

Elf

Demihuman Class

Requirements: Minimum INT 9

Prime requisite: INT and STR

Hit Dice: 1d6

Maximum level: 10

Armour: Any, including shields

Weapons: Any

Languages: Alignment, Common, Elvish, Gnoll, Hobgoblin, Orcish

Elves are slender, fey demihumans with pointed ears. They typically weigh about 120 pounds and are between 5 and 5½ feet tall. Elves are seldom met in human settlements, preferring to feast and make merry in the woods. If crossed, they are dangerous enemies, as they are masters of both sword and spell. Elves are fascinated by spells and beautifully constructed magic items and love to collect both.

Prime requisites: An elf with at least 13 INT and STR gains a 5% bonus to experience. An elf with an INT of at least 16 and a STR of at least 13 receives a +10% XP bonus.

Arcane Magic

See *Classic Fantasy: Magic* for full details on arcane magic.

Magical research: An elf of any level may spend time and money on magical research. This allows them to add new spells to their spell book and to research other magical effects. When an elf reaches 9th level, they are also able to create magic items.

Spell casting: Elves carry spell books containing the formulae for arcane spells. The level progression table (opposite) shows both the number of spells in the elf's spell book and the number they may memorize, determined by the character's experience level. Thus, a 1st level elf has one spell in their spell book, selected by the referee (who may allow the player to choose). The list of spells available to elves is found in *Classic Fantasy: Magic* (elves have the same spell selection as magic-users).

Using magic items: As spell casters, elves are able to use magic scrolls of spells on their spell list. They can also use items that may only be used by arcane spell casters (e.g. magic wands).

Combat

Elves can use all types of weapons and armour.

Detect Secret Doors

Elves have keen eyes that allow them, when actively searching, to detect hidden and secret doors with a 2-in-6 chance (see *Dungeon Adventuring* in *Classic Fantasy: Adventures*).

Immunity to Ghoul Paralysis

Elves are completely unaffected by the paralysis that ghouls can inflict.

Infravision

Elves have infravision to 60' (see *Darkness* under *Hazards and Challenges* in *Classic Fantasy: Adventures*).

Listening at Doors

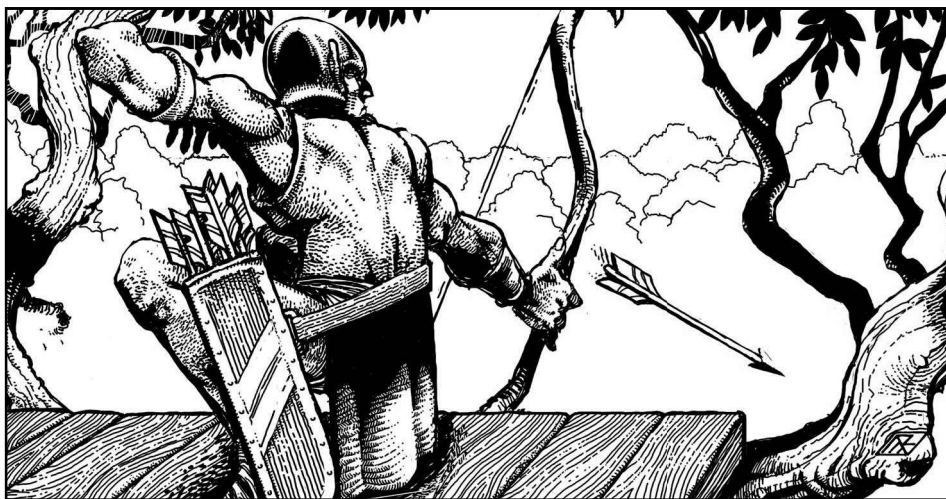
Elves have a 2-in-6 chance of hearing noises (see *Dungeon Adventuring* in *Classic Fantasy: Adventures*).

Elf Level Progression

Level	XP	HD	THACO	Saving Throws					Spells				
				D	W	P	B	S	1	2	3	4	5
1	0	1d6	19 [0]	12	13	13	15	15	1	–	–	–	–
2	4,000	2d6	19 [0]	12	13	13	15	15	2	–	–	–	–
3	8,000	3d6	19 [0]	12	13	13	15	15	2	1	–	–	–
4	16,000	4d6	17 [+2]	10	11	11	13	12	2	2	–	–	–
5	32,000	5d6	17 [+2]	10	11	11	13	12	2	2	1	–	–
6	64,000	6d6	17 [+2]	10	11	11	13	12	2	2	2	–	–
7	120,000	7d6	14 [+5]	8	9	9	10	10	3	2	2	1	–
8	250,000	8d6	14 [+5]	8	9	9	10	10	3	3	2	2	–
9	400,000	9d6	14 [+5]	8	9	9	10	10	3	3	3	2	1
10	600,000	9d6+2*	12 [+7]	6	7	8	8	8	3	3	3	3	2

* Modifiers from CON no longer apply.

D: Death / poison; **W:** Wands;
P: Paralysis / petrify; **B:** Breath attacks;
S: Spells / rods / staves.



After Reaching 9th Level

An elf may construct a stronghold in the depths of the forest, blending in with the natural environment of a site of great beauty, for example: in the treetops, beside a serene valley, or hidden behind a waterfall. Whatever material it is made of, the construction costs as much as similar work in stone, due to the exquisite quality of craftsmanship involved.

Forest animals within a 5 mile radius of the completed stronghold will become friends with the elves. They may warn of intruders, carry messages and news, and so on. In exchange for this friendship, the elf must protect the animals from harm.

An elf ruler may only hire elven mercenaries. Specialists and retainers of any race may be hired.