

ELVEN WEAPONS & ARMOR

There are many diverse types of Elves and with this diversity comes a plethora of different types of weapons and armor. Each Elven race has spent centuries tailoring their weapons and armor to suit their needs and specific environments. Some of these weapons may seem strange or outlandish, but in the right scenario these items can be invaluable and just may save your life.

WOOD ELF EQUIPMENT

By far the most common of all Elves in the land. Wood Elf weapons can be found in most market places for a price. Although they are extremely expensive the quality and deadliness of Wood Elf weapons cannot be denied. If one does not do better they can be taken advantage of in any market by purchasing a counterfeit Wood Elf weapon. Although it may look the part once you are in battle it is sure to fail.

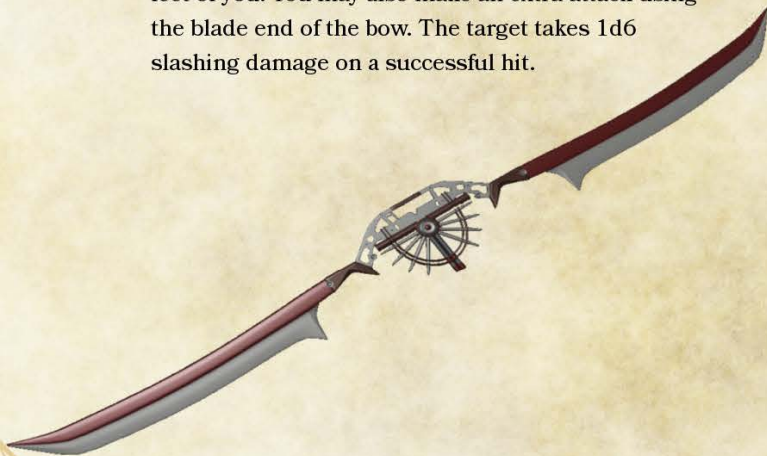
Wood Elves are children of the forest, but have fully integrated themselves in with the other races of the world. They love life and new experience and see no reason to confine themselves in their forests for this reason. The weapons that they craft are usually carried by scouts, rangers, and explorers do to the lightness and durability.

BLADE BOW

Weapon (Longbow), Uncommon

Wielding a bow in close combat can be extremely tricky and something that can take years to master. Fortunately Wood Elves have developed a bow that is not only easy to fire in close quarters, but is also doubles as fierce melee weapon. The long slender bow is accented with blades running from the ends where the bow string is mounted all the way to grove the arrow fits in.

While using this bow you do not have disadvantage when you fire it at a target within 5 feet of you. You may also make an extra attack using the blade end of the bow. The target takes 1d6 slashing damage on a successful hit.



COMPACT SWORD

Weapon (Shortsword), rare

The Compact Sword is a beautiful and elegant weapon that highlights the Wood Elves' desire to strike close and fast. The sword was originally developed by an assassin's guild who needed a way to sneak weapons into locations. It is speculated that the Elves were so desperate for the weapon that they actually went to the Dwarves for help with the construction of the first compact sword.

The Dwarves helped the Elves come up with a weapon that is able to completely retract into the hilt and be hidden with extreme ease. The assassins guild slew all of the Dwarven engineers in return; they could not let it known that they lowered themselves and went to Dwarves for help. To this day most people believe that the Wood Elves were the original creator of the sword, and considered the blade to be one the greatest examples of Wood Elf weaponry.

You gain +1 bonus to attack and damage rolls made with this weapon. Along with a normal attack you may also make a melee attack at a target within 5 feet by ejecting the sword at them. On a successful attack the target takes 1d12 piercing damage. Ejecting and retracting the sword each require an action.



ONI SKIN ARMOR

Armor (Leather Armor), very rare

Where most races trembled in fear of the Oni the Wood Elves saw them as the perfect prey for the hunt. What better enemy to test a hunter's skill than a creature that can change its shape and size on a whim. Instead of relying on sight the Wood Elf hunters and rangers had to trust their other senses and intuition to take down these evil beasts.

In order to show the world their expertise of the hunt, a Wood Elf who took down an Oni would skin it, sometimes alive. They would then form the hide into exquisite dark green leather armor. The armor also carried the innate magical ability of the Oni that it came from giving the wearer an unnatural stealthiness. Now when a creature stalked a village at night the chieftains knew exactly who to go to. They went to those who wore their enemies as a literal badge of honor.

You have a +2 bonus to AC while wearing this armor. In addition the armor seems to change its shade in order to match its surroundings giving the wearer advantage on all stealth rolls.

SEA ELF EQUIPMENT

It is said that no other creature craves adventure more than the Sea Elves. Living near the water has influenced their weapons and armor over the course of time. Most Sea Elves find themselves in occupations such as fishing, overseas trading, and piracy and need tools that make life on the open water as easy as possible.

It is said that long before boats existed Sea Elves swam the open sea like other aquatic creatures, and once had the ability to dive deep under water and breathe for hours on end. Legend says that they were jealous though of the luxuries that their land living counterparts enjoyed. Upon seeing this the Ocean King was displeased with his children and decided that if they so desired to have what their dirt walking siblings had then that's what he would give them. In the greatest storm ever recorded, all Sea Elves were thrown from the sea to the land. When they awoke on the beach the next day they realized that their gills and webbed feet had been replaced with smooth necks and feet that resembled that of men.

To this day it is said by others that the Sea Elves roam the seas not for adventure, but to one day find the Ocean King and take their birthright back. A Sea Elf will laugh at you when this is suggested, but

NET OF FULFILLMENT

Weapon (Net), Very Rare

During an extremely bad season for fishing a Sea Elf crafted a net to feed his people and save them from starvation. The net was exceptionally well crafted, but could not help the fact that there just weren't fish in the region anymore. This did not stop the fisherman from continuing to try until he was at the point of starvation himself. The Ocean King saw this Sea Elves' determination, and it pleased him. He would send fish to the net.

The Sea Elf awoke from his unconsciousness to a net bulging with more fish than he had ever seen! He hauled his fish to land and saved his village from their hunger. From that point forward the net seemed to hum at a strange frequency that only Sea Elves could hear, and whoever used this net always caught their prey.

This net functions as a regular net but has the following attributes:

- A creature must make a DC 20 strength check to free itself or another creature in the net.
- The net is impossible to cut.
- If the net is thrown within 10 feet of its target the target must make a DC 15 strength check or be magically drawn into the net.

LIGHTNING CALLER

Weapon (Rapier), rare

Storms on the high seas can be deadly for those who do not have the nerve or experience to withstand them. Sea Elves being their insane selves thought it would be a good idea to craft a sword that would allow them to channel the power of the storms, and use it to strike fear into their enemies. With the use of magic and metallurgy the Sea Elves crafted a weapon that allowed them to turn their swords into lighting rods on their command.

Unfortunately they did not take into account that when they call the lightning they would be holding the sword and subject to the same energy that they were calling down on their opponents. In order to mitigate some of the effects they replaced the hilt wrapping with a substance that seemed to help insulate them from the energy.

When you make a successful attack against a target using a metal melee weapon, you may use a bonus action to call lightning to your sword. The target takes 2d6 lightning damage and you take half of that damage.



TRIDENT OF THE OCEAN KING

Weapon (Trident), Artifact (requires attunement)

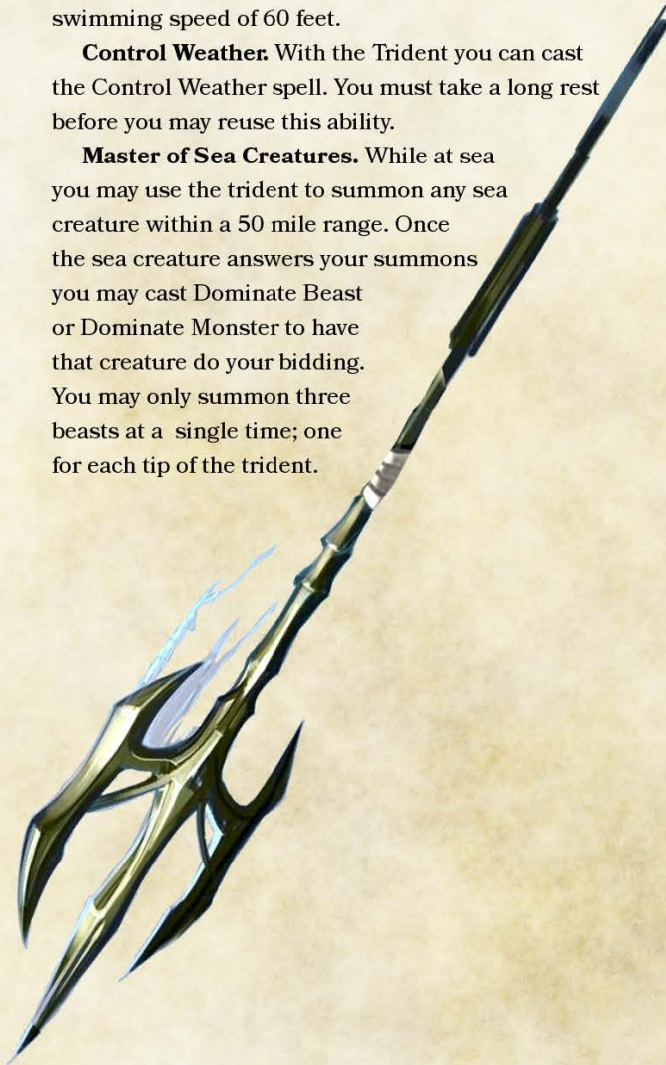
There is no artifact more desired by the Sea Elves than the Trident of the Ocean King. This is the weapon that is said to have been used to curse the Sea Elves and throw them to the land. It is said to be the only thing other than the Ocean King that can reinstate a Sea Elves birthright to the water.

The weapon is the stuff of pure legend. It is the personal weapon of the Ocean King, and most do not even believe such a being exists. Still this does not stop certain intrepid Sea Elves from exploring lost oceanic ruins and sailing to long forgotten islands in hopes of finding the smallest sliver of a clue that might lead them to the Trident. Old sea shanties described the weapon as 8 feet in length and solid gold. Three sharp points jut from the end, and streams of water flow up and down the length of the weapon in an unnatural spiral. They also speak of the following properties of the Trident:

Ocean Heritage. While attuned to the Trident you have the same abilities as the ancient Sea Elves. You grow gill and have ability to breath underwater. You also now have webbed feet and have a swimming speed of 60 feet.

Control Weather. With the Trident you can cast the Control Weather spell. You must take a long rest before you may reuse this ability.

Master of Sea Creatures. While at sea you may use the trident to summon any sea creature within a 50 mile range. Once the sea creature answers your summons you may cast Dominate Beast or Dominate Monster to have that creature do your bidding. You may only summon three beasts at a single time; one for each tip of the trident.



GRASSLAND ELF EQUIPMENT

When war is upon the land there is no fiercer army to have on your side then the Grassland Elves. The Grassland Elves are notable horse tamers and highly skilled at mounted combat. With the wide open plains around them the Grassland Elves cherish their freedom and would rather die before bowing to a foreign conqueror. If people have a pre-conceived notion that Elves are haughty and stubborn race then it probably came from interactions with the Grassland Elves.

Grassland Elves have no gods other than their tools and weapons. They do not give credit for their survival to some unseen force, but to the very objects that keep them alive in the harsh environment where they have made their home. Each Grassland Elf treats their weapons as others may treat holy relics. They cherish what they have because they know their very lives is at stake if one of their weapons fail.

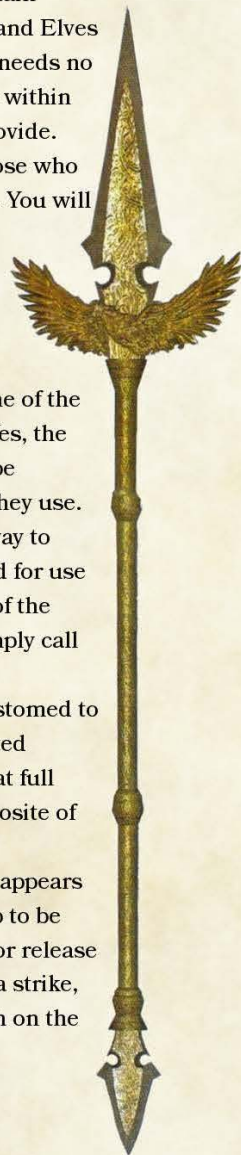
The weapons of the Grassland Elves are crafted with the essence of the land. There is a certain arcane power that is difficult for the Grassland Elves to explain to others. An Elf from the plains needs no explanation of this power though; it is born within them. The land is ancient. The land will provide. The land will end. A word of warning to those who would attempt to take a Grassland weapon. You will be hunted and you will be killed.

DEATH

Weapon (Lance), Uncommon

The cavalries of the Grassland Elves are one of the most formidable forces on the battlefield. Yes, the horsemanship of the Grassland Elves can be attributed to this, but so can the weapons they use. Centuries of mounted combat have given way to weapons that have been specifically tailored for use on a horse. The most well-known weapon of the Grassland Elves is their lance that they simply call Death.

The spear seems heavy to those unaccustomed to it, but it is this weight that helps the mounted troops stay mounted while hitting a target at full speed. Once trained one is able to lean opposite of the lance, using it as a counterbalance and remaining stable at top speeds. Death also appears to have a segmented tip. This allows the tip to be swapped if it becomes dull during combat or release the tip if the weapons becomes stuck after a strike, and finally the tip can be fired from a switch on the handle and be propelled like a missile.



You gain a +1 bonus to attack and damage rolls made with this weapon. The bonus increases to +3 when you use this lance while on a mount. In addition the tip of this lance may be fired as a missile with a range of 500 feet. When you hit with the ranged missile attack the target takes 2d12 piercing damage and the target must succeed at a DC 15 strength check or be knocked prone. The lance is useless until the tip is replaced

CHAOS

Weapon (Shortbow), Uncommon

When the elemental lords of Air, Lightning, and Water did battle on the plains the Grassland Elves were caught in the middle. The villages were being torn apart by the raw fury and power of the primal lords of the plains. It was too late for the Elves to enter the fray; their numbers had been decimated in the crossfire. None of the other races pleaded their cry for help.

It was then that the Grassland Elves had an idea. If they could not double the size of their army they would double the damage their army could deal. After several long days and nights they had a solution; they had created a bow that could fire multiple arrows while still mounted on their horses. They were able to drive back the threat by fighting chaos with chaos.

This bow allows you to nock two arrows at one time and fire both with a single attack. You can use a single attack to hit an individual target with both arrows for 2d6 piercing damage. Instead of attacking a single creature you may use your action to attack two targets within 10 feet of each other for 1d6 piercing damage.

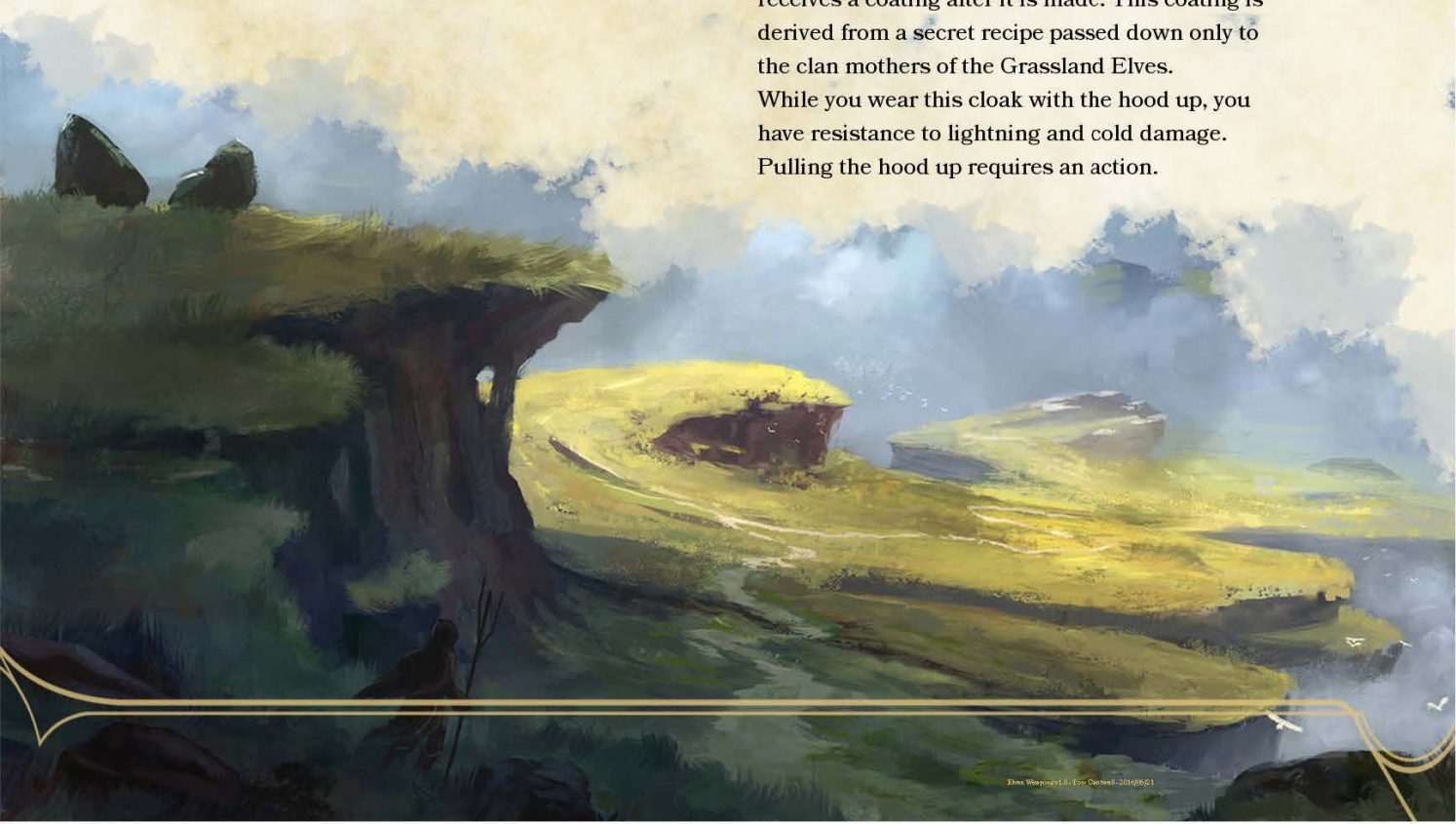


PROTECTION

Wonderous Item (Cloak), Uncommon

The Grasslands are notorious for the terrible storms that sweep across them. If one is caught in the storms unprotected they will probably wind up dead. In order to survive the fierce environment the Elves had to come up with some way to protect themselves, and so they came up with what appears to be a simple brown cloak with a hood and drawstring.

A Grassland Elf will tell strangers that they are able survive the storms not because of the cloaks, but because their sheer force of will. That is their pride talking of course. Every one of the cloaks receives a coating after it is made. This coating is derived from a secret recipe passed down only to the clan mothers of the Grassland Elves. While you wear this cloak with the hood up, you have resistance to lightning and cold damage. Pulling the hood up requires an action.



MOUNTAIN ELF EQUIPMENT

Of all the Elves, the ones who dwell in the mountains are the most respected. Mountain Elves have always kept themselves in isolation, and are rarely seen in the cities outside of their realm. Many wonder what the reasoning is for their seclusion, and very few ever truly learn why. If people knew why the mountain Elves never show their faces then there would be mass panic. The mountain Elves are the planets first line of defense against cosmic threats. They are the Harbingers.

Centuries ago an ancient unfathomable being attempted to conquer the lesser beings of the world. Many people cowered in fear, and ran to their holes to await their impending doom. There were those who would not shrink in fear though. Something called to Elves from across the land. From the sea to the desert; the bravest Elves united to turn back the cosmic deity that was intent on their destruction. These Elves knew their mission was not done though, and that the unnamed horror of old could return at any time. They could not leave.

Now centuries later you can find small villages in the highest peaks where Mountain Elves train and prepare for battles against lesser cosmic threats. As for the first threat, the one that formed the Harbingers, it has still never returned. A single citadel was constructed on highest peak of the world that is always manned by a rotation of seven warriors. This citadel's sole purpose is to watch the stars for that original ancestral threat. It may not ever return, but if it does the children of its original enemies will be waiting for it. The Harbingers are always watching and ready to defend.

HARBINGER SWORD

Weapon (longsword), very rare

Although not as rare Harbinger plate it is still rare to see a Harbinger blade outside of the Citadel. Forged from meteorites that have fallen from the sky since the day the cosmic horrors first started appearing on the world, no steel can rival the sharpness and durability of a Harbinger blade. All of the knights that rotate back and forth from the Citadel are given one of these blades, and it is one of the few items they take back with them after their rotation ends.

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

When you hit an Aberration or Celestial creature, the creature takes an extra 2d6 magic damage and must succeed a DC 15 strength check or fall prone as they kneel before your might.

h a r b i n g e r
of the ancient only will
protect the land and sky

HARBINGER SHIELD

Armor (Shield), rare

A Mountain Elf can be picked out immediately by the well-known shield they carry on their back. One of the first items a young Mountain Elf is given is their Harbinger shield because it represents the protection that the Harbingers and their knights offer the world. The shield is small enough for a child to carry and as that child grows into adulthood the shield grows with them. The shields are very personal for the Mountain Elves, and most are buried with their shields at death. If you see someone of another race carrying a Mountain Elf shield they better have a good story for how they got it.

While holding this shield you have a +1 bonus to AC in addition to the shields normal bonus to AC. This Shield allows also you to cast light from the shield at will. In addition when the Harbinger knights detect a threat they will rally all Mountain Elves by causing all harbinger shields to glow in an



HARBINGER PLATE

Armor (Halfplate), Legendary

Nothing better represents the grit and resolve of the Mountain Elves more than the Harbinger plate. The armor was crafted from a mixture of fragments cut from the original cosmic horror and strips of the strongest elven steel. When the armor was forged there was only enough material to make seven suits. Because unnatural strength of the armor it was decided that seven choice warriors would be given the suits, and it would be these warriors who would guard the Citadel. The armor does not belong to any one Elf, but instead to the entirety of the Mountain Elf race. When a Knights rotation ends he passes the armor off to the one who takes their place. This passing is done so in a completely solemn and respectful manner without ceremony. There is only duty.

Not only does the armor take the shape of the wearer and change color based on the wearer's personality, but it also grants the following benefits from its cosmic nature:

- While wearing this armor you gain a flight speed of 40 feet.
- While wearing this armor you have ability to withstand the crushing pressure of outer space and the ocean depths.
- You have advantage on saving throws to being frightened or charmed. In addition you have resistance to Force, Necrotic, and Psychic damage while you wear this armor.
- You understand and speak Celestial and Deep Speech.

CREDITS

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