



The Elf

The Referee can interpret Elves in many different ways. Are they faerie-folk of Irish legend, the Vanir of Norse mythology, or perhaps something more akin to the Elves of Tolkien's imagination?

As a baseline, most Elves are associated with magic as well as being skilled with the sword and bow. The Elven adventurer may choose, on any given day—perhaps when the moon rises—whether to use the capabilities of the Fighter or Magic-user. As a result, the Elf has two alternate advancement paths (experience points, hit dice, saving throws, “to-hit” bonuses, etc.) depending upon whether he donned steel that day or summoned up the power to cast spells.

Elves must use a spell book to prepare spells, just as a Magic-user. Spells disappear from his casting capability once they are cast, until prepared again.

Elven Race Abilities

Character Advancement: Elves may use either the Fighter or Magic-user class advancement charts, to be announced at the start of an adventure. They are typically allowed to progress only to 4th level as Fighters and 8th as Magic-users.

Weapon and Armor Restrictions: When an Elf adventures as a Magic-user, the character has the same weapon and armor limitations as a Magic-user. The exception to this would be magic armor, which may still be worn even when the Elf is acting as a Magic-user.

Hereditary Foes: Elves gain an extra +1 (“to-hit” or to damage) when fighting goblins, orcs, intelligent undead, and lycanthropes. Elves are also immune to paralysis caused by undead such as ghouls.

Keen Detection: Elves are good at spotting hidden and concealed doors (1-4 on a d6 when searching, 1-2 on a d6 if just passing by).

Languages: For campaigns that give each race its own dialect, Elves should be able to speak with gnolls, goblins, orcs, and hobgoblins.

The Elf (Variant)

Some Referees may want to allow the Elf to advance as a blend of Fighter and Magic-user instead of switching back and forth. In that model, the following advancement table might be used instead. Aside from Character Advancement and Weapon and Armor Restrictions, Elven Race Abilities remain the same.

Elf (Variant) Advancement Table

| Level | Exp. Points | Hit Dice (d6) | Saving Throw | Spells | | |
|-------|-------------|---------------|--------------|--------|---|---|
| | | | | 1 | 2 | 3 |
| 1 | 0 | 1+1 | 14 | — | — | — |
| 2 | 5,000 | 2 | 13 | 1 | — | — |
| 3 | 10,000 | 2+1 | 12 | 2 | — | — |
| 4 | 20,000 | 3 | 11 | 2 | 1 | — |
| 5 | 40,000 | 3+1 | 10 | 3 | 2 | — |
| 6 | 80,000 | 4 | 9 | 4 | 2 | — |
| 7 | 160,000 | 4+1 | 8 | 4 | 2 | 1 |
| 8 | 320,000 | 5 | 7 | 4 | 2 | 2 |

Elven Race Abilities (Variant)

Weapon and Armor Restrictions: Elves would have the advantage of both magic and armor at the same time, so the Referee may limit the Elf to chain mail. Elves may not use two-handed weapons (two-handed sword, polearms, etc.) or shields while casting spells.