

New Elves

New Elves	1
Alignment and appearance	1
The Greater Elemental Elves	1
The Lesser Elemental Elves	3
The Spiritual Elves, the High Elves	4
The False Necromantic Elves	5
The False Illusory Elves, the Arachnians	5
General Immunities for all Elemental Elves	6
General Strengths and weaknesses	7
Racial Details, and Innate Points	8
Air Elves	8
Dark Elves	10
Earth Elves	12
Fire Elves	14
Ice Elves	17
Light Elves	20
Twilight Elves	22
Wood Elves	25
Arachnian Elves	28
High-Elves	31
Drowh	32
Elven Classes	38
The Elemental Elven Warrior	38
The Elemental Elven Sorcerer	40
The Elemental Elven Scout	42
The Elemental Elven Priest	44
High-Elven Classes	45
The High-Elven Warrior and Sub-Classes	45
The High-Elven Casters	46
Swanknights	47

This booklet contains the New System statistics for the Elven Races, these being:

The Greater Elemental Elves,
Fire Elves, Earth Elves, Air Elves, Ice Elves, Light Elves and Dark Elves,
The Lesser Elemental Elves,
Twilight Elves and Wood Elves,
The Spiritual Elves, the High Elves,
Noldor, Teler and Vanyar,
The False Necromantic Elves,
Drowh,
The False Illusory Elves,
The Arachnians.

The Elemental Elves (both Greater and Lesser) and the High-Elves are true elves, whilst the Drowh and Arachnians are false elves.

Alignment and appearance

All elemental Elves have very colourful appearances and these are linked to the elemental type to which they are attached. At any first event for any Player, allowances will be made by the Referee, but thereafter a Player is expected to wear the correct colours for make-up and costume. The Penalty for failure to do so is at the Referee's discretion, but most Referees will penalise Elven innates and immunities, rendering a character down to a human with poor hits and no first aid.

The Greater Elemental Elves

Earth Elves

Earth Elves have deep rocky skin tones ranging from slate to terracotta, through which runs veins of precious metals.. They have golden, blonde or auburn hair and have brown or green eyes. Earth Elves are one of the stockier Elven races standing between 5'5" to over 6' and being quite broad in the shoulders. As a race they favour neutral colours, i.e. various greys, browns and occasionally greens.

As a race, they are shy and tend to hover around the Neutral alignment (lawful and good being the predominant tendencies).

Earth Elves despise and fear the Drowh and will stay away from Dark Elves, Cave wights and other evil creatures that live underground.

Their ruling family was once the house of Earthlen and the Current Prince of the Earth Elves is Geode Gemheart Earthlen.

Air Elves

Air Elves are pale blue faced with white or golden hair, with blue, green or grey eyes. They are fond of blues, whites and greys in their clothing and are one of the tallest Elemental Elves, ranging from 5'8" up to a looming 6'4". Whatever their size, they are usually always willowy or at least slim!

Air Elves have been renowned in the past as stalwarts of the nations and are famed as grim fighters, as they did great deeds in the last days of the Golden Wood in the Old west. Loyal and honourable, Air Elves are predominantly good (with Lawful, Neutral or Chaotic tendencies).

The house of Cuthaal once ruled here, but was later superseded by the House of Stormbelt. Despite their nature there are now two Royal houses: Stormbelt, and the distant descendants of the house of Cuthaal who claim title. The Current Prince is Cirocco Stormbelt.

Fire Elves

Fire Elves have ruddy to blood red faces, with a shock of blond, red, gold or ginger hair. They are as varied as their element ranging from small and stocky to tall and wiry. Fire Elves always dress in reds, oranges, yellows and other such warm colours.

They are wildly chaotic (whether good, neutral, or very rarely evil) and are extremely hot tempered and unpredictable.

There are two main warrior clans Fire-(hand, blade, fist, weaver etc.) and Firey- (hand, heart etc.) and two main spell caster clans Flame-(tongue, song, weaver etc.) and the Flambeux/ Flash-.

The Race has been ruled throughout its history by the wisdom(?) of the House Flametongue; firstly by Feanor, then Feanor II, then Finril, followed by Fenric, and now by the Twins Sir Fistarriol and Sir Fangorn!

Ice Elves

The Ice Elves also came out of the west under Prince Aeglar, who perished in the exodus. The titled leadership has passed through many families. Following Aeglar came Fealcar (who married Fenric Flametongue and had no child), passing to the house of Eleglin, and then to the house of Frozenblade. The Current Princess of the Ice Elves is Erithian Frozenblade, who also carries the title 'Princess of the Elves'

There are two very different strains of Ice Elves, though no-one has ever ventured to say why as neither clan seem to hold any sway over the other. One of the two is tall and fair haired, usually very slim and wiry, whilst the other is much smaller, but stockier in build.

Whatever the particular build, Ice elves always have white faces (sometimes with a tinge of blue) and are silver haired (occasionally gold in the slimmer type).

Ice Elves tend to be quite quiet, but do have loud and occasionally quite boisterous moments. They are fearless in the face of adversity.

Ice Elves are always lawful neutral, neutral good and very occasionally true neutral.

Light Elves

Light Elves are gold skinned and either silver or golden haired, with blue, green or golden eyes. They stand between 5'7" and 6' and prefer gold, silver, white and grey in their clothing.

Light Elves are predominantly Lawful Good, sometimes Neutral Good and occasionally Lawful Neutral. They are fierce and honourable and will not retreat from battle against any creature of darkness.

Light Elves will never undertake a Scouting class.

The House of Gold lead the people in the Old West, but no ruler of that house ever came to Avmar's shores and stayed (though Gold did once visit, in the time of Mythor the Black Prince, but shortly after returned home never to be seen again). The House of Lightbeam then took over the leadership in Avmar, but soon after Platinum was killed by a Helknight defending a party and his sisters disappeared there after. The current Prince is Calis Faerech Glaurion.

Dark Elves

Dark Elves are the only Greater Elemental elven race known to be native to Avmar itself, living deep in the heart of Sunswallow caverns. They are always at war with the Drowh, and are a fanatically brave and honourable race, serving their Prince as a God-Emperor incarnate.

The Dark Elves have Shadowy grey skin, often with blue accents and black hair (save the nobility who sometimes have gold hair, but never silver). Dark Elves come in various sizes and range from small to tall, but are always powerfully built. Dark Elves like to wear black, dark grey and occasionally purples, dark reds and dark blues. Dark Elves are always lawful evil, neutral evil or occasionally lawful neutral and due to their lawful nature they have never been outlawed!

Dark Elves do not enjoy the company of Light Elves and Wood Elves.

In 13 TRE, the efforts of the dark elven nations, headed by the twins Beridae and Eithadae Nightshard, led to the Valar protecting their bodies from the harshness of daylight, allowing them to walk freely on the surface during the daytime hours without the risk of instantly dying.

For a long time the house of Shadow ruled the Elves of the Dark, but their Prince (it is tradition for the ascending Noble to strangle their own sibling's on ascension to the throne, the siblings accept this is their fate, with honour) has not been heard from. Shade Nightglade recently declared himself to be Prince of the Dark Elves, and has assumed the position.

The Lesser Elemental Elves

Wood Elves

Wood elves have green skin with chestnut or blond hair, with green or brown eyes. They usually stand under 5'9" and are slim and willowy. This, along with their natural preference for earthy colours, makes them ideal as Scouts and Rangers as well as their renowned skill as Bowmen.

Wood Elves are perhaps as chaotic as the Fire Elves, but much less openly so. There are two main ruling clans: the favoured blood in the form of the House Ellesidil and their Stewards the house of Oakenwood.

The Ellesidils tend to be the more sensible of the two, but are still flighty as marked by the list of Ellesidils now in absentia (presumed dead). The Oakenwood are more cunning and in some cases are suspected of playing a hand in the absence of Earthwise, Evenstar and Ethen Ellesidil, along with, possibly, a hand in the death of Thayodun Ellesidil, the last true king of the Elves, in Avmar, killed in 5786 by an Assassin, who then took his own life.

At the moment the Woodelf Prince is Arafel Ellesedil.

Twilight Elves

Twilight Elves are silver skinned. Tending to the short side they have silver or black hair and grey or blue eyes. As a race Twilight Elves prefer black, grey and white for their clothing (and usually a mix of all three). Twilight Elves have lived alongside the wood elves in the great woods and meadows for centuries.

They are quiet and seldom spoken, their alignment tending towards the lawful (usually lawful good, lawful neutral, neutral and very occasionally lawful evil).

Whilst they were under the rule of House Palrandir for a while, Prince Erynion disappeared for a great many years and Veyul Eventied assumed the role of Prince de jure. Prince Erynion's return confirmed the transfer of the Princely line to Prince Veyul, but both still hold the title.

Their western ruler of old was Melamorn, one of the greatest Elves of his era and an old friend to Gold, Breeze, Cuthaal, Aeglar and Finril.

The Spiritual Elves, the High Elves

General Characteristics

All High-Elves have broadly similar characteristics, being slim of build, with fine chiselled features. Their heights are not set as a race, although they appear tall, though this could be because of their slim build. High Elves, of all the Elves, may grow facial hair, although this tends to be kept neat when it does occur.

Whether intentionally or not, High-Elves are deeply Spiritual, emotional beings, whose moods are portrayed in their poetic language and in their garments. Thus they may be seen draped in glorious bright colours when happy, fading to greys and black when grieving.

Noldor

The Noldor tend to have darker hair than their kin, although variations are common. The Noldor, amongst all High-Elves, are the most concerned with material structures, and excel at smithing, building, and crafting. Amongst all the High-Elves, Noldor are the most likely to be Evil, and this usually presents itself as Lawful Evil. Due to the Noldor's actions in the second age questing after the Silmarils, they are often regarded by other High-Elves to be kin-slayers, although they were eventually forgiven and admitted into the Elven West by the Valar.

Teler

The Teler tend to have grey hair, although variations are common. The Teler concern themselves with the sea and the ocean-life, favouring this lifestyle immensely to being on dry-land. Their natural affinity to the brooding seas imprints a melancholy chaos on them, and they are most usually found to be Chaotic Neutral. They are never Evil, although they may be good. Many of their kind were slaughtered by the Noldor in the second age when they would not release their boats, and the Teler still treat the Noldor with a sense of distrust.

Vanyar

The Vanyar tend to have fair hair, and concern themselves with the finer arts, often being found as the painters, sculptors and artists of the High-Elves, and are quite aloof. This radiant behaviour is evident in their alignment, and they are predominantly found as Good, with no tendency towards Law or Chaos. The Vanyar participated in the Silmaril quests, although they did not engage in the kin-slaying, and are sympathetic towards both the Noldor, and the Teler, in that respect.

The False Necromantic Elves

The Drowh

The Drowh were created by the three Daemon Sultans of Darkness (Bethsethsa, Betularni and Broda) as a mockery of the elves, and were designed in to kill and destroy the other elves, living in the darkness and raiding by the light of the moon on the surface dwellers. They are not true elves at all, despite their elven appearance, and possess no Elven spirit.

Occasionally on their raids above ground, the Drowh of the 'five Clans' (Slaughtered Crescent, Silver Fox, Blood Ice, Jagged Knife and the Darkened Heart) abandon their injured, or outcasts sneak out from their life of slavery below ground, and these abandoned or traitorous Drowh are what are played as Player Characters.

Drowh have tenebrous grey skin, often with purple accents and silver (never white) hair. They tend to be 5'9" to 6' tall and slim to willowy. They are always chaotic, predominantly chaotic evil, some being chaotic neutral, with a small handful chaotic good (though most of these were slain by their fellows in the well of St. Michael incident).

Drowh despise Light Elves, Dark Elves, Earth Elves and Wood Elves and will attempt during an adventure to destroy any in their party (within the confines of their alignment). They will also, if it does not betray them, do as much harm to any other Elves as possible. They believe that one day they will destroy all the other Elves, then once this is done enslave mankind!

'Monster' Drowh will attack Player Character Drowh before even other Elven races, as they are despised greatly for leaving the great Sunswallow caverns to join with the surface peoples.

Despite their Necromantic origins, Drowh have an Elemental affinity towards both Darkness and Ice, as their life in the cold, dark caverns of the ground requires it.

The False Illusory Elves, the Arachnians

The Arachnians' elven category and naming is one of the many interesting traits of Evermorian naming convention, as Arachnians are not elven (and have no elven features whatsoever). Their race probably gives rise to the ancient legends of Arachne, although nobody can say for certain anymore whether their arachnid appearance is a distant relation to the spider, or simply coincidental.

In the years that followed up to present day, the Arachnians have kept very much to themselves, living in the dark crevices and keeping to themselves. Following the breakdown of the barriers holding back the mystics, Arachnians rediscovered their natural ability for Illusion. Arachnians have, as a group, been encountered very infrequently, although they have been seen during the War of the Eagles aiding the Alliance, and are thought to have rescued Bad Company through the use of hidden tunnels at one point.

Arachnians are at war with the Drowh and harbour dislike towards them, as they often raid the Arachnian territories in Sunswallow. It should be noted that the Arachnians are neither members of the Alliance nor enemies, and the one member of their race which is commonly seen is their Ambassador, the Shankar. Although tolerant, Arachnians are very defensive of their territories; woe befalls many an Adventurer who cannot talk his way out of an unplanned encounter with these subterranean dwellers.

General Immunities for all Elemental Elves

RANK	LPs	POWER	RACIAL ABILITIES
1	As Class	3 + Class Gain	Elven Immunities ½ Effect Priestly Cures/Causes
2		As Class	
3			Enhanced Elven Immunities
4			
5			Complete Elven Immunities
6+			

Elven Immunities. At 1st rank, Elemental Elves gain Elven Immunities, which grants Immunity to the following spells:

Curse/Bless[†], Disease/Cure Disease[†], Possession /Exorcism[†], Ghoul or Herbal Paralysis, Herbal Sleep, Single Level Drain, Halt[†], Fear/Remove Fear[†], Spiritual Blindness/Dumbness/Deafness[†], Remove Paralysis[†], Regeneration[†], Raise dead[†], Resurrection[†], Touch of Death[†].

[†]The above spells will effect Elves if cast by a caster of their race.

Note that where appropriate, these Immunities are against Spiritual spells, although the Immunity will work against spells with that name provided it is not higher than Mantic 1. Elves are also Immune to Disrupt Sanity as a gift from the Worldsmith, although this also makes their sanity harder to restore (Immune to Restore/Regenerate Sanity unless from own race or high elf).

½ Effect Priestly Cures/Causes. All Elemental elves take only half effect from priestly healing or wounding unless it is cast by a member of their own race, or a half-elf of their race. Other forms of healing are *not* affected similarly.

Enhanced Elven Immunities. At 3rd rank, Elemental Elves gain further Immunity to: *Repel good/evil[†], Stasis[†], Repulsion[†], Sanctify/Desecrate[†], Poison[†], Prot. Good/Evil[†], Wither limb, Priestly Runes[†], Dispel Good/ Evil 1[†].*

Complete Elven Immunities. At 5th Rank, Elemental Elves gain the further immunity to: *Dispel Good/Evil 2[†], Remove Poison[†].*

General Strengths and weaknesses

Elemental Elves have their TB split $\frac{1}{3}$ to the head, $\frac{1}{4}$ to the chest and abdomen, and $\frac{1}{5}$ to each limb.

Elemental Elves gain 4 less starting Power than their human counterparts, and gain Power as their class after that, but at a maximum of 4 Power per rank. Elemental Elven Inner Flames and Reavers are the exception to this, who start with 4 Power and gain 4 per rank.

Elemental Elves cannot be taken to less than 60 Sanity.

Elemental Elves will only wear up to chainmail, except for Huscarls and elevated Swanknights, who may wear scale and plate armour.

Only Ice Elves, of all the Elemental Elves, will wield axes, although High Elves will wield them for a short period only. No elf will ever wield a Mace.

Elves do not gain Natural Healing unless specified in their race, or as an Elven Class ability.

All Elemental Elves are vulnerable to blood metals, Iron, Steel, etc., as such they suffer double damage after armour.

Elemental Elves may only use Magic, Gymieric, Demonic, Runic or Siedar based items. Drowh may wield Necromantic items, and Drowh and Twilight Elves may use spiritual items. High-Elves are not restricted in this way, although they show preference towards Spiritual items. All mantic 3+ can be used

All Elemental Elven equipment used by an Elemental Elf must be enchanted to their race (even a freshly cut staff). Elemental Elven clothing gains the resistances and Immunities of its wearer after a short period being worn, although these disappear after only a short period off the Elf.

Elemental Elves are not immune to Strength Drain (by shadows etc.), Paralysis by Potion or Ghast, a Wight's (Double) Level Drain or a Vampire's Physical Level Drain.

Elemental Elves revert to their own element on death and therefore cannot be resurrected by the usual spell. It is expected elven Priests will attempt to find alternative means if possible.

Elves of all elements are Immune to Potion induced or spell induced Sleep. This, however, does not include such spells as Catalepsy!

Recently, due to the efforts of the High-Elves Meldelen and Illarion, elves have regained part of their original protection against the Dark Dreaming God. Elves are Immune to all corrupting influences whilst asleep and additionally take no Permanent damage from Nightmare damage (the standard ruling being that half of Nightmare damage taken is Permanent).

Greater Elemental Elves sustain damage from a *Dispel Magic* at 6LPs per level of the *Dispel Magic*. A single 1 point RIP for each of the Greater Elemental Elves (Firey Aspect, Breeze, etc.) will resist a *Dispel Magic*, although it will end the RIP's duration immediately.

Racial Details, and Innate Points

Many of the Elemental Elven Races have various resistances to their own element, but vulnerabilities to opposed elements, and also gain some natural elemental retributions. RIPs followed by a hash are at will Innates, and are separate to normal Innates. All the Elves except for High-Elves gain the standard Elven Immunities, as well as General Strengths and Weaknesses listed above.

Air Elves

RANK	RIPS	RIP Cost	Ability
1	0	1	Breeze
2	2	2	Fumble
3	4	3	Jump
4	1	4	Walk on Air
5	1	5	N/a
6	7:4#	6	Lightning Bolt
7	1	7	N/a
8	1	8	Sonic Blast
9	1:4#	9	N/a
10	4	10	Summon Storm
11	1		
12	4		

Air Elves have no specific weaknesses or vulnerabilities.

At Will Innates

For 4 points, they may levitate up to 10' at will.

For 4 points, they become immune to physical air effects (drowning / suffocation etc.)

For 8 points, they may Walk on Air at will.

RIP Descriptions

Breeze

Vocal: "Sylphs of air, cloak me in thy windy gale."

Description: The RIP provides a stiff breeze about the elf, providing +1 Magical AC for 5 minutes, which also functions as Dexterity for the purposes of Undead effects. Breezes may be stacked for additional AC.

Fumble

Vocal: "Winds blow, hands are slow, Fumble that..."

Description: The target of this spell must immediately drop the item targeted by the elf to the ground. They may pick it up again immediately. This spell affects the wielder of the object and can therefore even cause the dropping of self weapons or otherwise enchanted weapons (even if the object is immune to magic itself).

Jump

Vocal: "Sylphs of the Air, take me there."

Description: The casting of this spell turns the next directional movement of the elf into a 30ft leap (with a safe landing at the other end!).

Walk on Air

Vocal: "Sylphs of the Air, grant me the grace to walk on air."

Description: The effects of this spell are to allow the elf to literally walk on air, this will allow an Air Elf to walk on air as if they were walking on the ground for the duration (5 minutes). However, this spell DOES NOT make the elf immune to any of the effects of the element.

Lightning Bolt

Vocal: "By the powers of burning sky and rolling thunder I smite thee ... Lightning Bolt."

Description: This spell causes a bolt of Lightning to fly from the elf's finger to the designated target (which must be visible and within line of sight (LOS) up to 30ft). A Lightning Bolt inflicts 28LPs (14 Hits) Magic [Lightning] which is split as 4 points to each location.

Sonic Blast

Vocal: "Heavens roll and thunder crack, strike this my foe with a sonic attack."

Description: The effects of this spell are like crashing a pair of large cymbals around the head of the target. The target takes 12 LPs (6 Hits) Magic [Air] to the head, is knocked down and suffers the effects of a Deafness spell (2 Mana).

Summon Storm

Vocal: "Sylphs of the Air strike down with all thy rage and force, make my enemies quake with fear and fright as they feel the power of thy unearthly might."

Description: This is one of the most powerful, and closely guarded, spells at the elf's disposal. The spell must be centred on a geographical feature (e.g. a fire pit, a tree stump or any other form of landmark), or placed upon an area (e.g. a copse of trees or a courtyard). The storm will have a maximum of 30ft radius but may be less depending on the location (a storm centred on a fire pit will spread to a 30 foot circle around the pit; a storm placed on a courtyard might only fill the courtyard even if it is but 40 feet across). Everything within the area (and anything entering the area after the casting of the spell) takes 28 LPs (14 Hits) Magic [Air], and then 6 LPs (3 Hits) Magic [Air] per minute whilst within the effect of the storm. On the initial casting of the spell, all in the target area are thrown to the ground. For the duration any in the Storm are blinded, cannot cast and must move at half speed. The spell also damages structures and landscape within the area of effect.

Dark Elves

RANK	RIPS
1	0
2	2
3	4
4	5
5	1
6	7
7	1
8	5:4#
9	1
10	4
11	1
12	4

RIP Cost	Ability
1	Dark Shield
2	Extinguish
3	Darkness
4	Shadowshift
5	N/a
6	Walk on Darkness
7	Shadow Bolt
8	Blackblade
9	N/a
10	Dancing Sword of Darkness

Dark Elves take double effect from light magics, but only half effect from Darkness Magic.

Dark Elves have Nightsight which allows them to see through natural Darkness.

Dark Elves have Darksee which allows them to see though mantic 1 darkness

On death a Dark Elf explodes into a ball of darkness 15'r that lasts for 5mins per level of the Elf.

At Will Innates

For 4 points, they gain Touch of Unlight, allowing the elf to cast Disintegrate Touch once per level, or expend two uses to cast Disintegrate Ranged.

For 4 points, they gain Cloak of Darkness, bringing all light effects back down to normal.

For 4 points, they gain permanent Blades of Nightfall, so that any weapon the Dark Elf uses automatically gains +6 Darkness Magic LPs of additional damage.

RIP Descriptions

Dark Shield

Vocal: "Daemons of Darkness hide me in thy shield of night."

Description: This RIP provides a shadowy aura about the Dark elf, granting him or her 1 point of stackable Magical AC for 5 minutes, which also functions as Dexterity for the purposes of Undead effects.

Extinguish

Vocal: "Unbidden light I destroy thee."

Description: Extinguish a flame or small fire (including Ignite spells and Fire Elf Auras of Flame). Will negate a Light spell (including a Light Elf's Shimmer ability). Will destroy a 6 Mana Elemental of Fire or Light.

Darkness

Vocal: "Here and now I reveal the heart of darkness."

Description: Causes a 15ft globe of magical darkness deeper than the darkest night to materialise around the elf or an object touched by the elf for 5 minutes. The elf can always see in their own darkness.

Shadowshift

Vocal: "Shadowshift"

Description: This RIP allows the Dark elf to shift from his or her position to another within 30ft provided that there is a point of Darkness at the start and end point to shift through. No adjustment to body posture/facing is afforded whilst shifting. A Shadowshift into the area of a Light spell is impossible.

Walk on Darkness

Vocal: "Dæmons of Darkness, grant me the grace to walk on darkness."

Description: The effects of this spell are to allow the elf to literally walk on darkness, this will allow a Dark Elf to walk on darkness as if they were walking on the ground for the duration (5 minutes). However, this spell DOES NOT make the elf immune to any of the effects of the element.

Shadow Bolt

Vocal: "I smite thee now with the power of Darkness, Shadow Bolt."

Description: This spell causes a bolt of Shadow to fly from the caster's finger to the designated target (which must be visible and within line of sight (LOS)). A Shadow Bolt inflicts 28LPs (14 Hits) Magic [Darkness] which is split as 4 points to each location.

Blackblade

Vocal: "Dæmons of the Deeper Dark aid me, for I abjure the light and call upon thee to imbue this blade with darkness and harm to all."

Description: Upon casting this spell and touching any non-enchanted bladed weapon, the spell adds an extra 6LPs Magical Darkness damage to the normal damage of a bladed weapon (for 5 minutes). Black Blade can only be stacked on the elf's weapon, and each casting of the spell, past the first, on to a weapon adds a further 6LPs Magical damage. This damage is limited by the system maximum.

Dancing Sword of Darkness

Vocal: "Dæmons of the Deepest Dark I abjure the light and call upon thee, come forth and imbue this blade with harm smite down my foes and dance for me."

Description: This spell works on any non-enchanted single handed sword, and has a twofold effect:

Firstly it is enhanced like a Black Blade spell (+6LPs damage), and secondly it will animate the weapon to fight for the caster. The weapon fights as if wielded by a normal human and requires the caster's total concentration to remain animated.

Should the caster stop concentrating on the weapon for any reason, or should it move out of LOS of the caster, it will drop lifeless to the floor. If the Sorcerer can regain concentration (or LOS) within the duration of the spell, it will reanimate and float ready to fight again. The sword damage may be increased, as per Black Blade, by recasting Dancing Sword of Darkness.

Earth Elves

RANK	RIPS
1	0
2	2
3	1
4	5
5	1
6	9
7	1
8	5:3#
9	1
10	1
11	1
12	5

RIP Cost	Ability
1	Rock Skin
2	Mend Touch
3	Chameleon
4	Walk on Earth
5	Nature of Earth
6	Invulnerability
7	N/a
8	N/a
9	N/a
10	Earthquake

Earth Elves can 'see thorough earth' (have 30' field of vision while walking through Earth).

At Will Innates

For 1 point, they gain permanent Rockskin, +1 Physical AC.

For 2 points, they gain Rockmerge twice per day

For 3 points, they gain permanent Stoneskin, +2 Physical AC which is energized with Magic (requires Through Mantic 1 to be bypassed).

For 3 points, they gain Immunity to all Earth Magic!

RIP Descriptions

Rock Skin

Vocal: "Gnomes of Earth, clad me in thy earthen might."

Description: This RIP conjures up cascades of elemental Earth about the Earth elf, giving them +1 stackable Physical AC for 5 minutes, which also functions as Dexterity for the purposes of Undead effects.

Mend Touch

Vocal: "Gnomes of the Earth, mend this ..."

Description: This spell restores shattered swords, snapped bowstrings, broken doors and the like. Its primary use is to counter a Shatter spell. Mend has No Effect on items destroyed by the Warp or Disintegrate spells.

Chameleon

Vocal: "Chameleon ... now!"

Description: This spell makes the elf magically blend with his background as long as they are standing against a wall / tree, or lying on the floor. The elf is invisible to both physical and magical sight for the duration (5 minutes) so long as they do not move (breathing heavily is allowable).

Walk on Earth

Vocal: "Gnomes of the Earth, grant me the grace to walk on earth."

Description: The effects of this spell are to allow the elf to literally walk on earth, this will allow an Earth elf to walk up and over an Earth Wall, etc. for the duration (5 minutes). However, this spell DOES NOT make the elf immune to any of the effects of the element.

Nature of Earth

Vocal: "Gnomes of the Earth, hold me safe!"

Description: This allows the Earth elf to travel through earth as if it were as passable as air, or a shallow stream. Normal movement rates are allowed, although casting from one medium to another is impossible.

Invulnerability

Vocal: "Powers at my command, fortify me from harm."

Description: The casting of this spell causes a shield to appear around the elf giving them an additional twelve points of Magical Armour for the duration (5 minutes) or until dispelled. If, whilst Invulnerable, the recipient is the victim of a Blindness, Freeze, Catalepsy or Sleep spell, this spell will cancel out the offensive spell but lose half it's potency in the process (i.e. six magical AC) for the remainder of the duration, or until another Blindness, Freeze, Catalepsy or Sleep spell is cast, in which case the protection is lost when cancelling the effect of the offensive spell.

Earthquake

Vocal: "Gnomes of the Earth strike down with all thy rage and force, make my enemies quake with fear and fright as they feel the power of thy unearthly might."

Description: This is one of the most powerful, and closely guarded, spells at the elf's disposal. The spell must be centred on a geographical feature (e.g. a fire pit, a tree stump or any other form of landmark), or placed upon an area (e.g. a copse of trees or a courtyard). The storm will have a maximum of 30ft radius but may be less depending on the location (a storm centred on a fire pit will spread to a 30 foot circle around the pit; a storm placed on a courtyard might only fill the courtyard even if it is but 40 feet across). Everything within the area (and anything entering the area after the casting of the spell) takes 28 LPs (14 Hits) Magic [Earth], and then 6 LPs (3 Hits) Magic [Earth] per minute whilst within the effect of the storm. On the initial casting of the spell, all in the target area are thrown to the ground. For the duration any in the storm are blinded, cannot cast and must move at half speed. The spell also damages structures and landscape within the area of effect.

Fire Elves

RANK	RIPS
1	0
2	2
3	1
4	5
5	1:6#
6	9
7	1
8	5
9	1
10	1
11	1
12	5

RIP Cost	Ability
1	Firey Aspect
2	Ignite Range
3	Shock (Touch)
4	Fireball
5	Heat Metal
6	Firebrand
7	N/A
8	Disruption
9	N/A
10	Supershock

Fire Elves gain half effect from fire/heat magical or physical at 1st rank.

They take double effect from all Ice or Cold attacks.

They explode on death doing 1LP per location per their level to all opposed persons in 30'. This also does 1LP perm per their level to an opposed person's TB.

At 5th rank all Fire Elves gain total Immunity to all Physical and Magical fire and heat based effects.

At Will Innates

For 6 points, they gain Berserk on Fire Demons at will.

For 6 points, they gain Cold rage vs. Balrogs once per day.

For 6 points, they gain permanent Firebrand, dealing +6LPs Fire Magic damage with their weapon.

RIP Descriptions

Firey Aspect

Vocal: "Here and now I affirm my firey nature."

Description: This RIP summons forth a cloud of fire, ash and ember that occludes the Fire elf, giving him or her +1 stackable Magical AC for 5 minutes, which also functions as Dexterity for the purposes of Undead effects. Each *Firey Aspect* will also counter a single Drowh *Extinguish*.

Ignite Range

Vocal: "By the Power of Fire, Ignite."

Description: Produces the effect of a match from the tip of the elf's index finger which can be thrown up to 30ft towards a target. This will light candles, lanterns and fuses etc., but that's about it.

Shock Touch

Vocal: "Into my hand I call forth flame ... Shock!"

Description: On casting this spell the elf's hand is surrounded in intense fire for the next 30 seconds or until discharged. The flame will discharge against the next being touched doing 12LPs (6 Hits) Magic [Fire] to the location touched.

Fireball

Vocal: "Salamanders of Fire, bring forth here a fireball."

Description: Upon casting, a bolt of flame flies from the elf's hand and explodes into a 15'R fireball at the target (up to 30ft away). The target (centre) takes 12LPs (6 Hits) Magic [Fire], everyone within 15' of the centre takes 6LPs (3 Hits) Magical [Fire].

Heat Metal

Vocal: "Masters of Fire, melt this ... here before me."

Description: This spell causes the target piece of metal (up to 2 cubic feet) – and by conduction, any metal that is in contact with the target – to begin to melt. The object will be molten in 5 minutes. Any living area in contact with the metal as it heats up takes 1 LP every 10 seconds (6LPs per minute (3 Hits) Magic [Fire]).

Firebrand

Vocal: "Salamanders of Fire, imbue this weapon with a rage of flames."

Description: Upon casting this spell and touching any non-enchanted weapon, the elf causes a magical fire to envelop the weapon for 5 minutes. The fire adds an extra 6 LPs Magical Fire damage to the normal damage of the weapon (this damage limited to systems maximum).

The Firebrand remains on the weapon for the duration or until Dispelled or Extinguished. Wounds inflicted by a Firebrand automatically cauterise (and so do not continue bleeding). This means that a weapon with Firebrand on cannot be used to throat slit, cut to bleed, etc. The fire gives too little illumination to be of any use except in the darkness of caves (it will not however penetrate a magical Darkness) and finally, whilst a Firebrand is in effect it will act as an Ignite spell if touched to inflammable materials (including fuses, oil, scarecrows etc.).

Disruption

Vocal: "By the Salamanders of Fire, Be charred, Be scorched, Be fired, Be burned ... Disruption!"

Description: This powerful and feared spell causes the target within 30ft to be literally immolated in Magical Fire. The spell does 35LPs (18 Hits) Magic [Fire] which is split as 5 points to each location.

Supershock

Vocal: "Into my hand I call forth the inferno ... Super Shock!"

Description: On casting this spell the elf's hand is surrounded in intense fire for the next 1 minute or until discharged. The flame will discharge against the next being touched doing 36LPs (18 Hits) Magic [Fire] damage to the location touched.

Ice Elves

RANK	RIPS
1	0
2	2
3	1
4	5
5	1
6	11:5#
7	1
8	5
9	1
10	1
11	1
12	5

RIP Cost	Ability
1	Ice Skin
2	Rust Touch
3	Rust Range
4	Ice Javelin Ice Blast
5	Chill Metal
6	Chill Touch
7	Ice Bolt
8	N/A
9	N/A
10	Ice Storm

Ice Elves gain automatic Immunity to Torture, Fear or mind probing.

They also suffer half effects from Cold and Ice, but double effects from fire and heat, be it magical or physical.

At Will Innates

For 5 points, they gain the ability to Chill once per 2 levels. This ability freezes the victim for 30 seconds or until hit!

For 5 points, they gain the ability resist heat, bringing all fire damage back down to normal.

RIP Descriptions

Ice Skin

Vocal: "Elements of water freeze around to guard me."

Description: This RIP covers the Ice elf in a thin layer of glistening ice, giving them +1 stackable Magical AC for 5 minutes, which also functions as Dexterity for the purposes of Undead effects.

Rust Touch

Vocal: "I command this rust and be done."

Description: This causes one non-enchanted piece of metal (e.g. a sword, a helmet, a breastplate) to rust away to nothing within seconds.

Rust Range

Vocal: "I command that rust and be done."

Description: This causes one non-enchanted piece of metal (e.g. a sword, a helmet, a breastplate) within 30 ft to rust away to nothing within seconds.

Ice Javelin

Vocal: "With this spear of ice I smite thee."

Description: Summons forth a blade of ice which can either be thrown at a target within 30ft or summoned upon the ice elf's weapon. If the javelin is hurled, it deals 24LPs (12 Hits) Magic [Ice] damage. If summoned upon a non-enchanted weapon it becomes +6LPs Ice Magic for 5 minutes.

Ice Blast

Vocal: "I smite thee now with the power of Water, Ice Blast."

Description: This spell causes a blast of Ice to fly from the elf's finger to the designated target (which must be visible and within line of sight (LOS)). An Ice Blast inflicts 14LPs (7 Hits) Magic [Water] which is split as 2 points to each location. In addition to the damage this spell also causes the victim to move back 10 feet.

Chill Metal

Vocal: "Grinding Ice Lords, touch this ... before thee."

Description: This spell causes the target piece of metal (up to 2 cubic feet) to begin to freeze. The object will cool until it becomes brittle and shatters at 5 minutes. Any living area in contact with the metal as it cools down takes 1LP Magic [Water] every 20 seconds (3LPs (2 Hits) Magic [Water] per minute). However, although the damage taken is less than for Heat Metal, after 1 minute the metal is stuck to whatever it is touching until it shatters.

Chill Touch

Vocal: "Undines of Water freeze this target here."

Description: This causes the touched target to become frozen in place, forcing them to standstill for 5 seconds regardless, until they can break free of the effect. Fire creatures cannot be frozen still, instead taking 12LPs (6 Hits) Ice Magic damage. Full water creatures are not affected by this RIP.

Ice Bolt

Vocal: "I smite thee now with the power of Water, Ice Bolt."

Description: This spell causes a bolt of Ice to fly from the elf's finger to the designated target (which must be visible and within line of sight (LOS) up to 30ft). An Ice Bolt inflicts 28LPs (14 Hits) Magic [Water] which is split as 4 points to each location.

Ice Storm

Vocal: "Grinding Lords of Ice strike down with all thy rage and force, make my enemies quake with fear and fright as they feel the power of thy unearthly might."

Description: This is one of the most powerful, and closely guarded, spells at the elf's disposal. The spell must be centred on a geographical feature (e.g. a fire pit, a tree stump or any other form of landmark), or placed upon an area (e.g. a copse of tress or a courtyard). The storm will have a maximum of 30ft radius but may be less depending on the location (a storm centred on a fire pit will spread to a 30 foot circle around the pit; a storm placed on a courtyard might only fill the courtyard even if it is but 40 feet across). Everything within the area (and anything entering the area after the casting of the spell) takes 28LPs (14 Hits) Magic [Water] and then 6LPs (3 Hits) Magic [Water] per minute whilst within the effect of the storm. On the initial casting of the spell, all in the target area are thrown to the ground. For the duration any in the storm are blinded, cannot cast and must move at half speed. The spell also damages structures and landscape within the area of effect.

Light Elves

RANK	RIPS
1	0
2	2
3	4
4	1
5	1:3#
6	7
7	1
8	4
9	1:4#
10	4
11	1
12	1

RIP Cost	Ability
1	Shimmer
2	Flash
3	Light
4	N/a
5	Laser Blast
6	Flash of Light
7	N/a
8	Teleport
9	Searing Sword of Light 2
10	N/a

On death erupt into a ball of light 30' radius that will blind everything Evil (except purely spiritual creatures) inside it for 5 mins, even should they leave its effects. The globe itself will stay lit for 5 mins per level of the elf.

Light Elves take double effect from Darkness magic.

At Will Innates

For 3 points, they gain Brilliance to AC, +1 Magical AC.

For 3 points, they gain 3 LPs damage with any weapon.

For 4 points, they gain Aura of Light, a permanent inextinguishable 10' globe of light centred on the Elf.

RIP Descriptions

Shimmer

Vocal: "Sprites of Light shimmer here about me."

Description: This RIP surrounds the Light elf with a nimbus of elemental light, giving them +1 stackable Magical AC for 5 minutes, which also functions as Dexterity for the purposes of Undead effects. A single Shimmer will counter a Drowh's *Extinguish*.

Flash

Vocal: "Sprites of Light come forth and blind this target before me."

Description: The Light elf summons a brilliant ray of light and sends it towards their target within 30ft. The target is rendered Magically and Physically blind for 10 seconds.

Light

Vocal: "Let there be light."

Description: Causes a 15' radius globe of Magical light brighter than daylight to spring up around the elf or an item touched by the elf for 5 minutes.

Laser Blast

Vocal: "I smite thee now with the power of Light, Laser Blast!"

Description: This spell causes a blast of Light to fly from the elf's finger to the designated target (which must be visible and within line of sight (LOS) up to 30ft). A Laser Blast inflicts 14LPs (7 Hits) Magic [Light] which is split as 2 points to each location. In addition to the damage this spell also causes the victim to move back 10ft.

Flash of Light

Vocal: "Sprite of Light, bring me light with haste, and conjure me here a Lightning flash."

Description: Upon casting this spell, the elf summons a tremendous flash of light (like unto a Lightning strike, but without any of the effects save an intense light). ALL creatures within line of sight of the elf are blinded for 10 seconds. Only the elf is normally immune to the effects of the spell. Any minor dæmons of darkness (6 Mana) within LOS are instantly dismissed. Darkness creatures (e.g. Dark Elves, Drowh, Black Dwarves, etc.) also take the effects of a dart spell (7/1 LPs TB/Locational (4 Hits) Magic [Light]). Effects on undead are at the referee's discretion, although it is suggested that Shadows are dismissed.

Teleport

Vocal: "Teleport."

Description: Casting this spell instantly transports the elf up to 30ft in the direction desired. The elf cannot change facing or escape from Glues with this spell, but escape from Entangles or through non-enchanted walls and doors is possible.

Searing Sword of Light 2

Vocal: "I summon this blade of Searing Light, and cast back the powers of the deepest dark."

Description: The casting of this spell creates a sword made of pure light for 5 minutes doing 24LPs Magic [Light] Through Physical. Should the sword be dropped then the spell will dissipate, however it cannot be disarmed by normal means. It will shed a continual *Light* spell and will also dispel a *Childe of Darkness* on touch.

As well as this the sword will also be able to do one of the following functions: -

Lightning Blast – as per the 5 Mana spell (x3)

Location Out (x3)

Twilight Elves

RANK	RIPS
1	0
2	4
3	2
4	2
5	2
6	2:3#
7	2
8	2
9	2:3#
10	2
11	2
12	2

RIP Cost	Ability	Alternative Ability
1	Dusk	Detect Unseen
2	N/a	Colour Spray
3	Darkness Light	Conceal Self
4	Walk Through Darkness Walk Through Light	Multi-Image
5	N/a	Reveal
6	Shadow Blast Laser Blast	Minor Creation
7	N/a	Strength Weakness
8	Shadowshift Light Shift	Invisibility
9	N/a	N/a
10	Unseen	N/a

Twilight Elves have no specific weaknesses or vulnerabilities.

Twilight Elf Illusionists receive their (Level + 1)² in mana, instead of their Level².

Twilight Elf Illusionists, and other Illusory casting classes receive an additional -1 to their Illusory FAC, which is in addition to any other modifiers.

For every 2 RIPS gained, a Twilight elf may convert this to 1 RIP of Illusion (the alternative list).

At Will Innates

For 3 points, they gain Perceive hidden (anything that an intelligent creature has tried to conceal will stand out to them-Ref has final word).

For 3 points, they gain Immunity to either Light or Dark elemental magic.

For 6 points, they gain permanent Dusk, providing +1 AC and no darkness or light spells may be cast in their immediate presence.

RIP Descriptions

Dusk

Vocal: "Shadows of day, light of night, aid me in my fight."

Description: This RIP surrounds the twilight elf in crepuscular light, giving them +1 stackable Magical AC for 5 minutes, which also functions as Dexterity for the purposes of Undead effects.

Detect Unseen

Vocal: "All here now hidden, be known unto me."

Description: Anything within the range of the effect (30ft) which is invisible, hidden or otherwise concealed is made known to the elf. This does not break any concealments, it will just let the elf know something is there and unseen at the moment of casting.

Colour Spray

Vocal: "Let colours come and hold thee to bewilderment."

Description: Mesmerises the target with dazzling colours for 10 seconds, or until struck (minimum 1 life point damage). This is Magical in effect. The spell will not work on blind, spirit seeing, mono-colour seeing elementals, etc. It will though affect mindless creatures that can see colours.

Darkness

Vocal: "Here and now I reveal the heart of darkness."

Description: Causes a 15ft globe of magical darkness deeper than the darkest night to materialise around the elf or an object touched by the elf for 5 minutes. The elf can always see in their own darkness.

Light

Vocal: "Let there be light."

Description: Causes a 15ft radius globe of magical light brighter than daylight to spring up around the elf or an item touched by the elf for 5 minutes.

Conceal Self

Vocal: "Quick! Hide me!"

Description: This spell makes the elf undetectable to most means for 5 minutes as long as they remain still and do not make any loud sounds. (Breathing heavily is allowed.) The elf is invisible to physical and magical sight and will elude a cursory search of the elf's location.

Walk Thru Darkness/Light

Vocal: "Sprites/Daemons of Light/Darkness, grant me the power to walk through Light/Darkness."

Description: The effects of casting this spell are to make the elf completely immune to the Physical and Magical effects of the desired element. Walk Through Darkness does not make you able to see through a darkness spell.

Who you call upon depends upon the element you wish to be immune to.

Multi-Image

Vocal: "Multi image now!"

Description: When cast, this spell causes the elf's image to shift and move around making the elf a difficult target to strike. The next melee blow, arrow shot or firearm shot (within 5 minutes) aimed at the elf miss. Powerful attacks may bypass Multi Image. (Ref's discretion.)

Reveal

Vocal: "Hidden things, show yourselves and be revealed"

Description: This spell reveals any person or thing which is mystically hidden by Mantic 1 powers (except Spirit) and on the same plane as the elf up to 30' away in a 15' radius of the target area. It does not reveal anything physically concealed. It does not prevent the person or thing concealing themselves again, if they have the power to do so.

Shadow/Laser Blast

Vocal: "I smite thee now with the power of Darkness/Light, Shadow/Laser Blast."

Description: This spell causes a blast of Darkness/Light to fly from the elf's finger to the designated target (which must be visible and within line of sight (LOS) up to 30ft). A Shadow/Laser Blast inflicts 14LPs (7 Hits) Magic [Darkness/Light] which is split as 2 points to each location. In addition to the damage this spell also causes the victim to move back 10 feet.

Minor Creation

Vocal: "I form this from magic and send it forth as my eyes and ears."

Description: Creates a small 1 Hit object or creature for 5 minutes. This creation cannot speak, touch or taste but the Elf can see and hear through any eye and ears it may have. The creation must stay within 30' and within Line of Sight of the elf at all times. Only one minor creation can be created at any one time and any loss of concentration causes it to dissipate.

Strength

Vocal: "By my might I grant thee strength."

Description: The recipient of this spell receives a boost of adrenaline, giving 3 extra points of Strength for the duration (5 minutes). This spell is stackable, to a maximum strength equal to double the recipient's natural strength. (Systems Max always applies.)

Weakness

Vocal: "Behold thy mortality, weak and puny creature."

Description: The victim of this spell loses 3 points of Strength for the duration (5 minutes). This spell is stackable.

Shadow/Light Shift

Vocal: "Shadow/Light shift"

Description: This RIP allows the Twilight elf to shift from his or her position to another within 30ft provided that there is a point of Darkness/Light at the start and end point to shift through. No adjustment to body posture/facing is afforded whilst shifting. A Shadowshift into the area of a *Light* spell is impossible, and a Light Shift into a *Darkness* spell is impossible.

Invisibility

Vocal: "Powers of shadow shield me from sight."

Description: When cast, this spell makes the elf invisible to both Physical and Magical sight. The elf can move and act normally and remain invisible for the duration (5 minutes) or until such time as the elf casts a spell or attacks a target (whether effective or not). This spell does not cover smell, sound or touch.

Unseen

Vocal: "Now you see me, now you don't."

Description: This spell makes the elf invisible to both Physical and Magical sight for the duration (5 minutes) so long as they do not move (breathing heavily is allowable).

Wood Elves

RANK	RIPS
1	0
2	2
3	4
4	1
5	1:3#
6	7
7	1
8	4
9	1:3#
10	4
11	1
12	1

RIP Cost	Ability	Alternative Ability
1	Barkskin	Detect Plant
2	Warp Touch Trip	Faerie Fire
3	Warp Range Entangle	Lightning Dart
4	Chameleon Self Reform Touch	Cure Light
5	N/a	N/a
6	Plant Shift	Cure Disease
7	N/a	Remove Poison
8	Mass entanglement	Cure Grievous
9	N/a	N/a
10	N/a	N/a

Wood Elves gain half the natural healing of their professional human counter-part.

Wood Elves suffer double effects from Fire and Ice.

Wood Elf Druids gain the ability to Utilise Gymier at level plus one.

For every 2 RIPS gained, a wood elf may convert this to 1 RIP of Gymier (the alternative list).

At Will Innates

For 3 points, they gain either Trip, Chameleon, Mend or Warp touch at will, as per the Gymeric spells.

RIP Descriptions

Barkskin

Vocal: "Spirits of woodland aid my plight, ward me in thy greenwood might."

Description: Gives +1 Gymeric AC for the duration (5 minutes). This is stackable with itself, Faerie Fire, Stoneskin and any Gymeric Blesses.

Detect Plant

Vocal: "Spirits of Gymier reveal to me where I might find...*plant type*."

Description: This allows the Wood elf to detect a particular type of plant within 30ft.

Warp Touch

Vocal: "By earth, I warp that..."

Description: This will cause one piece of wood touched (e.g. spear shaft, axe handle, plank of wood, door frame, etc.) to elongate, twist and turn, rendering it useless to its previous task – warped weapons must be dropped, warped doors pop out of their frames, etc.

Trip

Vocal: "Slip, trip, over you go."

Description: Will cause one victim within 30ft (who must be in motion) to fall flat on their face. It can be used to interrupt spellcasting if the rival is in motion. Undead, ethereal beings and large creatures (trolls, giants etc.) are unaffected.

Faerie Fire

Vocal: "Faeries of this woodland's might; hide me, shield me - lend thy sight."

Description: Gives +1 Dexterity to all allies and -1 Dexterity AC (monsters lose 1 Hit per casting) to all enemies in the area (20ft Radius around the elf).

Warp Range

Vocal: "By earth, I warp that..."

Description: This will cause one piece of wood within 30 ft (e.g. spear shaft, axe handle, plank of wood, door frame, etc.) to elongate, twist and turn, rendering it useless to its previous task – warped weapons must be dropped, warped doors pop out of their frames, etc.

Entangle

Vocal: "With leaf and tree I entangle thee."

Description: On casting this spell, the plant matter around the target's feet (within 30ft) grows and entraps the feet and lower legs for the duration (5 minutes).

Attempting to cut oneself free will merely cause more plant growth to take the place of that which is cut. Undead, fire creatures, ethereal beings and large creatures (trolls, giants etc.) are unaffected. It is possible to shift, D-Jump, etc. out of an Entangle.

Lightning Dart

Vocal: "By the powers of burning sky and rolling thunder I smite thee ... Lightning Dart."

Description: This spell causes a dart of Lightning to fly from the elf's finger to the designated target (which must be visible and within line of sight (LOS) up to 30ft). A Lightning Dart inflicts 7LPs (4 Hits) Magic [Lightning] which is split as 1 point to each location.

Chameleon Self

Vocal: "Spirits of woodland aid my plea, lend me shadows from old oak tree."

Description: This spell makes the elf Magically blend with his background as long as they are standing against a wall/tree, or lying on the floor. The elf is invisible to both Physical and Magical sight for the duration (5 minutes) so long as they do not move (breathing heavily is allowable). The spirit of the plant will usually hide the elf from spirit sight.

Reform Touch

Vocal: "Repair, reform and be whole."

Description: If all the pieces are collected, this spell will not only mend shattered objects, but it can also be used to repair warped or disintegrated normal, Magical and Spiritual objects.

Cure Light

Vocal: "Spirits of leaf and tree lend this soul thy healing cure."

Description: This is a curing miracle that heals 6 life points Spirit (Or 3 Hits if cast upon a 'monster'). Unlike other Cure Miracles, Cure Light Wounds may be cast by using only one hand, although the healing may not be split over multiple locations nor may it be used to heal Power damage.

Plant Shift

Vocal: "Spirits of woodland send me swiftly on my way."

Description: Casting this spell instantly transports the elf up to 30ft in the direction desired. The elf cannot change facing but can escape from Glues with this spell, and escape from Entangles or through non-enchanted walls and doors is possible. The elf must be in contact with plant life at the start and destination in order for this spell to work.

Cure Disease

Vocal: "Woodland spirits, let nature's tears wash ill from this afflicted soul before thee."

Description: The elf touches the recipient upon the forehead. The recipient will then be clear of all diseases of Gymeric level or below (Refs Discretion) and remain so until their next infection.

Remove Poison

Vocal: "Woodland spirits, use nature's boon to cleanse this poisoned soul."

Description: The vocal is incanted whilst the elf holds both hands to the recipient's forehead. All poison of Gymeric or below (Refs Discretion) in the recipient's body is removed if cast upon them within 30 seconds of it entering their system.

Alternatively, the recipient can be ward from 2 Hits of poison per level of elf for 5 minutes/level of elf.

Mass Entanglement

Vocal: "With leaf and tree, root and vine, I hold thee all."

Description: This is as the Entangle RIP except that it affects all beings in a 30ft long, 120° wedge in front of the elf.

Cure Grievous

Vocal: "Spirits of leaf and tree land this soul thy healing cures."

Description: This is a curing miracle that heals 36 life points Spirit (18 Hits if cast upon a 'monster'). Alternatively it may be used to restore 6 points of temporary Power damage.

Arachnian Elves

RANK	Racial Ability	RIPS
1	Darksee, Climb, Normal Elven Immunities and Gain, +1 Dex	0
2		3
3	Web	2
4	Spider climb	3
5		2
6	Web	2
7		8
8		1
9	Web	2
10		3
11		2
12	Web	3

RIP Cost	Ability
1	Colour Spray
2	Blur
3	Light Darkness
4	Reveal
5	Blindness IV Levels
6	Vanish
7	Mind Blank Self
8	Disrupt Sanity Walk Through Illusion Self
9	Walk Through Illusion Other
10	Mass Invisibility

Arachnian Illusionists receive their (Level + 1)² in mana, instead of their Level².

Arachnian Illusionists receive an additional -1 to their Illusory FAC, which is in addition to any other modifiers.

Ability Descriptions

Darksee – Arachnian can see through natural Darkness.

Climb – Arachnian can climb objects with relative ease.

Web – Once per day per time listed the Arachnian can web a target within 30ft, holding them still for 30 seconds.

Spider climb – Arachnid can climb on any surface, regardless of its orientation.

RIP Descriptions

Colour Spray

Vocal: "Let colours come and hold thee to bewilderment."

Description: Mesmerises the target with dazzling colours for 10 seconds, or until struck (minimum 1 life point damage). This is magical in effect. The spell will not work on blind, spirit seeing, mono-colour seeing elementals, etc. It will though affect mindless creatures that can see colours.

Blur

Vocal: "Shadows come to hinder sight and shield thy master in his / her plight."

Description: Blurs the Arachnian's image, making them a harder target and granting +1 Dexterity AC for the duration (5 minutes). Stackable.

Light

Vocal: "Let there be light."

Description: Causes a 15ft radius globe of magical light brighter than daylight to spring up around the Arachnian or an item touched by the elf for 5 minutes.

Darkness

Vocal: "Here and now I reveal the heart of darkness."

Description: Causes a 15ft globe of magical darkness deeper than the darkest night to materialise around the Arachnian or an object touched by the elf for 5 minutes. The elf can always see in their own darkness.

Reveal

Vocal: "Hidden things, show yourselves and be revealed"

Description: This spell reveals any person or thing which is mystically hidden by Mantic 1 powers (except Spirit) and on the same plane as the elf up to 30' away in a 15' radius of the target area. It does not reveal anything physically concealed. It does not prevent the person or thing concealing themselves again, if they have the power to do so.

Blindness IV Levels

Vocal: "I consign thee to the realms of darkest night."

Description: When cast, this spell physically and magically blinds the target. The initial casting will affect up to 4 levels of character (16 Hits of monster). The spell can be stacked by repeated castings (before releasing the spell – the Arachnian has 30 seconds in which to do this) to affect more levels.

e.g. to affect an 8th level character (32 Hits of monster), an Arachnian needs to cast *Blindness* twice (4 + 4 levels) before throwing the spell at the target

Vanish

Vocal: "Vanish."

Description: This spell causes the target to vanish for 5 minutes. The target is actually suspended mid-shift on the planar boundary; ready to be recalled to the point at which they left when the duration of the spell expires. The spell affects any willing subject (including the Arachnian) or an unwilling subject up to 1/2 the level of the elf (5 hits per level of the Arachnian). An Arachnian may only have a maximum of their level in objects vanished at any one time.

Mind Blank Self

Vocal: "I shield my mind from unwanted influence."

Description: This spell renders the elf immune to all lesser mind influence save damage for the duration, 5 minutes (e.g. Empathic Projection, Halt, Beguilement, Sleep, etc.).

Disrupt Sanity

Vocal: "I come to rend, I come to reave, insanity is all I shall leave."

Description: All of those caught within 30' and the 180 degree arc (indicated by the Arachnian) who can see the Arachnian will lose 10 points of sanity from seeing the ghastly vision that appears around the elf.

Walk Through Illusion Self

Vocal: "Phantoms cannot harm me as I walk through illusion."

Description: The effects of casting this spell are to make the elf completely immune to the effects of Illusion which target the elf for 5 minutes. For example, a Voice of Power will do nothing, Phantasmal Bolts will do no damage and Colour Spray will have no effect. Similarly, however, the elf will not be able to cast certain spells on themselves, such as Multi Image, Mind Blank Self or Strength. As with all other Walk Through spells, this spell does not make the elf able to see through Illusion.

Walk Through Illusion Other

Vocal: "Phantoms do not harm them, let them walk through illusion."

Description: The effects of casting this spell are to make the recipient completely immune to the effects of Illusion which target the elf for 5 minutes. For example, a Voice of Power will do nothing, Phantasmal Bolts will do no damage and Colour Spray will have no effect. Similarly, however, the recipient will not be able to benefit from certain spells which could be cast on them, such as Mind Blank Other or Strength. As with all other Walk Through spells, this spell does not make the recipient able to see through Illusion.

Mass Invisibility

Vocal: "Powers of shadow put forth thy might and shield all here from unwanted sight."

Description: When cast, this spell affects the elf and all within a 10' radius of the elf (if willing and targeted by the Arachnian) becomes invisible to both Physical and Magical sight for the duration (5 minutes). They can move and act normally and remain invisible for the duration or until such time as they cast a spell or attack a target (whether effective or not). This spell does not cover smell, sound or touch. It does also not allow the Arachnian or any of the recipients to see each other!

High-Elves

All High Elves gain the following, rather than the General Strengths and Weaknesses listed above:

- At first rank, all have +1 point strength, +1 point dexterity, and +1 LP over their human counter parts.
- High elves start on 10 + gain points of power for most classes. High Elves gain their class's power gain plus 1 point per level of advancement. Inner flames start on 10 power and gain 7 power per level
- All gain natural healing of their class plus half again per level, and is transferable regardless of class.
- All High Elves gain the ability to cloak their spirit commonly called "spirit shield". This allows the high elves to render themselves immune to spiritual effects. Cloak spirit takes 10 seconds to put up and 10 seconds to take down.
- All spiritual casting of High Elves will affect all Elemental Elves fully and other high elves (as long as the cloak spirit is down).
- High elves may wear chain mail as any class unless the class has specific restrictions against armour use (such as swordsman). However, if it is a class where metal tolerance is needed, such as sorcerer, they still need to purchase the metal tolerance to be able to wear it, and utilise their casting abilities.
- High elves take triple effect from blood metal (iron, steel, enerli bright steel, etc.)
- High Elves cannot be taken to less than 60 Sanity.

High-Elves locations are split $\frac{1}{2}$, $\frac{1}{3}$, $\frac{1}{4}$.

High-Elves (and only High-Elves) also gain abilities by level off the High-Elven Class tables, below.

Drowh

RANK	RIPS
1	0
2	2:3#
3	4
4	1
5	1
6	11:4#
7	1
8	4
9	1
10	4
11	1
12	4

RIP Cost	Ability	Alternative Ability
1	Extinguish	Control Skeleton
2	N/a	Raise Zombie
3	Darkness	Fear
4	N/a	Evil Eye
5	Shadowshift	Summon Shadow
6	Blindness IV Levels	Cause Disease
7	Blackblade	Paralysis
8	Catalepsy V Levels	N/a
9	N/a	N/a
10	Summon Daemon	N/a

Drowh can see in natural or Magical Darkness, but cannot see through the innate Darkness of other races – this is their weakness.

They suffer the same disabilities as dark elves (but can tolerate the Midday sun).

They suffer double effects from Physical or Magical fire and light, but only half effect from Physical and Magical Darkness or Ice.

Drowh Necromancy has full effect on other Elven Races.

For every 2 RIPS gained, a Drowh may convert this to 1 RIP of

Necromancy (the alternative list) – this does **not** Discern as Necromancy, although if a Detect/Discern is made when the RIP is cast, this will Detect as Necromancy.

The ‘at will’ RIPS refer to the standard Drowh Returner and a Drowh’s ability to forgo this and to take the listed points in Necromancy instead.

Rare, good Drowh, can instead choose the reverse Necromantic miracles from the alternative list, i.e. Dismiss Zombie, Remove Fear, etc.

RIP Descriptions

Extinguish

Vocal: "Unbidden light I destroy thee."

Description: Extinguish a flame or small fire (including *Ignite* spells and Fire Elf *Firey Aspect*). Will negate a *Light* spell (including a Light Elf's *Shimmer* ability). Will destroy a 6 Mana Elemental of Fire or Light, and deals 6LPs damage to a Fire or Light elf per level of the Drowh (unless warded by a *Firey Aspect* or *Shimmer*).

Control Skeleton

Vocal: "Spirit of Skeleton hear me it is I who command thee now."

Description: This is a control undead miracle that will affect a Skeleton or lower type of undead for 15 minutes.

Raise Zombie

Vocal: "Spirits at my command I summon thee forth in the form as a zombie I bid thee arise."

Description: The Drowh upon touching a fresh corpse (no longer than 1 week deceased) and incanting the ritual vocals summons forth an undead zombie servant. The Drowh automatically gains control of the zombie for a period of 5 minutes after which alternative control methods must be employed.

Zombie

1. Zombies are corporeal undead.
2. Each of the zombies locations can effectively be considered a separate creature, whilst they are all attached to each other, each has its own number of Hits and each can operate independently even if all of the other locations have been disabled or removed. This is commonly referred to as having 'Zombie Locations'.
3. If the zombie takes damage that is not targeted at a specific location, e.g. a rune blast, then the Hits are distributed across all of the zombies remaining locations.
4. 4 Hits per location plus 1 per two levels of the summoner.
5. Damage as per weapon used - typically 6LPs damage with a normal single handed weapon, or 6LPs with their bite or hands.
6. The body used to create a zombie must be no more than 7 days dead.
7. Zombies are very slow ambling creatures, they move at approximately half the speed of a normal human, even when fighting.
8. Zombies are mindless undead and have no inclination towards good or evil, they are simply automatons. As such their alignment is neutral.

Darkness

Vocal: "Here and now I reveal the heart of darkness."

Description: Causes a 15ft globe of magical darkness deeper than the darkest night to materialise around the Drowh or an object touched by the Drowh for 5 minutes. The Drowh can always see in their own darkness.

Fear

Vocal: "Spirit behold thy nemesis, and be thee now afeared."

Description: The Drowh must hold up his hands in a halting gesture, the victim of this spell will be feared and flee directly away from the Drowh by the most direct route until a distance of not less than 30ft. Once outside this distance the victim may opt not to flee, but must stay outside that distance for the duration (5 minutes). If the victim is cornered by the Drowh and there is no other way past, the victim will enter a frenzied state of fear, and in this state will attempt to pass the Drowh. Should such occur, the victim will continue running away for 5 minutes. The Drowh must be of equal or higher level than the victim in order for this spell to take effect.

Evil Eye

Vocal: "Spirit Yet Free Behold The Glare of Hate And Be Now Still."

Description: Victim is held by eye to eye contact either until the Drowh loses eye contact by blinking, looking away etc. or until the victim is physically damaged – by at least 1 LP worth of damage.

Shadowshift

Vocal: "Shadowshift"

Description: This RIP allows the Drowh to shift from his or her position to another within 30ft provided that there is a point of Darkness at the start and end point to shift through. No adjustment to body posture/facing is afforded whilst shifting. A Shadowshift into the area of a *Light* spell is impossible.

Summon Shadow

Vocal: "Come forth flitting shadow, come forth to steal a soul."

Description: This spell summons forth a negative planar entity, Being composed of primarily negative planar energies shadows fear strong sunlight and are even destroyed by light spells if unable to flee their radius. The Drowh automatically gains control of the Shadow for a period of 10 minutes after which alternative control methods must be employed.

Shadow

1. Shadows are incorporeal undead.
2. Shadows are affected by gravity and cannot move through solid matter.
3. 4 Hits plus one per level of the summoner.
4. Does 3 LPs spiritual damage with each blow.
5. Have 1 Shadowshift per 4 levels of the summoner,
6. Each time the shadow strikes, the victim takes a Strength drain.

Strength Drain (Shadow Ability)

If the blow successfully by-passes the victims AC, the following will apply;

1. *The victim temporarily loses 3 points of Strength per Strength drain.*
2. *The victim can never be reduced below 0 Strength.*
3. *If reduced to 0 Strength the victim will collapse unable to speak or act. While in this state they will be only partially conscious breathing shallowly but may be aware of what is going on around them.*
4. *Lasts for 5 minutes.*

Shadowshift

Using this ability instantly transports the Shadow up to 30ft in the direction desired. The Shadow cannot change facing or escape from Glues with this spell, but escape from Entangles or through non-enchanted walls and doors is possible. The Shadow must be in contact with darkness at the destination point in order for this spell to work.

Blindness IV Levels

Vocal: "I consign thee to the realms of darkest night."

Description: When cast, this spell physically and magically blinds the target. The initial casting will affect up to 4 levels of character (16 Hits of monster). The spell can be stacked by repeated castings (before releasing the spell – the Drowh has 30 seconds in which to do this) to affect more levels.
e.g. to affect an 8th level character (32 Hits of monster), an Drowh needs to cast *Blindness* twice (4 + 4 levels) before throwing the spell at the target

Cause Disease

Vocal: "Spirits of death I bid thee inflict pestilence here."

Description: After being touched by the Drowh the victim is then diseased. This disease will gradually cripple and eventually kill the victim.

1. After 15 minutes he will become unable to fight and cast spells.
2. After another 45 minutes the victim will go into a coma this lasts 2 more hours before death.
3. Dying by the disease is a spiritual death therefore spiritual annihilation - the victim cannot be raised or resurrected and cannot return.
4. The disease is not contagious in any way.

Blackblade

Vocal: "Dæmons of the Deeper Dark aid me, for I abjure the light and call upon thee to imbue this blade with darkness and harm to all."

Description: Upon casting this spell and touching any non-enchanted bladed weapon, the spell adds an extra 6LPs Magical Darkness damage to the normal damage of a bladed weapon (for 5 minutes). Black Blade can only be stacked on the Drowh's weapon, and each casting of the spell, past the first, on to a weapon adds a further 6LPs Magical damage. This damage is limited by the system maximum.

Paralysis

Vocal: "Like Ghoul, like Ghast, Paralysis"

Description: The target touched by the Drowh is Spiritually paralysed for 5 minutes or until the Drowh is dead.

Catalepsy V Levels

Vocal: "Sleep like the dead, Catalepsy."

Description: This spell causes the target to fall into a death like (catatonic) state in which they cannot be woken from for the duration (unless dispelled) and will discern as dead to Discern Nature of Wounds. The initial casting will affect up to 5 levels of character (20 Hits of monster). This spell is stackable to affect higher levels (before releasing the spell - the Drowh has 30 seconds in which to do this).

e.g. to affect a 10th level character (40 Hits of monster), a Drowh needs to cast *Catalepsy* twice (5 + 5 levels) before throwing the spell at the target.

Summon Daemon

Vocal: "I call forth a Dæmon of Darkness and bid thee now appear before me to do my bidding."

Description: This spell summons an elemental from the elemental plane of Darkness. The elemental will follow simple commands and is under the control of the summoner as long as it stays within 30ft of its summoner, unless it is otherwise controlled, e.g. by a demonist of higher level. The elemental will remain for the duration or until it is destroyed or dispelled.

Dæmon

1. Is an Elemental,
2. Has 15 Hits,
3. Does 9 LPs (doubles) Magic [Darkness] damage with their claws.
4. Is reasonably intelligent but cannot communicate.

Drowh Returners

When a Drowh attains second rank they automatically gain a 'revenging spirit' or 'returner'. This Spirit can appear anywhere as long as it is in the area of magical or natural darkness or a real physical shadow is cast by someone or something, this place must also be no more than 30' away from the body!

This Returner has 4 hits + 1 extra for every level above 2nd they have attained. These hits can be inflicted by anything including spirit.

The Returner fights only with a dagger that is a part of it when it returns. The dagger is Magical and does 6LPs Through armour. It cannot be shattered or fumbled, it is a part of the returner itself!

The Returner has any racial innates the character had at point of death, and it also has 1 Drowh darkness. Once used these are gone forever.

The Returner, regardless of level, is treated as undead and is therefore unaffected by psionics or other mind influence. The returner (like all returners) cannot be controlled through normal means.

The Returner has Spirit Sight as well as Life Sense as with other non-corporeal Undead. However, the Returner has a physical component so cannot pass through walls, fly etc.

A Returner is capable of the thoughts and speech of its original character. It also has that character's memories.

A Returner will last for a year and a day, or until it has exacted its revenge. Revenge is, at this level, to be exacted only from those directly responsible for the murder. At 6th level this can change.

Upon attaining 6th rank the Returner changes dramatically.

The Returner now has 12 hits + 2 per level above 6th. These hits can only be inflicted by Mantic 1 or higher i.e. magic, spirit.

It now has all its Innates refreshed once (once spent they are gone now forever!).

At this level the physical component is gone so the Returner may now walk through Walls and fly at will.

After 6th level the Returner is automatically dismissed in sunlight.

Its Returning weapon is now a Short sword doing 12LPs Necromantic Through armour.

Drowh Psionics

All PC Drowh are Psionic and automatically gain access to the below table abilities.

Drowh psionics are centred. This is to say Drowh do not cast psionic from psi points as do humans and other psionic races, rather they just cast off of total body.

Rank	Discipline	Cost in life
1st level	Farsense-auric-colour	4LPs
2nd level	Psycho-Redactive neuronic penetration	6LPs
3rd level	Farsense-Artefact-study	9LPs
4th level	Redactive-neuro-balance	12LPs
5th level	Psycho-Redactive-neuro-cosmic flare	15LPs
6th level	Psycho coercive-empathic-projection	18LPs
7th level	Kinetic-neuron-mastery....	18LPs
8th level	D'Jump	18LPs
9 th level		
10 th level	Planar Vortex	24 LPs

A Drowh can attempt to roll for better psionics by rolling 2d6 in the same manner as a human. However, they require a 1 or 2 on the dice to succeed. If they succeed they can continue to roll (still needing a 1 or 2) as normal. If they roll Wild Talent in Creation however, they can roll no further since Drowh have no command of the Creation field. This is true of underground Drowh. . Whether this is linked directly to the nature of their creation or their use of the destructive power of Necromancy is unknown.

Drowh may purchase psi-shields as normal, for 10XP per psi-shield.

Elven Classes

The following classes relate to the Elemental Elves (Greater and Lesser), as well as the Drow. High Elven classes are listed after the Elemental Elven Classes.

The Elemental Elven Warrior

Elven Warriors gain some additional skills at various levels. These are as follows.

RANK	Ability
1	
2	
3	+1 Dexterity AC
4	
5	General Weapons Mastery 1
6	
7	(Pure Warriors Only) Craft Armour, Craft Weapons
8	Stamina 1 (Pure Warriors Only) Stamina 2
9	(Rangers Only) Knit Elven Cloak
10	(Pure Warriors, Huscarls, or Wardancers) Coldrage 1/day (Not Huscarls or Wardancers) Bake Lembas
11	
12	General Weapon Mastery 2

+1 Dexterity AC. The Elven Warrior gains 1 additional point of Dexterity armour, which stacks with other Dexterity armour.

General Weapons Mastery 1. The Elven Warrior deals an additional 6LPs damage with any weapon type (does not stack with weapon masteries).

Craft Armour, Craft Weapons. The Elven Warrior can produce arms and armour as an Armour Smith and a Weapon Smith using the current makes rules.

Stamina 1. This skill permanently raises the Elven Warrior's total body by 3LPs.

Stamina 2. This skill permanently raises the Elven Warrior's total body by an additional 6LPs.

Knit Elven Cloak. At this rank Elven Scout types can weave Elven Cloaks. The manufacture of a cloak costs only 100GC, but because of its ingredients, which are rare and difficult to come by, only one may be manufactured per month.

Coldrage. This allows the Elven Warrior to enter a state of rage against an opponent. A Warrior in this state will take only one quarter (1/4) of all normal physical damage after armour. The warrior gains +6 points strength whilst in cold rage. The warrior may still use all weapon masteries and skills whilst in cold rage. This skill should be declared against a specific opponent in an encounter (e.g. cold rage vs. that Gil commander). This allows the warrior to keep going, no matter how much damage has been taken (except Spirit damage which cuts straight through), until the target has been killed or escaped. There is no wind down to this skill – once the target has died or escaped, the Cold Rage ends immediately.

Bake Lembas. The warrior can make Elven waybread, Lembas. Each cake cost 50GC to make and one can be made per level per weekend. Lembas lasts until it is consumed (permanent) and does not rot. It heals 4/4 Locational/TB to its creator's race, 3/3 Locational/TB to allied elemental races (obviously a Fire elf's Lembas will not heal an Ice elf at all) half elves and members of the Houses of Men, or 2/2 Locational/TB to humans and dwarves. It acts as a Poison 2 on Orcs, Ogres, and other of the evil mythos.

General Weapons Mastery 2. The Elven Warrior deals an additional 6LPs damage with any weapon type for a total of +12lps (does not stack with weapon masteries).

The Elemental Elven Sorcerer

This also includes Wizards, Witches and Illusionists to some degree, though it is noted where they should be omitted in the gains.

RANK	Ability
1	
2	
3	Speak with Element a/w
4	
5	Bake Lembas
6	(Pure Sorcerers and Wizards only) Gain Master Elemental
7	
8	Enchant Item
9	
10	(Pure Sorcerers and Wizards only) Dismiss Elemental
11	
12	(Pure Sorcerer and Illusionists only) Mana Burn

As Illusionists it is worthy of note that only Light Elves (never lawful ones), Twilight Elves, Fire Elves, Drowh and, very rarely, wood elves and dark elves aspire to this profession (in the case of Dark Elves it will only be because one has been ordered by the Prince to undertake such a dubious profession!)

Witches usually only come from races such as Wood Elves, Twilight Elves, Earth Elves and occasionally Ice Elves and Drowh, though these latter two, very rarely.

All Elemental Elves practice Sorcery and Wizardry, but there are some limitations as well as bonuses as follows:

1. Elven Sorcerers may use grey mana, their own Element, and up to two additional elements, chosen from the table below.
2. Elemental Elves cast their prime element as if it were a level lower (in mana and LPs cost), allied elements at level cost, and sympathetic elements are cast at a level higher (grey mana is always as stated).
3. Elven Sorcerers may never buy metal points using Skill Picks, although they may expend XP to gain Metal Tolerance 1-3.

Elemental Elf	Prime Element	Allied Element	Sympathetic Element
Earth	Earth	Fire	Darkness
Air	Air	Water	Light
Fire	Fire	Light	Air
Ice	Water	Earth	Darkness
Light	Light	Fire	Air
Darkness	Darkness	Earth	Water
Wood	Earth	Water	Light
Twilight	Light and Darkness	-	Air
Drowh	Darkness	Water	Earth

Speak With Element at will. The elf may speak with their own element at will. Non-magical elementals (i.e. a puddle, candle flame, etc.) tend to have short memories and are not very bright. The larger the elemental source, the more intelligent the conversation.

Bake Lembas. The elf can make Elven waybread, Lembas. Each cake cost 50GC to make and one can be made per level per weekend. Lembas lasts until it is consumed (permanent) and does not rot. It heals 4/4 Locational/TB to its creator's race, 3/3 Locational/TB to allied elemental races (obviously a Fire elf's Lembas will not heal an Ice elf at all) half elves and members of the Houses of Men, or 2/2 Locational/TB to humans and dwarves. It acts as a Poison 2 on Orcs, Ogres, and other of the evil mythos.

Gain Master Elemental. No Elemental of the elf's Elemental type will attack them, and they can also control one elemental of a type in mana equal to or less than their own level, at will. (This does not add in any way to the summoning duration).

Enchant Item. This ability is in all respects 5 mana, or 5 POW for witches, and the effect is permanent. Weapons wielded by an Elf do 6LPs (1 Hit) less damage unless they have been enchanted by a member of their race, and armour is weaker, losing 2 points of protection.

Dismiss Elemental. Will allow an Elf once a day to dismiss any elemental to its home plane and compel it not to return for 24 hours. Ref's discretion always applies, especially in the case of high ranking or named elementals!

Mana Burn. This allows the caster to channel all their remaining personal mana into a bolt of raw magic doing 2lps Magic damage, 1 Hit, per point of mana left. This bolt is uncoloured and will leave the caster on zero personal mana. Stores will be unaffected.

The Elemental Elven Scout

RANK	Ability
1	
2	
3	+1 Dexterity
4	Missile Mastery 1 and Thrown Mastery 1 or (Guides Only) First Aid
5	Bake Lembas (Assassins and Thieves Only) +1 Dexterity
6	
7	(Pure Elven Scout) Missile Mastery 2
8	Knit Elven Cloak
9	(Guides Only) Speak with Element a/w
10	(Pure Elven Scout Only) FRD (All Other) Dexterity Doubling
11	
12	General Weapon Mastery 1 or (Pure Elven Scout) Missile Mastery 3

The main drawback to the Elemental Elf as a Scout, Guide or Assassin is that they have no sense of smell. This leaves them unable to learn Discern Smell, although they may make potions as normal.

+1 Dexterity. This gives the Elemental Elf an additional point of Dexterity AC, which stacks with any other Dexterity AC they may have.

Missile Mastery 1. This gives the Elemental Elf an additional 6LPs damage with a favoured missile weapon, which must be chosen at the time (longbow, crossbow, blowpipe, etc.). This skill does not stack with itself.

Thrown Mastery 1. This gives the Elemental Elf an additional 6LPs damage with all thrown weapons. This skill does not stack with itself.

First Aid. This gives the Elven Guide the equivalent amount of natural healing as of their human counterpart, although it is made up from bandages and dressings instead of herbs and plants.

Bake Lembas. The Elemental Elf can make Elven waybread, Lembas. Each cake cost 50GC to make and one can be made per level per weekend. Lembas lasts until it is consumed (permanent) and does not rot. It heals 4/4 Locational/TB to its creator's race, 3/3 Locational/TB to allied elemental races (obviously a Fire elf's Lembas will not heal an Ice elf at all) half elves and members of the Houses of Men, or 2/2 Locational/TB to humans and dwarves. It acts as a Poison 2 on Orcs, Ogres, and other of the evil mythos.

Missile Mastery 2. This gives the Elemental Elf an additional 6LPs damage with a favoured missile weapon, which must be chosen at the time (longbow, crossbow, blowpipe, etc.), for a total of +12LPs damage. This skill does not stack with itself. Prerequisite: Missile Mastery 1.

General Weapons Mastery 1. The Elven Scout deals an additional 6LPs damage with any weapon type (does not stack with weapon masteries).

Missile Mastery 3. This gives the Elemental Elf an additional 6LPs damage with a favoured missile weapon, which must be chosen at the time (longbow, crossbow, blowpipe, etc.), for a total of +18LPs damage. This skill does not stack with itself. Prerequisite: Missile Mastery 1 and 2.

Knit Elven Cloak. At this rank Elven Scout types can weave Elven Cloaks. The manufacture of a cloak costs only 100GC, but because of its ingredients, which are rare and difficult to come by, only one may be manufactured per month.

Speak With Element at will. The Elven Guide may speak with their own element at will. Non-magical elementals tend to have short memories and are not very bright.

Full Reflexive Defence – this skill allows the user for 1 encounter per 6 levels to achieve a state of supreme reflexive capability. This state gives the user one FRD Dodge per point of Natural dexterity they have, (Gods charms, Elven cloaks, Blesses or standard potions do not add to NATURAL dexterity.) FRD Dodges may be used whenever a normal Dodge could be used. (Note that if the user has something that would enhanced their normal Dodges that does not apply to FRD Dodges and vice-versa.) This ability lasts for 5 minutes / 1 encounter, and any unused FRD Dodges at the end of this period are lost.

Dexterity Doubling. Through a focus of sheer will an Elf can double their Dexterity for one encounter per day.

The Elemental Elven Priest

RANK	Ability
1	
2	
3	Speak with Element a/w
4	
5	Bake Lembas
6	
7	
8	Enchant Item, Incite Frenzy
9	
10	
11	Resurrect from Element
12	

Not noted for outstanding religious views Elemental Elven Priests are rare in the extreme. They, like other professions, are incapable of handling Human Spirit Items, though the existence of Elven Spirit weapons including the 'Power and the Glory' are well documented if extremely rare!

Elemental Elven Priest suffer in that they can gain a maximum of 4 power per level, though their healing miracles will affect their own race fully.

Speak With Element at will. The Priest may speak with their element at will. Non-magical elementals tend to have short memories and are not very bright.

Bake Lembas. The Elemental Elf can make Elven waybread, Lembas. Each cake cost 50GC to make and one can be made per level per weekend. Lembas lasts until it is consumed (permanent) and does not rot. It heals 4/4 Locational/TB to its creator's race, 3/3 Locational/TB to allied elemental races (obviously a Fire elf's Lembas will not heal an Ice elf at all) half elves and members of the Houses of Men, or 2/2 Locational/TB to humans and dwarves. It acts as a Poison 2 on Orcs, Ogres, and other of the evil mythos.

Incite Frenzy. Once per day, the Elven Priest can incite any of their own races Warrior classes into a fanatical frenzy. This gives each one $\frac{2}{3}$ damage reduction for one encounter only! Weapon masteries and weapon skills can NOT be used. There is no wind down period. This ability does not stack with any professional Berserks, Cold rages etc., unless the Priest is of 10th rank.

Enchant Item. This ability is 5 Power for Priests, and the effect is permanent. Weapons wielded by an Elf do 6LPs (1 Hit) less damage unless they have been enchanted by a member of their race, and armour is weaker, losing 2 points of protection.

Resurrect from Element. This ability allows the Elven Priest to return to life via the appropriate miracles a deceased elf from their elemental essence. E.g the flame of a Fire Elf/Globe of Darkness of a Dark Elf.

High-Elven Classes

The following classes relate to the High-Elves. Elemental Elven classes are listed before the High Elven Classes.

The High-Elven Warrior and Sub-Classes

RANK	Ability
1	
2	
3	
4	+1 Weapon Mastery Longsword +1 Weapon Mastery Longbow
5	
6	+1 Dexterity
7	
8	+1 Weapon Mastery (Rangers Only) Knit Elven Cloak
9	Bake Lembas
10	+2 strength +1 dexterity
11	
12	+1 Weapon Mastery Longsword +1 Weapon Mastery Longbow

+1 Weapon Mastery Longsword. This allows the High-Elf to deal an additional 6LPs damage with a Longsword. This is in addition to any other Weapon Mastery.

+1 Weapon Mastery Longbow. This allows the High-Elf to deal an additional 6LPs damage with a Longbow. This is in addition to any other Weapon Mastery.

+1 Dexterity. This gives the High-Elf an additional point of Dexterity AC, which stacks with any other Dexterity AC they may have.

+1 Weapon Mastery. This allows the High-Elf to deal an additional 6LPs damage with a weapon that must be chosen when the skill is acquired. This is in addition to any other Weapon Mastery.

Knit Elven Cloak. At this rank the High-Elf may weave Elven Cloaks. The manufacture of a cloak costs only 100GC, but because of its ingredients, which are rare and difficult to come by, only one may be manufactured per month.

Bake Lembas. The High-Elf can make Elven waybread, Lembas. Each cake cost 50GC to make and one can be made per level per weekend. Lembas lasts until it is consumed (permanent) and does not rot. It heals 4/4 Locational/TB to all elven races, 3/3 Locational/TB to half elves and members of the Houses of Men, or 2/2 Locational/TB to humans and dwarves. It acts as a Poison 2 on Orcs, Ogres, and other of the evil mythos.

+2 Strength. This gives the High Elf two additional points of strength.

The High-Elven Casters

RANK	Ability
1	
2	
3	
4	
5	
6	+1 Dexterity
7	Bake Lembas
8	
9	
10	Spirit Sight
11	
12	Uncloak Fallen 1/ever

+1 Dexterity. This gives the High-Elf an additional point of Dexterity AC, which stacks with any other Dexterity AC they may have.

Bake Lembas. The High-Elf can make Elven waybread, Lembas. Each cake cost 50GC to make and one can be made per level per weekend. Lembas lasts until it is consumed (permanent) and does not rot. It heals 4/4 Locational/TB to all elven races, 3/3 Locational/TB to half elves and members of the Houses of Men, or 2/2 Locational/TB to humans and dwarves. It acts as a Poison 2 on Orcs, Ogres, and other of the evil mythos.

Spirit Sight. This grants the High Elf spirit sight. Spirit Sight is the ability to see spirits, whether those spirits are inside a living being, inside an object or roaming bodiless. Spirits appear as follows:

1 st - 4 th level	1 - 12 Hits	Small
5 th - 7 th level	13 - 20 Hits	Medium
8 th - 10 th level	21 - 35 Hits	Large
11 th - 12 th level	36 - 80 Hits	Huge
13 th - 14 th level	81 - 149 Hits	Unrateable
15 th + level	150 + Hits	Blindness

If the High Elf sees the latter it hits his mind with such force that he will be physical and spiritually blinded. The blindness will last a number of minutes Ref's discretion.

Uncloak Fallen. Allows the High Elf to lower the Cloak Spirit of a dead comrade once ever. Thereby allowing spirit spells to be cast on the corpse.

Swanknights

Swanknights and the Swanguard are rare: - only three times in the history of all the Elves have the Swanknights and Swanguard (and this refers to all their orders not just any one chapter) numbered greater than 300. Since the destruction of Elven Isle, the majority of these Orders have currently gone West, or are active in hiding, doing their part in relative quiet.

When a mighty Elven warrior, not just a High Elf, but any elemental Elves achieves 10th rank, if his battle honours are such, a Prince of the Elven Council may tender him for knighthood. Swanknights are a Pro Level Order, and a Referee must be approached if you wish to join their Order.

At this point all the other Princes must agree. One Dissenter and the Aspirant may never again be tender for Knighthood.

Should all agree then a brief ceremony attended by all the Princes or Regents is conducted and the warrior is elevated to the rank of Dreamless Warrior and Swanknight until such time as they die.

No Swanknight has ever disgraced their order!