

WOOD ELF

Demihuman Class

Requirements: Minimum DEX 9, minimum INT 9

Prime requisite: DEX and WIS

Hit Dice: 1d6

Maximum level: 10

Armour: Leather, shields

Weapons: Any

Languages: Alignment, Common, Elvish, Bugbear, Dryad, Gnoll

Wood elves are slender, fey demihumans with pointed ears. They typically weigh about 110 pounds and are between 5 and 5½ feet tall. Wood elves dwell in hidden, treetop settlements in deep forests, and are seldom seen by humans. They are reclusive and defend their homelands against trespassers. Like druids, wood elves worship the force of nature and the myriad deities that personify it.

Prime requisites: A wood elf with at least 13 DEX and WIS gains a 5% bonus to experience. A wood elf with a DEX of at least 16 and a WIS of at least 13 receives a +10% XP bonus.

Awareness

Wood elves are only surprised on a roll of 1. This may mean that a wood elf is able to act in the surprise round while their companions are surprised.

Combat

Because of their need for stealth and free movement, wood elves cannot wear armour heavier than leather. They can use shields and any weapon.



Detect Secret Doors

Wood elves have keen eyes that allow them, when actively searching, to detect hidden and secret doors with a 2-in-6 chance (see *Dungeon Adventuring* in *Old-School Essentials*).

Divine Magic

See *Magic* in *Old-School Essentials* for full details on divine magic.

Deity disfavour: Wood elves must be faithful to the tenets of their alignment and religion. Wood elves who fall from favour with their deity may incur penalties.

Magical research: A wood elf of any level may spend time and money on magical research. This allows them to create new spells or other magical effects associated with their deity. When a wood elf reaches 9th level, they are also able to create magic items.

Spell casting: A wood elf may pray to receive spells from nature. The power and number of spells available to a wood elf are determined by the character's experience level. The list of spells available to wood elves is found in *Old-School Essentials Advanced Fantasy* (wood elves have the same spell selection as druids). If not using *Old-School Essentials Advanced Fantasy*, wood elves have the same spell selection as clerics (but cannot memorize *cure light wounds* until reaching 2nd level).

Using magic items: As spell casters, wood elves can use magic scrolls of spells on their spell list. They can also use items that may only be used by divine spell casters (e.g. some staves).

Foraging and Hunting

A party with a wood elf succeeds at foraging with a 2-in-6 chance and finds prey when hunting with a 5-in-6 chance (see *Wilderness Adventuring* in *Old-School Essentials*).

Wood Elf Level Progression

Level	XP	HD	THACO	Saving Throws					Spells				
				D	W	P	B	S	1	2	3	4	5
1	0	1d6	19 [0]	12	13	13	15	15	1	–	–	–	–
2	3,000	2d6	19 [0]	12	13	13	15	15	2	–	–	–	–
3	6,000	3d6	19 [0]	12	13	13	15	15	2	1	–	–	–
4	12,000	4d6	17 [+2]	10	11	11	13	12	2	2	–	–	–
5	24,000	5d6	17 [+2]	10	11	11	13	12	2	2	1	–	–
6	48,000	6d6	17 [+2]	10	11	11	13	12	2	2	2	–	–
7	100,000	7d6	14 [+5]	8	9	9	10	10	3	2	2	1	–
8	200,000	8d6	14 [+5]	8	9	9	10	10	3	3	2	2	–
9	350,000	9d6	14 [+5]	8	9	9	10	10	3	3	3	2	1
10	500,000	9d6+2*	12 [+7]	6	7	8	8	8	3	3	3	3	2

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

*: Modifiers from CON no longer apply.

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

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

S: Spells / rods / staves.

Hiding

Wood elves have an uncanny ability to disappear from sight. In woods or undergrowth, a wood elf can hide with a 90% chance of success.

Immunity to Ghoul Paralysis

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

Infravision

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

Listening at Doors

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

Missile Attack Bonus

Wood elves' keen coordination grants them a +1 bonus to attack rolls with all missile weapons.



After Reaching 9th Level

A wood elf may construct a treetop stronghold in the depths of the forest, blending in with the natural environment of a site of great beauty. The stronghold must be made of wood, but construction costs as much as similar work in stone, due to the exquisite quality of craftsmanship involved.

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

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