

# PHASE ELF

## Demihuman Class

**Requirements:** Minimum INT 9

**Prime requisite:** INT and STR

**Hit Dice:** 1d6

**Maximum level:** 10

**Armour:** Any, including shields / none

**Weapons:** Any / dagger

**Languages:** Alignment, Common, Elvish, Doppelgänger, Dragon, Pixie

Phase elves are slender, fey demihumans with pointed ears. They typically weigh about 120 pounds and are between 5½ and 6 feet tall. Their hair tends to be violet or silver and their eyes are either pure black or pure white—without an iris or pupil (see *Dual Persona*). Phase elves originate from an alternate dimension which is inaccessible to other races, and about which they never speak.

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

## Arcane Magic

In their magic-user phase (see *Dual Persona*), a phase elf can make use of the following arcane abilities. See *Magic* in *Old-School Essentials* for full details on arcane magic.

**Magical research:** A phase 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 a phase elf reaches 9th level, they are also able to create magic items.

**Spell casting:** Phase elves carry spell books containing the formulae for arcane spells. The level progression table (opposite) shows both the number of spells in



the phase elf's spell book and the number they may memorize, determined by the character's experience level. Thus, a 1st level phase 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 phase elves is found in *Old-School Essentials* (phase elves have the same spell selection as magic-users).

**Using magic items:** As spell casters, phase 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

A phase elf's combat ability depends on which phase they are in (see *Dual Persona*).

**Fighter phase:** The phase elf can use all types of weapons and armour.

**Magic-user phase:** The phase elf can only use daggers and is unable to use shields or wear any kind of armour.

## Detect Secret Doors

Phase 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 *Old-School Essentials*).

## Phase Elf Level Progression

Level	XP	HD	THACO	Saving Throws					Spells (MU Phase)				
				D	W	P	B	S	1	2	3	4	5
1	0	1d6	19 [0]	12	13	13	15	15	1	–	–	–	–
2	2,500	2d6	19 [0]	12	13	13	15	15	2	–	–	–	–
3	5,000	3d6	19 [0]	12	13	13	15	15	2	1	–	–	–
4	10,000	4d6	19 [0]	12	13	13	15	15	2	2	–	–	–
5	20,000	5d6	17 [+2]	10	11	11	13	12	2	2	1	–	–
6	40,000	6d6	17 [+2]	10	11	11	13	12	2	2	2	–	–
7	80,000	7d6	17 [+2]	10	11	11	13	12	3	2	2	1	–
8	150,000	8d6	17 [+2]	10	11	11	13	12	3	3	2	2	–
9	300,000	9d6	14 [+5]	8	9	9	10	10	3	3	3	2	1
10	450,000	9d6+2*	14 [+5]	8	9	9	10	10	3	3	3	3	2

**THACO:** Attack matrix row to use.  
(Ascending AC attack bonus in [ ].)

\*: Modifiers from CON no longer apply.

**D:** Death / poison; **W:** Wands;

**P:** Paralysis / petrify; **B:** Breath attacks;

**S:** Spells / rods / staves.

## Dual Persona

A phase elf has two independent but interconnected personae or *phases*—their *fighter phase* and their *magic-user phase*.

**Phasing:** Each morning, upon awakening, the character may choose to switch to their other phase. This is called *phasing*. Phasing is possible at most once per day.

**Class abilities:** Certain class abilities (see *Arcane Magic* and *Combat*) are dependent on the active phase.

**Eye colour:** When in the fighter phase, the character's eyes are pure white; when in the magic-user phase their eyes are pure black.

**Personalities:** The two phases have complete knowledge of the other's actions. They usually share the same name, but their personalities and goals may differ.

**Alignment:** The two phases may be of different alignment.

## Immunity to Ghoul Paralysis

Phase elves are completely unaffected by the paralysis that ghouls can inflict.

## Infravision

Phase elves have infravision to 60' (see *Darkness* under *Hazards and Challenges* in *Old-School Essentials*).

## Listening at Doors

Phase elves have a 2-in-6 chance of hearing noises (see *Dungeon Adventuring* in *Old-School Essentials*).

## After Reaching 9th Level

A phase elf may bring an extra-dimensional space into being, accessible via a magical doorway in a location of the character's choosing. The extra-dimensional space contains a 10 mile diameter area, consisting of (possibly otherworldly) terrain and wildlife agreed with the referee. No buildings or sentient creatures are present, but the phase elf may construct a stronghold inside their extra-dimensional domain.