



RACIAL TRAITS

Elves in the *Feudal Lords Campaign Setting* have much in common with the elves of other worlds with exception to the following racial trait.

Mark of War. When you take the Help action to aid a dwarf, you must first spend an inspiration.

DARK ELF Your ancestors long ago turned from the light of Yrvandyl, a fey spirit once held in high regard by all elves. Isolation in deep subterranean caves left you bitter and callous to all others.

In addition to your racial subtraits, you also possess the following:

Shadow of Yrvandyl. You cannot regain hit points while in direct sunlight.

HIGH ELF As a high elf in the *Feudal Lords Setting*, you explore the connections between your ancestors and the magic of the fey realm. You are a guardian of past relics and elvish ruins.

SHADOWPEAK ELF As an elf of Shadowpeak, you are an athletic climber and dare to reach staggering heights. You are further apt at performing in the whipping and spinning currents of air at mountainous altitudes.

Ability Score Increase. Your Strength score increases by 1.

Elf Weapon Training. You have proficiency with the longsword, shortsword, shortbow, and longbow.

Whisper Speech. You know the *message* cantrip.

Fey Lines Attunement. You can attune yourself to the invisible fey lines that permeate the upper altitudes. While attuned, you have advantage to Athletics and Acrobatics checks that pertain to climbing, jumping, and balance, when at heights of 30 feet or above. Furthermore, you can double your jump distance during your turn as a bonus action.

Shadowpeak Climbing. You have proficiency in the Athletics and Acrobatic skills.

ROLEPLAYING A SHADOWPEAK ELF

While elves seclude themselves from the world, common folk are aware of their presence. Human knowledge of elves flourishes through fanciful tales or chance meetings, which allows for many misconceptions.

On the other hand, few are aware that elves dwell among the floating isles of Shadowpeak, including other elves. Therefore, Shadowpeak elves are aloof and mistrustful to most they encounter. Isolation and unions with close relations resulted in a dwindling population amongst the elves of Shadowpeak.

ELVES

Elves scour the landscape in large wooden effigies or earthen elementals known as way-faring shrines. Others cling to a ruinous past and plague those that dwell too close to the lands of their former glory.

Elves are sylvan spirits bound to the wild woodlands and boast a lineage of minor nature and fertility gods. Ancient Elancai scholars referred to the sylvan creatures, including elves, as the *Illvestra*, translated as *the hidden people*, for they are extremely elusive, cunning, and rarely seen.

AWAKENING OF THE ELVES

With the fall of the ancient Illuricai, many elves emerged from the fey realms to build a vast empire. While a great number explored the deep, rich forests of the world, others ventured to the mountainous peaks and floating isles to dwell in the crumbling kingdoms of the Illuricai. While those bound to the earth know them as Shadowpeak elves, they refer to themselves as the Sunce [soon-sey], or Children of the Stars.

WOOD ELF Often regarded as wild and uncouth, you embrace the magic of the natural world to ensure survival. You often travel in small nomadic tribes and thus feel at home with fellow adventurers you trust and hold in the strictest confidence. With the depleting forests of the old kingdoms, many wood elves live among vast plains of tall grass. Although, outsiders refer to them as wild elves, they still keep alive the ways of the wood in hopes of one day reclaiming their ancestral homeland.

RELIGION

Iothdë, translated as *path of spirits*, is the indigenous faith of the elvish people and as old as the Feywild. Elves consider fey spirits sacred and inhabit all that is important to life and fertility, which includes the wind, rain, mountains, trees, and rivers. When an elf perishes, the soul transcends to the Feywild and revered as an ancestral fey spirit.

Elves also have high regard for the Luminous Wanderer, known as *Yrvandyl* in the elvish tongue, and venerate the great fey spirit above all others. In elvish lore, the Luminous Wanderer nurtured the Grove Eternal. It is a creation myth that proclaims the world and its cohesive planes of existence grew from its trunks while the tips of the branches became the stars in the night sky.

STARLIGHT STONES

Wondrous Item, rare

Illystris, known as starlight stones in the trade tongue, are uncut, unbreakable crystalline gems. Starlight stones, when held, shine in darkness, illuminating a 30-foot radius in **bright light**. The mysterious nature of the stone also penetrates magical darkness bathing a 15-foot radius in **dim light**.

Child of Yrvandyl (Requires attunement). When held, you are considered to be in direct sunlight for the purpose of creatures possessing sunlight sensitivity.

HISTORY Dark elves no longer follow the wisdom of Yrvandyl and thus, dwell in eternal darkness. They often make futile attempts to destroy *starlight stones* as a part of complex rituals to extinguish the strength of Yrvandyl.

While elves no longer homage a pantheon of gods and goddesses, a primitive elvish religion worshipped Ysrë, the supreme being and creator of the world. In ancient elvish, it translates as *away from Asträ* or *away from the one divided*.