

# EDGE OF EVENTIDE

## RULES PREVIEW

The first installment in the *Edge of Eventide* Dramatic Campaign is fast approaching, and while there will be plenty of time to look at the adventure, it is important to note how critical the characters are to this campaign. In addition to statistics, each one features a complete back story and robust character profile. In addition, each character also includes unique rules elements, such as the following racial traits possessed by Leylinia, a Cenasar elf.



## CENASAR ELVES

Elves have a strong tie to the land, often taking on the characteristics of the world around them, both in mind and in body. For most, this bond is made at birth and it rarely changes. For the elves of the Cenasar, this bond is as fluid as the seasons, changing with the world around them and the turning of the year. To other elves, this can make them seem fickle and chaotic, but among their own kind, their lives are a celebration of change and it is this cycle that gives order to their world.

For the Cenasar, spring is a time of joy and love, for exploration and invention. During summer, creativity and invention become the focus of their lives, searching out new things and accomplishing big deeds. Fall is a period of bounty and change, when the labors of the summer bear fruit and the transformation of the world begins. Winter is a time of quiet reflection, careful planning, and tearful remembrance. While solemn, it is also a time of hope, bringing the promise of a new year.

These phases are more than just an emotional state of being, they are physically reflected in the Cenasar, changing their hair, skin tone, and the even the color of their skin markings. Many will reflect this change in their clothing and personal affectations as well. For the Cenasar, the seasons are a part of their very being, their link to the cycle of life.

### Cenasar Elf Traits

**+2 Dexterity, +2 Wisdom, -2 Constitution:** The Cenasar are agile like other elves, but they more time in contemplation and debate than their brethren.

**Medium:** Cenasar elves are Medium creatures.

**Normal Speed:** Cenasar have a base land speed of 30 feet.

**Low-Light Vision:** Cenasar can see twice as far as a human in conditions of dim light.

**Sleep Immunity:** Cenasar elves are immune to magic sleep effects.

**Seasonal Magic:** Cenasar can call upon their bond to the world to cast a few simple spells, depending on the season. Each spell is drawn from the druid list and can only be cast once per day, using the Cenasar's total level as the caster level. The save DC for these spells are Charisma-based. Spring: *create water, charm animal*. Summer: *entangle, guidance*. Fall: *goodberry, mending*. Winter: *endure elements, purify food and drink*.

**Cenasar Adaptation:** Cenasar adapt to their surroundings, giving them a +2 resistance bonus on Fortitude saving throws made against specific dangers depending on the season. In spring, the bonus applies on saves made against poison. In summer, it applies on saves made against hot environments and on Reflex saving throws made against spells and effects that deal fire damage. In fall it applies on saves made against disease. In winter, it applies on saves made against cold environments and on Reflex saving throws made against spells and effects that deal cold damage.

**Cenasar Weapon Training:** Unlike their brethren, the Cenasar receive only limited weapon training. Each Cenasar may select longbow, longsword, rapier, shortbow, or any one martial weapon with the word "elven" in its name. The Cenasar is proficient in that weapon.

**Languages:** Cenasar begin play speaking Common and Elven. If they have a high Intelligence score, they can choose from Celestial, Draconic, Gnome, Goblin, Orc, and Sylvan.



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