• ELF HIGH MAGE •

The Elf High Mage is a mighty adventurer who for whatever reason has chosen to journey from his beloved homeland of Ulthuan to the Old World. In the Old World, he is not completely alone in the land of men, as there are the Wood Elves of the lands of Loren, but he is still somewhat of an alien even among his sylvan kin.

A High Elf Mage casts and learns spells in exactly the same way as the normal Wizard (as described on p. 50 of the Roleplay Book), except that his mastery of the Winds of Magic is such that he learns spells more quickly. Upon initial character generation, an additional spell card may be selected of a type of the player's choice (Healing, Attack or Defensive). Furthermore, upon gaining a new Battle Level, the High Elf Mage rolls an additional die when determining what spells are learned.

When visiting Settlements, the High Elf Mage may visit the Elven Quarter, but of course there are certain items available there (such as various types of armor) that are simply of no use to him. Unlike human Wizards, he may not seek out the Wizards' Guild. His style of magic is subtly different from that of mankind, and he has nothing to gain from consultations at the Guild.

Items useful to normal Wizards are of use to the High Elf Mage as well. Items that are only usable by Elves may be used by the High Elf Mage only in the case that they would not be inappropriate for a spellcaster (such as shields or other items of armor).

• DRUID •

The Druid is a practitioner of magic, following the same rules as the normal Wizard for spellcasting. The primary difference is that, while borrowing from all different colleges of magic as with the Wizard, he is still strongest with the Jade College, which specializes in the forces of nature and life.

When selecting initial spells, the Druid only selects one Healing and one Defensive spell. He learns new spells at successive Battle-levels as normal.

However, this deficiency in initial spell selection is made up for with the skills of Herblore and Forest-Walker, identical to those which an Elf may gain at successive levels. Furthermore, the Druid can identify plants of all sorts -- If some plants should be encountered with unknown properties (such as a patch of mushrooms), the Druid can determine the effects of consuming such a plant without having to actually do so.

(For details of Herblore and Forest-Walker abilities, see p. 49 of the Roleplay Book.)

Druids never wear footwear (except for perhaps sandals), out of a desire to keep in contact with the earth; in the depths of the dungeon, the stone floor will just have to do. Therefore, items such as magical boots are useless to a Druid character, though otherwise he may use anything available to a Wizard.