

Creatures From the Cauldron V

By Michael Berry

Elven Spellcasters -----

Armor Class: by armor

Hit Dice: variable

Move: 120' (40') or by encumbrance

Attacks: 1 weapon or spell

Damage: by weapon/spell

No. Appearing: 1

Save As: variable

Morale: 9

Treasure Type: (V) B

Alignment: any

XP Value: variable



I. The Evolution of Elven Spellcasting in BECM I D&D Mystara.

The history of elves and how they have evolved in the Mystara setting is a long and incremental one but one that has never been fully standardized. In detailing the Glantri setting the need for a collating of the various sources and a standardization of the abilities, and limitations of elven spellcasters became unavoidable thus as the setting detailing moves into the lands of the Belcadiz and Erewan elves the Glantrian Project is tackling, as the fifth installment of *Creatures From the Cauldron*, the multiple types of Elven spellcasters that can be found in Glantri.

A very distinct, one could argue one of the most basic thus most important, difference between AD&D and 'basic' BECM I D&D was the way demi-humans were handled. For Dwarves, Elves, and Halflings they not only served a race but a character class in BECM I while in AD&D a demi-human could also be combination classes such as Fighter-Thief, Cleric/Magic-User, or even simply just a Thief. As the setting evolved through the Gazetteer series and rigorous expansion and detailing of the setting the notion that three Demi-Human races were only 'fighters' (Halflings and Dwarves) or only a combination Fighter/Magic-User (Elves) started to change. A very important rule was put in place right from the start from the games origins, elves may advance past level 10 as fighters, but may not advance any further as spellcasters. Thankfully that also started to change for it made little sense and hamstrung what was, next to the Dragons (see the upcoming *Creatures from the Cauldron VII*), the most magically inclined and proficient species not just on Mystara, but in the whole Fantasy trope.

At this point I would like to take a second to express my condolences and prayers to the family of Steve Perrin whose seminal Mystaran Gazetteer *The Elves of Alfheim* is not just an essential product for the setting but simply a fun and well written product to just read, as I have many times over the last week or two as I have worked on this installment.

In 1987 the first four books of the Gazetteer Series were released covering the nations of the BECM I setting (later known as Mystara). The first four detailing the nations of Karameikos, Ylaruam, Glantri and Ierendi. No changes were made to the BECM I rules regarding elves or other demi-humans. Gaz1 says little about the elves in Karameikos (the Callarii clan) other than rote elven fantasy generalities. While the Gazetteers on Ylaruam and Ierendi had nothing new to add on elves, the gazetteer on Glantri had the elves very prominently cast in it. While Gaz3 kept to BECM I level and class limits, where even the most powerful elves in a setting cast as Magocracy were still only level 10 wizards, it did introduce the Belcadiz to the elven palate. The Belcadiz were the first (of several to come) NON sylvan elven clan to be a part of the Mystara setting. In 1988 the TSR released three books covering the Demi-Humans in great detail. Gaz6 covered the Dwarves of Rockhome and introduced the Dwarven-Cleric as a character class and Kagyar as the immortal patron of the dwarves who grants dwarven clerics their spells. Gaz8 covers the Halflings of the Shires and introduced The Halfling-Master character class which is a Halfling spellcaster who can, without mentioning a specific immortal patron, gain and cast spells as human clerics (Druids). Gaz5 covered the (Wood/Sylvan) elves of Alfheim and introduced two very important concepts regarding Elven spellcraft; allowing elves to advance past the 10th level as wizards and the introduction of Elven clerics in conjunction with Trees of Life. Each of those concepts had a profound

effect on the BECMI Elf allowing elves to become more than mere wizards but to become archmages as well as opening the door to elves to be more than a Fighter/Magic-User combination. That later case left many questions unanswered nor covered elves not of Alfheim or worshippers of other immortals than Ilsundal. We will discuss the evolution, and issues, regarding elven clerics at the bottom of the Cauldron.

While Gaz5 allowed elves to advance past level 10 it was not without some stipulations. The first and most obvious was an elf could either advance past level 10 as wizard or as a fighter as they normally could per the BECMI ruleset. The second was the stipulation that advancement beyond level 10 was completely contingent upon the elf learning from a Keeper of a Tree of Life. At the time of Gaz5 canon had established two very prominent elven factions, the Belcadiz and Shadow Elf, that were not sylvan in nature nor likely at all to be followers of Ilsundal thus elves of those two groups could not advance past level 10. A brilliant distinction made by Perrin in Gaz5 was the detailing of a nature/druidic magical system that sylvan elves would use rather than the human magical system. Gaz5 makes the important point that while elves can learn human spells through level 5 NOT of the Elven magical system, but humans could not learn any of the elven magical system spells.

Also, in 1988 another Gazetteer was released, *The Minrothad Guilds*, which in addition to building upon the elven pre-history of Gaz3 and Gaz5 also introduced several more clans of elves with a third group joining the Belcadiz and Shadow Elves as a most un-Sylvan like elven clan, the Water Elves of the Meditor Clan. Gaz9 does introduce the Merchant-Prince sub-class which is based not on sylvan or human magical systems, but a briefly mentioned and undetailed sea-based magical system one in which water elves, and those non-elves they educate, can cast special sea-based spells. It is noted that some of the listed spells are known by all water elves but does not say which they are, nor does it say for their normal spellcasting abilities whether water elves learn their magic via the Sylvan Elf or Human magical systems. As it is noted however that the water elves magic system is in part derived from Alphantian in nature one could assume that the base magical system for a water elf is the human system. Sadly, though for all Gaz9 introduces it largely leaves the details of general elven spellcasting (magical systems, possibilities of higher-level attainment, and access to clerical spells/magic) even muddier than before it was released.

The next step in the evolution of elves came indirectly the next year when the first installment of the Creature Crucible series was released. The first volume, PC1: Tall Tales of the Wee Folk dealt with introduced new woodland creatures and providing rules and guidelines to allow one to play them as player characters. The most interesting sections were the rules section for woodland magic and the spells of the fairy races. While PC1 went to great lengths to say that the spell lists, and new spells detailed, are not meant for other woodland spellcasters they still offer a guide to taking what Gaz5 offered in terms of a woodland magical spell-casting system different from the human one. The next year in 1990 PC3:*The Sea People* was released. PC3 through its introduction of the Aquatic Elves (Aquarendi), not just picked up where Gaz9 left off regarding sea-based magic but also took what Gaz5 did with elven spellcasting and kicked it up a notch. The most important point made was reinforcing the Gaz5 point that elves could choose to advance past 10th level as Magic-Users but in an important change

from Gaz5 did not put any stipulations upon advancing. Thus, becoming more common sensical for such a highly inclined magical race for elves researching a 6th level spell is no different than a 2nd level spell in that no special manner of instruction or tutelage was required. A sea-based magical system is partially introduced in PC3 beginning with spells that cannot be cast underwater and then modifying some existing spells and introducing replacing some existing spells with underwater equivalents. A note is made that spells introduced in Gaz5 as part of the Sylvan elf magical system can be added to the Sea/Water elf magical system with suitable accounting for underwater use. Its implementation is left up to players/DM's to fully detail. Thus, after PC3 we are up to 4 magical system; the basic human (BEMCI), the Sylvan elf (Gaz5), the Aquatic Elf (PC3), and the Water Elf (Gaz9) which though left largely undetailed in Gaz9 was intimated in PC3 to be a combination of the first three. Though not applicable yet to elves PC3 also is important for setting the ground rules (via Triton) for a combination Magic-User/Cleric character class, a subject in which we will be getting into far greater detail at the bottom of the cauldron.

The evolution of Elven spellcasting from the original BECMI limitations and many of the refinements that Gaz5 introduced hit maturity in the following year's release of Gaz13 *The Shadow Elves*. While it was the 2nd Gazetteer to deal with specifically and wholly with elves it was noteworthy for detailing non-Sylvan, non Ilkundal worshipping elves which offered a guide on how to handle such previously introduced elves like the Belcadiz, Meditor, Aquarendi, as well as the to be introduced several years later in the *Champions of Mystara* (1993) the Sheyallia clan that were like the Shadow Elves in that they evolved into an underground dwelling non-sylvan race (see the upcoming *Creatures from the Cauldron VI* for more details). Gaz13 further cements the notion that any elf can choose to advance past level 10 as a Magic-User normally, as they do with lower levels, with no Gaz5 stipulations on advancement. Much as Gaz5 did for Sylvan Elves Gaz13 introduced a different and fully indexed magical system for the Shadow Elves (underground elves) based on their adaptation to their subterranean habitat. While in large part Gaz13 merely reinforces the evolution of elven spellcasting from its BECMI beginnings it also introduces a complete revolutionary concept to BECMI D&D and introduces the combination elven Magic-User/Shaman class which allows a dedicated follower of an elven immortal to cast both Magic-User spells and Clerical spells. The difference between Gaz13 and Gaz5, Gaz9, and PC3 is while the earlier products granted followers of the immortals special clerical spells they were handled as special magic spells that had to be learned and memorized as part of their normal spell casting abilities not as they were in Gaz13 which were handled as clerical spells which were granted directly to the Shaman/Cleric by the immortal in addition to their normal ability to cast spells. This was a profound change and addition to the range and possibilities of elven spellcasters and will be the subject of the 2nd half of *Cauldron V*.

II. The Elf Wizards of Glantri and Their Spellcasting Abilities.

When detailing the Principalities of Glantri and its two very different types of elves, which were introduced well before the later expansions of elven spellcasting, one has to consider how the later expansions could apply to both the Erewan and Belcadiz elves. It is clear by the evolution of the Gaz line that **any** elf can chose to advance past 10th level as a Magic-User and the Project's detailing of Glantri has long assumed this, thus has 'up jumped' canon NPC levels along with often assigning higher levels to elves when creating new fandom Glantrian NPC's. Left undetailed in large part till now by the Project were the spellcasting differences between the two very different groups of elves in Glantri.

The Erewan elves are fairly straightforward as immigrants from Alfheim they can logically be assumed to possess a 'daughter' Tree of Life from the Erendyl clan thus most Erewan elves learn the sylvan elf magic system introduced in Gaz5. As one can easily see with the Gaz5 sylvan magic system higher level those elves are rather unpowered at high levels which was probably the design intent as elves are generally not envisioned as potential purveyors of death and destruction as human archimages are. The sylvan elf of the Mystaran setting is very much a product of the rote fantasy stereotypes of being wise, virtuous, noble, carefree and being one with nature. The Erewan elves of Glantri fall in large part into those fantasy tropes but unlike sylvan elf spellcasters in Alfheim, due to the Great School of Magic and readily accessible spells of human magic, sylvan elves in Glantri can easily learn the human 1-5th level spells they need to become quite formidable combat wizards that elves in Alfheim would have to travel long and far, in short leaving their native lands and becoming adventurers or wanderers. It does bear repeating that Gaz5, while allowing sylvan elves to advance beyond level 10 and learn 6th level and higher spells, only allows sylvan elves to learn higher level spells (6th-9th level) of the sylvan magical system.

In addition to the Erewan elves of the Glantrian setting one can also find smaller numbers of Wendarian elves in Glantri. While considered sylvan elves the four clans of the north; the Genalleth, Geffronel, Forenath, and Soreth, evolved differently and outside the influence of Ilsundal or Mealidel in a much harsher and violent setting thus should be cast differently from the followers of Ilsundal/Mealidel found in Alfheim and are split relatively equally between the druidic magic of the sylvan magical system and the more combative/violent BECMI system learned from the Antalians of the north. As the Glantrian Project detailing progresses beyond 1014 larger numbers of both Shadow Elves and Gnoll/Sheyallia elves from Graakhalia will be found in Glantri. Their magical system, the subterranean magical system, introduced in Gaz13, and the variants of it will be covered in greater detail in *Creatures from the Cauldron VI*.

With the Belcadiz one has to go with intuition and common sense as they were introduced before elven spellcasters were set free of their BECMI shackles and their spellcasting abilities were not covered specifically in later Gaz/PC expansions. As Gaz13/PC3 made clear, higher-level elven spellcasting, though introduced in Gaz5, is not restricted only to Sylvan elves, nor is tied to Ilsundal's Trees of Life or to forest magic, so the Belcadiz elves can also choose to advance past level 10 as Magic-Users as can subterranean or water/sea elves. As to which of the five magical systems the Belcadiz might use it is a matter of pure subtraction. The Belcadiz do not come remotely close culturally (or ecologically) to any of the four elven habitat based magical systems (sylvan/wood, subterranean, water, or sea) but as they are far and away the most human-like of all elves thus it is an easy choice to say that the Belcadiz elves can learn and use the traditional Human (BECMI) magical system. It is worth noting that most (65%) Belcadiz elves choose to advance past level 10 as fighters per their cultural emphasis on swordsmanship and dueling conversely most Erewan elves (70%) will chose to advance as Magic-Users due to their cultural abhorrence to death and violence. While the sylvan tradition is still very strong with Erewan elves there are a large number of Erewan elves (estimated at 10% who chose the Magic-User path) have chosen the path of human spellcasting. Many of those Erewan elves tend to be martially orientated and soldiers of the Grand Army of Glantri, while some tend to be more human than elf in that they are more interested

in power, political or magical, and often were educated in full at the Great School of Magic and compose many of the House Erewan nobles who have little desire to spend their lives hunting, gathering, singing and dancing and had decided the best way to get ahead in Glantri was to be the most powerful wizard they could be and that entailed learning the human style of spellcasting.

The same also holds for the urban elves of the Belcadiz. While the vast majority (95%) of Belcadiz elves learn the human, BECMI magical system, it is not unheard of for some Belcadiz (or humans) to turn their backs, culturally and magically, on their fast paced, materialistic, urban culture and seek peace and inner reflection in the forests and sylvan lifestyle of Erewan and learn their magic from Erewan elves. With all the different kinds of elves now in the Glantrian setting it becomes necessary to implement new level and spellcasting designations for each elf in the Glantrian detailing. Elves advancing using the human (BECMI) magical system are designated in character writeups as a EM# (ex. EM7 a 7th level Elf who casts spells using the BECMI magical system) and any elf using the sylvan (Gaz5) magical system will be designated as a EW#. Shadowelves using the subterranean magical system will be designated as SC#. Higher level elf Fighters are noted with the Eml#, EwL#, or Esl# designations. Human Magic-Users who chose the sylvan path are treated as Foresters (DotE: Book Two Player's Guide to Thyatis. Class abbreviation: FO#) but are not restricted to the 10th level nor more than elves are and must make the same choice at level 10; to advance as Forester Wizard (FW#) or Forester Fighter (FL#). One special feature of Gaz3 that can prove problematic in detailing elves in the Glantrian setting is the Secret Crafts. In the years before the expansion of elven spellcasting beyond level 10, elves could attain 4th or 5th Circle mastery simply based on their attack levels as Elven Fighters. Needless to say, in the post level 10 max setting that really doesn't hold much water, and probably made little sense to start with as the Secret Crafts are a purely magical function so if elves were restricted to level 10 as magic-users then they should have been restricted to max 3rd circle status. So, in the setting detailing any elves in Secret Crafts must have chosen to advance past level 10 as elven wizards to advance past the 3rd Circle and achieve the necessary XP (see following chart) to advance to 4th and 5th circle. In a related concept and not touched upon by either Gaz5 or Gaz13 is the nature of elves and higher-level wizards and Weapon Mastery rules. Per the rules for Weapon Mastery elves are allowed to train for higher levels of weapon mastery at every 200,000 XP after reaching their maximum level. Which to be honest, seems like a real foul ball, as human fighters have to earn as much as 800,000 XP to gain additional training slots. As elven wizards were not figured into those calculations they will obviously advance far slower as elven wizards than elven fighters will. So elven wizards will gain the ability to train for higher levels of weapon mastery at every 1,000,000 XP after level 10. It is up to a DM and players whether to follow the canon 200,000 XP for elven fighters but for the sake of this detailing we are upping that as to not allow an elven fighter *to gain 4 training opportunities in the time it takes a human fighter to gain one*. Consider for the sake of the Glantrian setting detailing that elven fighters gain a weapon training slot at every 750,000 XP after level 10. Taking all that we have learned about the evolution of elves in the Mystaran setting here is what their experience table now looks like.

Elven Experience Table

Level	Experience	Attack Rank	Spells by Spell Level								
			1	2	3	4	5	6	7	8	9
1	0	-	1	-	-	-	-	-	-	-	-
2	4,000	-	2	-	-	-	-	-	-	-	-
3	8,000	-	2	1	-	-	-	-	-	-	-
4	16,000	-	2	2	-	-	-	-	-	-	-
5	32,000	-	2	2	1	-	-	-	-	-	-
6	64,000	-	3	2	2	-	-	-	-	-	-
7	120,000	-	3	3	2	1	-	-	-	-	-
8	250,000	-	4	3	2	2	-	-	-	-	-
9	400,000	-	4	4	3	2	-	-	-	-	-
10	600,000 (a)	C	5	4	3	2	1	-	-	-	-
11	850,000 (b)	D	6	5	3	3	2	-	-	-	-
12	1,100,000	E	6	5	4	3	2	1	-	-	-
13	1,350,000 (c)	F	7	6	4	4	3	2	-	-	-
14	1,600,000 (d)	G	7	6	5	4	3	2	1	-	-
15	1,850,000	H	8	7	5	5	4	3	2	-	-
16	2,100,000 (e)	I	8	7	6	5	4	3	2	1	-
17	2,250,000	J	8	8	6	6	5	4	3	2	-
18	2,600,000 (f)	K	8	8	7	6	5	4	3	2	1
19	2,850,000 (g)	L	8	8	7	7	6	5	4	3	2
20	3,100,000	M	8	8	8	7	6	5	4	4	3

Notes to Table 1

- (a) Same as a Human Fighter of levels 12-14. Elves must choose to advance as a Fighter or a Magic-User.
- (b) Elven Fighters gain the Combat Options for Human Fighters.. Two attacks per round possible at this level.
- (c) Elven Fighters gain a weapons training slot. Same as a Human Magic-User of level 16. Elven Magic-User members of a Glantrian Secret Craft may attain 4th Circle.
- (d) Both Elven Fighters and Magic-Users automatically take 1/2 damage from any breath weapon. Elven Magic-Users gain a weapons training slot.
- (e) Elven Fighters gain a weapons training slot. Same as a Human Magic-User of level 20. Elven Magic-User members of a Glantrian Secret Craft may attain 5th Circle.
- (f) Same as a Human Fighter of levels 25-27. Three attacks per round possible at this level for Elven Fighters. Elven Magic-Users gain a weapons training slot.
- (g) Elven Fighters gain a weapon training slot.

If one goes back to Gaz5 and looks at the Sylvan magic system of spells they will see that it is a combination of both traditional BECMI magic spells and druidic spells that previously were only able to be cast by Druid/Clerics. It was quickly apparent with the spell list done in Gaz5 that the elves were intended to be different from human spell-casters and focused their spell lists upon nature/druidic type spells and less on spells of combat and delivering mass destruction that humans unfortunately specialize in. It should be noted that Gaz5 did include 'Way of the Tree' spells in the Sylvan magical system list which I removed as we will be discussing those spells and the nature of Elven Treekeepers/Clerics in the last section of Cauldron V.

Common Elven Magical Spells of the Sylvan Magical System (from Gaz5: The Elves of Alfheim)								
*unique magical spells to elves using the Sylvan Magical System								
1st Level Spells	2nd Level Spells	3rd Level Spells	4th Level Spells	5th Level Spells	6th Level Spells	7th Level Spells	8th Level Spells	9th Level Spells
Analyze	Detect Danger*	Call Lightning*	Charm Monster	Conjure Elemental	Anti-Animal Shell*	Appear	Dance	Contingency
Charm Person	Detect Evil	Clairvoyance	Confusion	Contact Outer Plane	Anti-Magic Shell	Charm Plant	Force Field	Immunity
Command Word*	Detect Invisible	Cure Disease*	Curse	Dissolve	Geas	Create Norm. Monsters	Mass Charm	Maze
Darkness	Entangle*	Dispel Magic	Dimension Door	Feeblemind	Lower Water	Lore	Mind Barrier	Shapechange
Detect Magic	ESP	Fly	Enchanted Weapon*	Harden	Move Earth	Magic Door	Open Mind	Summon Object
Faerie Fire*	Invisibility	Free Animal	Fear*	Magic Jar	Projected Image	Magic Lock	Remove Charm	Sword
Faerie Lights*	Levitate	Free Person	Growth of Animals*	Neutralize Poison*	Reincarnation	Mass Invisibility	Symbol	Timestop
Fellowship*	Locate Object	Haste	Growth of Plants	Prot. From Lightning*	Remove Geas	Rock*	Travel	
Light	Mindmask	Heat Metal*	Hallucinatory Terrain	Telekinesis	Stone to Flesh	Teleport Any Object		
Locate*	Mirror Image	Hold Animal	Massmorph	Teleport	Weather Control	Turn Wood*		
Longstride*	Phant. Force	Hold Person	Polymorph Other	Transmute Rock to Mud				
Magic Missile	Predict Weather*	Invisibility 10' Rad.	Polymorph Self	Wall of Stone				
Preceipitation*	Produce Fire	Obscure*	Remove Curse					
Prot. From Evil	Purify Food and Water*	Prot. from Evil 10' Rad.	Shrink Plants					
Read Languages	Resist Fire*	Prot. from Norm Missiles	Wall of Fire					
Read Magic	Silence*	Prot. from Poison*	Wizard Eye					
Resist Cold*	Warp Wood*	Slow						
Ventriloquism	Web	Speak with Animals*						
Watcher*		Water Breathing						

The expansions to the Mystara setting; the Gazetteers, the Creature Crucibles, and modules which were set, even if retroactively, in what would become Mystara setting introduced many new spells to the original BECMI lists which were not accounted for by the Gaz5 spell lists. However even with those added spells there were many common spells missing from BECMI that were included in AD&D like a basic spell for a magic-user to create fire. A large and expansive list for those wanting to expand the list of spells available in the BECMI magical system was done [here](#). The expanded spell list has a notation for spells that elves and those using the Sylvan Magical System would not be able to cast. Finally at the end of the document expanding BECMI spell was a list of expanded spells that would be unique to the elves and casters of sylvan magic.

III. The Immortals and the Elven Migration.

While the introduction of higher-level elven wizards in the Gaz/PC setting expansions was a welcome correction to the BECMI magic-user level limited elven character class the far more profound change to the BECMI Elf was the introduction of the triple classed Elven Fighter-Magic-User/Cleric. Two very different types of Elven Clerics were introduced in Gaz5 and in Gaz13 in conjunction with the two patron immortals of the two nations which might lead one to the natural question to 'what of other elves in other nations?' who might have different immortal patrons. One of the most fascinating aspects to the Mystaran setting through the Gazetteer series was the building of past history of the elven race from its beginnings to the present day. Many great articles have been written on this subject, but I'd recommend the one by one of my particular creative fandom favorites, Francesco Defferrari, who took pretty much all that has been written and put it into one nice easy to read [work](#).

As noted in Part I. 1987's Gaz3 *The Principalities of Glantri* established that there were two very different elven clans residing in Glantri. The Erewan elves were given a history that was largely filled in

by the following year's *Gaz5 The Elves of Alfheim* as a splinter of one of the main clans. While only addressed indirectly by the inclusion of a Clan Erewan Tree Keeper it can be logically assumed that the Erewan Elves do have a 'daughter' Tree of Life and whose immortal ties would follow the Alfheim elves. I do say addressed indirectly as *Gaz3* also mentions the Belcadiz having a Tree Keeper, yet they have no direct ties to Ilsundal nor are anything remotely close to being considered sylvan elves. The history of the Belcadiz was left rather unclear in the elven migrations, even their actual arrival date in Glantri is unclear by the use of the all-encompassing term 'elf' and not specifically mentioning the Belcadiz, and thus is quite open to a lot of interpretation and thus are largely covered by fandom of Jenni Guerra which will be covered later in this writeup as well as history of the Principality of Belcadiz.

Gaz5 in addition to introducing the elven migration goes to great lengths, introduced Trees of Life as avatars of Ilsundal, to show the importance of the immortals Ilsundal (and Mealidel) to the elven clans of Alfheim. However, there is no provision for clerical magic given to elves who serve Ilsundal or Mealidel. *Gaz5* only has special magical spells available to Tree Keepers (Ilsundal's clerics). An important point is that these are special magical spells and are not clerical magic, granted by immortals, but learned/researched, memorized, and cast as magic-user user spells. As Ilsundal/Mealidel did not become an immortal until relatively late into (as in many thousands of years) of the history of elves it is worth noting there is no mention of past immortal patrons which would help with the detailing of the many other elven clans who either separated from Ilsundal's migration long before his ascension to immortality, were never associated with his migration, or simply not sylvan in nature. As only a small portion of the elves in Mystara actually lived in Alfheim and had access to a Tree of Life it is important to note that *Gaz5* said nothing regarding elves from outside of Alfheim, nothing about the immortals they may have worshipped for millennia or those not possessing a Tree of Life of which nearly all were accounted for leaving many elven clans outside the influence of Ilsundal.

Gaz9, The Guilds of Minrothad, makes specific note of the Verdier and Meditor clans splitting from migration of (the still mortal) Ilsundal due to the prompting of immortals they worship from the Sphere of Time. *Gaz9* goes on to introduce one of those immortals of the Sphere of Time, Calitha Starbrow as the immortal patron of the Meditor clan and creator of its clan relic, it makes no note of any clerics of the immortal among the water elves of that clan. *Gaz 9* does not specify an immortal patron of the Verdier, only a reference to an unnamed immortal who gave them their clan relic/artifact. Not surprisingly no mention is given to any Verdier clerics of their mysterious immortal. *PC3, The Sea People*, does introduce the Aquatic Elves, called the Aquarendi, with Calitha Starbrow as their immortal patron and gives them a clan relic, a Frond similar to a Tree of Life in powers, and a position of Frond Keeper but again no provision is given to worshipping the immortal or any clerics of the immortal.

Though *PC3* established the triple Fighter-Magic-User/Cleric character class for Tritons it was not until the 1990 release of *Gaz13, The Shadow Elves* through their patron immortal Rafael, which finally introduced immortal granted clerical magic to elves dedicated to the service of their immortal. Several important points were made in creating true elven clerics unlike the Keepers of *Gaz5*. Unlike non-magical beings like humans, the highly magical elves could now cast both use both traditional magic and

immortal granted clerical magic and could advance, and past level 10, as both Magic-Users and Clerics in addition to their inherent abilities as Fighters. A second and interesting point was made that clerical magic did not necessarily have to be spells taken from the BECMI lists thus allowing flexibility and distinction between the clerics of the various immortals. A notion already highlighted in the differences between the Gaz5 clerics of IIsundal/Mealidel and those of Gaz13 clerics of Rafael which was a notion that would gain further steam in future Mystara expansions.

Unmentioned in the first part for it did not deal with elven spellcasting was 1992's *The Wrath of the Immortals* (WotI) which superseded [Jefferson Airplanian](#) 1986's *Immortal's Rules Set* and focused far more on the Mystaran setting and its immortals rather than the larger multiverse as did the earlier product. Immortal patrons to the elves already introduced are more fully detailed. A major new immortal is introduced in the personage of Ordana who is not only specifically noted as the immortal patron of the Verdier clan but is the creator of the elven race. Other major immortals are introduced that are possible patrons of the elves including another elven immortal Eiryndul along with the non-elven immortals The Great One (whose relationship with elves will become more clearly detailed later), Faunus, and Terra. As alluded to above in addition to detailing the various major immortals of Mystara distinctions are made regarding followers of the immortals and different powers granted to followers of individual immortals.

The most important point that can be taken from *Wrath of the Immortals* regarding elves is Ordana is the prime immortal of the elves and as their creator would be worshipped by all elves with the implicit exceptions of the Shadowelves who feeling forsaken by Ordana replaced her completely with a singular worship of their savior Rafael and the possible exceptions of the Sheyallia elves of Graakhalia which are not given an immortal patron in 1993's *Champions of Mystara* product and of course the Belcadiz elves of Glantri whose history to say nothing of any possible relationships with the immortals is largely undetailed by canon.

From what we know now about the prime elven immortals and possible secondary immortals and considering the distribution of elves via the migrations from their homeland one can make the following assumptions about the main elven clans and their prime patron immortals.

IIsundal/Mealidel - the Chossum, Erendyl, Feadiel, Grunalf, Long Runner, Mealidel and Red Arrows clans of Alfheim which each have one of the 10 original Tree of Life (6) but Clan Feadiel which has a daughter tree of the original Tree of Life still in the Sylvan Realm (7) . The Callarii clan who settled in what became Karamaikos rather than Alfheim after fleeing the Sylvan Realm and possess an original Tree of Life (8). Erewan Clan of Glantri which has a daughter tree of the Erendyl Clan's Tree of Life. That leaves 2 Trees of Life unaccounted for which can be placed with non-canon elven clans that fled the Sylvan Realm but not via the Rainbow Bridge thus perhaps remaining in the far western and northern areas of the continent. Though also a part of the Sylvan Realm it is highly unlikely the Shiye-Lawr possessed one as they were led by a very different elven immortal, Eiryndul, to flee to Alpathia and were not followers of

Ilkundal nor Mealidel. Fandom has the Feasiann and Sylvanian Clans who fled the Sylvan Realm but instead of following Mealidel far to east instead settled the Savage Coast so they could possess the 9th and 10th Trees of Life. Though Ilkundal and Mealidel are the primary immortal patrons of these clans there are still strong ties to Ordana and lesser ties to other immortals who have sects of worshippers and clerics in the lands of these clans. Clerics of the two immortals are detailed in Gaz5 as Tree Keepers of the Trees of Life but do not gain clerical spellcasting abilities as Clerics but the ability to learn and cast special magical spells.

Rafael - The patron immortal of the Shadowelves thus primary patron the four Shadow elves clans; the Celebryl, Poradol, Felestyr, and Gelbarf. No other elven clans or humans worship Rafael though as time goes his influence may grow in Glantri as his interests in the Radiance and filling in as a gatekeeper for Rad may lead to try to extend his influence, and worship into that nation. The only other immortal to have any kind of significant following among the clans of the Shadowelves is Azanteotl. Clerics of Rafael are granted clerical spellcasting abilities as the Cleric character class is, in addition to being able to cast their normal magical spells but are given a special list of spells unique to the clerics of Rafael. The elves of Graakhalia, the Sheyallia clan do not fit the interests or attention of Rafael and will receive more attention in the next installment of the Cauldron.

Ordana - Disregarding the plot driven mistake the Wrath of the Immortals made have made in assigning levels to the immortals (ie: power and influence based on followers thus having Ilkundal over Ordana??), Ordana remains the prime immortal for many elves in the world as she has for the 6000 years since she first created the race and is secondarily worshipped by nearly all the rest of surface-dwelling sylvan elves. Her primary followers are: The Akalian Clan of the Land of Dreams, the Vyalia Clan of Thyatis, the Verdier Clan of Minrothad, the Krytellar Clan of northern Davania, the Isionia and Hawynn Clans of eastern Davania, the Bryhydd Clan of the Savage Coast, the Yezachil and Eariel Clans of far western and northern Brun, the Duneshiyre of Norwold who broke from worship of Eirundyl and settled in Norwold returned to worship of Ordana the Forest Mother, and the Gellereth, Ganduil, Anirion, and Geffronell who settled the wilds north of Glantri. While Ordana is the primary immortal of these clans other immortals such as the fandom Korrigans with the Gellereth and Geffronell clans are also worshipped. The Wrath of the Immortals establishes that clerics of Ordana exist but there no canon guide to the particulars of the clerics.

Azanteotl - An Entropic immortal who in addition to having a small secretive following in the lands of the Shadow Elves is the primary immortal patron of the Schattentalfen of the Hollow World. While the Schattentalfen are largely magically impotent it can be assumed that clerics of Azanteotl do exist and would cast spells as normal clerics but with a much different specialized set of granted spells, as one might suspect of the cleric of any entropic immortal, than the garden variety BECMI clerical spell lists akin to what Gaz13 did with the Clerics of Rafael.

Valerias - The fandom Destreza clan of the Savage Coast due to interaction and influence with local after separating from the Great Migration from the southern lands. Later splintered into two groups with the 2nd, the Belcadiz leaving the Shadow Coast and arriving in Glantri in 150 BC. Clerics of Valerias most certainly exist and will be covered in the next section.

Calitha Starbrow - the patron immortal of the water and sea elves of the Meditor Clan and bringing their worship of Valerias. Both are given Keepers of their clan relics, but no mention is made of clerics or any granted clerical magic or even special magical spells. Protius is also worshipped by the Aquarendi.

IV. The Elven Clerics of Glantri

While most tourists and residents of other nations of Mystara might think from tavern gossip or even a cursory read of the universal tour book of Glantri written by Bruce Heard that clerics are illegal and are treated in the most uncivilized and barbaric ways when discovered; that is not in fact the truth for is known to historians and scholars that Glantri has in fact had clerics openly reside within its borders for many centuries. While any clerics that come to Glantri to preach the joys of their immortals and try to convert ignorant Glantrians to their faith were for centuries under the law, and still are today even after the Clerical Act of 1008, treated harsher than murderers, the nation has long tolerated and in fact today embraces a more spiritual form of nontheistic immortal philosophy.

The most obvious example of that philosophy would be the in the form of the Temples and Shepherds of Rad who are all but in name clerics who serve the immortal Rad, the patron immortal of Glantri. A Shepherd of Rad fits rather perfectly the very definition of what is a cleric: 'an intermediary between the mortal world and an immortal'. Lost to some perhaps is the fact that clerics can be clerics without the use of clerical magic which has been driven home in earlier sections here. While not granted clerical spells the Shepherds are granted access to special spells only available to those who join the Temple and are accepted as Shepherds of Rad. However, in addition to the Temple of Rad it has been well known among those in power, including Rad himself, that the elves of Glantri have their own clerics and relationships with them that date back centuries and were not left at the door when they arrived in Glantri, well before the 'ban' on clericism was implemented. Thus an unspoken agreement was made between the elves and humans after the establishment of the Republic of the Highlands that elven clerics within the areas under control of the elves were to be accepted and not persecuted by none but the ruling Prince of the elves. Thus, the clerics of both the Erewan and Belcadiz elves were able to live openly and flourish as long as they remained in elvish lands and only extended the will of their patron immortals to elves or those humans who chose to reside in their lands.

The clerics of the Erewan and Belcadiz are no more alike than the elves themselves are as was hinted earlier by how Gaz5 created a class of cleric of IIsundal so different from what is generally known as cleric that they, much as the Shepherds of Rad, are not granted special clerical magical abilities but instead are able to cast special magical spells. The similarity in the clerics of Rad and IIsundal is likely attributed to the Sphere, Energy, and their primary passion for magic. IIsundal is by far the most

important immortal to the Erewan Elves and the primary function of his clerics in Erewan, as it was in Alfheim, is not the spiritual guidance of its population much less any sense of evangelism found with many clerical orders but instead serving as a mouthpiece of the immortal to the leaders of the clan. Thus, there are rather few clerics of Ilsundal in Erewan. As noted in Gaz5, Tree Keepers of Trees of Life serve as the priests of Ilsundal with high priests being the Tree Keepers of the Mother Trees. As the daughter tree of the Erendyl clans original Tree of Life the Tree of Life of Erewan clan has served as a Mother tree to the 3 other clans of Erewan elves in Glantri. The Tree Keeper of the Erewan clan, Princess Carlolina's mother Eleesa, serves as the high priest of Ilsundal in Glantri and is known as the only source of advice whom the Princess will turn to. Eleesa has 5 minor Tree Keepers she keeps as assistants but is waiting patiently for her youngest grandchild, Thendain to graduate from the Great School of Magic after which he will be assigned by his mother to the Mother Tree and Lady Eleesa for his education to become the next Tree Keeper of the clan as his older brother Qenildor is the declared heir to Erewan. The other 3 minor clans of the Erewan elves; the Canyatar, the Eruanna, and the Cyhell each have a daughter Tree of Life from the Erewan clan's, and each has its own Tree Keeper and 2 to 3 minor Tree Keepers as assistants.

Tree Keepers of Ilsundal's Trees of Life must learn and never stray from the sylvan school of magic though they may study at the Great School of Magic as long as their Master of spellcasting is fellow sylvan spellcaster and if they advance beyond the 10th level they must do so as Magic-Users. As noted earlier elven clerics of Ilsundal do not get clerical magic but access to special magical spells that only Tree Keepers may cast. These were listed in Gaz5 but for ease of reference they will be reposted here.

Treekeeper of Tree of Life Magical Spells (from Gaz5: The Elves of Alfheim)								
1st Level Spells	2nd Level Spells	3rd Level Spells	4th Level Spells	5th Level Spells	6th Level Spells	7th Level Spells	8th Level Spells	9th Level Spells
Ceremony	Know Alignment*	Cure Light Wounds	Summon Animals	Control Temp 10' Rad.	Cure Ser. Wounds	Dispel Evil	Creeping Doom	Close Gate
				Control Winds	Pass Plant	Trans. Through Plants	Metal to Wood	Gate
				Insect Plague		Truesight	Permanance	Heal
				Plant Door			Polymorph Nat. Object	Wish

The large and expansive list for those wanting to expand the list of spells available in the BECMI magical system which was mentioned earlier and was done [here](#) also provides new Treekeeper spells to expand the palate of the elven Treekeeper and clerics of Ilsundal.

While never specified in canon that they were worshippers of an immortal, much less a specific one, fandom expansions and detailing have nearly universally marked the Belcadiz as followers of Valerias and for good reason as they are a natural fit for each other as much as Ordana or Ilsundal are for sylvan elves. The history, taken in large part by Jenni Guerra's work is covered in detail in the writeup for the Principality of Belcadiz but a few pertinent details are not out of place here. The most important perhaps is that the Belcadiz have lived here in present day Glantri for more than a thousand years after having arrived from the Shadow Coast bringing their worship of Valerias, along with several groups of

humans including many clerics of Valerias, where they have lived for many centuries. It was not without *great* difficulty, due the open and far more widespread worship of Valeria, that the status of Belcadiz (elf AND human) clerics was settled before would King Fernando agree to give up his crown and lands and join first the Republic of the Highlands. A compromise was eventually reached allowing clerics of Valerias and the temples dedicated to her to flourish in the lands of the Belcadiz.

Both humans and elves can be clerics of Valerias in Glantri but nearly all are Belcadizan (both human and elf) with no Erewan elves and very non-Belcadizan humans ever being selected to be clerics. The few non-Belcadiz that are selected tend to be humans from either the Thyatian or Kerendian ethnic groups, no doubt in part to the long years of secret worship by the former citizens of the empire as Valerias is one of the Empire of Thyatis prime immortal patrons and perhaps the most beloved by its citizens.

Human Clerics of Valerias are treated as standard BECMI clerics in all matters but two. First, the WotI give clerics of Valerias the special ability to cast the following spells once per day: locate, remove fear, and ventriloquism. While mimicking spells these are special powers not true magical spells in terms of levels, class or ability to cast magical spells. In all other cases however they are treated as spells. Secondly Gaz13 established that clerical spells can be specialized by the immortal thus clerics of Valerias have special spells they are given by their patron immortal that either augment or even completely replace traditional BECMI clerical spells. It is worth a quick reminder that even in a setting like Glantri there is no provision for a human dual classed Magic-User/Cleric. A human can be one or the other but not both and a Glantrian Magic-User who chooses to become a Cleric become a 1st level beginning Cleric and loses all his former Magic-User levels and ability to cast magical spells Only highly magical races likes Tritons (PC3), Elves (CC V) and Dragons (CC VII) may cast both magic-user spells and clerical spells.

Elven Clerics of Valerias are treated as Elven Shamans of Rafael are in terms of advancement and their maximum levels. Like human clerics they do gain the special spell effect abilities of all clerics of Valerias. However, unlike the previously detailed clerics of IIsundal and Rafael a cleric of Valerias does not have to advance past level 10 as a Magic-User to continue to grow as Cleric and in fact the opposite is largely true that most elven clerics of Valerias chose not to and choose to continue to advance as Fighters. While known to most as the *Patroness of Love* it is often forgotten, but not by the Belcadiz, that Valerias is known as the *Girder-On of Weapons* with some of the finest duelists in Glantri's history being (often secretly outside of the lands of the Belcadiz) clerics of Valerias. Experience points gained by an elven cleric of Valerias must be split between normal advancement and that needed to advance as a cleric however the point can be divided as a cleric wishes, allowing late in life arriving new clerics to catch up to the normal level. An elven cleric's level however cannot exceed his normal level until they have reached their maximum 20th level at which point, they can progress beyond the 20th level as a cleric.

Elven Cleric/Shaman Experience and Spells								
Level	Additional XP	Cleric/Shaman Spells by Spell Level						
		1	2	3	4	5	6	7
1	2,000	1	-	-	-	-	-	-
2	3,000	2	-	-	-	-	-	-
3	4,000	2	1	-	-	-	-	-
4	8,000	2	2	-	-	-	-	-
5	16,000	2	2	1	-	-	-	-
6	32,000	3	2	1	-	-	-	-
7	60,000	3	3	1	-	-	-	-
8	125,000	3	3	2	-	-	-	-
9	200,000	3	3	2	1	-	-	-
10	300,000	4	3	2	1	-	-	-
11	425,000	4	4	2	1	-	-	-
12	550,000	5	4	3	2	-	-	-
13	675,000	5	4	3	2	1	-	-
14	800,000	5	4	4	3	1	-	-
15	925,000	6	5	4	3	2	-	-
16	1,050,000	6	5	4	3	2	1	-
17	1,175,000	7	5	4	4	3	2	-
18	1,300,000	7	6	4	4	3	2	-
19	1,425,000	7	6	5	4	3	2	1
20	1,550,000	8	6	5	5	4	2	1
21	1,675,000	8	7	5	5	4	3	2
22	1,800,000	8	7	6	5	4	3	2

Notes to Table 3
125,000 XP per level after level 22.
Maximum shaman spell ability is gained at level 22.

An interesting notion was put forth in Gaz13 that immortals can, and if they can then they probably would, grant clerical magic tailored to the immortal and the purposes and goals of that immortal. Clerics of Valerias could easily be handed much the same way. Take for example the tried-and-true BEMCI Clerical Spells List.

Common Clerical Spells of the BECMI Game (from the D&D Rules Cyclopedia)						
1st Level Spells	2nd Level Spells	3rd Level Spells	4th Level Spells	5th Level Spells	6th Level Spells	7th Level Spells
Cause Fear	Bless	Cause Disease	Animate Dead	Cause Critical Wounds	Aerial Servant	Earthquake
Cause Light Wounds	Blight	Cont. Darkness	Cause Serious Wounds	Commune	Animate Object	Holy Word
Cure Light Wounds	Confuse Alignment	Continual Light	Create Poison	Create Food	Babble	Life Drain
Darkness	Find Traps	Cure Blindness	Create Water	Cure Critical Wounds	Barrier	Obliterate
Detect Evil	Free Person	Cure Disease	Cure Serious Wounds	Dispel Evil	Create Norm. Anim.	Raise Dead Fully
Detect Magic	Hold Person	Curse	Dispel Magic	Finger of Death	Cureall	Restore
Light	Know Alignment	Growth of Animal	Neutralize Poison	Insect Plague	Find the Path	Survival
Prot. From Evil	Resist Fire	Locate Object	Prot. From Evil 10' Rad.	Quest	Remove Barrier	Travel
Purify Food and Water	Silence 15' Rad.	Remove Curse	Speak with Plants	Raise Dead	Speak with Monsters	Wish
Remove Fear	Snake Charm	Speak with Dead	Sticks to Snakes	Remove Quest	Word of Recall	Wizardry
Resist Cold	Speak w. Animal	Striking		Truesight		

As one might clearly see, the spells really don't give a hint of flavor of a Cleric of Valerias or any specific immortal for that matter. Much as Gaz5 knocked the shackles off of the BEMCI Elf, Gaz13 knocks the shackles off the BECMI Cleric in allowing tailored, specific spell lists, to allow their clerics to further the goals, needs and desires of the immortal. Of course, if one is content to have clerics just be generic 2nd class spellcasters in the D&D setting and good for little but being baddies in the Glantrian setting or just being a healthcare provider giving out healing spells to fellow adventuring or pulling some M-Americana and bankrupting Mystaran Joe Six-Packers after charging them outrageous fees for saving their lives hahah... but if one wants a Cleric of Valerias to be... *a Cleric of Valerias* one can subtract some BECMI spells that don't really fit, add in some in that might fit better from the [voluptuous](#) list of clerical spells assembled by the Glantrian Mistress of Cartography and resident expert of Clerical Magic at the Great School of Magic, Robin of Groningen, and if one did they might come up with a list like this.

Spells of the Clerics of the Immortal Valerias						
BECMI Spells in Red						
New Spells in Black from PAGES OF VIRTUE - page number in parenthesis						
New Spells not yet detailed in Blue						
1st Level Spells	2nd Level Spells	3rd Level Spells	4th Level Spells	5th Level Spells	6th Level Spells	7th Level Spells
Cause Light Wounds	Assist Labor and Birth (pg. 217)	Cont. Darkness	Awaken (pg. 219)	Baltasar's Impediment (pg. 220)	Age Creature (pg. 203)	Breath of Life (pg. 226)
Ceremony	Bless	Continual Light	Cause Serious Wounds	Cause Critical Wounds	Animate Object	Holy Word
Cure Light Wounds	Blight	Cure Blindness	Circle of Privacy (pg. 249)	Commune	Cureall	Major Curse (pg. 369)
Courage (pg. 271)	Charm Person (pg. 247)	Curse	Create Poison	Cure Critical Wounds	Enchant Weapon (pg. 309)	Permanence (Levels 1-4 only)
Darkness	Confuse Alignment	Enthall (pg. 310)	Cure Serious Wounds	Dispel Evil	Find the Path	Polymorph Self (same sex only with 18 Chr)
Detect (Undead) Evil	Death Prayer (pg. 286)	Fate (pg. 315)	Dispel Magic	Flame Strike (pg. 322)	Forbiddance (pg. 326)	Obliterate
Detect Magic	Enhance Turning (pg. 230)	Fellowship (pg. 317)	Drain Protection (pg. 303)	Longevity (pg. 365)	Imbue Purpose (pg. 348)	Raise Dead Fully (only cast against Undead)
Detect Pregnancy (pg. 293)	Flame Blade (pg. 322)	Know Customs (pg. 355)	Energy (pg. 310)	Protection from Poison	Legal Thoughts (pg. 358)	Regenerate (pg. 422)
Invisib. to Undead (pg. 253)	Free Person	Lactation (pg. 357)	Fertily (pg. 317)	Quest	Mass Charm	Restore
Light	Hold Person	Locate Object	Infertility (pg. 317)	Raise Dead (only cast against Undead)	Remove Charm	Travel
Prot. From (Undead) Evil	Improve Charisma	Prolong the Act of Love	Metal Skin (pg. 377)	Remove Quest	Restore Youth (pg. 203)	Survival
Remove Fear	Know Alignment	Remove Curse	Neutralize Poison	Truesight	Word of Recall	Wish
Summon Midwife (pg. 476)	Silence 15' Rad.	Striking	Prot. From (Undead) Evil 10' Rad.	Undead Ward (pg. 510)	Unearthly Choir (pg. 511)	Wizardry

Though not anywhere close to the numbers of Erewan Elves found in Glantri the numbers of Wendarian elves have more than doubled in the last decade to several thousand as formal relations and much greater levels of trade between the two has been established since 1004. Wendarian Elves are nearly all found residing in the Wendarian Mountains and in and around the far western baronies of Glantri and rarely venture further south into the civilized lands south of the Wendarians. The three major immortals of the Wendarian Elves are the Korrigans, Ordana, and the Great One. Even fewer elven clerics tread south out of the Wendarians than do non-clerics and keep to forests of the mountains and the elven settlements found within. The few clerics that do venture south belong to one immortal in particular and are often dispatched by their order, by their immortal, for missions deep into Glantri for their patron has long had a very strong interest in Glantri and what goes on there. The clerics of the Great One along with dragon kind in general and their relationship with Glantri will all be covered in *Creatures from the Cauldron VII*.

While the Belcadiz basically have forsaken any immortals but Valerias and ironically Rad, the Erewan Elves are also known to worship other immortals than Ilsundal. Immortals such as the Forest Mother

Ordana and Terra and both have sanctuaries in the woods of Erewan where Elven Clerics of the two immortals can be found. Much like the Tree Keeper clerics of IIsundal the elven clerics of Ordana and Terra in Erewan rarely leave the forest and often serve the leaders and rulers of Erewan and are always available to offer guidance and council and the High Priests of both immortal orders in Erewan do have unfettered access to the Princess if their immortal patron has advice, guidance or warning they wished passed on to the Princess of Erewan. There are approximately 27 elven clerics of Ordana and Terra in Erewan who assist the head cleric and help attend to the relics that are the centerpiece of their sanctuaries. More detail on these clerics and their sanctuaries can be found the writeup for the Principality of Erewan.