

## 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					

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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.

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