



Hawkwind's Planescape Fiends Page.

(Babau and Cambion Pics Copyright 1997 [Jennifer Paxton](#),
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Matters Most Fiendish

So you want to know the dark of the fiends, eh? Well step this way. Your good friend, the Tiefling sage Halratham can help you:

- [The Abyssal Brady Bunch](#) - On the rec.games.frp.dnd newsgroup, Steven Taylor posted a humorous spoof song concerning the Planescape setting. He didn't entitle it, but I call it "The Abyssal Brady Bunch".
- [The Origins of Fiends](#) - So you thought the Yugoloths let ya' in on the dark of the Fiends? Well guess again! It's all just more 'loth lies. By the way, Darwin didn't have it right, either...
- [Fiendish Lords](#) - Ever wonder why all Ultraloths have the same stats, from the newest reborn Arcanaloth right up to the General of Gehanna? Well they don't! Fiends are people, too!
- [Nocticula](#) - at last, the dark of the lady of the Sucubbi!



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Planescape aficionados may find my tesseract article off of my strange worlds page interesting as well.

Other Planescape Musings

As much as I love fiends, there are some other less fiendish articles that I have written up that are of general interest to Planescape fans.

- [Planar Elves](#)- Dragon #235 opened the door to the more traditional AD&D races. But exactly WHAT are these races like on the planes? These two elf variants, the Sand Elf and the Platinum Elf provide two possible answers. These elves come from my old "Realms of Chaos" campaign (speaking of which...)
- [Elemental Elves](#)- Yet more planar elves, this time inhabiting the inner planes...



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Hot Links for Planescape

- ▶ ["I am the Mimir"](#) Essays and discussion on places and personalities in the planescape setting. Easily the most comprehensive planescape page on the net.. The characters described here are especially colorful, but one can't help but wonder if the author of a page with this title is a bit barmy...
- ▶ [The Planescape Index](#) Several lists for the Planescape setting - rumors, portals, prime worlds, PC ideas, and planescape links galore!
- ▶ [Scripta Planorium](#)- The so-called "Planescape Encyclopedia." Neatly organized one-stop shopping for scads of planescape ideas and information.
- ▶ [The Yugoloth's Realm](#)- Another Planscape page whose focus is fiends--specifically, those most despicable of fiends, the 'loths.
- ▶ [Eric Noah's Campaign Page](#)- An interesting account of a planescape campaign, and my inspiration for the idea of inner-planar elves.
- ▶ [Raven's Homepage](#)- Jennifer Paxton's homepage, with lots of nice art, Planescape related and otherwise. If you like the babau and cambion pics above, definitely check it out!



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If you have comments or suggestions, email me at  hawkwnd@olg.com

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"The Abyssal Brady Bunch"

Subject: [Humor (at least, hopefully...)] Brady Bunch in the Abyss
From: Steven Taylor <stevent@sprynet.com>
Date: 1996/12/04
Message-Id: <32A58EF6.24F@sprynet.com>
Newsgroups: rec.games.frp.dnd

In a previous thread, StephenJ brought up the idea that if the Planescape set let 1st level characters and human civilizations on the Outer Planes (in his opinion, subversive to the spirit of AD&D, but that's another discussion), what would be next? The Brady Bunch in the Abyss? In a fit of silliness, this popped into my head. It's spur of the moment, and I have no references with me, so sorry in advance for my pitiful spelling.

It's the story of a Succubus
Who was bringing up three wicked Alu-fiends.
They used temptation and seduction, like their mother,
For their corrupting schemes.

Here's the story, of four Glabrezu
Who were busy wreaking havok all their own.
Turning massive tracts of Prime Material
Into a killing zone.

Then along came Planescape and the Blood War
And they knew that it was much more than a hunch
Demons no more, now they're called Tanar'ri
And now they plot to eat Baator for lunch

Baator for lunch, Baator for lunch
(The former 9 hells, now Baator) for lunch!

Steven Taylor, with apologies to all involved in the serious debate of
Planescape vs. Manual of the Planes...

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The True History of Fiends (and other planar life)

As told by Hal-ratham, Tiefling Sage and Factor of the Athar to a gang of planewalkers.



So you want to know a bit about fiends, eh? Well park your ears, and listen good. And next time you bang around the lower planes, don't rattle your bone-box about this--fiends don't take kindly to what I've tumbled to about their past. Least of all the 'loths.

What's that? You thought the 'loths were the forebears of all the fiends? Well, that may be somewhat true. But let me tell you what any cutter worth his jink should know: If a 'loth's telling you the truth, it's only because there's some deeper dark that he's hiding.

Have you ever noticed that the fecund Tanar'ri can breed with anything? Some bloods will tell you that's just the nature of the Tanar'ri. But the chant doesn't end there. Everyone knows that alu-fiends and cambions are Tanar'ri whose blood is poluted by the blood of mortals--mainly humans, elves, and the like. But did you ever see a Tanar'ri crossbreed with a Bariur? With a beholder? Of course not!

But it's not just Tanar'ri. That birght-eyed young tiefling with the bunch of you? Sure as gettin' lost in the mazes, he's got a bit of 'loth blood mingled with his. And it doesn't end with fiends either. I wouldn't be here before you unless my grandmother twigged to a particular Tanar'ri.

You see, most of the planar races--except the slaad and modrons, and maybe hordlings--are all related. Further, they're all related to US. That is, the lot of us--humans, dwarves, orcs, elves. I see my stout friend over there looking a bit indignant. My apologies sir. It's obvious that time and magic have set our races apart, but I'm certain that somewhere in the distant past, our lineage merges.

What's that? Dragons? Yes, I've heard of clueless sods with the blood of dragons coursing through their veins. But that's a different matter entirely. Half-dragons are a consequence of some dragons' superior shapeshifting ability. Even though a dragon may take the shape of a human, it's still a dragon, is it not? The change is nearly perfect. A shifted wyrm--of one of a few species that can accomplish such--can mate with a human or demihuman. But just as it's still a dragon, it's young is still a dragon. Though half dragons may have a basically a human shape, they're really more dragon than human. A blade enchanted to nick a dragon will do just the same to a half dragon.

As I was about to say before you interrupted me, berk, I recently spent some time out of touch with a friend of mine who calls kip on the inner planes. We meandered around a few prime worlds and everywhere the story's the same. The same races for the most part, but one thing's consistant: there's a time, about ten milanea ago, that all of the races' histories are blank--even those of the elves and dwarves. What's that?--your god FORGED you? Don't be a leatherhead. To be sure, your god is no more than a powerful version of yourself or any other dwarf.

Something happened back then. Some cataclysm of unprecedented proportion. But there aren't any cave wall paintings of the race's primitive forebears that tell the dark of it, either, nor are there any primitive artifacts that our divinations can delve the dark of. Something happened then, something big. Something that not only destroyed any traces of civilization, but wiped the minds of the survivors of the event sure as a dip in the Styx would. This cataclysm I like to call the interregnum.

How do I know that there was civilizations back then? The evidence is all around. When you see a Rilmani and the elf there sees an eldarin, tell me you don't see a bit of kinship? 'Course, it isn't so easy to tumble to for the fiends, but the evidence is there, too. After all, do you really think the fact that succubi and erineyes look amazingly like the prettiest young maiden you've set eyes on is a mere coincidence?

Of course not. They were designed that way. Crossbreeds like chimerae and owlbears litter dozens of prime worlds. Yet no world can seem to single out or recall what magical empire made them. So it's liekely that these beings were made before the interregnum. If a race of wizards could shape the bodies of beasts, why couldn't they shape their own bodies, and integrate magical power with their

very being? That's just what they did. Some opted for beautiful bodies, like most celestials and some fiends. Others opted for more powerful, even frightening bodies.

Then, sometime after that, but before the interregnum, some of these sorcerers moved to the great ring. Why is uncertain--perhaps they found it easier to shape their bodies and draw magical power out here. Perhaps there weren't all the planes we now know back then--perhaps the coming of these sorcerers shaped the planes as they shaped their bodies. Or perhaps the planes influenced their body-shaping them subtly and insidiously. I consider the latter extremely likely. Why else would succubi be adorned with horns and bat wings instead of merely a perfect body and visage? Why else would the upper planes be populated by benevolent beings of great beauty and the lower with hideous evil monstrosities?

Perhaps what the 'loths say is true--they came first, the other fiends came later. Even if it is true, the 'loths at one time called father to a different race--one that looked a lot more like oyu or me than any 'loth. And 'loths don't like that notion one little bit--thinking that they came from a race as simple as (or even simpler) than humans. Orbs them of the notion that they are the supreme race.



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Fiendish Lords

Go grab your Planes of Law or Planes of Chaos or Hellbound boxed set.

Don't just sit there. Do it!

Now thumb through it, and look at the NPC capsule descriptions. Notice anything funny? PC race beings have a variety of statistics, mainly level. Fiends, on the other hand are described pretty much by the name of their subrace: "babau," "pit fiend," or whatever.

I, however, think that fiends deserve a degree of distinctiveness beyond their subrace--especially where powerful and enigmatic figures are concerned. As far as statistics goes, there's little difference between one of the Dark Eight and any other pit fiend. All role-playing aside, when time comes to come to blows with a fiend, I think the general of Gehanna should be more powerful than a new Ulroloth.

Other than giving legendary fiends the power they deserve, there's two other motivations for this. First is the PC power factor. High level PCs, even if a conservative campaign, can overpower true tanar'ri and greater yugoloths and baatezu. I'm personally fond of the idea of balors and pit fiends that make even a powerful party quake in its boots.

The second is surprise factor. The PCs may think they'll make easy work of a lesser Tanar'ri or Yugoloth. But if the DM slips in an exceptional specimen, the players may be in for more of a fight than they bargained for.

Accordingly, I frequently use the **DMs Option: High Level Campaigns** rules for "legendary monsters" to adjust fiends (or celestials) of notable status. I do this partially because it makes sense that notable specimens would be - well, notable. I do it partly because for a creature that's supposed to be so damned powerful, a Balor's 13HD doesn't quite cut the mustard against today's cutting edge PC party.

One might argue that a balor shouldn't go toe-to-toe with a high level party without other fiends around. But it's so much more epic when the party can say "remember that balor we fought! Boy I thought we were all toast! Wow he was powerful!" instead of "What a wuss that balor was - he had to summon a horde of Tanar'ri to fight us off!". Denizens of the netherworld should be threatening in the extreme, IMHO, even to a very high level party.

Now I don't usually apply this haphazardly. "least" specimens usually have no legendary specimens at all (except maybe as comic relief: "I am king of the ddrreeetchesssss!"). Lesser fiends might have lesser scions and scions (though succubi, alu-fiends, cambions and erineyes might occasionally have elders or greater). Greater fiends might have elders, True Tanar'ri (or the greatest of the Greater for 'loths and the Baatezu) might have great elders. Paragon fiends tend to be planar lords or gods in their own rights, though that doesn't mean it can't happen (a villain I made before the advent of High Level Campaigns was a demigod--the cambion offspring of Grazzt called "Paralite"; he was essentially a cambion paragon.)

I use the **Hellbound: The Blood War** boxed set's spellcasting fiends rules in addition - but if a fiend has spellcasting per the Dark of the War book, I count it as one of their powers, as spellcasting fiends are somewhat rare. However, such fiends are truly frightening, because while the Dark of the War limits fiends spellcasting levels to their HD or innate spellcasting ability (whatever is better), the High Level Campaigns legendary creatures rules give them extra HD - and I allow that to reflect in their max level. I figure the general of Gehanna is a great elder ulroloth with 33 HD, and spellcasting as a 33rd level mage (only MORTAL wizards are limited to 30th level...)

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Nocticula

(Tanar'ri Queen of Succubi)

Nocticula is the abyssal lord that calls herself the "Queen of Succubi." Few cutters have room to dispute her claim; she holds a great degree of influence over succubi and alu-fiends in the abyss. Though number of her succubi followers serve as spies and infiltrators for the blood war, the most talented ones in her service are busy pursuing Nocticula's dark schemes and goals. Some bloods say that she's as canny as a Ultraloth when it comes to cooking up schemes.

Her most elite spies are succubi (or alu-fiend) lesser scions or scions, many with spellcasting abilities. See TSR's *Hellbound: The Blood War* for details on fiend spellcasters; see TSR's *DM Option: High Level Campaigns* for details on legendary monsters. This activity occasionally draws her agents into conflict with disgruntled Molydei who feel that they aren't doing there part to support the blood war. Considering the power of some of Nocticula's agents, however, many Molydei are wise enough to steer clear of them.

Part of Nocticula's schemes involve gaining a foothold on the prime material plane. She has a strong following of witches on the continent of Trinalia on Varisha (See my [Trinalia](#) page.) These witches are a mix specialty priestesses and mages that operate under the "witch / warlock" rules per TSR's *Player's Option: Spells & Magic* book. Among mortals, Nocticula is known as the patroness of witches or "the lady of fire." Nocticula's prescence on Trinalia has brought her into connection with the benign goddess of magic, Evonn.

Nocticula is near power status herself and employs a proxy to do her dirty work in the abyss. The proxy is a succubus elder name Talinshira; she has 21 HD and the spellcasting abilities of a 21st level mage.

AD&D Game Statistics:

Climate/Terrain:	Abyss
Frequency:	Unique
Organization:	Planar Ruler
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Supragenius (20)
Treasure:	S,T,U,W,Z
Alignment:	Chaotic Evil
No. Appearing:	Unique
Armor Class:	-8
Movement:	12, Fl 30 (A)
Hit Dice:	31 (hp 196)
THAC0:	2
No. of Attacks:	2 or 4
Damage/Attack	by weapon +6 (x2)/ 3-18 (x2)

Special Attacks:	see below
Special Defenses:	+3 or better weapon to hit, immunities.
Magic Resistance:	80%
Size:	M (6' tall)
Morale:	Champion (16)
XP Value:	36,000

Combat:

Nocticula appears much as an exceptionally beautiful succubus without wings. At will, brilliant wings of fire sprout from her back. In this form, she may fly at a rate of 30. While her wings are present, she is surrounded by immolation that causes 3-18 points of damage per round to anyone within 5 feet of her. She can use her wings as weapons in combat when not flying, burning for 3-18 points of fire damage on a successful hit. She also carries a blackened iron rod, which she can wield as a *footman's mace* +3. In her hands, it can also act as a *staff of the magi*, but each charge she uses in this fashion inflicts 1-6 points of damage to her.

Nocticula is an accomplished spellcaster; she has the spellcasting ability of a 23rd level mage. In addition, she can use any of these abilities at 23rd level (at will unless noted): *charm person*, *charm monster*, *ESP*, *clairaudience*, *suggestion*, *shapechange* (as succubus), *obscure alignment* (always active), *continual darkness*, *advanced illusion*, *detect magic* (always active), *detect invisibility* (always active), *comprehend languages* (always active), *read magic*, *hold monster*, *dispel magic*, *telekinesis*, *magic missile* (6 missiles striking as +3 magic flight arrows, 3/day), *grant another's wish* (1/day), *heal* herself for 5-50 points of damage (2/day), *chaos* (1/day), *symbol* (hopelessness, discord, or death, once each per day), and *gate* in 1-4 succubi (35%), 1-2 succubus scions (30%), 1-3 glabrezu (20%), or 1-2 marilith (15%) once per turn up to 3 times per day.

Nocticula has all the normal immunities of succubi. Her kiss drains life force as a succubus, save that instead of a single level, 1-3 levels are drained. Her influence over succubi is powerful; when she uses her *charm monster* ability against succubi or alu-fiends, the target halves their magic resistance and applies -3 to saves, and the effective hit dice of the victim is halved for the purposes of determining time between saves. At the DM's option, these penalties may also apply to tieflings of Tanar'ric descent.

Nocticula often rides a nightmare of exceptional size and ferocity (HD 7+7, 56 hp, 3 attacks, damage 4-10/7-12/7-12.)



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Elves of the Planes

"The ways of elves change little over the centuries. Certainly, these elves of the planes are little different than their prime brethern--allow me to parley with them."

(Last recorded words of Tinówyn Elráindë, Clueless Elf Adventurer.)



Designer's Background:

In an ancient times (before Planescape yet after the Manual of the Planes, to be more precise) I ran a number of odd races and variants thereof in my campaign. Some of these races called kip to the outer planes. Of course, as time passed, I got a little more conservative and began to stick to more traditional AD&D races.

Next, Planescape came along. This great new campaign setting provided a variety of new races for player consumption--as well as good old humans and half-elves. Presumably, whatever other planar races existed at the time where fairly scarce on the outer planes--scarce enough to not be offered as planar PCs.

Then Dragon #235 came out offering variants of the Skills & Powers descriptions for planar versions of the "standard" races of the core rules and Skills & Powers. This opened a whole new can of worms. Presumably these "planar races" were settlers on the outer planes similar to humans that settled on the plane. But something about that simple assumption fell short of the Planescape norm of vivid, detailed descriptions and background.

So accordingly, I resurrected the planar races of the my old "Realms of Chaos" and "Aphrodomis" campaigns. I think their style and flavor fit well with Planescape. Be warned, if you've come here thinking that you'll find the planar versions of your typical happy-go-lucky elf, think again.



Platinum Elves:

Platinum elves are believed to be the descendants of the long-lost elven house Atira (see the [History of the Elves](#) on the [World of Trinalia](#) page.) They are similar to silver elves (the Grey elves of my campaign world, Trinalia) in attributes and appearance, save for their lawful attitude, which is indicative of their way of life.

Platinum elves believe strongly in discipline and order. This caused animosity with their more chaotic brethern millenia ago, and they sought a new home in the outer planes. They eventually found that home in the outer planes of law, primarily Arcadia, which suited their ethos. Personal and family honor defines every aspect of their daily lives. Among platinum elves, one's word of honor is to be upheld at any cost. These attitudes make the platinum elves sympathetic to the Harmonium, the Guvners, and the Order of the Planes Militant.

The platinum elves hold little animosity for their distant cousins on the prime. They do, however, hold their more close-by cousins in the outer planes, the sand elves, in ill regard.

As mentioned above, platinum elves are similar in appearance to grey elves. They are generally taller and have more exotic eye and hair colors, tending towards silvery or silvery blue eyes and silvery or platinum white hair. They also exude a commanding presence beyond mere description.

Sand Elves:

Sand elves are the rougish cousins of the platinum elves. It may be that they are a rebellious offshoot of the house Atira, the same ancient elven house that is believed to be the ancestry of the platinum elves. Others believe that the rift is too great, that the sand elves are part of an entirely different house. Whatever the case, their enmity goes back far into the annals of history.

Sand elves are genreally nomadic, but dwell primarily on the planes of neutral chaos: Gladsheim, Limbo, and Pandemonium. They are thought to have originally come through a rift that connects a desert area on the prime to the depths of the soup of chaos that is Limbo. To this day, the the largest or the rare permanent cities inhabited by the sand elves, called "The City of Iron," is a walled citadel in a treacherous area of limbo called the "shifting desert." The shifting desert seems to be a reflection of the prime desert that the nearby planar rift connects

to on the prime, but in reality, the desert is every bit as unpredicable and dangerous as the primordial soup of chaos that covers most of limbo.

Sand elves are very introspective. As a result of the extreme environment that they call home, sand elves have a very rough-and-ready attitude. They believe in the strength of the few--or the individual. The only authority in sand elf society is a vague system of respect. To earn a sand elf's respect takes skill, wit and ability. A sand elf accords respect to those with strong self-images and ability to match. They have difficulty respecting those with lower intelligence than themselves. Non sand elves find it exceptionally difficult to earn respect in this way from a sand elf, but it can be done.

The individualist sand elf ideals make their attitudes consistent with those of the Fated, Signers, Free League, and Anarchists. Despite their chaotic outlook, few of their numbers are melancholic enough to join the Bleakers.

Some sand elves appear similar to their platinum elf cousins. Others have been changed by the very planes of chaos that they call home, including such variations as swarthy skin and deep black hair. Eye color among sand elves seems to be truly random.

Game Attributes: Sand and Platinum Elves

If you use the statistics of planar elves as written in Dragon #235, assume those to be planar settlers of a more mundane sort, similar to the way planar humans came to the planes.

Sand and platinum elves have some different ability modifiers and S&P abilities:

Attributes:

Sand elves' exposure to the element has bred out the low constitution typical of the elvish races. But it has bred a dour outlook and less intuitive, more cynical way of viewing the universe. Accordingly, sand elves get the typical +1 dexterity, but suffer a -1 to either wisdom or charisma (player's choice.)

Platinum elves come from a fairly narrow genetic background, and haven't had the "advantage" of a harsh living environment as have their cousins, the sand elves. Accordingly, they have an additional -1 to the standard elven -1 con, giving them a total -2 penalty to constitution. However, they are long-lived and disciplined, and have an impressive personal presence. They gain a +1 to either intelligence or charisma (player's choice.)

Special Abilities:

Both sand elves and platinum elves have the standard allotment of character points per S&P and Dragon #235 to buy racial abilities. However, there are some alterations in the available special abilities:

- Sand elves can buy any ability listed for elves in either the Skills & Powers tome and Dragon #235. Sand elves' and platinum elves' sword bonus extends to any one-handed sword.
- Platinum elves can buy any ability from either of the above sources except Invoke Wild Surge out of the Dragon.
- Sand elves and platinum elves have access to the following additional S&P special abilities:

Platinum Elves:

Standard Abilities: Presence (10), Resistance (10), Reason Bonus (10), Infravision 60'(10), Sword Bonus (5).

Appearance Bonus (10): The elf's presence grants +1 to the charisma / appearance subability.

Detect Lie (5): The elf can detect lie once per day.

Law Warrior (10): The elf can cast one priest spell per day from the spheres of Law, Combat, or War. The spell must be castable by a priest of the same level as the elf.

Leadership Bonus (10): The elf's exceptional presence grants a +1 bonus to the charisma / leadership subability.

Presence (5/10): For 5 points, the elf can use *commandance* per day. For 10 points, the elf can use this ability an additional time per day per 4 full levels, and starting at 5th level can use *suggestion* one time per day per 5 levels.

Sand Elves:

Standard Abilities: Natural Psionic (10), Limbo Power (5), Wild Resistance (5), Sword Bonus (5), Infravision (10), Stealth (10).

Chaos Shaper (5): The elf receives the chaos shaping proficiency. The character can automatically shape land on limbo can shape twice the indicated amount of land.

Limbo Power (5): The elf can move at a rate of 96 on limbo and suffers no ill effects of the primal matter on limbo.

Mind Guard (5): The elf receives +1 on saves vs. mind affecting spells and psionic attacks.

Natural Psionic (5/10): The elf has natural psionic ability. For 5 points, the elf may be a psionicist regardless of alignment (i.e., can be chaotic with no penalties.) For ten points, the elf receives this benefit (if a psionicist), plus automatically rolls a wild talent.

Presence (5): The elf can use *commandance* per day.

Wild Resistance (5): The character possesses 30% magic resistance to wild magic spells, the effects of wild magic, and priest spells of the chaos sphere.

Willpower Bonus (10): The elf receives as wisdom / willpower sub-ability of +1. Elves may not take this ability if they opted to take the sand elf -1 wisdom penalty.

Sand or Platinum Elves:

Magic Resistance (15):The elf receives a magic resistance of 5% plus 5% per point of intelligence or wisdom over 14. This ability may not be combined with wild resistance or the standard elven resistance to sleep or charm.

Lower Resistance (10):An elf who possesses magic resistance (above) may voluntarily lower their own resistance by 1/2 to use a *lower resistance* on an opponent, once per day. The elf must have a valid target with magic resistance to use this ability; the elf's magic resistance returns to normal when the *lower resistance* ends.

Classes:

Planar elves have the same classes, class combinations, and level limits as prime elves, except for one specific exception: Psionics. Psionics are practiced by platinum elves frequently because their new home plane, Arcadia, is less conducive to the use of magic. While there are still many platinum elves that do practice magic, the most accomplished ones tend to settle in places where magic is less restricted--such as Mount Celestia, the Outlands (in or near Fortitude, the gate-town to Arcadia,) Sigil, or even the Prime.

Platinum and sand elves can be psionics with the same level limits as priests (i.e., 12th level). Platinum elves may substitute psionics for mage in any standard elven class combination; sand elves can substitute psionics for priest in any standard elven class combination.

If you do not use psionics in your campaign, I recommend allowing sand and platinum elves to be *mentalists* (a mage specialty described in the *Spells & Magic* book) in lieu of any other wizard class.

The platinum elf attitude is consistent with that of paladinhood. The DM might allow platinum elf paladins, but such is quite rare.

Kits:

There are a few kits that are especially appropriate for sand and platinum elves; others are not. Most notably, many kits in the *Complete Book of Elves* that are not listed here aren't really too appropriate for their divergent attitudes. The remaining kits are merely recommendations. Note that some of these kits weren't designed with the *Skills & Powers* in mind. If you as a DM feel a kit is especially powerful in comparison to S&P kits, you may want to apply a character point surcharge for that kit (many DMs have a problem with bladesingers, for example.)

Platinum Elves:

- PWH: Planewalker Mage, Planewalker Priest, Planewalker Warrior.
- CBE: Herbalist, Archer, Windrider, Bladesinger, War Wizard, Collector
- CFH: Cavalier, Myrmidon, Samurai (do not assume an oriental society, though the platinum elf attitude is close to the oriental honor principle.)
- CPH: Noble Priest.
- CTH: Investigator (almost to the exclusion of any other thief type.)

Sand Elves:

- PWH: Planewalker Rouge, Planewalker Warrior, Abyssal Warrior
- CBE: Archer, Wilderness Runner (changed to Desert), Bladesinger, War Wizard, Huntsman (also changed to desert environment), Infiltrator.
- CFH: Berserker, Gladiator
- CPH: Fighting-Monk (I recommend using the *Spells & Magic* to make a specialty priest like the Monk class vice using the kit in the CPH.)

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Elemental Elves

(Yes, more elves...)

Designer's Background:

When I updated my outer planar elves to the Planescape setting, I got to thinking about another planar elf species that I saw while wandering the web. I ran across an interesting page, [Eric Noah's Planescape Campaign Page](#), which featured *wind elves*. According to Eric's page, wind elves are a race of elemental-kin that are also apparently akin to elves.

This notion intrigued me. Elves who settled on the inner planes might have mixed their blood with that of other inner planar creatures, essentially making them the elven equivalent of Genasi. Perhaps in times ancient, elves allied with and occasionally cross-bred with some manner of elemental kin, the prime candidates being sylphs and nymphs. Over the years, perhaps the elves' habitation on the elemental planes and further crossbreeding bred those traits into the species for the long term.

Why more elves?

You think that after introducing the outer planar elves into my campaign, that would be enough. Well, I try to run my campaign by three main principles (there's that rule of three again...): Demand, logic, and background.

Starting with demand: more players in my campaign play elves than dwarves or other demihumans. Some DMs try to fight this trend. I, on the other hand, decided to go with the flow. In my [Trinalia Campaign](#), elves are one of the three major races--no reason to make elves rare in the world if they are common in PC parties. I think it's fairly safe to import that attitude into my Planescape campaign.

As far as logic goes, it makes sense that more elves will have migrated to the various planes than dwarves (for example.) The magical ability of elves lend them to having access to the planes more easily than nonmagical dwarves. Further, with the low reproduction rates of elves, it is a survival trait for elves to flee to new lands whenever they are faced with a militarily superior foe; dwarves are hadier, somewhat shorter lived and more fecund, and thus more likely to "stick it out" in a bad military situation. Given the nature-oriented tendencies of elves, I think it just as likely that some offshoots migrated to the inner planes as the outer planes.

Finally is background. In my [Trinalia campaign](#), I modeled the Turanian culture loosely around Norse culture (actually, more Norse with a tad of American Indian thrown in.) In Norse mythology, magic was supposedly taught to mankind by an elf maiden named Heid. Remaining consistent with that concept (and a general concept in many AD&D games), I've always assumed that elves have been the forerunners of mankind in the realms of magic and other areas of cultural development. Accordingly, I think it is fairly safe to assume that elves would migrate to the planes as soon as or sooner than humans.

The Gear (that's rules, for you primes)

Though I've not yet formally introduced elemental elves into my game, I would entertain the thought if a player expressed interest in such. Here's how, assuming that you use the Skills & Powers rules for Planescape characters per Dragon #235:

- o Water and Air ("Wind") elves are most likely, but earth and fire may be allowed at the DMs discretion.
- o Water elves start out with the general abilities of aquatic elves; all other elemental elves start with the basic statistics of high elves (you might want to use Eric Noah's altered stat modifiers for wind elves: -1 str -1 con +2 dex. Water and fire elves would be the standard +1 dex/-1 con, and earth elves might have no modifiers: being in the plane of earth doesn't lend one to rapid motion, but it does lend one to extreme hardness.)
- o When choosing abilities, the player may choose either standard elf abilities (per S&P or Dragon #235), or abilities from the appropriate element's Genasi list in Dragon #235. Any abilities taken from the Genasi list costs 5 extra points each. (This is because while Genasi are allowed 30 points to buy these abilities, allowing elves 45 points to buy the same abilities wouldn't quite be fair--the intention of this article is NOT to create super Genasi.) Further, it is consistent with the half-elf "+5 point for parental ability" rule in Dragon #235 for half-elves. No, elemental elves aren't half-elves, but some of their abilities are assumed to come from cross-breeding with elemental-kin. Finally, the surcharge helps ensure that the elemental elves have some standard elven abilities, and thus are somewhat elven in flavor, not just a different kind of Genasi.
- o Standard Abilities (Wind Elves): Elemental Powers, Major (20), Levitation (10), Bow Bonus (5), Resistance (10).

- Standard Abilities (Water Elves): Elemental Powers, Minor (15), Trident Bonus (5), Secret Doors (5), Resistance (10), Confer Water Breathing (10). As per aquatic elves in S&P, water elves automatically breathe water, but can only be out of water for a number of days equal to their fitness scores. If the elf buys "water breathing" off of the Genasi list, they do not have this drawback and may simply breathe water OR air as the need arises. Water breathing should be considered an exception to the 5-point surcharge rule; it only costs the elf 10 points.
- Earth and fire elves would be semi-unique beings (at best) and have no standard abilities.



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