

ELF, BLOOD

After the Second War, the high elves seceded from the Alliance, and their departure triggered further deterioration in the faltering Alliance. Later, during the Third War, the Alliance extended membership to the night elves, who saw it as their duty to warn their new allies against the high elves. The Highborne's part in bringing about the War of the Ancients figured heavily in the night elves' retelling of elven history. It should come as no surprise that humans came to regard the high elves (and, by association, the blood elves) with resentment and suspicion.

Led by Arthas Menethil, the Scourge recently invaded the kingdom of Quel'Thalas and created the lich Kel'Thuzad, defiling the Sunwell and using the last of its power in the process. Most of the high elf race was slaughtered by the undead. Sylvanas Windrunner's second-in-command, Lor'themar Theron, assumed temporary leadership of the high elves. The few high elves who survived the Scourge's invasion quickly grew ill and apathetic.

Prince Kael'thas Sunstrider was the last of the royal bloodline and a member of the Kirin Tor. He had been pursuing magical studies in Dalaran at the time of the Scourge invasion. When he heard of the disaster, he hastened to Quel'Thalas and found his homeland in ruins. He realized that the elven survivors were all experiencing the same sickness and lethargy, which had begun when the Sunwell's magics were drained.

Determined to salvage what he could, Kael'thas rallied all the survivors he could find and renamed them the sin'dorei, or "children of the blood", in honor of

those who had fallen to the Scourge.

Thirsting for vengeance despite their weakened state, the healthiest blood elves, including Kael'thas, departed their ravaged land and joined the campaign against the Scourge in Lordaeron. In the prince's absence, Lor'themar was named regent of Quel'Thalas, and Halduron Brightwing became the new ranger-general of Silvermoon. To this day, Lor'themar continues to serve as the leader of Azeroth's blood elves. He and Halduron safeguard the land while they seek a cure for their people's seemingly insatiable hunger.

When Kael'thas and his suffering people volunteered to fight the Scourge alongside Alliance resistance forces, the blood elves were met with suspicion and outright hostility, particularly from the prejudiced human Grand Marshal Garithos. Garithos assigned the blood elves increasingly difficult missions until Kael'thas was forced to accept the assistance of Lady Vashj and her naga. When Garithos discovered that the blood elves were working with the naga, he felt that his distrust had been vindicated. He imprisoned the hapless blood elf soldiers in the dungeons of Dalaran and sentenced

them to death.

Fortunately Vashj arrived in time to free the blood elves, who were suffering terribly from their hunger for magic by this time. Vashj explained that the naga, too, were addicted to magic, and she said that Illidan could help the blood elves. She then led them to the portal that Kel'Thuzad had opened during the Third War (so as to give Archimonde entry into Azeroth). With no other palatable choices, Kael'thas and his fighters followed



the naga through the portal and into the shattered realm of Outland. There, the elves freed the renegade demon Illidan Stormrage, who had been taken prisoner by Warden Maiev Shadowsong.

After the rescue, Kael'thas beseeched Illidan for a cure to the blood elves' addiction to magic. Illidan had a different proposal in mind, though: in return for the blood elves' loyalty, he would teach them to drain magic from powerful alternative sources, including demons. It was an offer Kael'thas felt he had to accept. He was certain his people would die without either a cure or a new source of magic. Kael'thas pledged his allegiance to Illidan, who taught several blood elves the techniques he had offered. These teachings spread to the other blood elves in Outland, who were then able to stave off their painful hunger for arcane magic.

Blood Elf Racial Traits

As High Elf, with the following changes:

- **Weapon Proficiency:** Blood elves receive for free the Martial Weapon Proficiency feats for the longbow, composite longbow, short sword, and warblade.
- **Bonus Languages:** Darnassian, Dwarven, Eredun, Goblin, Kalimag, Nazja, and Orcish.
- **Racial Levels:** Unlike humans and some other races, blood elves can take a few levels in "blood elf" as a class to develop their racial qualities fully.
- **Favored Class:** A multiclass blood elf's warlock level does not count when determining whether she suffers an experience point penalty for multiclassing.

Blood Elf Levels

Blood elf racial levels differ slightly. Instead of Empower Magic, they gain the following:

Mana Tap (Su): The blood elf may, through a single touch, steal mana from a target and use it for itself. If the blood elf spends a standard action and succeeds on a touch attack that provokes an attack of opportunity, he steals one 0-level or 1st level spell slot from the target. If the target has no more mana, or is unable to cast spells, this ability does nothing.

The blood elf may then use this spell energy to power one of his spell-like abilities, or an appropriate blood elf feat (see below). Alternately, a blood elf caster may use this stolen spell energy to cast any 0-level or 1st level spell he has prepared. Lastly, the blood elf may expend one unit of stolen mana to sate his magic addiction for a number of days equal to 1 + his spirit modifier, as if he drank demon blood.

The blood elf must expend this stolen mana within one hour of the theft, or the energy fades away harmlessly. At any one time, the blood elf may store no more than 1 + his Intellect modifier in stolen mana. Any

mana stolen past this amount fades away.

Arcane Torrent [General Feat]

The blood elf releases a torrent of powerful arcane energy, stunning those around him.

Prerequisites: Must have 3 levels of Blood Elf.

Benefit: By expending stolen mana (through the use of his mana tap ability) and a standard action, those within 30 feet of the blood elf must succeed on a Will saving throw or be stunned for 1d4 rounds. The DC to resist this ability is equal to 10 + the number of stolen spell slots expended + the blood elf's Charisma bonus. The blood elf must expend a minimum of 1 stolen spell slot to use this ability.

Special: Blood elf casters may instead expend up to 4 0-level or 1st level spell slots as a standard action to use this ability.

Recharge [General Feat]

By using this feat, the blood elf may expend stolen mana to recharge one of his class special abilities.

Prerequisites: Must have 3 levels of Blood Elf.

Benefit: By expending a stolen mana (through the use of his mana tap ability) as a free action, the blood elf may regain one use per day of a class's special ability, such as a paladin's auras or a barbarian's rages per day.

Special: Blood elf casters may instead expend 1 0-level or 1st level spell slot to recharge class abilities.

Mana Siphon

Evocation

Level: Arcanist 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Blood elves divised this spell to sate their appetites for mana. By focusing on a target, the caster may attempt to absorb minor gouts of mana from the target. If the target fails his Will save, he loses one 0-level or 1st level spell slot (caster's choice). The caster regains the same spell slot the target lost. If the target has no 0-level or 1st level spell slots left, even if he has higher level spell slots available, then this spell automatically fails.

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