



# Heroes of High Favor:



# ELVES

A d20 Supplement  
by Benjamin R. Durbin

## Sample Pages

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## Ley Runner

The veins of the world known as ley lines are a powerful, raw force, and those who would master them must boast a heart just as untamed. Some elves are able to attune their wild emotions to the undulating power of these intersecting mystic lines, allowing them to channel the lines' eldritch might into themselves to be used as needed. Elven *ley runners* are a complex mingling of swirling chaos and focused discipline,

a necessary paradox for those who wish to run free amongst the earth's ageless wilds. Nearly every elven enclave boasts a power nexus to harness and tame this energy, but the ley runners prefer the raw power of the wilderness. In times of peace they travel between enclaves as messengers, but in wartime they become a dangerous guerrilla force.



## Role in Elven Society

Ley runners instill fear in most civilized elves. At once savage and erudite, ley runners have had to focus their minds enough to master the wizard's craft, while also laying bare their souls to capriciousness and an almost primal instinct. Still, everyone has a task to perform, and for the ley runners this means using their odd mixture of talents for the good of a nation that does not favor their inclusion.

Capable of traversing the ley lines between enclaves faster than any horse, ley runners are often employed as messengers of the state, charged with rapidly bearing news and orders that cannot be trusted in other hands. During times of war, these speedy and wrathful elves typically find themselves employed as skirmishers, striking across the ley lines, slashing through an enemy, then disappearing before their foes even realize they've been attacked.

## Role within the Adventuring Party

A fury of blade and magic, ley runners are welcome among most adventuring parties who do not mind a little rowdiness and a lack of social graces. A worthy warrior, a skilled outdoorsman, a knowledgeable sage, and a capable spellcaster all at once, ley runners can suit many roles— but have pity on the adventuring party that succumbs to their bluster and allows the wizard-barbarian to become their leader.

## Wizard-Barbarian

You may play a ley runner by multiclassing as a wizard-barbarian. Begin your career as a barbarian for the skills, hit points, and

combat prowess, abilities that are arguably most effective at lower levels. Your *uncanny dodge* ability will be of great use once you begin taking wizard levels and can no longer afford to wear armor and risk arcane spell failure. If you want to take advantage of the prestige class presented here, make certain to allocate skill points to Knowledge (arcana) and Spellcraft, so that you'll be better able to interact with ley lines and power nexuses.

Intelligence is the key to your spellcasting power, although Strength and Constitution are equally essential to your abilities as a barbarian. You must reach a balance between the two classes as the primary focus of each class is at odds with the other: spellcasting or raging.

Dexterity is also worthwhile for its AC and Reflex save bonuses, and in a pinch you'll be able to support the front-line fighters with bows and other missile weapons. It is important that you have something useful to do at all times. If you are raging, you cannot cast spells, and you may not really be keen on entering melee combat. Possibly the most useful combination is to purchase a mighty bow as soon as possible, so that while raging, you can use your increased Strength to add damage from a safe distance.

Wisdom and Charisma both have little impact on your development. Wisdom is slightly more important as it is a key attribute for many core barbarian skills. However, don't write Charisma off completely, simply for its usefulness with the Intimidate skill.

## Ley Runner

Possessed of a fiery inner spirit and tempered by the indomitable will of the wizard, ley runners flash across the land as rapidly as their rage rises to meet whatever challenge they may face.

*Hit Die:* d8

### Requirements

*Base Attack Bonus:* +5

*Concentration:* 5 ranks

*Intuit Direction:* 5 ranks

*Knowledge (arcana):* 8 ranks

*Knowledge (elves):* 8 ranks

*Spellcraft:* 5 ranks

*Wilderness Lore:* 5 ranks

*Feats:* Endurance, Run

*Special:* base movement 40 or better; ability to cast 2nd level arcane spells including *bull's strength*, *cat's grace*, and *endurance*

### Class Skills

The ley runner's class skills (and the key attribute for each skill) are: Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (arcana) (Int), Listen (Wis), Move Silently (Dex), Spellcraft (Int), Spot (Wis), Swim (Str), Tumble (Dex), Wilderness Lore (Wis).

*Skill Points at Each Level:* 4 + Int modifier

### Class Features

#### WEAPON AND ARMOR PROFICIENCY

The ley runner is proficient with all simple and martial weapons, with light armor, and shields.

#### SPELLCASTING

The ley runner continues to advance in spellcasting ability, albeit at a slower rate. Add one-half his ley runner class level to his previous arcane spellcaster levels to determine spells per day, spells known, and spellcaster level. He does not gain any other ability a character of his previous class would have gained.

#### LEY RUNNING (Su)

A ley runner who is anchored to a ley line may run as a full-round action. Provided he takes no other action other than movement, he can maintain his anchor while moving without requiring a skill check (see Chapter 3). His running speed while anchored is increased to 10x his normal movement rate. The ley runner may use this ability only when wearing light or no armor.

#### LEY MASTERY

Beginning at 2nd level, a ley runner who fails his Knowledge (arcana) check to anchor to a ley line may reroll his check. He must accept the result of the second roll.

#### RAGE

The ley runner can rage, as the barbarian ability of the same name. If the ley runner has the rage ability

Table 1: Ley Runner

Level	BAB	Fort	Ref	Will	Abilities Gained
1	+0	+0	+2	+2	Spellcasting, ley running
2	+1	+0	+3	+3	Ley mastery, rage 1/day, celerity
3	+2	+1	+3	+3	Uncanny dodge
4	+3	+1	+4	+4	
5	+3	+1	+4	+4	
6	+4	+2	+5	+5	Rage 2/day, uncanny dodge
7	+5	+2	+5	+5	
8	+6	+2	+6	+6	Improved celerity
9	+6	+3	+6	+6	
10	+7	+3	+7	+7	Rage 3/day, improved celerity

from a previous class, add his number of ley runner rages/day to his previous number of rages/day. The ley cannot anchor or maintain an anchor to a ley line while raging.

### CELERITY (SU)

A ley runner who is anchored to a ley line may expend one of his daily rage attempts to activate his celerity ability instead of the usual barbarian rage. The ley runner gains +4 Dexterity, *evasion*, and an additional move-equivalent action each round for a number of rounds equal to his caster level. This ability supersedes (does not stack with) *haste* or any other ability that grants additional partial actions. When the celerity expires, the character is fatigued in the same fashion as a barbarian rage. Unlike a barbarian rage, celerity does not interfere with the ley runner's ability to concentrate, including his ability to use certain skills, cast spells, anchor, or maintain an anchor to a ley line.

At 8th level the ley runner's celerity ability improves, granting him +6 Dexterity, *improved evasion*, and an additional partial action each round. This ability supersedes (does not stack with) his previous celerity ability, and does not stack with *haste* or any other ability that grants additional partial actions.

At 10th level the ley runner is no longer fatigued when his celerity expires.

The ley runner may use this ability only when wearing light or no armor.

### UNCANNY DODGE

At 3rd level the ley runner gains the uncanny dodge ability as the barbarian ability of the same name. If he has this ability from a previous class, add his ley runner class levels to his previous class levels and determine his uncanny dodge ability on that basis.

At 6th level, the ley runner's uncanny dodge ability improves such that he can no longer be flanked.

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