

Elves

The most common elf that adventurers will encounter in Lyndonshire are elven rangers. Elven Rangers are the armed protectors of the elven way of life. They are the champions of the wilderness and balance in nature between human progress and demonic destruction. They will often join adventurers to insure that elven interests are protected. As an elven ranger grows in power and reputation, he might establish an outpost to protect wilderness areas and become a semi-retired adventurer.

Racial Abilities: All elves have the following abilities. They can see in the dark at a range of 60 feet. They can also have a 4 in 6 chance to find secret or hidden doors when searching. They are immune to the effects of **charm person** and **sleep**. Elves in keeping with their “balance in nature” ethos, are the natural enemies of the undead and have developed a immunity to ghoul paralysis.

Elven Ranger Special Abilities

Tracking: Elven rangers have the ability to track their quarry in both wilderness and dungeon settings. The Game Master is always the final arbiter on how this ability works.

Bow Use: Elven rangers are trained in the expert use of bows and gain a +1 with all attacks using either a short or long bow and composite versions thereof.

Favored Enemy: The elves are also natural enemies of

Prime Attribute: Dexterity or Wisdom, 15+ (5% experience)
Hit Dice: 1d6 (Gains 2hp/level after 9th.)
Armor/Shield Permitted: Any
Weapons Permitted: Any

the goblinoid races and as such, elven rangers gain a bonus to damage equal to their level against any creature belonging to one of the goblinoid races. Examples include: goblins, bugbears, and dark ones.

Surprise: Elven rangers that are both not wearing metallic armor and far enough away from their party may surprise opponents 50% of the time. They are rarely surprised (generally half the amount of their more boisterous companions).

Spell Casting: Elven rangers cast druidic spells from a specific list. Each day, the ranger communes with nature, choosing any spells from the standard list. Once a spell is cast, it cannot be cast again until the next day, unless the ranger had prepared the spell more than once.

Wilderness Outpost (9th): At 9th-level, an elven ranger may establish an outpost in a land on the outskirts of civilization and attract a body of loyal followers. The Game Master may also allow local creatures and monsters to develop a friendship with the elven ranger provided he demonstrates the desire to protect their interests. This effect usually has a range of the hex that the outpost protects.

Table 10: Elven Ranger Advancement

Level	Experience	Hit Dice (d6)	Saving Throw	Spells				
				1	2	3	4	5
1	0	1	15	1	-	-	-	-
2	3,000	2	14	2	-	-	-	-
3	6,000	3	13	2	1	-	-	-
4	12,000	4	12	3	2	-	-	-
5	24,000	5	11	4	2	1	-	-
6	48,000	6	10	4	2	2	-	-
7	96,000	7	9	4	3	2	1	-
8	192,000	8	8	4	3	3	2	-
9	370,000	9	7	4	3	3	2	1
10+	+130,000	+2 hp/level	6					

Swords & Wizardry is a trademark of Mathew J. Finch, and jaspersrantings.wordpress.com is not affiliated with Mathew J. Finch or Mythmere Games.

Table: Elven Ranger Spell List

	Level 1	Level 2	Level 3	Level 4	Level 5
1	Animal Friendship	Barkskin	Call Lightning	Animal Summoning I	Animal Growth
2	Detect Magic	Charm Person or Mammal	Cure Disease	Call Woodland Beings	Animal Summoning II
3	Entangle	Create Water	Hold Animal	Control Temperature 10'rad	Anti-Plant Shell
4	Faerie Fire	Cure Light Wounds	Neutralize Poison	Cure Serious Wounds	Commune with Nature
5	Goodberry	Delay Poison	Plant Growth	Dispel Magic	Control Winds
6	Invisibility to Animals	Fire Trap	Protection from Fire	Hallucinatory Forest	Insect Plague
7	Locate Animals	Heat Metal	Pyrotechnics	Hold Plant	Pass Plant
8	Pass without Trace	Locate Plants	Snare	Plant Door	Sticks to Snakes
9	Predict Weather	Obscurement	Stone Shape	Produce Flame	Transmute Rock to Mud
10	Purify Water	Produce Flame	Summon Insects	Protection from Lightning	Wall of Fire
11	Shillelagh	Trip	Tree	Repel Insects	
12	Speak with Animals	Warp Wood	Water Breathing	Speak with Plants	

1ST-LEVEL ELVEN RANGER SPELLS

The following 1st-level spells are available to elven rangers. Additional spells are at the purview of the Game Master.

Animal Friendship

Range: 10 ft

Duration: Permanent

The caster can enchant normal animals up to 2 hit dice per level and teach them simple tricks. During this time the creature will not attack the caster. Training takes 1 week per trick. If the creature is left for more than 3 days, then it will revert back to its normal state.

Detect Magic

Range: 60 ft

Duration: 20 minutes

The caster can perceive, in places, people, or things, the presence of a magical spell or enchantment. As examples: magical items may be discovered in this fashion, as can the presence of a charm secretly laid upon a person.

Entangle

Range: 120 ft

Duration: 1 minute per level

The caster can animate natural vegetation to immobilize any creatures caught in its effect. Any victim who makes a saving throw to can move half his speed through the area.

Faerie Fire

Range: 120 ft

Duration: 1 minute per level

A pale glow like a candle surrounds the targets of this spell and prevents them from benefiting from such effects as: blur, displacement, invisibility or similar effects. This spell effects one man-sized creature per level of the caster.

Goodberry

Range: User

Duration: 1 day per level

The caster can cause 2d4 berries to each provide nourishment as if a normal meal and cure 1 point of damage.

Invisibility to Animals

Range: Touch

Duration: 1 turn + 1 round per level

The target of this spell becomes invisible in both sight and scent to normal animals regardless of their size.

Locate Animals

Range: 20 feet per level

Duration: 1 round per level

The caster can determine the direction and distance of any desired animal by concentrating.

Pass without Trace

Range: Touch

Duration: 1 hour per level

The target of this spell can move through any type of terrain and leave neither footprints nor scent. The area through which the target passes will radiate magic for 1 to 3 hours after the target passes.

Predict Weather

Range: Caster

Duration: 2 hours per level

The caster can predict the weather (sky, temperature, precipitation) with 100% accuracy for 2 hours for every level.

Purify Water

Range: 10 ft

Duration: Instantaneous

This spell makes any tainted water, up to 1 cubic foot per level of caster, pure and suitable for drinking.

Shillelagh

Range: Caster

Duration: 1 round per level

The caster's club or quarterstaff gains a +1 to attack and double damage. The enchanted weapon may only be wielded by the caster.

Speak with Animals

Range: Caster

Duration: 2 rounds per level

The caster can speak with normal animals. There is a chance that the animals will assist him, and they will not attack him or his party (unless he's got something particularly offensive to say).

DRUID SPELLS IN S&W

Most of these spells have been taken from various sources and interpreted to fit SWORDS & WIZARDRY. The Game Master should feel free to add and adjust as needed.

AUTHOR'S NOTES

I have always disliked the Original iteration of multi-classing, finding it unbelievable that an elf for example would mysteriously forget how to cast spells and become more proficient with his sword one day, and then the next become Fumblestiltskin with same sword and magically remember how to cast sleep.

This is why I liked the version of elf in the Red and Blue box sets from the 80's which essentially had one class that had abilities of both. This elven ranger for SWORDS & WIZARDRY is a conversion of my B/X house-ruled version that has a more woodsy and Advanced feel.

I hope you enjoy.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.