

ELVES, WODE

Children of the Sylvan Celestials and masters of the elf-haunted wilds for which they are named, wode elves see all forests as their domain by birthright. They know and enjoy their reputation among humans for snatching children who wander too far into the woods. In their eyes, humans *should* fear the trees.

Wode elves' natural ability to mask their presence, called glamor, complements their guerrilla fighting style, letting them strike quickly from cover and then meld back into the underbrush. These traits also make those few wode elves who dwell in cities naturally adept at urban warfare.

Heart of the Wode

The primary value of wode elf culture is respect and reverence for their home, the wode in which they live. They speak of the wode as though it is alive and conscious, dangerous and delightful. Wode elves are receptive to strangers who respect the land upon which they trespass. However, those who seek to harm the wilds ruin their only chance of treating peacefully with the wode's beating heart.

Wodeworking

Wode elves practice a secret technique to use the trees of the wode to craft materials as strong as metal, and to create magical plant creatures that serve them, including the wodenelgs, their trusted mounts. To breathe life into these creations, the wode elves lift their voices in song. The more intricate the song, the more durable and autonomous the creation becomes. A wodenelg's rider is typically also its singer, creating a connection between the two that lasts a lifetime.

Legends tell of ancient beings, older than the forests themselves, sung to life by an entire wode elf civilization joined in sixteen-part harmony. These beings outlived their creators, and if they truly exist, they now roam the world as unknown and unknowable guardians who answer to nothing but their final set of instructions.

Sylvan Surveillance

The wode elves' natural connection to the wode allows them to stay aware of the forest's goings-on while inside it. This isn't a telepathic connection, but rather a great understanding of every corner of the wode and a hypersensitivity to changes within it. The stench of a badly set campfire, the sudden squawk of a raven, the forced march of a hungry ant colony: all of this information comes together to form a wode elf's understanding of their surroundings.

A wode elf develops this sense for their home over time, meaning that a wode elf who lives in an urban environment has just as much understanding of the streets, alleys, and structures of their neighborhood as their cousin in the forest does of the deer paths, streams, and trees.

Blightless Ambition

Not all wode elves are happy to negotiate with peaceful interlopers in their realms. Some groups view even the very presence of such intruders as a direct threat to their way of life. One group of hunters known as the Blightless searches the forest for trespassing mortals, seeking to eliminate their potential threat by any means possible. Overzealous and aggressive, the Blightless also focus on expanding their home's boundaries, attacking civilizations close to the forest's edge. Because Blightless attacks constitute the majority of mortal

interaction with the wode elves, they set the tone for mortal perception of an otherwise peaceful people.

Chirurgeons

When wode elves in combat control the terrain, their primary strategy is divide and conquer. Chirurgeons (*kai-RUR-jinz*) are master strategists who enact their picture-perfect plans in the thick of battle. Enemies will never know how many wode elves they truly face if the crafty chirurgeon can help it.

Warleader

The warleader of a wode elf court is usually their finest tactician. One warleader alone can command dozens of squadrons across miles of forest with such precision that they can appear to predict an enemy's movements without ever laying an eye on them. In times of peace, a warleader's role is primarily that of teacher—a mentor who scouts and soldiers regard almost as an additional parent.

The wode elves send their warleaders into battle only if the situation is dire. Characters who encounter one should be flattered, for the presence of a warleader means the wode elves consider the heroes a formidable threat.

Wode Elf Languages

Most wode elves speak Caelian and Ylyric.

Wode Elf Malice

Malice Features

At the start of any wode elf's turn, you can spend Malice to activate one of the following features.

★ Forest Network

3 Malice

Each wode elf who ends this turn hidden can shift up to their speed while remaining hidden.

★ Punishing Regrowth

5 Malice

Until the end of the round, each wode elf gains an edge on abilities, and their strikes can slide a target up to 2 squares in addition to their usual effects. If a strike already imposes forced movement, this slide happens after that forced movement. A creature forced moved by a wode elf's strike who ends this forced movement in difficult terrain is restrained until the end of their next turn.

◎ Vines Everywhere

7 Malice

Vines rapidly grow across the entire encounter map. Each enemy in the encounter makes an **Agility test**.

≤11 8 damage; restrained (save ends)

12-16 Restrained (EoT)

17+ No effect

Wode Elf Lookout
Fey, Humanoid, Wode ElfLevel 1 Minion Support
EV 3 for four minions

1M Size 7 Speed 4 Stamina 0 Stability 1 Free Strike

Immunity: —
Movement: Climb**Weakness:** —
With Captain: +2 bonus to speed**Might** 0 **Agility** +2 **Reason** 0 **Intuition** 0 **Presence** +1

Longbow 2d10 + 2
Ranged, Strike, Weapon
Ranged 8

≤11	1 damage
12-16	2 damage
17+	3 damage

Signature Ability

Main action

One creature or object per minion

★ There!

Any wode elf within 5 squares of the lookout can make ranged strikes as if occupying the lookout's space.

★ Masking Glamor

Abilities targeting the lookout that would take a bane from cover or concealment have a double bane instead.

Wode Elf Runner
Fey, Humanoid, Wode ElfLevel 1 Minion Harrier
EV 3 for four minions

1M Size 7 Speed 4 Stamina 0 Stability 1 Free Strike

Immunity: —
Movement: —**Weakness:** —
With Captain: Gain an edge on strikes**Might** 0 **Agility** +2 **Reason** 0 **Intuition** 0 **Presence** +1

Spear 2d10 + 2
Charge, Melee, Ranged, Strike, Weapon
Melee 1 or ranged 5

≤11	1 damage
12-16	2 damage
17+	3 damage

Signature Ability

Main action

One creature or object per minion

Effect: If this ability is used as part of the Charge main action, the runner shifts up to 2 squares first.

★ Masking Glamor

Abilities targeting the runner that would take a bane from cover or concealment have a double bane instead.

Wode Elf Scout
Fey, Humanoid, Wode ElfLevel 1 Minion Ambusher
EV 3 for four minions

1M Size 10 Speed 4 Stamina 0 Stability 2 Free Strike

Immunity: —
Movement: —**Weakness:** —
With Captain: Gain an edge on strikes**Might** 0 **Agility** +2 **Reason** 0 **Intuition** 0 **Presence** +1

Daggers 2d10 + 2
Melee, Ranged, Strike, Weapon
Melee 1 or ranged 5

≤11	2 damage
12-16	4 damage
17+	5 damage

Signature Ability

Main action

One creature or object per minion

★ Into the Green

The scout can attempt to hide at the end of each of their turns.

★ Masking Glamor

Abilities targeting the scout that would take a bane from cover or concealment have a double bane instead.

Wode Elf Yeoman
Fey, Humanoid, Wode ElfLevel 1 Minion Artillery
EV 3 for four minions

1M Size 7 Speed 3 Stamina 0 Stability 2 Free Strike

Immunity: —
Movement: —**Weakness:** —
With Captain: +1 damage bonus to strikes**Might** 0 **Agility** +2 **Reason** 0 **Intuition** 0 **Presence** +1

Heavy Longbow 2d10 + 2
Ranged, Strike, Weapon
Ranged 12

≤11	2 damage; push 1
12-16	4 damage; push 2
17+	5 damage; push 3

Signature Ability

Main action

One creature or object per minion

★ Masking Glamor

Abilities targeting the yeoman that would take a bane from cover or concealment have a double bane instead.

Wode Elf Chirurgeon

Fey, Humanoid, Wode Elf

Level 2 Platoon Harrier
EV 8

1M Size 7 Speed 40 Stamina 0 Stability 4 Free Strike

Immunity: —

Movement: Climb

Might +1 Agility +2 Reason 0 Intuition 0 Presence +1

☒ **Wild Ax** 2d10 + 2

Charge, Melee, Ranged, Strike, Weapon

↳ Melee 1 or ranged 5

≤11 6 damage; push 1

12-16 9 damage; push 3

17+ 12 damage; push 5

Effect: The chirurgeon can make a ranged free strike before using this ability.

5 Malice: The chirurgeon uses this ability again.

Signature Ability

Main action

↳ One creature or object

☒ **The Wode Protects Us**

Magic, Ranged

↳ Ranged 5

3 Malice

Maneuver

↳ Self and three allies

Effect: Each target can teleport up to 10 squares to a space that has cover or concealment.

★ **Masking Glamor**

Abilities targeting the chirurgeon that would take a bane from cover or concealment have a double bane instead.

Wode Elf Tactics

Wode elves are at their most powerful in dense and vertical battlefields and tend to bait attackers into disadvantageous fights with false retreats and hidden reinforcements. Not only does this allow them to make full use of their proficiency in concealment and cover but also lets them utilize their climbing skills to gain height advantages. While they prefer taking fights into the deep woods, the elves settle for urban or mountainous areas if the only other option is a wide-open space.

Wode elves are highly mobile and adept at hindering their enemies. A common tactic is to unleash their panoply of slowing and restraining abilities on melee-oriented opponents while harassing ranged combatants with teleports and surprise attacks from off-angles.

Wode Elf Sample Encounters

- **Scout Patrol, 23 EV:** Four lookouts, eight scouts, one chirurgeon, one green seer
- **Blightless Militia, 32 EV:** Eight yeomen, eight runners, one druid, one greenskeeper, one sentry
- **Hawkeye Cavalry, 48 EV:** Three gweiadur, three wodenelg
- **Reclaimer Force, 74 EV:** Sixteen yeomen, sixteen scouts, one guerrilla, one druid, two greenskeepers, one warleader

Wode Elf Druid

Fey, Humanoid, Wode Elf

Level 2 Platoon Controller
EV 8

1M Size 7 Speed 30 Stamina 0 Stability 3 Free Strike

Immunity: —

Movement: Climb

Weakness: —

Might 0 Agility +1 Reason 0 Intuition 0 Presence +2

☒ **Entangling Vines** 2d10 + 2

Area, Magic, Ranged

↳ 3 cube within 10

≤11 5 damage; pull 1

12-16 8 damage; pull 3; M<1 slowed (save ends)

17+ 10 damage; pull 5; M<2 slowed (save ends)

Effect: While slowed this way, a target can't search for hidden creatures.

3 Malice: The size of the cube and the potency both increase by 1.

☒ **The Wode Protects Us**

Magic, Ranged

↳ Ranged 5

3 Malice

Maneuver

↳ Self and three allies

Effect: Each target can teleport up to 10 squares to a space that has cover or concealment.

★ **Masking Glamor**

Abilities targeting the druid that would take a bane from cover or concealment have a double bane instead.



Wode Elf Green Seer

Fey, Humanoid, Wode Elf

Level 1 Platoon Hexer

EV 6

1M Size 7 Speed 20 Stamina 0 Stability 3 Free Strike

Immunity: —
Movement: —

Weakness: —

Might 0 **Agility** +1 **Reason** 0 **Intuition** +2 **Presence** +1

☒ The Forest's Embrace 2d10 + 2

Magic, Ranged, Strike

↳ Ranged 10

≤11 5 damage

12-16 7 damage; I<1 restrained (save ends)

17+ 9 damage; I<2 restrained (save ends)

Effect: While restrained this way, a target can't search for hidden creatures.

Signature Ability

Main action

◎ One creature or object

☒ The Natural Cycle 2d10 + 2

Magic, Ranged, Strike

↳ Ranged 10

≤11 2 damage

12-16 4 damage; P<1 weakened (save ends)

17+ 6 damage; P<1 bleeding (save ends); the target has a double bane on strikes (save ends)

Effect: While bleeding or weakened this way, a target is covered in lichen.

3 Malice

Maneuver

◎ Two creatures

! Foreseen Punishment

Ranged

↳ Ranged 5

Free triggered action

◎ The triggering creature

Trigger: A creature uses a triggered action targeting the green seer or an ally within distance.

Effect: The green seer makes a free strike against the target after the target's triggered action is resolved.

★ Masking Glamor

Abilities targeting the green seer that would take a bane from cover or concealment have a double bane instead.

Wode Elf Greenskeeper

Fey, Humanoid, Wode Elf

Level 1 Platoon Defender

EV 6

1M Size 7 Speed 40 Stamina 0 Stability 3 Free Strike

Immunity: —
Movement: —

Weakness: —

Might 0 **Agility** +2 **Reason** 0 **Intuition** 0 **Presence** +1

☒ Growing Longsword 2d10 + 2

Melee, Strike, Weapon

↳ Melee 1

≤11 5 damage

12-16 7 damage

17+ 9 damage

Effect: The target is taunted until the end of their next turn, and the greenskeeper shifts up to 3 squares.

2 Malice: The distance increases to Melee 5.

Signature Ability

Main action

◎ One creature or object

3 Malice

Maneuver

◎ Special

Effect: The area is overgrown with heavy brush and brambles until the end of the encounter, providing cover and concealment for the greenskeeper and their allies. The area is difficult terrain for enemies, and any enemy who starts their turn in the area takes 3 damage.

★ Masking Glamor

Abilities targeting the greenskeeper that would take a bane from cover or concealment have a double bane instead.



Wode Elf Guerrilla
Fey, Humanoid, Wode ElfLevel 3 Platoon Ambusher
EV 10

1M Size 7 Speed 50 Stamina 0 Stability 5 Free Strike

Immunity: —
Movement: Teleport

Weakness: —

Might 0 Agility +2 Reason 0 Intuition 0 Presence +1

☒ Splinter Dagger 2d10 + 2
Magic, Melee, Ranged, Strike, Weapon
Ranged 1 or ranged 5**Signature Ability**

Main action

One creature or object

≤11 7 damage
 12-16 11 damage
 17+ 14 damage; M<2 bleeding (save ends)

Effect: The guerrilla can teleport up to 3 squares.**3 Malice:** This ability targets one additional target, and deals an additional 3 damage if both targets are adjacent to each other.**☒ Do Not Hesitate in the Wode**

Ranged

Ranged 20

3 Malice

Free triggered action

Self and each minion in their squad

Special: The guerrilla must be acting as a captain.**Trigger:** An ally ends their turn while the guerrilla hasn't acted this round.**Effect:** The targets take their turn immediately. Each target gains an edge on abilities until the end of their turn.**★ Into the Green**

The guerrilla can attempt to hide at the end of each of their turns.

★ Masking Glamor

Abilities targeting the guerrilla that would take a bane from cover or concealment have a double bane instead.

Wode Elf Gweiadur
Fey, Humanoid, Wode ElfLevel 3 Platoon Artillery
EV 10

1M Size 7 Speed 40 Stamina 0 Stability 5 Free Strike

Immunity: —
Movement: Climb

Weakness: —

Might 0 Agility +2 Reason 0 Intuition +1 Presence 0

☒ Snare Bow 2d10 + 2**Signature Ability**

Main action

One creature or object

≤11 7 damage
 12-16 11 damage
 17+ 14 damage; A<2 restrained (save ends)

Effect: The gweiadur shifts up to 3 squares.**3 Malice:** If this ability restrains the target, one enemy adjacent to the target is also restrained (save ends).**☒ You Activated My Trap!** 2d10 + 2**3 Malice**

Area, Magic, Ranged

Ranged 3 cube within 10

Maneuver

Each enemy in the area

≤11 4 damage; R<0 the target is marked (save ends)
 12-16 6 damage; R<1 slowed and the target is marked (save ends)
 17+ 9 damage; R<2 slowed and the target is marked (save ends)

Effect: Allies gain an edge on abilities against a target marked by any wode elf.**★ Masking Glamor**

Abilities targeting the gweiadur that would take a bane from cover or concealment have a double bane instead.

Wode Elf Sentry

Fey, Humanoid, Wode Elf

Level 1 Platoon Support

EV 6

1M Size 7 Speed 30 Stamina 0 Stability 3 Free Strike

Immunity: —

Weakness: —

Might 0 Agility +2 Reason 0 Intuition 0 Presence +1

☒ Tracer Longbow 2d10 + 2**Signature Ability**

Main action

One creature or object

≤11 5 damage
 12-16 7 damage
 17+ 9 damage; the target is marked (save ends)

Effect: Allies gain an edge on abilities against a target marked by any wode elf.**3 Malice:** The sentry targets two additional creatures or objects.**☒ Death Blossom****2 Malice**

Area, Weapon

Ranged 5 burst

Maneuver

Each marked enemy

Effect: Each target takes 3 damage.**★ Masking Glamor**

Abilities targeting the sentry that would take a bane from cover or concealment have a double bane instead.



Wode Elf Warleader

Fey, Humanoid. Wode Elf

Level 3 Leader

EV 20

1M	7	120	2	5
Size	Speed	Stamina	Stability	Free Strike

Immunity: — **Movement:** Teleport **Weakness:** —

Might +2 **Agility +3** **Reason +2** **Intuition +2** **Presence +2**

Wodeblade 2d10 + 3
Magic, Melee, Strike, Weapon
Melee 1

Signature Ability
Main action

Two creatures or objects

≤11 8 damage; **M<1** restrained (save ends)
12-16 12 damage; **M<2** restrained (save ends)
17+ 15 damage; **M<3** restrained (save ends)

Effect: The warleader can teleport up to 3 squares between each strike.

2 Malice: A target restrained by this ability takes an extra 3 damage.

Fairness Is a Human Concept

Area
10 burst

5 Malice

Maneuver

Each ally in the area

Effect: Each non-minion target can make a free strike, then each target shifts up to 3 squares. A target who has cover or concealment at the end of this shift can attempt to hide at the end of the warleader's turn.

Wode Sickness

Ranged
Ranged 10

Triggered action

One enemy

Trigger: An ally ends their turn.

Effect: The target must not have taken their turn this round. The target takes their turn immediately, and if they have **P<2** they are bleeding and take a bane on strikes until the end of their turn.

End Effect

At the end of each of their turns, the warleader can take 5 damage to end one effect on them that can be ended by a saving throw. This damage can't be reduced in any way.

Into the Green

The warleader can attempt to hide at the end of each of their turns.

Masking Glamor

Abilities targeting the warleader that would take a bane from cover or concealment have a double bane instead.

You Will All Witness my Blade

Area
5 burst

Villain Action 1

Each enemy in the area

Effect: The warleader uses Wodeblade against each target and gains an edge on the power roll.

Suppressing Volley

Area
5 burst

Villain Action 2

Each ally in the area

Effect: The warleader can use Wodeblade. Each target can then make a free strike.

Is It Now or Is It Then?

Area
5 burst

Villain Action 3

Self and each ally in the area

Effect: Each target is invisible until the start of the next round. The warleader then uses Wodeblade.

Wodenelg

Plant, Wode Elf

Level 1 Platoon Mount

EV 6

2	10	30	1	3
Size	Speed	Stamina	Stability	Free Strike

Immunity: —
Movement: —

Weakness: —

Might +2 Agility +1 Reason -1 Intuition 0 Presence -1

↙ **Gore** 2d10 + 2
 Charge, Melee, Strike, Weapon
 ↗ Melee 1
 ⚡ 11 5 damage
 ⚡ 12-16 7 damage
 ⚡ 17+ 9 damage

Signature Ability
 Main action
 ⚡ One creature or object

Effect: The wodenelg's rider can make a free strike at any point during the charge.

★ Sure-Footed

The wodenelg ignores difficult terrain and doesn't provoke opportunity attacks by moving.

● Where I End the Woods Begin**3 Malice**

Maneuver
 ⚡ Self

Effect: The wodenelg and their rider become invisible until the start of the wodenelg's next turn.

★ Mounted Stability

The wodenelg's rider has damage immunity 2.

★ Shared Glamor

If the wodenelg's rider has the Masking Glamor trait, the wodenelg also has that trait.

