

NERO Vanguard

Mystic Wood Elves

Mystic Wood Elves are a race of the NERO International 8th Edition Rule Book. This packet is a supplement to the NERO International Mystic Wood Elf Packet and the two should be used in conjunction with one another. As a race Mystic Wood Elves can purchase the skills Resist Charm for 3 build points and Break charm for 2 build points. They are required to buy a craft skill each level but may purchase Craftsman (Type) skills for -1 build point cost.

Four of the five major Mystic Wood Elf clans have immigrated from the Mystic Woods of Evendarr.

The Ahora clan of Mystic Elves centers itself around the city of Kingsport. Ahoran elves are very observant. Those with the skills to observe and read people often become bards or other performers. Those with the skills to observe their surroundings often become scouts and cartographers, either on land or at sea. The crafters of the Ahora clan often become shipwrights.

The Jongleur clan of Mystic Elves centers itself around the city of Kingsport. Jongleur elves typically become traders, bartenders, cooks, sages or masseuses. The crafters of the Jongleur clan often become tinkers.

The Daemonae clan of Mystic Elves centers itself around the city of Windemere. Daemonae elves often serve as jacks of all trades. Some mercenary Daemonae are hired by merchants both on land and sea as additional protection for the travel of their goods. Crafters of the Daemonae clan often become stonemasons.

The Venteen clan of Mystic Elves centers itself around the city of Idyllbrook. Venteen elves put a strong focus on family and teaching of the young. They often teach their trades and knowledge to younger generations and it is not unlikely for one Master to take on multiple apprentices at once. Venteen elves believe in the preservation of knowledge and are likely to have learned the skill Read & Write which they use to keep records of everything they learn & observe. Crafters of the Daemonae clan often become carpenters or weavers.