

The Elf

Class Description: Elves are a demihuman race. Like most demi-human races, they are less flexible than humans, and all elf adventurers are represented by a single class.

Elves are more slender and graceful than humans, but they are approximately the same height. Although elves show a similar range of skin colours to those of humans in terms of shade, the hue of their skin tends to be more yellow-brown than that of humans giving them a colouration resembling that of wood anywhere from light pine through to dark ebony. The ears of elves are pointed.

Elves have no body or facial hair, although the hair on their heads is luxuriant, and changes colour throughout their life like the colours of leaves change through seasons—starting a light green and slowly darkening, as the elf matures before changing to brown, gold and red in old age.

Elves are naturally magical creatures, and all elves are capable of casting low level magical spells. Elven adventurers are usually much more highly skilled and have spell casting abilities better than the finest human magic users. However, despite their inherent magic elves are unable to become clerics or shamans.

Elves usually live in woodland or forest, and have an affinity for trees. Their towns tend to be in the treetops, woven out of living branches. Elven communities usually have a deep respect for nature, and work together with human druids.

Elves are fine crafters of wood, and although they rarely mine for it themselves they are capable of delicate metalwork as well. Their natural magical ability makes them excellent producers of magic items known for their physical beauty as well as their power.

In an adventuring situation, elves can both fight competently (although not quite as well as a human fighter) and use magic making them very flexible. Elven characters pay for this, however, by advancing in level the most slowly of any class.

Elf Abilities

Equipment Restrictions: Elves can wear any armour or shield, and can use any weapon.

Hit Points: Elves gain (6 + Con Bonus) hit points at first level, and then another (4 + Con Bonus) hit points per level of experience until 9th level. After 9th level, Elves gain 1 hit point per level and do not add additional Con bonuses (but do retain the bonuses to hit points gained at previous levels).

Base Attack Bonus: An elf's attack bonus is based on their level. See Chapter 10: Combat for details of how this translates into to-hit numbers for different armour classes.

Skills: An elf starts with 4 skill points plus extra points equal to their Int bonus. These points can be used on the same skill or different skills. Elves gain more skill points as they rise in level.

See Chapter 5: Skills for the list of available skills.

Weapon Feats: Elves start with two weapon feats, which must be spent immediately on basic proficiency with two different weapons. See Chapter 6: Weapon Feats for a description of how weapon feats work. Elves gain more weapon feats as they rise in level, but these weapon feats cannot be spent immediately upon gaining the level. See Chapter 11: Gaining Experience for further details.

Spells: Elves can cast magic-user spells. Additionally, an elf may (but does not have to) choose to specialise in one of the four types of magic-user spells: Energy, Entropy, Matter or Spirit spells.

An elf who specialises in one of these types of spell will find that type of spell easier to learn and prepare, but will find spells of the opposite type more difficult to learn and prepare. See Chapter 7: Spells for detailed descriptions of these spells and specialisation.

Providing an elf has had a good night's sleep (8 hours), they can spend an hour studying their spell book after waking up in order to gain spells for the day as indicated on table 4-5a.

A 1st level elf starts with only two spells in their spell book, and must acquire more during their adventures. Elves may prepare any spell from their book in either the normal or the reversed form (if the spell has a reversed form), but may not prepare spells from someone else's book or from a scroll; not even by using a Read Magic spell.

Each prepared spell can be cast once during the day, and if an elf wishes to cast a spell more than once then they must prepare the spell more than once, taking up multiple spell slots of the spell's level.

Some magic user spells are reversible. These spells can be reversed in order to have an effect opposite to the normal effect of the spell. An elf chooses whether or not to reverse the spell at the time of preparation, not at the time of casting.

A beginning elf starts with a spell book given to them by their master, and this spell book will contain the spell Read Magic and one other 1st level spell of the player's choice.

This spell book is a gift from the character's master and does not need to be paid for.

See Chapter 7: Spells for more information on spells and spell casting.

Saving Throws: Elves make saving throws using the bonuses listed on table 4-5b.

Heatvision: Elves have the ability to see not only the colour of things but also their temperature. When an elf is in the dark (and only then—normal light overloads an elf's heatvision and prevents it from working) they can use their heatvision to navigate and even to fight. However, heatvision doesn't allow the elf to see pictures and writing unless they are carved into the surface that the elf is looking at.

Elfsight: The superior eyesight of elves enables them to find secret and hidden doors more easily than other characters. See Chapter 9: Dungeon Delving for more details on secret doors.

Ghoul Immunity: Elves are immune to the paralysis caused by the touch of ghouls and ghosts. They are not immune to other forms of paralysis.

Breath Evasion: At 14th level and higher, an elf only takes half damage from all breath weapons such as those used by dragons. If the attack normally allows a saving throw for half damage then the elf only takes a quarter of normal damage if they save successfully.

Table 4.5a

[illegible]

| Table 4-5b: Elf Saving Throws | | | | | |
|-------------------------------|--------------------|-------------|---------------------|---------------|---------------------|
| Level | Death Ray / Poison | Magic Wands | Paralysis / Petrify | Breath Weapon | Rod / Staff / Spell |
| 1 | +8 | +7 | +7 | +5 | +5 |
| 2 | +8 | +7 | +7 | +5 | +5 |
| 3 | +9 | +8 | +8 | +6 | +6 |
| 4 | +11 | +9 | +9 | +8 | +8 |
| 5 | +12 | +10 | +10 | +9 | +9 |
| 6 | +13 | +11 | +11 | +10 | +10 |
| 7 | +15 | +12 | +12 | +12 | +12 |
| 8 | +16 | +13 | +13 | +13 | +13 |
| 9 | +17 | +14 | +14 | +14 | +14 |
| 10 | +17 | +15 | +15 | +16 | +16 |
| 11 | +18 | +16 | +16 | +17 | +17 |
| 12 | +18 | +16 | +16 | +17 | +17 |
| 13 | +18 | +16 | +16 | +18 | +18 |
| 14 | +18 | +17 | +17 | +18 | +18 |
| 15 | +18 | +17 | +17 | +18 | +18 |
| 16 | +18 | +17 | +17 | +18 | +18 |
| 17 | +18 | +18 | +18 | +18 | +18 |
| 18 | +18 | +18 | +18 | +18 | +18 |
| 19 | +18 | +18 | +18 | +18 | +18 |
| 20 | +18 | +18 | +18 | +18 | +18 |
| 21 | +18 | +18 | +18 | +18 | +18 |
| 22 | +18 | +18 | +18 | +18 | +18 |
| 23 | +18 | +18 | +18 | +18 | +18 |
| 24 | +18 | +18 | +18 | +18 | +18 |
| 25 | +18 | +18 | +18 | +18 | +18 |
| 26 | +18 | +18 | +18 | +18 | +18 |
| 27 | +18 | +18 | +18 | +18 | +18 |
| 28 | +18 | +18 | +18 | +18 | +18 |
| 29 | +18 | +18 | +18 | +18 | +18 |
| 30 | +18 | +18 | +18 | +18 | +18 |
| 31 | +18 | +18 | +18 | +18 | +18 |
| 32 | +18 | +18 | +18 | +18 | +18 |
| 33 | +18 | +18 | +18 | +18 | +18 |
| 34 | +18 | +18 | +18 | +18 | +18 |
| 35 | +18 | +18 | +18 | +18 | +18 |
| 36 | +18 | +18 | +18 | +18 | +18 |