red oak leaf in the center.

Wor. Align.: Any non-evil. The evil worshippers tend to come to her when they are pregnant.

Palitra is a beautiful half-grey elf. She is very voluptuous and her kindness radiates from her. It is said that those who wish to destroy life are blinded by her sight. Beleghir and Kelsar are her strongest allies, often helping her against the purists and their gods.

Palitra's Avatar (Cleric, 18)

Palitra appears on the prime material only when she is desperately needed. When she does, she is often seen as a gorgeous woman with light, flowing robes. She wears this regardless of the season or climate. She only appears if the birth (or miscarriage) of a child will be detrimental to the society as a whole. She has been known to also appear if a half-elven hero is still needed, but there is no one who can reincarnate him.

AC 9; MV 15; HP 35; THAC0 19; #AT 1; Dmg touch acts as an emotion spell; MR 80%; SZ M (5 feet) Str 9, Dex 15, Con 16, Int 13, Wis 19, Cha 24 Spells P: 6 of each level, any sphere Saves (saving throws) PPD 3; RSW 6; PP 5; BW 4; Sp 4

Special Att/Def: Palitra's touch acts as an emotion spell, with no saving throw. Also, if anyone actually tries to attack her, he must save versus spells or suffer immense pain in his abdomen making all actions nearly impossible (-10 to hit, saving throws, and proficiency checks).

Other Manifestations

Palitra has been seen as a fox, a doe, and a tiger. Each form is nearly pure white with touches of grey. She is seen in these forms when she is examining an area up close. Some believe that if she saves you while in this form you will be blessed with healthy children who cannot ever be ill.

The Church

Clergy: Cleric, Druid, Specialty Priest

Clergy's Align. Neutral

Turn Undead: All=Yes (including druids)

Cmd. Undead: No

All of Palitra's clergy need to be well versed in herbs and healing so they may assist with births. They receive both proficiencies at no cost. They must always try to assist with a birth when present, even if they have other non-religious engagements. The common half-elf knows that Palitra wants her to have healthy children. They also know that Palitra would like for them to carry on their lives until they die of natural causes. This tends to keep her priestesses busy, even in small communities. Her church is about 33% Cleric, 33% Druid, and 33% Specialty Priestess.

Dogma: All Palitra's followers believe that one should live life as long as possible, and be given as many chances to do so. Although they won't always agree with the path chosen by others,

they will always assist. This has led them to help the most evil of half-elves at times. This help is never without a price however. The evil folk who have recruited Palitra's clergy have found that everyone they have hurt, has been alerted to their whereabouts. The priestesses keep a close eye on those who have taken advantage of their faith.

Day-to-Day Activities: Palitra's church is very active in the local births, providing many mid-wives to those who request them. They are also present whenever someone is going to be brought back to life within their town. Her followers are expected to donate about 10% of their time and money to the church to help keep it going.

Important Ceremonies/Holy Days: All days are considered holy days, since someone is born everyday. Each day begins with a small ceremony and a blessing to all children. Whenever a child is born in the town, a celebration is begun. This consists of a banquet and a shower with gifts for the child. It is expected that friends and relatives give these gifts, but if the family is poor or not present then Palitra will allow for the church to give a small gift, often clothing or gold (no more than 50gp).

Major Centers of Worship: There is at least a small shrine to Palitra in any town that has half-elves. Most are inconspicuous, but a few on Toril are rather pronounced.

Affiliated Orders: There are no military orders for Palitra as she is against physical combat. Her followers are not afraid of fighting, they only see it as unnecessary.

Priestly Vestments: When conducting official church duties, the priests and priestesses wear white robes. They also wear low-soft boots and small caps. The only thing that sets the high priest or priestess apart from the rest is the grey mixed into the robes. The more grey, the higher the rank.

Adventuring Garb: Palitra has few adventurer followers, but those who do wear white and grey robes.

Mid-Wives (Specialty Priest)

Requirements: Wisdom 14, Charisma 14

Prime Req.: Wisdom and Charisma

Alignment: Neutral

Weapons: Only small bludgeoning weapons.

Armor: None

Major Spheres: All, Charm, Creation, Healing, Necromantic, Summoning

Minor Spheres: Divination, Guardian, Protection, Wards

Magical Items: Any normally allowed to priests

Req. Profs: None

Bonus Profs: Healing, Herbalism.

Granted Powers

Mid-wives are able to ease pain in women who are giving birth. By simply holding her (usually her hand), all birthing pains are ignored. The woman is calm and comfortable. This allows for an easy birth, usually taking about half the time it would normally take (1d20 hours instead of 2d20 hours). Mid-wives may cast all healing spells with double effectiveness. The reverses, however, are not available. This means that cure light wounds would heal 2d8 points. The heal spell can heal both hit points and the mental effects listed. Upon reaching 5th level, all mid-wives take half-damage from all non-magical attacks. Whenever a mid-wife casts reincarnate, she may try to select the type of creature the target returns as. She must make a Wisdom check at one-half. If successful, the creature returns in the form the mid-wife desires. This may only be done once successfully per creature. Thus, if a human dies once, and a mid-wife reincarnates him, should he die again, no mid-wife may use this power on this creature.

Spells

Palitra's Child (Necromantic, Alteration)

Level: 4

Sphere: Creation

Range: Touch

Components: V

Duration: Permanent

Casting Time: 1 turn for each effect

Area of Effect: 1 half-elf

Saving Throw: Special

This spell allows the priestess to do several things to an unborn child. The child's mother must make a system shock roll, or the spell fails as she is thrown into convulsions. If she fails the system shock roll, she must then save versus death magic or die.

The spell can do one of the following things for every 4 levels of the priestess:

1. The child will be born with whatever gender the mother desires.
2. The child will be born without defects or illness (although he could get them later in life).
3. The child will be born stronger than normal (+1 on the initial Strength roll).
4. The child will be born more agile than normal (+1 to Dexterity).
5. The child will be born healthier than others (+1 Constitution).
6. The child will be born smarter (+1 Intelligence).
7. The child will be born wiser than most (+1 Wisdom).
8. The child will be born more alluring than average (+1 Charisma).
9. The child will be born looking more like either half, but not completely like the other half.
10. The child will be born with a natural alertness (+1 to initiative and surprise rolls).
11. The child will be born ambidextrous.

12. The child will be born in touch with nature (animal empathy similar to a ranger).
13. The child will be born with keen eyesight.
14. The child will be born with keen hearing.
15. The child will be born with keen smell.
16. The child will be born with keen taste.
17. The child will be born with keen touch.
18. The child will be born with an understanding of magic (+10% to learn spells checks).
19. The child is a natural with the first weapon he touches.
20. The child will be born with an inherent immunity to poison (+1 to all poison saves)

Whenever the mid-wife casts this spell she cannot be trying to influence any prophesies. If she does so, the spell fails and she suffers anything that the pregnant woman also suffers.

If the pregnant woman dies while this spell is being cast, then there is a 70% chance that the child will also die.

Lis (The Outcast, The Wanderer) Lesser Power, NG

Portfolio: Outcasts, Wanderers, Travelers, Rangers.

Aliases: None.

Domain Name: None, always wandering

Superior: Beleghir.

Allies: None.

Foes: None.

Symbol: A leaf blowing in the wind.

Wor. Align.: Any.

Lis almost literally fell into god-hood. He was a ranger who was searching for those who destroyed both his parents' civilizations. While adventuring, he came across a portal that he believed would lead him to those he sought. Unfortunately he didn't know exactly who he was looking for. Ending up on one of the many layers of the Abyss, he confronted and defeated the minor power he was after. Lis had managed to acquire a powerful artifact that nearly cost him his soul (the Wand of Orcus). After the battle Orcus arrived to reclaim his wand (which he "allowed" Lis to carry and use without Lis's prior knowledge). In return, Orcus granted Lis eternal life. After several centuries wandering the labyrinthine layers of the Abyss, Lis found a portal that should have led him home. Unfortunately it led to the Ethereal plane where he was caught in an ether storm. Lis found himself several worlds away from his home. This is when he encountered Beleghir and Kelsar. Both were looking for more half-elves to add to their pantheon and immediately recognized Lis. They offered him more than eternal life.

Lis's Avatar (Ranger, 18)

Lis stands about 6 feet tall, and is rather stocky for a half-elf. He is half sylvan, and has dark brown hair and green eyes. His body is covered with mottled browns and greens to help him blend in with his surroundings.

Lis always carry's a long sword and a long bow (this is a Strength bow built for 18/00 Strength), which he is specialized with. Both are +3 weapons. He wears no armor, but he does wear bracers of defence AC0. If Lis strikes any tanar'ri or batezzu, he does double damage (this includes the +3 being doubled).

AC -4; MV 15; HP 120; THAC0 1; #AT 3; Dmg per weapon +11; MR Nil; SZ M(6 feet)
Str 18/00, Dex 17, Con 16, Int 13, Wis 9, Cha 13 Spells P: As level 18 ranger
Saves (saving throws) PPDM 2; RSW 5; PP 3; BW 2; Sp 3

Special Att/Def: If Lis strikes any tanar'ri or batezzu, he does double damage (this includes the +3 being doubled).

Other Manifestations

Lis can be found in almost any natural animal form. If he shows up in this way, it is usually to guide a half-elven ranger who is lost. On rare occasions, he provides training or followers if the ranger is in an area where it would be nearly impossible to find them.

The Church

Clergy: Cleric, Druid, Ranger, Fighter, Crusader, Druid/Rangers, Specialty Priest.

Clergy's Align.: Neutral or Good or Neutral Good.

Turn Undead: Cleric= Yes, all others = No

Cmnd. Undead: No

All followers of Lis begin play with either the survival or direction sense (orienteering) proficiencies. Lis's followers seek to help others find their way, either philosophically or realistically. All half-elven rangers and travelers are welcome in the church. Rangers do not need to explain their reasons for healing and are not charged for it, no matter how excessive. Any member of the clergy may be taught how to make his own heaing potions since Lis believes "Give a man a fish, feed him for a day. Teach a man to fish, feed him for a lifetime." This will cost the him some money and time, but these potions are made with all natural ingredients. If these potions are used for others indiscriminately or excessively, he will lose all knowledge of how to make them. This knowledge is remembered and cannot be written down in any way. Only followers of Lis can learn this skill. Lis's clergy is about 30% ranger, 15% druid, 2% druid/ranger, 10% cleric, 20% Specialty Priest, 13% Crusader, 10% Fighter.

Dogma: Lis teaches his followers to survive by their wits. Knowledge is power, and he wants all half-elves to be extremely powerful. Most who trust Lis, prefer to be independent. They do not rely on others for survival, but do not turn it down if it is offered. Teamwork is emphasized over personal gain.

Day-to-Day Activities: Most of the day is filled with learning about the world. The animals, plants, and geography are cataloged for future use. Lis expects everyone to contribute new information as soon as possible, so that others can use it as well. Donations and tithes are not

required. The church will not turn down donations however, and most followers do what they can to keep the church in operation.

Important Ceremonies/Holy Days: Four times a year (on each equinox), as many followers as possible gather for a three day celebration (the day prior until the day after). There is a lot of wine and mead, as well as a banquet. All travelers are welcome, not just half-elves.

Major Centers of Worship: Lis has no major centers of worship, but there is usually one near every large city. For Lis, near is roughly three to five days travel.

Affiliated Orders: A few of the warriors have formed a loose-knit unit called The Zephyrwolves. The leader is known as the Alpha and his decisions are final. The rest are expected to assist with all the necessary work. In order for one to become The Alpha, he must wait for the current Alpha to either step down or die. There is no combat for this position unless two or more want it. In this case, all participants enter a large clearing for unarmed combat. This fight lasts until only one stands, but killing is not allowed. Zephyrwolves have pledged to defend all who do not claim a home. This ranges from outcasts to outlaws. "Everyone deserves a chance," is a common saying. Zephyrwolves do not give many chances however. Zephyrwolves often act as both guides and guards for the equinox celebrations.

Priestly Vestments: Clerics are expected to wear various shades of blues and greens. Rangers wear greens and browns. Druids wear greens. Druid/Rangers wear greens and browns but wear their holy symbol proudly. Zephyrwolves wear the color of the local wolves, with the leader always in wolfskins. Crusaders and fighters wear blues. The high priest always wears a combination of all the colors.

Adventuring Garb: The adventuring priests wear the appropriate colors, but in a camouflaged pattern.

Zephyrwolves (Ranger or Fighter)

Requirements: Charisma 15

Prime Req.: Standard for the class

Alignment: Neutral Good.

Weapons: Any, but prefer bows and swords.

Armor: Any, and shield. Note Rangers are penalized as usual for wearing heavy armor

Major Spheres: Rangers = All, Animal, Plant, Travelers. Fighters = All, Travelers

Minor Spheres: Rangers = Divination, Elemental, and Healing. Fighters = Animal, Plant

Magical Items: As per fighter

Req. Profs: Survival or Orienteering (Direction Sense)

Bonus Profs: Survival or Orienteering (Direction Sense), whichever is not taken as required.

Granted Powers

All half-races are welcome as Zephyrwolves. Those who are not rangers however, may not become Alphas. Half-elven fighters may become Alphas.

All Zephyrwolves can pass without trace as a druid once they reach 5th level. Rangers may do this at 3rd. At level 5, Zephyrwolves may shapeshift into a wolf appropriate to their home terrain. Rangers who track in this form may add +2. Others may track in this form at -2 unless they have the tracking proficiency, in which case they are also at +2. At level 5, Zephyrwolves may speak with wolves. Zephyrwolves instantly know who the Alpha is in any Zephyrwolf pack.

Spells

Wolf Howl (Evocation)

Level: 2

Sphere: Animal, Travelers

Range: 1 mile per level of the caster

Components: V

Duration: Special

Casting Time: 6

Area of Effect: Special

Save: None

This spell allows the caster to speak to all other clergy members within range. Anyone who can hear can hear the howl, but only those who follow Lis can understand what is being said. Wolves seem to also understand but are not obligated to obey. One sentence per level may be conveyed, but this must be simple. For example, one could say "There are several orcs over that ridge." One could not say, "Gluuk, the orcish shaman is coming."

The phrase takes one round per sentence and needs to travel one round per level to reach maximum range. So three sentences take three rounds to howl, and if cast by a 3rd level caster, can travel 3 miles but needs three more rounds to get there. Each phrase begins its travel the round following its howl. It can be heard the entire way.

Credits (in alphabetical order)

Beleghir (Ideas, comments, critiques, and the Mighty Lord, Beleghir)

DMKender (Assistance with kits, spells, comments, ideas, and critiques)

DM Xylon (Assistance with kits, spells, equipment, comments)

EvilKobold (Assistance with kits, spells, comments)

Gen Dorsey (Me, the author)

PrstSyrinx (Assistance with kits, spells, comments, ideas, critiques)

SDR5842887 (Assistance with kits, spells, comments, ideas)

TerraxC (Assistance with kits)

Ugtrid (Assistance with new spells Selective Sterility and Appearance Selection)

Wraith (Editing to rtf)

It should be noted that the gods were adapted to a generic setting, and should you encounter

them in their original settings, they will be different. Again, thanks to Belegbir for the very detailed Mighty Lord.

There are also many, many more who have given all of us ideas and helped us run with those ideas. I know, for myself, that I cannot even begin to list all of them. Of course, thanks would not be complete without a special thank you to the TSR staff. Without their ideas and game, this work would have never happened. I also would like to thank Sean Reynolds and Jim Ward for getting the "Online Policy" changed so that I can distribute this without hassle. Also, thank you Wizards of the Coast for keeping TSR in business and assisting with the online policy change. I would like to thank all those who helped encourage this Netbook, and I would love to see their ideas in print in future editions (if we go that route).

I hope you enjoy using this material as much as we enjoyed putting it together. It was a lot of fun, and I think that there will be more works of this sort in the future.

For those who would like to send me questions, comments, criticism, etc., my e-mail address is autumg@m8.sprynet.com. You can also see me at the TSR web site as GenDorsey.