

Elf, Alfen Dragon Magazine 257/36
Encountered: Prime Material Plane Principle Deities: Any
Ability Adjustments/Score Range:
STR: 4-18 DEX: 4-18 CON: 3-18 INT: 5-18 WIS: 7-18(-1) CHA: 10-18(+1)
Class Options: Fighter (15), Ranger (15), Wizard (15), Priests (12), Thief (U)
Thief Skill Adjustment: PP+5%, OL -5%, MS +5%, HS +10%, DN +5%
Typical Alignment: Any Chaotic Starting Age: 100+5d6 Maximum Age: 350+4d100
Average Height: 57+1d12(m)/53+1d12(f) Average Weight: 130+3d10(m)/75+3d10(f) Movement Rate: 12
Appearance: Pale non-tanning Complexion with Brown to Sandy Hair, and Grey to Hazel Eyes.
Initial Languages: Any.
Special Advantages: +1 to Attack with Swords and Bows. 1-6 to Notice Secret Doors, 1-3 to Find Secret Doors, 1-2 to Find Concealed Doors, 60% Resistance to Sleep and Charm Spells.
Disadvantages: None.

Elf, Alfheim Karameikos Campaign/26
Encountered: Prime Material Plane, Mystara Principle Deities: None
Ability Adjustments/Score Range:
STR: 3-18 DEX: 6-19(+1) CON: 7-17(-1) INT: 8-18 WIS: 3-18 CHA: 8-18
Class Options: Fighter (12), Ranger (15), Wizard (15), Priest (12), Bard (15), Thief (12), Psionist (7)
Thief Skill Adjustment: PP+5%, OL -5%, MS +5%, HS +10%, DN +5%
Typical Alignment: Any Starting Age: 100+5d6 Maximum Age: 350+4d100
Average Height: 55+1d10(m)/50+1d10(f) Average Weight: 90+3d10(m)/70+3d10(f) Movement Rate: 12
Appearance: Fair Complexion with Blonde, White, Light Brunette Hair, and any eye color.
Initial Languages: Any.
Special Advantages: 60' Infravision, +1 to Attack with Swords and Bows. 1-6 to Notice Secret Doors, 1-3 to Find Secret Doors, 1-2 to Find Concealed Doors, 90% Resistance to Sleep and Charm Spells.
Disadvantages: None.

Elf, Alu-Tel'Quessir Elves of Evermeet/104
Encountered: Prime Material Plane, Toril Principle Deities: Deep Sashelas, Elven Pantheon
Ability Adjustments/Score Range:
STR: 3-18 DEX: 6-19(+1) CON: 8-18 INT: 7-17(-1) WIS: 3-18 CHA: 8-18
Class Options: Fighter (12), Ranger (15), Wizard (15), Priest (12), Bard (15), Thief (12), Psionist (7)
Thief Skill Adjustment: PP+5%, OL -5%, MS +5%, HS +10%, DN +5%
Typical Alignment: Any Starting Age: 75+5d6 Maximum Age: 400+3d100
Average Height: 50+1d8(m/f) Average Weight: 85+2d12(m)/75+2d12(f) Movement Rate: 9/18(C)
Appearance: Blue Skin with patches of white. Black, Blue, Silver-White, or Red Hair. White, Black, Blue, Green and Silver Eyes.
Initial Languages: Elvish, Undersea Common, Saghuagin, Dolphin, Kuo-Toa, Merman.
Special Advantages: 360' Infravision, Can Breathe Water, +1 to Attack with Spears and Trident, 90% Resistance to Sleep and Charm Spells.
Disadvantages: Must Make Constitution Check for Every 1hr out of Water with a Cumulative -1, if fails will collapse and die in 1d6 hours.

Elf, Aquarendi The Sea People/9
Encountered: Prime Material Plane, Mystara, Aquatic Saltwater or Freshwater Principle Immortals: Manawara, Tallivai
Ability Adjustments/Score Range:
STR: 3-18 DEX: 6-19(+1) CON: 8-18 INT: 7-17(-1) WIS: 3-18 CHA: 8-18
Class Options: Fighter (10), Ranger (15), Wizard (15), Priest (12), Bard (15), Thief (12), Psionist (7)
Thief Skill Adjustment: PP+5%, OL -5%, MS +5%, HS +10%, DN +5%
Typical Alignment: Any Starting Age: 100+5d6 Maximum Age: 900+2d20
Average Height: 58+1d6(m/f) Average Weight: 85+1d12(m/f) Movement Rate: 12, Sw 24
Appearance: Tan, Bright Blue, and Green Skin, and Brown, Black, Blue, and Green Hair Color, Have Gills, Webbed Hands and feet, Fins at their ankles.
Initial Languages: Elvish, Undersea Common, Dolphin, Merman.
Special Advantages: 360' Infravision, Can Breathe Water, 90% Resistance to Sleep and Charm Spells, 95% to Camouflage within Reefs or weeds. 2nd level may move at 1/4 speed at 10% /level of being discovered, and 1/2 that at moving 1/2 speed.
Disadvantages: Must Make Constitution Check for Every 1hr out of Water with a Cumulative -1, if fails will collapse and die in 1d6 hours.

Elf, Aquatic The Complete Book of Elves/78
Encountered: Prime Material Plane, Oerth Principle Deities: Deep Sashelas, Elven Pantheon
Ability Adjustments/Score Range:
STR: 3-18 DEX: 6-19(+1) CON: 8-18 INT: 7-17(-1) WIS: 3-18 CHA: 8-18
Class Options: Fighter (12), Ranger (15), Wizard (15), Priest (12), Bard (15), Thief (12), Psionist (7)
Thief Skill Adjustment: PP+5%, OL -5%, MS +5%, HS +10%, DN +5%
Typical Alignment: Any Starting Age: 100+5d6 Maximum Age: 300+3d100
Average Height: 50+1d8(m/f) Average Weight: 85+2d12(m)/75+2d12(f) Movement Rate: 9/18(C)
Appearance: Silver-Green to Bluish Skin and Hair Color, Have Gills.
Initial Languages: Elvish, Undersea Common, Saghuagin, Dolphin, Kuo-Toa, Merman.

Special Advantages: 360' Infravision, Can Breathe Water, 90% Resistance to Sleep and Charm Spells.
Disadvantages: Must Make Constitution Check for Every 1hr out of Water with a Cumulative -1, if fails will collapse and die in 1d6 hours.

Elf, Ar-Tel'Quessir (Sun or Gold) Elves of Evermeet/104
Encountered: Prime Material Plane, Toril, Wildspace Principle Deities: Elven Pantheon
Ability Adjustments/Score Range:
STR: 3-18 DEX: 7-19(+1) CON: 6-17(-1) INT: 8-18 WIS: 3-18 CHA: 8-18
Class Options: Fighter (12), Ranger (15), Wizard (15), Priest (12), Bard (15), Thief (12), Psionist (7)
Thief Skill Adjustment: PP+5%, OL -5%, MS +5%, HS +10%, DN +5%
Typical Alignment: Any Starting Age: 125+5d10 Maximum Age: 600+4d100
Average Height: 60+1d12(m)/55+1d12(f) Average Weight: 85+3d10(m)/75+3d10(f) Movement Rate: 12
Appearance: Bronze and Amber Skin, Copper, Golden Blonde, Black and Red Hair. Gold, Silver, Black, Copper, and Hazel Eyes.
Initial Languages: Any.
Special Advantages: 60' Infravision, +1 to Attack with Swords and Bows. 1-6 to Notice Secret Doors, 1-3 to Find Secret Doors, 1-2 to Find Concealed Doors. +1 to any Horsemanship Proficiency Rolls. Mage that cast light spells actually create Sunlight, 90% Resistance to Sleep and Charm Spells.
Disadvantages: Arrogant and Haughty Disposition.

Elf, Armachnesti (Silvanaes-Quarti) Time of the Dragone/58
Encountered: Prime Material Plane, Krynn Principle Deities: Mishakal, Habbakuk
Ability Adjustments/Score Range:
STR: 7-18 DEX: 7-19(+1) CON: 7-18(-1) INT: 8-18 WIS: 6-18 CHA: 8-18
Class Options: Fighter (14), Ranger (U), Wizard (11), Wizard of High Sorcery (U), Priest (U), Bard (U), Kirath (U), Thief (12)
Thief Skill Adjustment: PP+5%, OL -5%, MS +5%, HS +10%, DN +5%
Typical Alignment: Any Starting Age: 100+5d6 Maximum Age: 350+4d100
Average Height: 55+1d10(m)/50+1d10(f) Average Weight: 90+3d10(m)/70+3d10(f) Movement Rate: 12
Appearance: Fair to Almond Skin, Light Brown to Blonde Hair Color, Hazel, Green, and Blue Eyes.
Initial Languages: Hoor, Kothian, Auric, Thnolian, Silvanesti.
Special Advantages: 60' Infravision, +1 to Attack with Swords and Bows. 1-6 to Notice Secret Doors, 1-3 to Find Secret Doors, 1-2 to Find Concealed Doors, 90% Resistance to Sleep and Charm Spells.
Disadvantages: None.

Elf, Athasian The Age of Heroes/7,Elves of Athas/1
Encountered: Prime Material Plane, Athas Principle Deities: None
Ability Adjustments/Score Range:
STR: 5-20 DEX: 12-20(+2) CON: 8-20(-2) INT: 8-20(+1) WIS: 5-20(-1) CHA: 5-20
Note: Roll 5d4 instead of 3d6 for stats
Class Options: Fighter (14), Gladiator (10), Ranger (16), Defiler (16), Preserver (15), Cleric (12), Thief (12), Trader (16), Psionist (U).
Thief Skill Adjustment: PP +5%, OL -5%, MS +5%, HS +10%, DN +5%, FD +5%, BO +10%
Typical Alignment: Any Starting Age: 15+3d4 Maximum Age: 100+2d20
Average Height: 78+2d6(m)/72+2d8(f) Average Weight: 160+3d10(m)/130+3d10(f) Movement Rate: 12
Appearance: Any Standard.
Initial Languages: Any.
Special Advantages: 60' Infravision, +1 to Attack with Elven Swords and Bows. Movement Rate Adjusted by DEX, Can Run for long Periods of time, Psionic Wild Talent
Disadvantages: Prefer to Walk or Run, rather Ride.

Elf, Avariel (Al Karak Elam) The Complete Book of Elves/116, Dragon Magazine 233/14
Encountered: Prime Material Plane, Oerth, Toril Principle Deities: Aerdrie Faenya
Ability Adjustments/Score Range:
STR: 8-18 DEX: 8-20(+2) CON: 4-16(-2) INT: 8-18 WIS: 3-18 CHA: 10-18
Class Options: Fighter (14), Wizard (15), Priest (12), Bard (10), Psionist (7)
Thief Skill Adjustment: OL -5%, F/RT +5%, HS -5%, DN +15%, CW 20%
Typical Alignment: Any Starting Age: 80+4d6 Maximum Age: 300+3d10
Average Height: 54+1d10(m)/50+1d10(f) Average Weight: 95+2d6(m)/75+2d6(f) Movement Rate: 9/18(C)
Appearance: Typical Elf with feathered Wings that span 12', Hair and Wing Color are White, Silver, Black, and Gray. Eye Color is Amber, Violet, and Deep Green.
Initial Languages: Aeryla, Elvish, Giant Eagle, Aarakockra, Common, Sign.
Special Advantages: Constitution Check for every 1hr of flight or must rest for 30min/2hours of Flight, but can choose to glide with a +4 to check. 60' Infravision, +1 to Attack with lassos, Short Swords, and Bolas. 30% Resistant to all Sleep and Charm Spells. Controllable Light Spell cast upon them.
Disadvantages: Armor heavier than Leather, Studded Leather, or Glasteel Chain Mail will not allow them to fly. Wings are AC 9. Can Glide at loss of 25% HP, Grounded if +50% HP loss. Wings vulnerable to fire if save faild must spend 1d4 rounds to smother wings or take 1d6 points of damage and will not be able to fly for a month. Suffer from Claustrophobia, must make a Wisdom Check each day if Confined or Underground. If fails 5 or more checks becomes psychotic until Heal or Cure Disease is cast.

Elf, Avarien The Astromundi Cluster/25
Encountered: Prime Material Plane, Astrumundi Crystal Sphere Principle Deities: Solonor Thelandira
Ability Adjustments/Score Range:
STR: 3-18 DEX: 6-19(+1) CON: 7-17(-1) INT: 8-18 WIS: 3-18 CHA: 8-18
Class Options: Fighter (12), Ranger (15), Wizard (15), Priest (12), Bard (15), Thief (12)
Thief Skill Adjustment: PP+5%, OL -5%, MS +5%, HS +10%, DN +5%
Typical Alignment: Any Starting Age: 100+5d6 Maximum Age: 350+4d100
Average Height: 48+2d6(m)/45+2d6(f) Average Weight: 70+4d6(m)/60+4d6(f) Movement Rate: 12
Appearance: Pale Gold Skin, sometime with a Purplish or Bluish Tint. Colorless Eyes with oily Sheen.
Fond of Body Art.
Initial Languages: Any.
Special Advantages: 60' Infravision, +1 to Attack with Swords and Bows. 1-6 to Notice Secret Doors, 1-3 to Find Secret Doors, 1-2 to Find Concealed Doors, 90% Resistance to Sleep and Charm Spells.
Disadvantages: None.

Elf, Callarii Karamaikos Campign/26
Encountered: Prime Material Plane, Mystara Principle Deities: None
Ability Adjustments/Score Range:
STR: 3-18 DEX: 6-19(+1) CON: 7-17(-1) INT: 8-18 WIS: 3-18 CHA: 8-18
Class Options: Fighter (12), Ranger (15), Wizard (15), Priest (12), Bard (15), Thief (12), Psionist (7)
Thief Skill Adjustment: PP+5%, OL -5%, MS +5%, HS +10%, DN +5%
Typical Alignment: Any Starting Age: 100+5d6 Maximum Age: 350+4d100
Average Height: 55+1d10(m)/50+1d10(f) Average Weight: 90+3d10(m)/70+3d10(f) Movement Rate: 12
Appearance: Pale non-tanning Complexion with Blonde to White Hair, and Blue Eyes.
Initial Languages: Any.
Special Advantages: 60' Infravision, +1 to Attack with Swords and Bows. 1-6 to Notice Secret Doors, 1-3 to Find Secret Doors, 1-2 to Find Concealed Doors, 90% Resistance to Sleep and Charm Spells.
Disadvantages: None.

Elf, Cha'asii Time of the Dragon/6
Encountered: Prime Material Plane, Krynn Principle Deities: Unknown
Ability Adjustments/Score Range:
STR: 3-18 DEX: 6-19(+1) CON: 7-17(-1) INT: 8-18 WIS: 3-18 CHA: 8-18
Class Options: Fighter (12), Ranger (9), Wizard (15), Bard (10), Thief (6)
Thief Skill Adjustment: PP+5%, OL -5%, MS +5%, HS +10%, DN +5%
Typical Alignment: Any Starting Age: 100+5d6 Maximum Age: 350+4d100
Average Height: 51+1d6(m/f) Average Weight: 70+3d10(m/f) Movement Rate: 12
Appearance: Wood-brown to Yellow Gren Skin, Black-Green to Brown Hair, Hazel Eyes.
Initial Languages: Cha'asi, Payan.
Special Advantages: 60' Infravision, +1 to Attack with Swords and Bows. 1-6 to Notice Secret Doors, 1-3 to Find Secret Doors, 1-2 to Find Concealed Doors, 90% Resistance to Sleep and Charm Spells.
Disadvantages: None.

Elf, Dargonesti (Quoowahb) Otherlands/94
Encountered: Prime Material Plane, Krynn Principle Deities: Habbakuk, Kiri-Jolith, Kailthis, Tumarq, Daidlin, Radoril'thi
Ability Adjustments/Score Range:
STR: 5-18(-1) DEX: 9-19(+2) CON: 5-18 INT: 7-18 WIS: 7-18 CHA: 5-18
Class Options: Fighter (12)*, Paladin (8)*, Wizard (14)*, Wizard of High Sorcery (U), Priest (14)*
Note*: Underwater Level Advancement is Unlimited
Typical Alignment: Any Starting Age: 100+5d6 Maximum Age: 350+4d100
Average Height: 55+1d10(m)/50+1d10(f) Average Weight: 90+3d10(m)/70+3d10(f) Movement Rate: 12
Appearance: Webbed-Fingers and Toes, Blue Skin, Violet Eyes, Golden to Deep Green Hair.
Initial Languages: Merman, Dimernesti, Dargonesti, Common, Triton, Dolphin, Shark, Whale, Kaolinith.
Special Advantages: 60' Infravision, +1 to Attack with Tridents and Spears. 1-6 to Notice Secret Doors, 1-3 to Find Secret Doors, 1-2 to Find Concealed Doors, 90% Resistance to Sleep and Charm Spells, Swimming and Fishing Proficiencies, Shapechange 3/day into a Dolphin, at 10th level able to cast at 1/day two 1st level spells and one 2nd level Spell.
Disadvantages: None.

Elf, Dimernesti Tales of the Lance/63
Encountered: Prime Material Plane, Krynn Principle Deities: Pantheon of Good
Ability Adjustments/Score Range:
STR: 3-18(-1) DEX: 10-19(+2) CON: 3-18 INT: 8-18 WIS: 3-18 CHA: 8-18
Class Options: Fighter (16)*, Paldin (10)*, Wizard of High Sorcery (10)*, Priest (U)*
Note*: Underwater Level Advancement is Unlimited
Typical Alignment: Any Starting Age: 100+5d6 Maximum Age: 350+4d100
Average Height: 55+1d10(m)/50+1d10(f) Average Weight: 90+3d10(m)/70+3d10(f) Movement Rate: 12
Appearance: Webbed-Fingers and Toes, Blue Skin, Violet Eyes, Golden to Deep Green Hair.
Initial Languages: Merman, Dimernesti, Dargonesti, Common, Triton, Dolphin, Shark, Whale, Kaolinith.
Special Advantages: 60' Infravision, +1 to Attack with Tridents and Spears. 1-6 to Notice Secret Doors, 1-3 to Find Secret Doors, 1-2 to Find Concealed Doors, 90% Resistance to Sleep and Charm Spells, Swimming and Fishing Proficiencies,

Shapechange 3/day into a Dolphin.
Disadvantages: None.

Elf, Dockalfen

Dragon Magazine 257/36
Principle Deities: Any

Encountered: Prime Material Plane

Ability Adjustments/Score Range:

STR: 3-17(-1) DEX: 10-18(+2) CON: 3-16(-1) INT: 6-18 WIS: 3-18 CHA: 4-18

Class Options: Fighter (10), Wizard (12), Illusionists (U), Thief (15)

Thief Skill Adjustment: PP+5%, OL -5%, MS +5%, HS +10%, DN +5%

Typical Alignment: Any

Starting Age: 100+5d6

Maximum Age: 350+4d100

Average Height: 57+1d12(m)/53+1d12(f)

Average Weight: 130+3d10(m)/75+3d10(f)

Movement Rate: 12

Appearance: Chalk White Skin, Pale Light Blonde to White Hair, and Black Eyes.

Initial Languages: Any.

Special Advantages: 90' Infravision, +1 to Attack with Swords. 1-6 to Notice Secret Doors, 1-3 to Find Secret Doors,

1-2 to Find Concealed Doors, 90% Resistance to Sleep and Charm Spells, +2 to save vs illusions, +6 to surprise if with non-metal armored elves, +3 to surprise when opening a portal.

Disadvantages: None.

Elf, Drider

The Drow of the Underdark/9
Principle Deities: Lolth, Drow Pantheon

Encountered: Prime Material Plane, Wildspace

Ability Adjustments/Score Range:

STR: 3-18(+2)* DEX: 8-20 CON: 7-17 INT: 9-19 WIS: 3-18 CHA: 1-8(-8)*

Note*: These Stats are Added after Drow Creation through Ritual Transformation.

Class Options: Fighter (12), Ranger (15), Wizard (U), Priest (U), Bard (15), Thief (12), Psionist (7)

Thief Skill Adjustment: PP+5%, OL -5%, MS +5%, HS +10%, DN +5%

Typical Alignment: Any

Starting Age: 80+5d6

Maximum Age: 225+3d100

Average Height: 66+2d6(m)/65+2d6(f)

Average Weight: 140+3d10(m)/145+3d10(f)

Movement Rate: 12

Appearance: Upper Drow Torso with a Spiders Body.

Initial Languages: Drow, Sign, Duergar, Orcish, Deep Dwarf, Svrfneblin, Undercommon, Kuo-Toa, Bug Bear.

Special Advantages: 120' Infravision. Immunity to Poisons, Can Bite for 1d4 and must save vs poison at -2 or be paralyzed for 1d2

Turns. 50% to Spin a 10' Web 10/day as a Rope of Entanglement, +4 to save vs fear in Combat. Dancing Lights, Faerie Fire, and Darkness 1/day. At 4th level Levitate, Know Alignment, Detect Magic 1/day. 50 +2/level% Magic Resistance. +2 to Save Against all Magic. +1 to Attack with Swords and Bows. 1-6 to Notice Secret Doors, 1-3 to Find Secret Doors, 1-2 to Find Concealed Doors.

Disadvantages: Bright Light Causes -2 to Dexterity, Attacks, and Saving Throws. Loses 20+4d10% of their Inital Magic Resistance.

Must drink Blood 1/4days or take 1d6 Points of Damage.

Elf, Drow

The Complete Book of Elves/78
Principle Deities: Lolth, Drow Pantheon

Encountered: Prime Material Plane, Wildspace, Oerth

Ability Adjustments/Score Range:

STR: 3-18 DEX: 8-20(+2) CON: 7-17(-2) INT: 9-19(+1) WIS: 3-18 CHA: 6-16(-1)

Class Options: Fighter (12), Ranger (15), Wizard (15), Priest (12), Bard (15), Thief (12), Psionist (7)

Thief Skill Adjustment: PP+5%, OL -5%, MS +5%, HS +10%, DN +5%

Typical Alignment: Any

Starting Age: 80+5d6

Maximum Age: 225+3d100

Average Height: 50+1d10(m)/55+1d10(f)

Average Weight: 80+3d10(m)/95+3d10(f)

Movement Rate: 12

Appearance: Ebon Skin, White Hair, Red Eyes.

Initial Languages: Drow, Sign, Duergar, Orcish, Deep Dwarf, Svrfneblin, Undercommon, Kuo-Toa, Bug Bear.

Special Advantages: 90' Infravision. Dancing Lights, Faerie Fire, and Darkness 1/day. At 4th level Levitate, Know Alignment,

Detect Magic 1/day. 50 +2/level% Magic Resistance. +2 to Save Against all Magic. +1 to Attack with Swords and Bows. 1-6 to Notice Secret Doors, 1-3 to Find Secret Doors, 1-2 to Find Concealed Doors, 90% Resistance to Sleep and Charm Spells.

Disadvantages: Bright Light Causes -2 to Dexterity, Attacks, and Saving Throws.

Elf, Ee'aar

The Orc's Head Peninsula Sourcebook/Offical TSR Net-Product

Encountered: Prime Material Plane, Mystara

Principle Deities: The Guide, The Guardian, The Adventurer (Mystara)

Ability Adjustments/Score Range:

STR: 3-18 DEX: 6-18(+2) CON: 8-18(-2) INT: 7-18 WIS: 3-18 CHA: 8-18

Class Options: Fighter (14), Wizard (15), Priest (12), Thief (8), Bard (10), Psionist (7)

Thief Skill Adjustment: OL -5%, F/RT +5%, HS -5%, DN +15%, CW 20%

Typical Alignment: Any

Starting Age: 80+4d6

Maximum Age: 300+3d10

Average Height: 54+1d10(m)/50+1d10(f)

Average Weight: 95+2d6(m)/75+2d6(f)

Movement Rate: 12/18(B)

Appearance: Typical Elf with feathered Wings that span 12', Hair and Wing Color are White, Silver, Black, andd Gray.

Eye Color is Amber, Violet, and Deep Green.

Initial Languages: Aeryla, Elvish.

Special Advantages: Constitution Check for every 1hr of flight or must rest for 30min/2hours of Flight, but can choose to glide with a +4 to check. 60' Infravision, +1 to Attack with lassos, Short Swords, and Bolas. 30% Resistant to all Sleep and Charm Spells.

Controlable Light Spell cast upon them.

Disadvantages: Armor heavier than Leather, Studded Leather, or Glassteel Chain Mail will not allow them to fly. Wings are AC 9.

Can Glide at loss of 25% HP, Grounded if +50% HP loss. Wings vulnerable to fire if save faild must spend 1d4 rounds to smuther wings or take 1d6 points of damage aand will not be able to fly for a month. Suffer from Claustrophobia, must make a Wisdom Check each day if Confined or Underground. If fails 5 or more checks becomes psychotic until Heal or Cure Disease is cast.

Elf, Fainil (Night Flyers)

Dragon Magazine 244//26

Encountered: Prime Material Plane, Wildspace, Tir, Outer Planes

Principle Deities: Drow Pantheon, Abyssal Lords

Ability Adjustments/Score Range:

STR: 3-17(-1) DEX: 8-18(+1) CON: 3-18(-1) INT: 3-17 WIS: 3-18 CHA: 3-18

Class Options: Fighter (7), Ranger (7), Wizard (5)*, Priest (5), Bard (15), Thief (U)

Note*: Alykus Fainil can become Wizard (16) due to imperfect breeding.

Thief Skill Adjustment: MS -15%, HS +10%, DN +5%

Typical Alignment: Any Chaotic

Starting Age: 35+1d6

Maximum Age: 125+3d20

Average Height: 50+1d10(m)/55+1d10(f)

Average Weight: 80+3d10(m)/95+3d10(f)

Movement Rate: 3, Fly 12 (B)

Appearance: Charcoal Grey Skin with a feral appearance, White Hair, Red Eyes or Yellow Eyes, Furry Legs, Bat-like Wing from their backs.

Initial Languages: Drow, Common, Undercommon.

Special Advantages: 120' Infravision. Dancing Lights, Faerie Fire, and Darkness 1/day. At 4th level Know Alignment and Detect Magic 1/day. 50% Magic Resistance. +2 to Save Against all Magic. +1 to Attack with Swords and Bows. 1-6 to Notice Secret Doors, 1-3 to Find Secret Doors, 1-2 to Find Concealed Doors, 90% Resistance to Sleep and Charm Spells, Natural Armor Class of 4 when Flying, and 6 on the ground, Immunity to Electrical Attacks.

Disadvantages: Bright Light Causes -2 to Dexterity, Attacks, and Saving Throws, -2 to Attack and AC when fighting on the ground.

Elf, Fey

Dragon Magazine 257/36

Encountered: Prime Material Plane

Principle Deities: Any

Ability Adjustments/Score Range:

STR: 3-18 DEX: 6-18(+1) CON: 7-17(-1) INT: 8-18 WIS: 3-18 CHA: 8-18

Class Options: Fighter (12), Ranger (12), Wizard (U), Bard (13), Thief (13)

Thief Skill Adjustment: PP+5%, OL -5%, MS +5%, HS +10%, DN +5%

Typical Alignment: Any

Starting Age: 100+5d6

Maximum Age: 350+4d100

Average Height: 55+1d10(m)/50+1d10(f)

Average Weight: 90+3d10(m)/70+3d10(f)

Movement Rate: 12

Appearance: Pale non-tanning Complexion with Blonde to Red Hair, and Green Eyes.

Initial Languages: Any.

Special Advantages: 60' Infravision, +1 to Attack with Swords and Bows. 1-6 to Notice Secret Doors, 1-3 to Find Secret Doors, 1-2 to Find Concealed Doors, 90% Resistance to Sleep and Charm Spells.

Disadvantages: None.

Elf, Grey

The Complete Book of Elves/80

Encountered: Prime Material Plane, Oerth, Wildspace

Principle Deities: Elven Pantheon

Ability Adjustments/Score Range:

STR: 3-17(-1) DEX: 7-19(+1) CON: 5-16(-2) INT: 8-17(+2) WIS: 3-18 CHA: 8-18

Class Options: Fighter (12), Ranger (15), Wizard (15), Priest (12), Bard (15), Thief (12), Psionist (7)

Thief Skill Adjustment: PP+5%, OL -5%, MS +5%, HS +10%, DN +5%

Typical Alignment: Any

Starting Age: 120+5d6

Maximum Age: 425+5d100

Average Height: 60+1d12(m)/55+1d12(f)

Average Weight: 85+3d10(m)/75+3d10(f)

Movement Rate: 12

Appearance: Silver to Pale Gold Hair and Amber to Violet Eyes.

Initial Languages: Any.

Special Advantages: 60' Infravision, +1 to Attack with Swords and Bows. 1-6 to Notice Secret Doors, 1-3 to Find Secret Doors, 1-2 to Find Concealed Doors, 90% Resistance to Sleep and Charm Spells.

Disadvantages: Arrogant and Haughty Disposition.

Elf, Grugach

Unearthed Arcana/10

Encountered: Prime Material Plane, Oerth

Principle Deities: Any

Ability Adjustments/Score Range:

STR: 3-18 (+2) DEX: 3-18 CON: 3-18 INT: 3-18 WIS: 3-18 CHA: 8-18

Class Options: Fighter (13), Ranger (14), Priest (12), Druid (U), Thief (U)

Thief Skill Adjustment: PP+5%, OL -5%, MS +5%, HS +10%, DN +5%

Typical Alignment: Any

Starting Age: 100+5d6

Maximum Age: 350+4d100

Average Height: 55+1d10(m)/50+1d10(f)

Average Weight: 90+3d10(m)/70+3d10(f)

Movement Rate: 12

Appearance: Fair Complexion, Copper Red to Blonde Hair, Light Brown, Green, or Hazel Eyes.

Initial Languages: Elvish, Treant.

Special Advantages: 60' Infravision, +1 to Attack with Spears and Bows. 1-6 to Notice Secret Doors, 1-3 to Find Secret Doors, 1-2 to Find Concealed Doors, 90% Resistance to Sleep and Charm Spells, Sylvan Creature treated as if under Animal Friendship, 90% Chance of Setting Successful Natural Traps (Snares, Pits, Etc) .

Disadvantages: None.

Elf, High

The Complete Book of Elves/104

Encountered: Prime Material Plane

Principle Deities: Elven Pantheon

Ability Adjustments/Score Range:

STR: 3-18 DEX: 6-19(+1) CON: 7-17(-1) INT: 8-18 WIS: 3-18 CHA: 8-18

Class Options: Fighter (12), Ranger (15), Wizard (15), Priest (12), Bard (15), Thief (12), Psionist (7)

Thief Skill Adjustment: PP+5%, OL -5%, MS +5%, HS +10%, DN +5%

Typical Alignment: Any

Starting Age: 100+5d6

Maximum Age: 350+4d100

Average Height: 55+1d10(m)/50+1d10(f)

Average Weight: 90+3d10(m)/70+3d10(f)

Movement Rate: 12

Appearance: Pale non-tanning Complexion with Blonde to Jet Black Hair, and any eye color.

Initial Languages: Any.

Special Advantages: 60' Infravision, +1 to Attack with Swords and Bows. 1-6 to Notice Secret Doors, 1-3 to Find Secret Doors, 1-2 to Find Concealed Doors, 90% Resistance to Sleep and Charm Spells.

Disadvantages: None.

Elf, Hulderfolk

Time of the Dragon/6
Principle Deities: None

Encountered: Prime Material Plane, Border Ethereal, Krynn

Ability Adjustments/Score Range:

STR: 3-18 DEX: 6-19(+1) CON: 7-17(-1) INT: 8-18 WIS: 3-18 CHA: 8-18

Class Options: Fighter (15), Enchanter (10), Illusionist (10), Bard (8), Thief (12)

Thief Skill Adjustment: PP+5%, OL -5%, MS +5%, HS +10%, DN +5%

Typical Alignment: Any

Starting Age: 100+5d6

Maximum Age: 350+4d100

Average Height: 55+1d10(m)/50+1d10(f)

Average Weight: 90+3d10(m)/70+3d10(f)

Movement Rate: 12

Appearance: Pale non-tanning Complexion with Blonde to Jet Black Hair, and any eye color.

Initial Languages: Kothian, Ancient Elvish.

Special Advantages: 60' Infravision, +1 to Attack with Swords and Bows. 1-6 to Notice Secret Doors, 1-3 to Find Secret Doors, 1-2 to Find Concealed Doors, 90% Resistance to Sleep and Charm Spells, Hide in Shadows and Move Silently as Rangers.

Disadvantages: Cannot Break their word, Col Steel Negates their magic and causes +1 damage, Avoidance of Holy Sites and Negates their Magic, SecretName gives Immunity to their magic.

Elf, Il-Tel'Quessir (Dark)

The Drow of the Underdark/5
Principle Deities: Lolth, Drow Pantheon

Encountered: Prime Material Plane, Wildspace, Toril

Ability Adjustments/Score Range:

STR: 3-18 DEX: 8-20(+2) CON: 7-17 INT: 9-19(+1) WIS: 3-18 CHA: 6-16

Class Options: Fighter (12), Ranger (15), Wizard (U), Priest (U), Bard (15), Thief (12), Psionist (7)

Thief Skill Adjustment: PP+5%, OL -5%, MS +5%, HS +10%, DN +5%

Typical Alignment: Any

Starting Age: 60+5d6

Maximum Age: 350+3d100

Average Height: 50+1d10(m)/55+1d10(f)

Average Weight: 80+3d10(m)/95+3d10(f)

Movement Rate: 12

Appearance: Ebon Skin, White Hair. Red, Grey, Amber, Green, Brown, Rose, Purple, and Blue Eyes.

Initial Languages: Drow, Sign, Duergar, Orcish, Deep Dwarf, Svrirfneblin, Undercommon, Kuo-Toa, Bug Bear.

Special Advantages: 120' Infravision. Dancing Lights, Faerie Fire, and Darkness 1/day. At 4th level Levitate, Know Alignment,

Detect Magic 1/day. 50 +2/level% Magic Resistance. +2 to Save Against all Magic. +1 to Attack with Swords and Bows. 1-6 to Notice Secret Doors, 1-3 to Find Secret Doors, 1-2 to Find Concealed Doors, 90% Resistance to Sleep and Charm Spells.

Disadvantages: Bright Light Causes -2 to Dexterity, Attacks, and Saving Throws.

Elf, Kagonesti

Tales of the Lance/63
Principle Deities: Pantheon of Good

Encountered: Prime Material Plane, Krynn

Ability Adjustments/Score Range:

STR: 3-18(+1) DEX: 8-19(+2) CON: 8-18(+1) INT: 3-12(-3) WIS: 8-18 CHA: 8-18

Class Options: Fighter (12), Ranger (15), Priest (12), Thief (12)

Thief Skill Adjustment: PP+5%, OL -5%, MS +5%, HS +10%, DN +5%

Typical Alignment: Any

Starting Age: 100+5d6

Maximum Age: 350+4d100

Average Height: 55+1d10(m)/50+1d10(f)

Average Weight: 90+3d10(m)/70+3d10(f)

Movement Rate: 12

Appearance: Dark Tan Skin traced with designs, Black to Light Brown Hair, Hazel Eyes.

Initial Languages: Any.

Special Advantages: 60' Infravision, +1 to Attack with Swords and Bows. 1-6 to Notice Secret Doors, 1-3 to Find Secret Doors, 1-2 to Find Concealed Doors, 90% Resistance to Sleep and Charm Spells.

Disadvantages: None.

Kender

Tales of the Lance/69
Principle Deities: Any

Encountered: Prime Material Plane, Krynn

Ability Adjustments/Score Range:

STR: 6-16 (-1) DEX: 8-19(+2) CON: 8-18 INT: 6-18 WIS: 3-16(-2) CHA: 6-18(+1)

Class Options: Fighter (9), Ranger (9), Druid (8), Priest (12), Thief (15), Bard (6), Handler (U),

Thief Skill Adjustment: PP+5%, OL +5%, F/RT +5%, MS +10%, HS +15%, DN +5%, CW -10%, RL -5%

Typical Alignment: Any Non-lawful

Starting Age: 20+3d4

Maximum Age: 100+1d100

Average Height: 36+2d8(m)/32+2d8(f)

Average Weight: 80+3d10(m)/75+3d10(f)

Movement Rate: 6

Appearance: Fair to Tan Skin, Sandy Blonde to Dark Brown Hair Color with Coppery-red Hues, and Pale Blue, Sea Green,

Hazel, Olive, and Light Brown Eyes.

Initial Languages: Kenderspeak, Common.

Special Advantages: 30' Infravision, +1 to Attack with Slings and Thrown, +2 to attack with Kender Weapons. +1 to save vs Magic for every 3.5/CON points, Fearless, can Taunt to save vs spell or become enrages for 1d10 rounds -2 to all rolls. Non-Rogues can PP 25%, OL 25%, F/RT 25%, MS 25%, HS 25%, DN 25%, CW 50%, RL 10%

Disadvantages: Reputation for Stealing, Overwhelming Curiosity.

Kender, Afflicted

5th Age/5, Tales of the Lance/69
Principle Deities: Heart

Encountered: Prime Material Plane, Krynn

Ability Adjustments/Score Range:

STR: 6-16 (-1) DEX: 8-19(+2) CON: 8-18 INT: 6-18 WIS: 3-16(-2) CHA: 6-18(+1)

Class Options: Fighter (9), Ranger (9), Druid (8), Priest (12), Thief (15), Bard (6), Handler (U),

Thief Skill Adjustment: PP+5%, OL +5%, F/RT +5%, MS +10%, HS +15%, DN +5%, CW -10%, RL -5%
Typical Alignment: Any Non-lawful Starting Age: 20+3d4 Maximum Age: 100+1d100
Average Height: 36+2d8(m)/32+2d8(f) Average Weight: 80+3d10(m)/75+3d10(f) Movement Rate: 6
Appearance: Fair to Tan Skin , Sandy Blonde to Dark Brown Hair Color with Coppery-red Hues, and Pale Blue, Sea Green,
Hazel, Olive, and Light Brown Eyes.
Initial Languages: Kenderspeak, Common.
Special Advantages: 30' Infravision, +1 to Attack with Slings and Thrown, +2 to attack with Kender Weapons, +1 to save vs Magic for every 3.5/CON points, Fearless, can Taunt to save vs spell or become enragdes for 1d10 rounds -2 to all rolls. Non-Rogues can PP 25%, OL 25%, F/RT 25%, MS 25%, HS 25%, DN 25%, CW 50%, RL 10%
Disadvantages: Over Cautious and Careful, but still Curious.

Kender, Marak Time of the Dragon/58
Encountered: Prime Material Plane, Krynn Principle Deities: Any
Ability Adjustments/Score Range:
STR: 6-16 (-1) DEX: 8-19(+2) CON: 8-18 INT: 6-18 WIS: 3-16(-2) CHA: 6-18(+1)
Class Options: Fighter (10), Ranger (5), Priest (6), Thief (15)
Thief Skill Adjustment: PP+5%, OL +5%, F/RT +5%, MS +10%, HS +15%, DN +5%, CW -10%, RL -5%
Typical Alignment: Any Non-Chaotic Starting Age: 20+3d4 Maximum Age: 100+1d100
Average Height: 32+2d8(m)/30+2d8(f) Average Weight: 52+5d4(m)/48+5d4(f) Movement Rate: 6
Appearance: Fair to Tan Skin , Sandy Blonde to Dark Brown Hair Color with Coppery-red Hues, and Pale Blue, Sea Green,
Hazel, Olive, and Light Brown Eyes.
Initial Languages: Kenderspeak, Common.
Special Advantages: 30' Infravision, +1 to Attack with Slings and Thrown, +2 to attack with Kender Weapons.
+1 to save vs Magic for every 3.5/CON points, Fearless, can Taunt to save vs spell or become enragdes for 1d10 rounds
-2 to all rolls. Non-Rogues can PP 25%, OL 25%, F/RT 25%, MS 25%, HS 25%, DN 25%, CW 50%, RL 10%
Disadvantages: Reputation for Stealing, Extreme Mistrust.

Elf, Lythari Demihumans of the Realms/25
Encountered: Arborea, Prime Material Plane, Toril Principle Deities: Elven Pantheon
Ability Adjustments/Score Range:
STR: 6-19(+1) DEX: 6-19(+1) CON: 7-17(-1) INT: 8-18 WIS: 3-18 CHA: 7-17(-1)
Class Options: Fighter (12)
Typical Alignment: Any Starting Age: 100+5d6 Maximum Age: 325+4d100
Average Height: 60+2d10(m)/59+2d10(f) Average Weight: 140+6d10(m)/ 100+6d10(f) Movement Rate:18
Appearance: Pale Skin, Silver Hair, Blue and Green Eyes.
Initial Languages:
Special Advantages: 60' Infravision, +1 to Attack with Swords and Bows, 90% Resistance to Sleep and Charm Spells, Harmed only by Silver and/or Enchanted Weapons and by 4HD Creatures. Track with +6 in Wolf Form, +1/level to save vs. Illusion/Phantasms, Clear Memory of Scent, May Change into Wolf at will. AC 6.
Disadvantages: Strict Carnivore or lose 1d4hp per day, once at 1/2 hp must make System Shock Roll or go into a coma and dies with 3d8 hours. Must resume Wolf form during the 3 days of the Full Moon.

Elf, Marels Moonsea/64
Encountered: Prime Material Plane, Toril Principle Deities: Umberlee
Ability Adjustments/Score Range:
STR: 3-18 DEX: 6-19(+1) CON: 8-18 INT: 7-17(-1) WIS: 3-18 CHA: 8-18
Class Options: Fighter (12), Ranger (15), Wizard (15), Priest (12), Bard (15), Thief (12), Psionist (7)
Thief Skill Adjustment: PP+5%, OL -5%, MS +5%, HS +10%, DN +5%
Typical Alignment: Any Evil Starting Age: 75+5d6 Maximum Age: 400+3d100
Average Height: 50+1d8(m/f) Average Weight: 85+2d12(m)/75+2d12(f) Movement Rate: 9/18(C)
Appearance: White Skin. Blackish-Green Hair. Phosphersent Green Eyes.
Initial Languages: Elvish, Undersea Common, Saghuagin, Dolphin, Kuo-Toa, Merman.
Special Advantages: 360' Infravision, Can Breathe Water, +1 to Attack with Spears and Trident, .90% Resistance to Sleep and Charm Spells.
Disadvantages: Must Make Constitution Check for Every 1hr out of Water with a Cumulative -1, if fails will collapse and die in 1d6 hours.

Elf, Planar The Planewalkers Guidebook/68
Encountered: Prime, Inner, and Outer Planes. Principle Deities: Elven Pantheon, Any
Ability Adjustments/Score Range: As Per Elven Subrace
Class Options: Fighter As Per Elven Subrace
Thief Skill Adjustment: As Per Elven Subrace
Typical Alignment: As Per Elven Subrace Starting Age: As Per Elven Subrace Maximum Age: As Per Elven Subrace
Average Height: As Per Elven Subrace Average Weight: As Per Elven Subrace Movement Rate: As Per Elven Subrace
Appearance: As Per Elven Subrace.
Initial Languages: As Per Elven Subrace.
Special Advantages: As Per Elven Subrace, 1-3 on 1d6 to Detect Portals.
Disadvantages: Considered Outer Planar Creature.

Elf, Qualinesti Tales of the Lance/63

Encountered: Prime Material Plane, Krynn
Principle Deities: Pantheon of Good
Ability Adjustments/Score Range:
STR: 7-18 DEX: 7-19(+1) CON: 7-18(-1) INT: 8-18 WIS: 6-18 CHA: 8-18
Class Options: Fighter (14), Ranger (U), Wizard (11), Wizard of High Sorcery (U), Priest (U), Bard (U), Thief (12),
Thief Skill Adjustment: PP+5%, OL -5%, MS +5%, HS +10%, DN +5%
Typical Alignment: Any Starting Age: 100+5d6 Maximum Age: 350+4d100
Average Height: 55+1d10(m)/50+1d10(f) Average Weight: 90+3d10(m)/70+3d10(f) Movement Rate: 12
Appearance: Almond Skin, Honey brow to Blonde Hair, and Blue Eyes.
Initial Languages: Any.
Special Advantages: 60' Infravision, +1 to Attack with Swords and Bows. 1-6 to Notice Secret Doors, 1-3 to Find Secret Doors,
1-2 to Find Concealed Doors, 90% Resistance to Sleep and Charm Spells.
Disadvantages: None.

Elf, Ravenloft
Domains of Dread/232
Encountered: Ravenloft, Ethereal Plane,
Principle Deities: Celtic Pantheon
Ability Adjustments/Score Range:
STR: 3-18 DEX: 6-19(+1) CON: 7-17(-1) INT: 8-18 WIS: 3-18 CHA: 8-18
Class Options: Fighter (12), Ranger (15), Wizard (15), Priest (12), Bard (15), Thief (12), Psionist (7)
Thief Skill Adjustment: PP+5%, OL -5%, MS +5%, HS +10%, DN +5%
Typical Alignment: Any Starting Age: 110+4d6 Maximum Age: 350+4d100
Average Height: 55+1d10(m)/50+1d10(f) Average Weight: 90+3d10(m)/70+3d10(f) Movement Rate: 12
Appearance: Pale non-tanning Complexion with Blonde to Jet Black Hair, and any eye color.
Initial Languages: Any.
Special Advantages: 60' Infravision, +1 to Attack with Swords and Bows. 1-6 to Notice Secret Doors, 1-3 to Find Secret Doors,
1-2 to Find Concealed Doors. +2 to Madness Checks, 90% Resistance to Sleep and Charm Spells.
Disadvantages: None.

Elf, Shadow
Shadow Elves Gazateer/All
Encountered: Prime Material Plane, Mystara, Hollow World, Underdark
Principle Deities: Rafael, Atzanteotl
Ability Adjustments/Score Range:
STR: 3-18 DEX: 7-18(+1) CON: 3-18(-1) INT: 9-18(+1) WIS: 4-18 CHA: 3-18(-1)
Class Options: Fighter (15), Wizard (18), Shaman (15), Thief (10), Psionist (7)
Thief Skill Adjustment: PP+5%, OL -5%, MS +5%, HS +10%, DN +5%
Typical Alignment: Any Starting Age: 100+5d6 Maximum Age: 350+4d100
Average Height: 55+1d10(m)/50+1d10(f) Average Weight: 90+3d10(m)/70+3d10(f) Movement Rate: 12
Appearance: White Skin, White to Gray Hair, Blue or Grey Eyes.
Initial Languages: Shadow Elf, Orcs, Gnolls, Hobgoblins.
Special Advantages: 90' Infravision, 1-6 to Notice Secret Doors, 1-3 to Find Secret Doors, 1-2 to Find Concealed Doors,
90% Resistance to Sleep and Charm Spells, Immunity to Paralyzing Effects of the Undead.
Disadvantages: Takes 1hp damage per Exposure to Direct Sunlight.

Elf, Sidhe
Celts Campaign Sourcebook/45
Encountered: Prime Material Plane,
Principle Deities: Celtic Pantheon
Ability Adjustments/Score Range:
STR: 5-18(-1) DEX: 6-18(+1) CON: 6-18(-1) INT: 8-18(+1) WIS: 3-18 CHA: 10-18
Class Options: Fighter (12), Ranger (15), Wizard (15), Bard (12)
Thief Skill Adjustment: PP+5%, OL -5%, MS +5%, HS +10%, DN +5%
Typical Alignment: Any Starting Age: 100+5d6 Maximum Age: N/A
Average Height: 60+2d6(m)/59+2d6(f) Average Weight: 120+2d10(m)/115+2d10(f) Movement Rate: 12
Appearance: Fair Skin and Dark Hair, and any eye color.
Initial Languages: Non-Lawful.
Special Advantages: 60' Infravision, Spellcraft Proficiency, +1/3 Levels to Save vs Magic, 1-6 to Notice Secret Doors,
1-3 to Find Secret Doors, 1-2 to Find Concealed Doors.
Disadvantages: Saving Throws as Wizards.

Elf, Sidhelien
BirthRight/5
Encountered: Prime Material Plane, Abreynis
Principle Deities: None
Ability Adjustments/Score Range:
STR: 5-18(-1) DEX: 6-18(+1) CON: 6-18(-1) INT: 8-18(+1) WIS: 3-18 CHA: 10-18
Class Options: Fighter (12), Ranger (12), Wizard (U), Bard (9), Thief (12), Psionist (7)
Thief Skill Adjustment: PP+5%, OL -5%, MS +5%, HS +10%, DN +5%
Typical Alignment: Any Starting Age: 100+5d6 Maximum Age: N/A
Average Height: 60+2d6(m)/59+2d6(f) Average Weight: 120+2d10(m)/115+2d10(f) Movement Rate: 12
Appearance: Fair Skin and Dark Hair, and any eye color.
Initial Languages: Non-Lawful.
Special Advantages: Can See By Starlight, 90% Resistance to Sleep and Charm Spells, Immunity to Disease and Aging Attacks,
Pass without Trace in Natural Settings
Disadvantages: None.

Elf, Silvanesti
Tales of the Lance/63

Encountered: Prime Material Plane, Krynn Principle Deities: Pantheon of Good
Ability Adjustments/Score Range:
STR: 3-18 DEX: 7-19(+1) CON: 6-18(-1) INT: 10-18 WIS: 6-18 CHA: 12-18
Class Options: Fighter (12), Paladin (12), Ranger (U), Wizard (11), Wizard of High Sorcery (U), Priest (U), Bard (U), Kirath (U)
Thief Skill Adjustment: PP+5%, OL -5%, MS +5%, HS +10%, DN +5%
Typical Alignment: Any Starting Age: 100+5d6 Maximum Age: 350+4d100
Average Height: 55+1d10(m)/50+1d10(f) Average Weight: 90+3d10(m)/70+3d10(f) Movement Rate: 12
Appearance: Fair Skinned, Light Brown to Blonde-White Hair Color, Hazel Eyes.
Initial Languages: Any.
Special Advantages: 60' Infravision, +1 to Attack with Swords and Bows. 1-6 to Notice Secret Doors, 1-3 to Find Secret Doors, 1-2 to Find Concealed Doors, 90% Resistance to Sleep and Charm Spells.
Disadvantages: None.

Elf, Snow Dragon Magazine 155/81
Encountered: Prime Material Plane, Oerth Principle Deities: Tarsellis Meunniduin, Elven Pantheon
Ability Adjustments/Score Range:
STR: 3-18 DEX: 6-19(+1) CON: 7-18(+1) INT: 8-18 WIS: 3-18 CHA: 8-16(-2)
Class Options: Fighter (10), Ranger (12), Wizard (12), Druid (U), Thief (U), Psionist (7)
Thief Skill Adjustment: PP+5%, OL -5%, MS +5%, HS +10%, DN +5%
Typical Alignment: Any Starting Age: 100+5d6 Maximum Age: 350+4d100
Average Height: 78+2d6(m)/72+2d8(f) Average Weight: 160+3d10(m)/130+3d10(f) Movement Rate: 12
Initial Languages: Light Brown to Tan Skin, White to Pale Blonde Hair, Silver Eyes.

Elf, Sy-Tel'Quessir (Green) Elves of Evermeet/104
Encountered: Prime Material Plane, Toril, Wildspace Principle Deities: Rillifane, Elven Pantheon
Ability Adjustments/Score Range:
STR: 6-19(+1) DEX: 6-18 CON: 8-18 INT: 8-18 WIS: 3-17(-1) CHA: 8-18
Class Options: Fighter (12), Ranger (15), Wizard (15), Priest (12), Druid (12), Bard (15), Thief (12), Psionist (7)
Thief Skill Adjustment: PP+5%, OL -5%, MS +5%, HS +10%, DN +5%
Typical Alignment: Any Starting Age: 90+5d8 Maximum Age: 450+4d100
Average Height: 60+1d12(m)/55+1d12(f) Average Weight: 95+3d12(m)/80+3d12(f) Movement Rate: 12
Appearance: Copper Skin with Green Tint. Brown, Black, Copper and Blonde Hair. green Brow, Hazel, and Blue Eyes.
Initial Languages:
Special Advantages: 60' Infravision, +1 to Attack with Swords and Bows, 90% Resistance to Sleep and Charm Spells.
Disadvantages: Cannot Find Secret Doors.

Elf, Sylvan The Complete Book of Elves/81
Encountered: Prime Material Plane, Oerth, Wildspace Principle Deities: Elven Pantheon
Ability Adjustments/Score Range:
STR: 6-19(+1) DEX: 6-19(+1) CON: 7-17(-1) INT: 8-18 WIS: 3-18 CHA: 7-17(-1)
Class Options: Fighter (12), Ranger (15), Wizard (15), Priest (12), Bard (15), Thief (12), Psionist (7)
Thief Skill Adjustment: PP+5%, OL -5%, MS +5%, HS +10%, DN +5%
Typical Alignment: Any Starting Age: 100+5d6 Maximum Age: 325+4d100
Average Height: 60+1d12(m)/55+1d12(f) Average Weight: 95+3d12(m)/80+3d12(f) Movement Rate: 12
Appearance: Yellow to Coppery-Red Hair, Light Brown or Green Eyes.
Initial Languages:
Special Advantages: 60' Infravision, +1 to Attack with Swords and Bows. 1-6 to Notice Secret Doors, 1-3 to Find Secret Doors, 1-2 to Find Concealed Doors, 90% Resistance to Sleep and Charm Spells.
Disadvantages: None

Elf, Tamire (Hosk'i Imou Merkitsa) Time of the Dragon/6
Encountered: Prime Material Plane, Krynn Principle Deities: Chislev, Kiri-Jolith
Ability Adjustments/Score Range:
STR: 3-18 DEX: 6-19(+1) CON: 7-17(-1) INT: 8-18 WIS: 3-18 CHA: 8-18
Class Options: Fighter (15), Ranger (9), Paladin (12), Priest (13), Bard (9)
Thief Skill Adjustment: PP+5%, OL -5%, MS +5%, HS +10%, DN +5%
Typical Alignment: Any Starting Age: 100+5d6 Maximum Age: 350+4d100
Average Height: 55+1d10(m/f) Average Weight: 90+3d10(m/f) Movement Rate: 12
Appearance: Brown to Honey-tan Complexion, Honey Blonde to Black Hair, and any eye color.
Initial Languages: Uigan, Tamirnesti.
Special Advantages: 60' Infravision, +1 to Attack with Swords and Bows. 1-6 to Notice Secret Doors, 1-3 to Find Secret Doors, 1-2 to Find Concealed Doors, 90% Resistance to Sleep and Charm Spells.
Disadvantages: None.

Elf, Teu-Tel'Quessir (Moon or Silver) Elves of Evermeet/104
Encountered: Prime Material Plane, Toril, Wildspace Principle Deities: Elven Pantheon
Ability Adjustments/Score Range:
STR: 3-18 DEX: 6-19(+1) CON: 8-18 INT: 8-18 WIS: 3-17(-1) CHA: 8-18
Class Options: Fighter (12), Ranger (15), Wizard (15), Priest (12), Bard (15), Thief (12), Psionist (7)
Thief Skill Adjustment: PP+5%, OL -5%, MS +5%, HS +10%, DN +5%

Typical Alignment: Any Starting Age: 100+5d8 Maximum Age: 500+4d100
Average Height: 55+1d10(m)/50+1d10(f) Average Weight: 90+3d10(m)/70+3d10(f) Movement Rate: 12
Appearance: Ivory White with Blue Tint Skin. White, Silver-White, Blue, Black and Blond Hair. Blue or Green Flecked with Gold, and Gray Eye Color.
Initial Languages: Any.
Special Advantages: 60' Infravision, +1 to Attack with Swords and Bows. 1-6 to Notice Secret Doors, 1-3 to Find Secret Doors, 1-2 to Find Concealed Doors, 90% Resistance to Sleep and Charm Spells.
Disadvantages: None.

Elf, Valley Unearthed Arcana/10
Encountered: Prime Material Plane, Oerth Principle Deities: Any
Ability Adjustments/Score Range:
STR: 3-18 (+2) DEX: 3-18 CON: 3-18 INT: 3-18 WIS: 3-18 CHA: 8-18
Class Options: Fighter (13), Ranger (14), Wizard (15), Priest (12), Druid (U), Thief (U)
Thief Skill Adjustment: PP+5%, OL -5%, MS +5%, HS +10%, DN +5%
Typical Alignment: Any Starting Age: 100+5d6 Maximum Age: 350+4d100
Average Height: 55+1d10(m)/50+1d10(f) Average Weight: 90+3d10(m)/70+3d10(f) Movement Rate: 12
Appearance: Fair Complexion, Pale Yellow to Rich Gold Hair, Amber to Violet Eyes.
Initial Languages: Elvish, Treant.
Special Advantages: 60' Infravision, +1 to Attack with Spears and Bows. 1-6 to Notice Secret Doors, 1-3 to Find Secret Doors, 1-2 to Find Concealed Doors, 90% Resistance to Sleep and Charm Spells
Disadvantages: None.

Elf, Vyalia Karameikos Campaign/26
Encountered: Prime Material Plane, Mystara Principle Deities: None
Ability Adjustments/Score Range:
STR: 3-18 DEX: 6-19(+1) CON: 7-17(-1) INT: 8-18 WIS: 3-18 CHA: 8-18
Class Options: Fighter (12), Ranger (15), Wizard (15), Priest (12), Bard (15), Thief (12), Psionist (7)
Thief Skill Adjustment: PP+5%, OL -5%, MS +5%, HS +10%, DN +5%
Typical Alignment: Any Starting Age: 100+5d6 Maximum Age: 350+4d100
Average Height: 55+1d10(m)/50+1d10(f) Average Weight: 90+3d10(m)/70+3d10(f) Movement Rate: 12
Appearance: Pale non-tanning Complexion with Red Hair, and Deep Green Eyes.
Initial Languages: Any.
Special Advantages: 60' Infravision, +1 to Attack with Swords and Bows. 1-6 to Notice Secret Doors, 1-3 to Find Secret Doors, 1-2 to Find Concealed Doors, 90% Resistance to Sleep and Charm Spells.
Disadvantages: None.

Elf, Wildspace The Complete Spacefarer's Handbook/###, Lost Ships/###
Encountered: Wildspace, Phlogiston, Prime Material Plane. Principle Deities: Any
Ability Adjustments/Score Range: As Per Elven Subrace
Class Options: As Per Elven Subrace
Thief Skill Adjustment: PP+5%, OL -5%, MS +5%, HS +10%, DN +5%
Typical Alignment: As Per Elven Subrace Starting Age: As Per Elven Subrace Maximum Age: As Per Elven Subrace
Average Height: As Per Elven Subrace Average Weight: As Per Elven Subrace Movement Rate: As Per Elven Subrace
Appearance: As Per Elven Subrace.
Initial Languages: As Per Elven Subrace.
Special Advantages: As Per Elven Subrace, Zero-Gravity Combat and Spacemanship Proficiencies .
Disadvantages: None.

Elf, Xakhun (Dusk) Dragon Magazine 144/34
Encountered: Prime Material Plane Principle Deities: Drow Pantheon
Ability Adjustments/Score Range:
STR: 6-19(+1) DEX: 6-19(+1) CON: 7-17(-1) INT: 8-18 WIS: 3-18 CHA: 7-17(-1)
Class Options: Fighter (12), Ranger (15), Wizard (15), Priest (12), Bard (15), Thief (12), Psionist (7)
Thief Skill Adjustment: PP+5%, OL -5%, MS +5%, HS +10%, DN +5%
Typical Alignment: Any Starting Age: 100+5d6 Maximum Age: 325+4d100
Average Height: 60+1d12(m)/55+1d12(f) Average Weight: 95+3d12(m)/80+3d12(f) Movement Rate: 12
Appearance: Light Greyish Brown Skin Color, Dark Hair with Whisps of White, Clear Blue Eyes.
Initial Languages:
Special Advantages: 60' Infravision, +1 to Attack with Swords and Bows. 1-6 to Notice Secret Doors, 1-3 to Find Secret Doors, 1-2 to Find Concealed Doors, 90% Resistance to Sleep and Charm Spells.
Disadvantages: 10% Magic Resistance.

Elf, Zakharan Arabian Adventures/20
Encountered: Prime Material Plane, Toril Principle Deities: Enlightened Pantheon
Ability Adjustments/Score Range:
STR: 3-18 DEX: 6-19(+1) CON: 7-17(-1) INT: 8-18 WIS: 3-18 CHA: 8-18
Class Options: Fighter (12), Ranger (15), Wizard (15), Priest (12), Bard (15), Thief (12), Psionist (7)
Thief Skill Adjustment: PP+5%, OL -5%, MS +5%, HS +10%, DN +5%
Typical Alignment: Any Starting Age: 100+5d6 Maximum Age: 350+4d100

Average Height: 55+1d10(m)/50+1d10(f) Average Weight: 90+3d10(m)/70+3d10(f) Movement Rate: 12
Appearance: Pale non-tanning Complexion with Blonde to Jet Black Hair, and any eye color.
Initial Languages: Any.
Special Advantages: 60' Infravision, +1 to Attack with Swords and Bows. 1-6 to Notice Secret Doors, 1-3 to Find Secret Doors, 1-2 to Find Concealed Doors, 90% Resistance to Sleep and Charm Spells.
Disadvantages: None.

Kendar (Otherlands/19), Mahkwahb (Otherlands/92), Blacklore (Hollow World/30), Icevale (Hollow World/34),
Poscadar (City of Gold/9), Lucanesti (The Dark Queen of Krynn), Elves of the Host (Riverwind, the Plainsman)

Elf, Rockseer

The Night Below/MC

Encountered: Prime Material Plane, Oerth

Principle Deities: None

Ability Adjustments/Score Range:

STR: 5-17(-1) DEX: 12-19(+1) CON: 8-17(-1) INT: 8-19(+1) WIS: 5-19(+1) CHA: 5-17(-1)

Class Options: Fighter (11), Wizard (18), Thief (13).

Thief Skill Adjustment: PP +5%, OL -5%, MS +5%, HS +10%, DN +5%, FD +5%, BO +10%

Typical Alignment: Neutral Starting Age: 120+5d6 Maximum Age: 1000+4d100

Average Height: 78+2d6(m)/72+2d8(f) Average Weight: 110+3d10(m/f) Movement Rate: 12

Appearance: Very Pale Skinned, Silver Hair, Ice-Blue Eyes.

Initial Languages: Rockseer.

Special Advantages: 240' Infravision, +1 to Attack with Long Swords, 90% Resistance to Sleep, Charm, Web, and Hold Spells, Immunity to Petrification, 50% Magic Resistance to Spell of Earth, Meld into Stone at will, 3rd Level may Stone Walk 1/day per 100yards/level as well as 1 passenger/level after 9th.

Disadvantages: -1 to Save vs Air Spells.

This file was created by Michael Arellano. All the above information has been collected from various sources and referenced. Where some contradictions may occur I have used the latest information published on the mentioned Playable Characters Races.