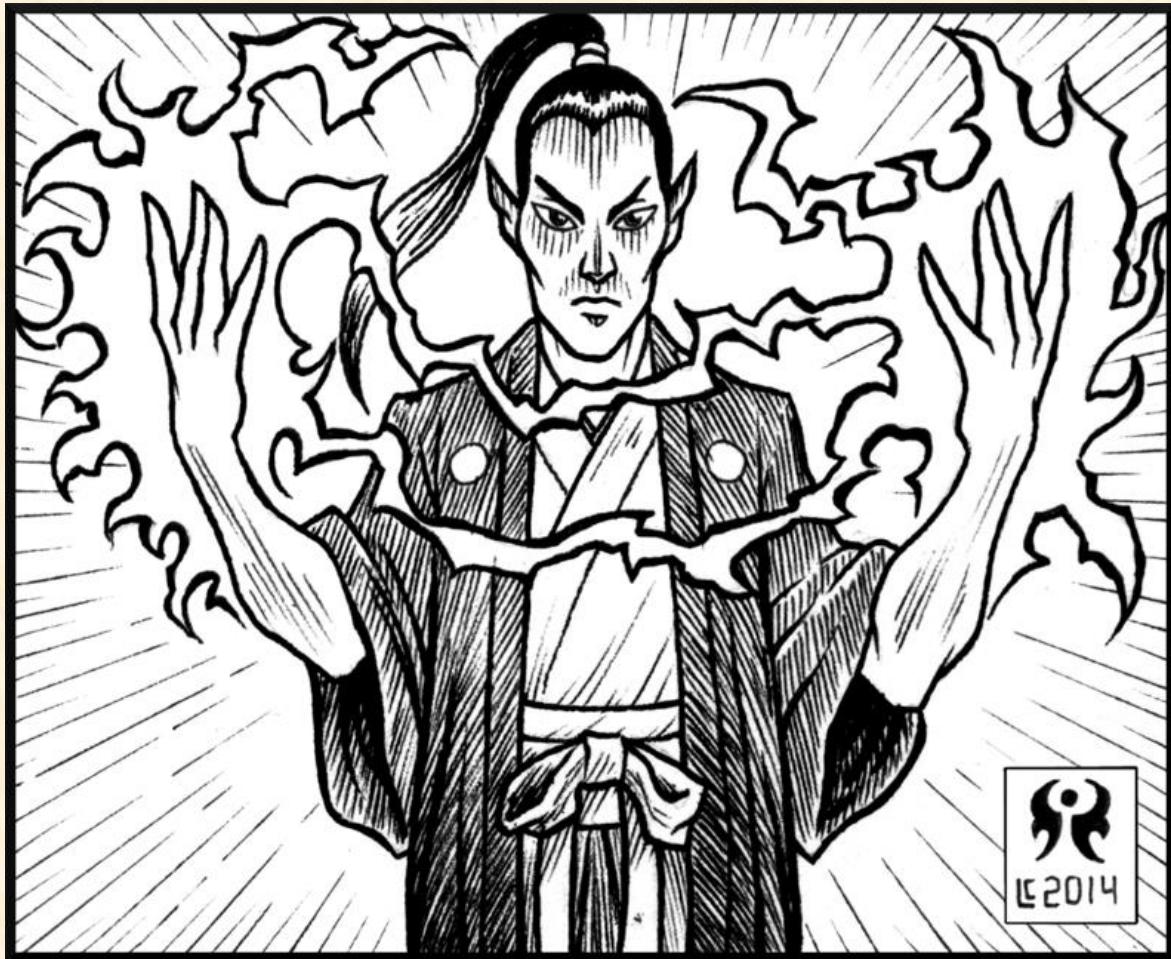


Elven Arcist

A new elven class for *Adventurer Conqueror King* and *Labyrinth Lord*

By Matthew Skail



Cover Art by Luigi Castellani

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Elven Arcist

| | |
|------------------|-------|
| Prime Requisite: | INT |
| Requirements: | INT 9 |
| Hit Dice: | 1d4 |
| Maximum Level: | 11 |

Some elves surrender their opportunity to learn the ways of the sword in exchange for a greater mastery of magic. These arcists are well regarded by their people and some of the strongest of all workers of magic. They, along with the elven enchanters, are also the crafters of the potent elven artefacts so highly regarded in legend and lore. Elven arcists might adventure to learn more magical lore or to test their might against the magic of the younger races.

Like mages, elven arcists receive limited combat training. At first level, arcists hit an unarmored foe (AC 0) with an attack throw of 10+. They advance in attack throws and saving throws only two points every six levels of experience (i.e. the same as mages). They may only fight with quarterstaffs, daggers, darts, or slings. They are unable to use shields, fight with two weapons, or wear any kind of armor.

Elven arcists **learn and cast arcane spells** as mages. The number and levels of spells the arcist can use in a single day is summarized on the elven arcist Spell Progression table. Like a mage, the arcist's spell selection is limited to the spells in his **repertoire**. An arcist's repertoire can include a number of spells up to the number and level of spells listed for his level, increased by his Intelligence bonus. An arcist can use any magic items usable by mages.

Elven Arcist Level Progression

| Experience | Title | Level | Hit Dice |
|------------|-------------------------|-------|----------|
| 0 | Aspirant | 1 | 1d4 |
| 3750 | Anointed | 2 | 2d4 |
| 7500 | Mageborn | 3 | 3d4 |
| 15000 | Mageblooded | 4 | 4d4 |
| 30000 | Sorcerer | 5 | 5d4 |
| 60000 | Mystery | 6 | 6d4 |
| 120000 | World Shaper | 7 | 7d4 |
| 240000 | World Weaver | 8 | 8d4 |
| 440000 | Arcist | 9 | 9d4 |
| 640000 | Arcist 10 th | 10 | 9d4+1* |
| 840000 | Arcist 11th | 11 | 9d4+2* |

Arcist Attack and Saving Throws

| Level | Petrification & Paralysis | Poison & Death | Blast & Breath | Staffs & Wands | Spells | Attack Throw |
|-------|---------------------------|----------------|----------------|----------------|--------|--------------|
| 1-3 | 12+ | 13+ | 15+ | 11+ | 11+ | 10+ |
| 4-6 | 11+ | 12+ | 14+ | 10+ | 10+ | 9+ |
| 7-9 | 10+ | 11+ | 13+ | 9+ | 9+ | 8+ |
| 10-11 | 9+ | 10+ | 12+ | 8+ | 8+ | 7+ |

Like other elves, the arcist gains a +1 bonus to surprise rolls when in the wilderness due to their **attunement to nature**. Elves have **keen eyes** that allow them to detect hidden and secret doors with a proficiency throw of 8+ on 1d20 when actively searching, or 14+ on casual inspection. Because of their **connection to nature**, elves are completely unaffected by the paralysis ghouls can inflict, and the target values for all their saving throws versus Petrification/Paralysis and Spells are reduced by 1. Elves can speak the Common, Elven, Gnoll, Hobgoblin, and Orc languages.

When an elven arcist reaches 5th level (Spellbinder), he may begin to research spells, scribe magical scrolls, and brew potions. When an elven arcist reaches 9th level (Arcist), he is able to create more powerful magic items such as weapons, rings, and staffs.

| Elven Arcist Spell Progression | | | | | | |
|--------------------------------|---|---|---|---|---|---|
| 1 | 2 | 3 | 4 | 5 | 6 | |
| 1 | 2 | - | - | - | - | - |
| 2 | 3 | - | - | - | - | - |
| 3 | 3 | 2 | - | - | - | - |
| 4 | 3 | 3 | - | - | - | - |
| 5 | 3 | 3 | 2 | - | - | - |
| 6 | 3 | 3 | 3 | - | - | - |
| 7 | 5 | 3 | 3 | 2 | - | - |
| 8 | 5 | 5 | 3 | 3 | - | - |
| 9 | 5 | 5 | 5 | 3 | 2 | - |
| 10 | 5 | 5 | 5 | 5 | 3 | - |
| 11 | 6 | 5 | 5 | 5 | 3 | 2 |

An elven arcist may also build a **sanctum**, often a great tower, when he reaches 9th level. He will then attract 1d6 apprentices of 1st-3rd level plus 2d6 elves seeking to become arcists. Their Intelligence scores

will be above average, but many will become discouraged from the rigorous mental training and quit after 1d6 months. While in the elven arcist's service, apprentices must be provided food and lodging, but need not be paid wages. If the elven arcist builds a **dungeon** beneath or near his tower, monsters will start to arrive to dwell within, followed shortly by adventurers seeking to fight them.

At 11th level, an elven arcist may learn and cast ritual arcane spells of great power (7th, 8th, and 9th level), craft magical constructs, and create magical cross-breeds. If chaotic, the arcist may create necromantic servants and become undead, though such a choice is understandably rarer among the ageless elves.

Elven Arcist Proficiency List: Alchemy, Alertness, Arcane Ward*, Battle Magic, Beast Friendship, Collegiate Wizardry, Craft, Diplomacy, Disguise, Elementalism, Familiar, Healing, Illusion Resistance, Knowledge, Language, Loremastery, Magical Engineering, Magical Music, Mystic Aura, Naturalism, Quiet Magic, Passing Without Trace, Performance, Profession, Running, Sensing Power, Soothsaying, Swashbuckling, Transmogrification, Unflappable Casting, Wakefulness.

New Proficiency

Arcane Ward: The character is protected by shield of arcane energy that bolsters his resistances. He gains a +2 bonus to all saving throws.

Labyrinth Lord Conversion

Elves in ACKS do not have infravision, but instead get a +1 versus surprise in wilderness. In *Labyrinth Lord*, elven classes should have 60' infravision instead.

Elven arcists fight and save as magic users, but get a +1 to saves versus Petrify or Paralyze and

Spells or Spell-Like Devices. Elven arcists can only wield daggers in combat.

Elven arcists learn and cast spells as magic users, but use the spells per day from the table above.

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