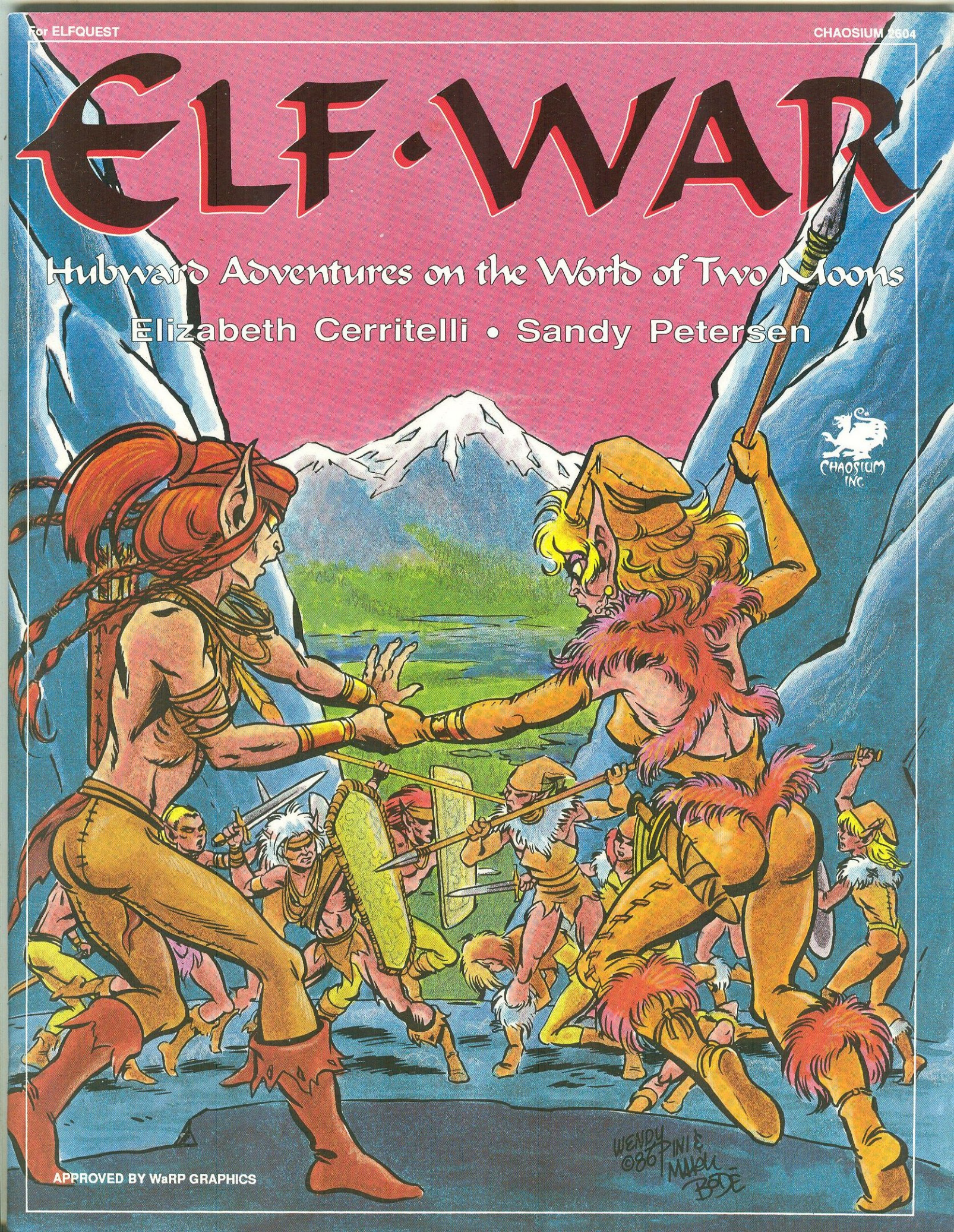


ELF-WAR

Hubward Adventures on the World of Two Moons

Elizabeth Cerritelli • Sandy Petersen



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WENDY PINI & MUEL BIDE

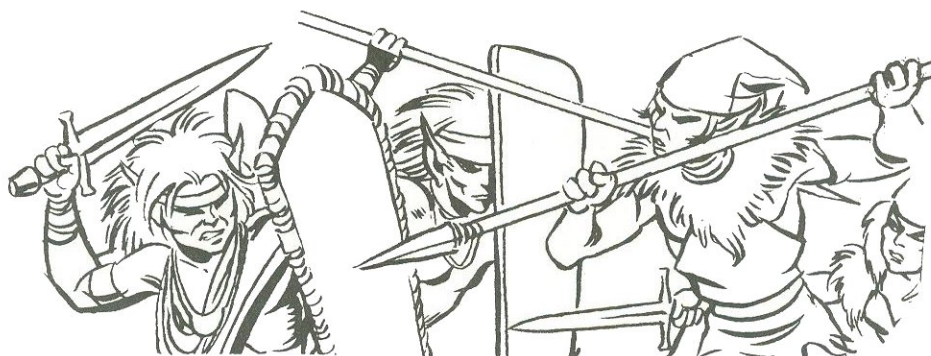
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cover drawing by Wendy Pini

cover colors by Mark Bodé

interior illustrations by Jennifer Crosby

layout and maps by Carolyn Schultz

editorial by Lynn Willis

additional editorial by Sandy Petersen

Approved by WaRP Graphics

Chaosium Inc.

1987



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ISBN 0-933635-32-X • 595.

Printed in the United States of America.

ELF WAR is publication 2604, published by Chaosium Inc.

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Beyond The Frozen Mountains

Introduction

An elfin party is sent out to explore lands northwest of the Palace, and to locate and unite other tribes of elves. They may encounter dangerous and unfamiliar beasts, new tribes of elves and humans, and natural hazards and wonders. If they choose, they may cross the frozen seas to adventure in the islands beyond.

The adventure takes place after the end of the *Elfquest* saga, when the Palace is occupied by members of several elfin tribes. It is an extensive scenario, and can go on for as long as the gamemaster and players wish. As gamemaster, you should explore beyond the provided map, if you wish. It is likely that there are more islands towards Sun-Goes-Down, as the flights of sea birds might indicate. Be advised, however, that Hubward areas are still glaciated.

The map provided is an extension of the *Elfquest* map, and contains considerable overlap. Study the map carefully, paying particular attention to terms like "Hubward Tundra" or "Away-From-Hub Coast." Such terms are the index for the encounter tables in this adventure.

A typical round-trip should take about 60 days of travel, ending just as the autumn storms come in. An unusual amount of adventuring and exploring may take ten to twenty days longer. After the first 60 days, increase the number of weather checks to twice daily, and add 2 percentiles per day to the

rolls for wind, clouds, and rain. This represents the oncoming winter.

Remember the weather. Spring and summer in this subarctic region are still quite chilly — the Ice Age is not yet over on the World of Two Moons. Temperatures in the mountains and further Hubward are much lower than in the forest or on the coast. Storms, especially on the plains, are sudden and violent. Freak snowstorms can occur year-round. Remember, precipitation falling as snow measures ten times deeper than the equivalent rainfall.

At the end of the adventure are statistics and commentary for some Hubward creatures — blacksails, furryfins, roundhorns, and snow bears.

Gamemasters may read aloud to the players the following section, or supply the same information to them in some dramatized fashion.

Player Information

As more children of the High Ones gather at the Palace, the realization grows that elfin tribes have become widespread in the world. Mindful of the successes of Cutter's great quest, the elves decide to send out organized parties to explore the World of Two Moons, discover its dangers, seek out safe locations where embattled tribes may relocate, and reunite hitherto unknown tribes of elves with their heritage and with others of their kind.

Your party has been sent to explore the land beyond the Frozen Mountains. The lower boundary



of your quest is Away-From-Hub — the river running through the pine woods Hubward of Blue Mountain, called by some the Stillwater. The Stillwater is also the Hubward boundary for another exploration party. You are directed to go Hubward first, to penetrate the Frozen Mountains and determine if elfin life lives in such inhospitality. If possible, you are to learn whether the Vastdeep Water continues Hubward. You may travel Hubward or towards Sun-Goes-Down as far as you are able, in order to learn what you may.

You carry enough provisions to last forty days but, as you will doubtless hunt along the way, your food should last much longer. You leave the Palace at the first sign of spring, giving you (in the frigid north) about a hundred days of clement weather in which to carry out your quest. The amount of time you take, and the area you cover, depends on your party's judgment — you may even decide to winter and take a year or several years to complete the quest. It's up to you.

Leaving The Frozen Mountains

A ring of mountains surrounds the Palace. The best route is to the northwest (Hub-Star/Sun-Goes-Down) where rise steep, sharp ridges of ice and rock, but which are much easier to cross than the mountains soaring to either side. On the scenario map these ridges are marked as a pass. Ice and snow are still everywhere; footing is difficult. This pass emerges onto a glacier, across which they can go to the farther mountains, the plains, the Hubward river, and the Vastdeep Water. Weather-related obstacles may make difficult the initial leg of the trek.

- It takes a full day to cross the ice flats surrounding the Palace and reach the hills. Crossing the hills takes three or four days of climbing and struggles over snow-covered rock. High winds and snowfall reduce visibility and make the passage more hazardous. Once each day, have each elf attempt to match his STR against that of the wind — anyone whose STR is overcome is blown off a height, and falls 2D6 feet (for falling damage, see page 7 of the *Elfquest* World Book). To generate random wind strengths, roll 4D6+4, or choose a wind strength.
- In addition, each day every party member must attempt both a DEX x5 and a Jump roll. If both are failed, that elf slips and falls 2D6 feet. If the Jump roll gave a fumble result, the party member falls 3D6 feet instead. If a storm brews up, the elves must take refuge in a cave till it passes, which costs another day of time.

- Each day of hill or mountain travel, require a DEX x5 roll result from the clumsiest creature in the party, whether it be elf, wolf, or elk. If the roll fails, then a misstep or a loud, suddenly-echoing noise causes an avalanche. When the avalanche starts, the elves have only a few moments to find shelter beneath an overhang, in a cave, or behind a rock outcrop large enough to divert the avalanche's motion. Each elf, wolf, or elk must succeed in a Climb roll to clamber up to shelter before being engulfed. Anyone swept away by the avalanche is carried to the foot of the mountain, taking 1D3 x1D6 points of damage spread evenly among his or her hit locations (roll both dice and multiply them together), and is buried under 2D10 feet of snow.

Locating and rescuing survivors can be difficult. Maybe the best solution is to locate them via Sending and then dig as quickly as possible. It takes an elf three melee rounds to dig through a foot of snow with his hands, and a wolf two melee rounds to dig the same foot. Up to four elves and/or wolves can dig at the same location to increase speed. Those characters buried under the snow take damage as per Asphyxiation (page 7 of the *Elfquest* World Book).

- Barring such major complications, cold and wind can be harsh for those not used to the climate. All elves not inured to the cold must attempt a CON roll each day. If the roll is ever equal to his CON x1 or less, that elf becomes used to the cold (though he may still dislike it), and no more of such rolls are needed for that elf. If the roll result is ever 96-00, the elf contracts the Creeping Chills (see page 8 of the *Elfquest* World Book).

Glacier And Mountains

The party emerges from the hills onto a huge glacier. More mountains rise Hubward, and no easy way exists through them. The glacier itself can be followed either Hubward/Sun-Comes-Up, or towards Sun-Goes-Down.

Following the glacier towards Sun-Comes-Up is futile — the uninhabited and lifeless ice continues indefinitely Hubward between two unbreachable mountain ranges. Footing is uncertain, and crevasses common. Veneers of drifted snow crust over the narrower cracks, and are difficult to see. Go-Backs can spot such cracks with a successful Perception roll, but other elves find their Perception halved in such cases. An elf stepping into such a crevasse falls 1D20 feet before being wedged between the ice walls, taking half normal falling damage. If he fails a Jump roll, he has a 50%

chance of landing with one or both arms pinned against the ice walls. In the latter case, he cannot grab a rope thrown to him, making rescue difficult.

Penetrating the Hubward mountains presents the same difficulties as did crossing the ice hills, except that travel slows to only 5-6 miles a day. In the mountains, the travelers may encounter snow bears, statistics for which can be found at the end of this adventure. Since it is still early spring, the snow bears are hungry: the elves may stumble across one or more interested in making a meal of an elf.

Other mountain creatures include wolves, long-tooth cats, elk, and small game. In the upper peaks live animals called round-horns, similar to Earth's bighorn sheep. The topmost crags and Hubward faces of the mountains are too exposed to support life. Similarly, the glacier beyond these mountains supports no life, though perhaps lost elk or a starving snow bear might occasionally traverse it.

Mountain Encounter Table

Each day in the mountains, the gamemaster should roll for encounters on the following table.

| roll | result |
|-------|------------------|
| 01-03 | 1D10 elk |
| 04-06 | 1 long-tooth cat |
| 07-10 | 2D10 roundhorns |
| 11-14 | 1D3 small game |
| 15-17 | 1 snow bear |
| 18-20 | 2D6 wolves |

NOTES

Elk, Roundhorns — herd animals intent only upon their food of moss and grass. A herd consists of either a male with his harem of females or of a group of young males (50% chance of either). These animals won't attack unless cornered or defending their young. They can be ignored unless the elves decide to hunt them.

Small Game — hares, pikas, and other small animals, that can also be hunted or ignored. They are shy and fast, and either attempt to hide (Perception skill -10 percentiles to spot them) or flee. They won't fight back unless grabbed.

Long-Tooth Cat, Snow Bear, Wolves — predators, quite ravenous after the hard times of winter or long hibernation. They'll attack a party of elves if they are desperate with hunger. Normally, they prefer to pick off stragglers and lone guards.

Traveling straight towards Sun-Goes-Down, the party reaches the glacier's edge in two days. Melting glacier and mountain runoff washes over ground too frozen to absorb it, making this a chill, damp, and mucky area. Because of the damp air, wet ground, and bone-chilling cold, every party member here must succeed in a CON x5 roll or less on 1D100 or contract the Creeping Chills. If the elves choose to camp and sleep on the frigid mud, reduce the chance of success to CON x3.

Scattered across the desolate track of the retreating glacier are thousands of boulders and



Hunters discover a roundhorn flock.

rocks, and high moraines. In some places, large stones have sheltered the ice beneath them from the rays of the sun, while the ice around them melted away, leaving the rocks balanced atop elf-high pillars of ice. A cluster of these mushroom-like formations may seem to the elves like a wonder-magic wrought by the High Ones.

As the party continues towards Sun-Goes-Down, the runoff collects into a river winding through a flat tundra plain. Mountains border the plain on either side, though several days' travel from the river. A few miles below the glacier, the frigid river becomes so swift, wide, and deep that it is unfordable as it winds towards Vastdeep Water. In this adventure, this river is called the Frothwater, though the player-elves can give what name they choose. Have the party state on which side of the river — Hubward Tundra or Away-From-Hub Plains — that they wish to travel.

To cross any sizable body of water, the player-elves can assemble driftwood rafts at a fixed rate: 1 elf creates 1 SIZ point of raft capacity in 1 hour. For instance, in eight hours, one elf could build a raft which could carry 8 SIZ points. Or two elves could in eight hours build one raft which could carry 16 SIZ points. Request one successful Manipulation roll for each raft as soon as it sets sail on a new voyage, to learn whether or not the vessel falls apart. Be sure to call for the roll or rolls just off shore, so that the elves can wade back with little loss except to their dignity. The waters are very cold and quickly kill even the strongest swimmers. If you wish to create complications, have them arise from contrary winds or strong currents which make paddling or polling ineffective.

A character falling into these waters (or into the icy fastnesses of the ocean in this region) takes 1 point of hypothermia damage per round. Once the hit points have been halved, his or her fingers and toes are thoroughly frozen. When the hit points reach 3, the cold has consumed both hands and feet; at 1 point, it has moved into the arms and legs, and at 0 points the victim freezes to death.

Body parts so affected, unless promptly healed, become subject to infection which spreads throughout the victim's system unless the infected limb is amputated, suitable herbal medication is applied, or a Healer manages to reverse the effects.

The Hubward Tundra

The land Hubward of the river is a flat, boggy expanse kept moist by mountain and glacial runoff. Conditions resemble those at the base of the glacier, without the debris. It is warmer here, and mosses, herbs, and other small plants are already beginning their short growing season. There are countless small lakes and bogs. Later in the year, salmon spawning runs of great size fill the lower reaches of the river, attracting snow bears and long-tooth cats alike. The air is filled with swarms of gigantic, hungry mosquitoes.

If the party continues to follow the Hubward side of the river toward Sun-Goes-Down, they'll reach the river delta in ten to twelve days.

Hubward Tundra Encounters

Each day in the Hubward plains, the gamemaster should roll for encounters on the following table.

| roll | result |
|-------|---------------------|
| 1D20 | |
| 1-2 | 1D10 hunting elves |
| 3-4 | 2D10 elk |
| 5-6 | 1D10 hunting humans |
| 7-9 | 1D3 game birds |
| 10 | 1 long-tooth cat |
| 11-12 | 1D3 mad horns |
| 13-14 | 1D3 serpent noses |
| 15-18 | 1D3 small game |
| 19 | 1 snow bear |
| 20 | 2D6 wolves |

NOTES

Elk, Game Birds, Small Game — animals looking for food; may be hunted or ignored.

Mad Horns, Serpent Noses — grazing beasts. Because of their size, strength, and unpredictable tempers, most hunters and predators avoid them unless desperate. Sometimes a group of human youths on a Manhood Quest attack one of these giants as a test of strength and courage.

Long-Tooth Cats, Snow Bears, Wolves — predators on the hunt. They won't attack large groups or large animals unless very hungry.

Hunting Elves — nomad tundra elves on their spring migration. They'll cheerfully invite the party to share their hunt and their campfire, give them directions or advice, or act as guides.

Hunting Humans — a band of older males gathering food for the tribe, or else a band of youths on a Manhood Quest. They'll consider the party's appearance to be a visitation of the patron spirits of the plains. After offering homage and gifts, or perhaps asking for predictions of the future, they depart quietly, without harming the elves. If the elves attack, the humans may either beg for mercy from the spirits' wrath, or retaliate in kind (50% chance of either reaction).

The Hubward Shore

Another four or five days of travel take the party from the delta and the quiet marshes of the long inlet to the thundering shores of Vastdeep Water. In addition to the wildlife previously encountered, the party can find small fish, huge flocks of waterfowl, and playful groups of furryfins enjoying the sun on rocky, difficult-to-reach parts of the shore. Clams and quick-moving crabs up to a foot across can be easily caught, if any of the elves know about such creatures. Offshore, the elves occasionally see the great fins of blacksails or the mammoth tail of a deepsinger as it breaks the sea-surface.

Hubward Shore Encounters

Each day on the Hubward shore, the gamemaster should roll for encounters on the following table.

| roll | result |
|-------|------------------|
| 1D20 | |
| 01-03 | 2D10 elk |
| 04-06 | 2D10 furryfins |
| 07-08 | 1 long-tooth cat |
| 09-11 | 1D3 small game |
| 12-14 | 1 snow bear |
| 15-17 | 2D10 waterfowl |
| 18-20 | 2D6 wolves |

NOTES

Elk, Small Game, Waterfowl — these food animals may be hunted or ignored.

Furryfins — animals which have come ashore to rest after feeding. They are preyed upon by long-tooth cats, snow bears, and wolves, and recognize humans as a threat — they'll flee into the ocean if any of these approach. As elves are rarely met by them, they'll either flee at an elf's approach or investigate the elves *en masse*, out of curiosity (50% chance of either).

Long-Tooth Cats, Snow Bears, Wolves — predators on the hunt.

Following the coastline Hubward, in a few days the elves come to an arm of the polar ice cap, flowing over and around the craggy mountains and out to sea. The elves may clamber up the ice wall, if they wish, without serious difficulty. However, if they too-closely approach the seaward edge, they stand a 10% chance that their ice section breaks off from the main glacier and plunges into the sea to become a floe. Such a chunk is 20D6 yards wide and two or three times that in length. Its creation is preceded for three melee rounds by creaking and cracking noises which steadily increase in loudness. Elves falling with the new iceberg can stay on the floe as it falls if succeeding with a halved Jump roll.

If the roll succeeds, the elf takes 1D3 damage from the fall. If the halved Jump roll fails, he or she takes 1D3 damage and slides off the ice into the frigid water. See the rule at the end of the Glacier And Mountains section above to determine hypothermia damage.

The Away-From-Hub Plains

Near the headwaters of the Frothwater river, but on the Away-From-Hub side, the narrow plain between the river and the mountains is at first much the same as the other side of the river, as are the terrain and wildlife. As the party continues towards Sun-Goes-Down, however, this side of the river broadens and rises into wide plains covered with low grass, scrub, and wild flowers. The bordering mountains grow smaller, and are cloaked in pine woods. Game becomes more abundant, and of greater variety.

Away-From-Hub Plains And Foothills Encounters

Each day in the Away-From-Hub plains and foothills, the gamemaster should roll for encounters on the following table.

| roll | result |
|-------|---------------------|
| 1D20 | |
| 01 | bear |
| 02-03 | 3D10 bison |
| 04-05 | 1D3 bristle boars |
| 06-07 | 2D6 deer |
| 08 | 1D10 hunting elves |
| 09-10 | 2D10 elk |
| 11 | 1D10 hunting humans |
| 12 | long-tooth cat |
| 13 | mad horn |
| 14 | 1D3 serpent noses |
| 15-17 | 1D3 small game |
| 18 | 1D3 tree grazers |
| 19-20 | 2D6 wolves |

NOTES

Bears, Long-Tooth Cats, Wolves — predators on the hunt.

Bison, Deer, Boar, Elk, Small Game — deer are found near forests, bison only on the plains, elk and small game anywhere, though elk are less numerous and small game harder to see (lower Perception by 20%) in the forest. Bristle boars are most often found rooting in the forest. All these creatures can be hunted or ignored.

Hunting Elves — the tundra elves winter in mountain caves. At this season, they are encountered either while leaving their homes or hunting on the plains in small groups.

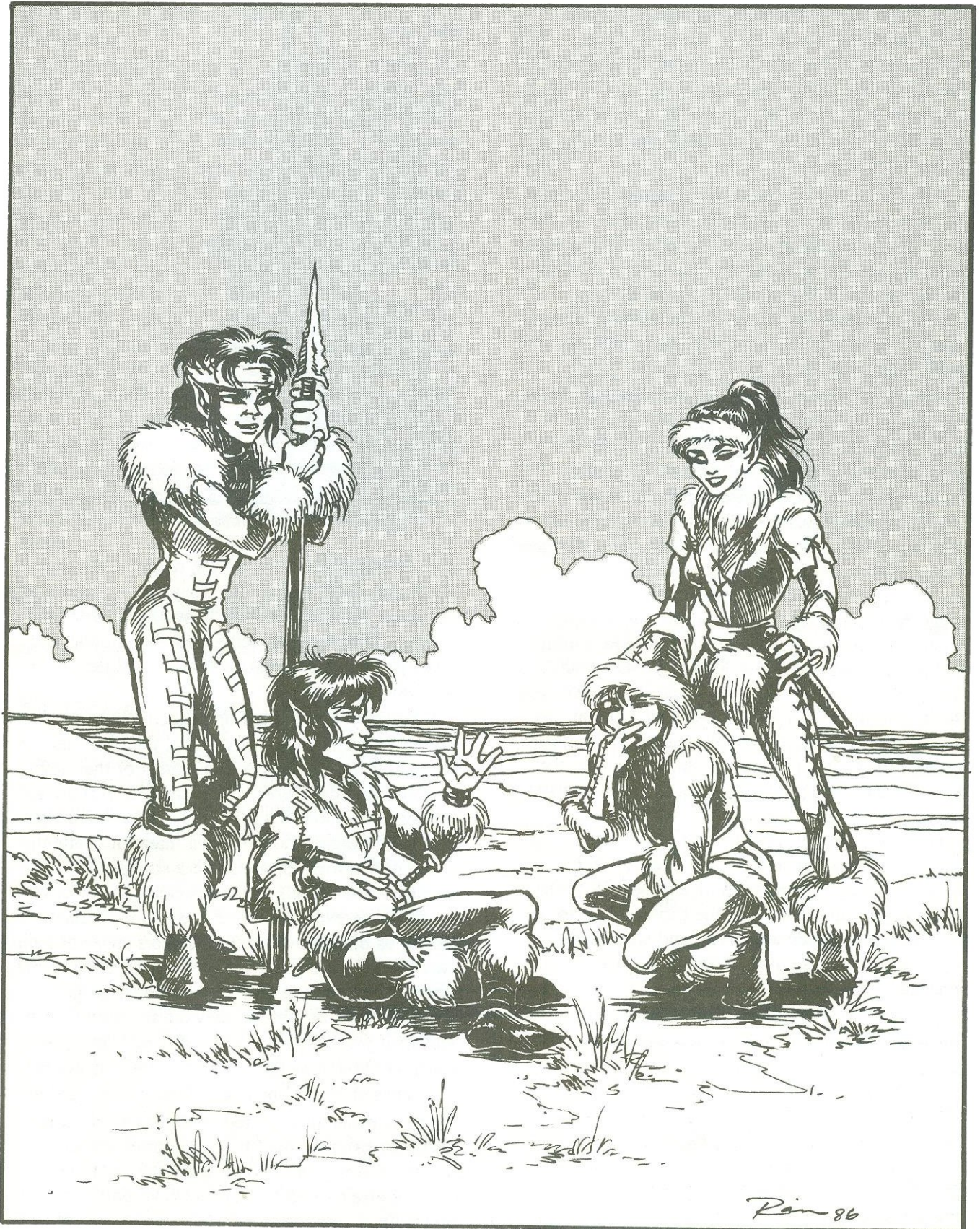
Hunting Humans — either a band of older males gathering food for the tribe, or a band of youths on a Manhood Quest. They'll consider the party's appearance to be a visitation of the patron spirits of the plains. After offering homage and gifts, or perhaps asking for predictions of the future, they depart quietly without harming the elves. If the elves attack, the humans may either beg for mercy from the spirits' wrath, or retaliate in kind (50% chance of either).

Mad Horns, Serpent Noses, Tree Grazers — large and dangerous herbivores, grazing singly or in small family groups. Seldom attacked by two- or four-legged predators.

The stubby mountains and foothills bordering the plains are riddled with caves. If the elves choose to explore them, they have a 60% chance of discovering a natural deposit of lodestone. This naturally-magnetized form of iron ore is abundant in the lower edge of the range, where the mountains blend into rolling hills. Lodestone is found deep in the rock, and can be reached via the caverns, but their influence can be registered by any lodestone the elves may be carrying, whenever they are within range of the mineral deposit's magnetic field.

Each deposit has a SIZ of 1D20, and has a magnetic field extending for its SIZ in feet as a radius in every direction. A free-swinging lodestone within such a field does not point Hubward, but aligns itself parallel to the field facing in a counterclockwise direction. Thus, the stone will lead the party in a counterclockwise circle around the perimeter of the field, unless it is carried out of range.

The only detectable surface sign of a lodestone deposit is by means of its effect on a smaller



Emby tells of his latest prank. Left to right: Skry, Emby, Ilis, and Sheka.

lodestone. Inside a cave, the player-elves can notice the presence of lodestone through its effect on any iron troll-forged weapons, armor, or ornaments they

carry or wear. The lodestone pulls on such objects with STR equal to twice the lodestone deposit's SIZ. Each affected character must match his STR

against the STR of the attraction or the object is pulled away and stuck fast to the stone. The character must then match his or her STR against three times the SIZ of the deposit to free that object. Any item that is left stuck to a lodestone becomes magnetized after a number of days equal to that object's armor points.

If the elves explore the caves, besides lodestone they happen upon traces of elfin habitation, for the caves have been recently abandoned. Clues include fire-rings and recent ashes that have been snuffed and sanded over, fragments of broken pottery, weapons, broken bowstrings, and the Magic Feeling that portions of the cave were shaped magically rather than naturally.

These caves are winter homes of the tundra elves, who have just left them to begin their summer Hubward wanderings. Tundra elves may be encountered as they leave the caves, or while wandering about the forest and plains. As the summer deepens, parties of tundra elves may cross to the Hubward side of the river, following the game they hunt.

The Tundra Elves

Though of stock similar to the Go-Backs, tundra elves are not opposed to magic, and they value Healers highly. They have developed a social structure like that of the Plainsrunners, finding it the most efficient way to preserve the majority of the tribe. During spring and summer, they travel about the land in bands of three to ten individuals; sometimes loners or a mated pair go off alone. While one or two such groups may meet with misfortune, the tribe as a whole escapes. With the onset of the autumn storms, the tribe retreats to the shelter of their mountain caves, and spends the winter together in trading, storytelling, and ceremonies.

Tundra Elf Statistics

| <i>characteristics</i> | <i>attributes</i> |
|------------------------|----------------------|
| STR 2D6+3 | Age: 1D10 x1D10 x2D6 |
| CON 2D6+7 | Move: 4 yards per SR |
| SIZ 2D3+3 | Weapons: spear |
| INT 3D6 | bow |
| POW 3D6 | knife |
| DEX 2D6+6 | |
| APP 3D6 | |

| <i>beginning skill</i> | <i>formula for base percentage</i> |
|------------------------|------------------------------------|
| Attack * | (STR+DEX) x2 |
| Climb | STR+DEX-SIZ |
| Communication | (INT+APP) x2 |
| Dodge | INT+DEX |

| | |
|------------------|------------------|
| Jump | (STR+DEX) x2 |
| Lore, Animal | INT x2 |
| Lore, Elf | INT x2 |
| Lore, Healing | INT x2 |
| Lore, Human | INT |
| Lore, Language | INT/2 |
| Lore, Mechanical | INT/2 |
| Lore, Mineral | INT/2 |
| Lore, Plant | INT |
| Lore, Troll | INT/3 |
| Manipulation | (STR+DEX) x2 |
| Parry * | (STR+DEX) x2 |
| Perception | (INT+POW) x2 |
| Stealth | (INT+DEX-SIZ) x2 |
| Swim | STR+DEX |
| Throw | (STR+DEX) x2 |

* with one weapon.

| <i>magic power</i> | <i>formula for base percentage</i> |
|--------------------|------------------------------------|
| Animal Bonding | POW x1 |
| Finding | POW x1 |
| Healing | POW x1 |
| Magic Feeling ** | POW x1 |
| Rock-Shaping | POW x1 |
| Sending ** | POW x2 |

** all tundra elves have these two powers.

Like Wolfriders and Go-Backs, tundra elves expect a short life lived to the full. They are boisterous and energetic, good hunters and fishers, and very fast runners. They have an active sense of humor, and enjoy playing tricks on one another and the neighboring humans.

Especially while holed up in their caves, or anytime there is enough free time, they love telling legends of their ancestors and stories of their own exploits and adventures. Often these stories are so embroidered-upon that it is difficult to distinguish an honest exaggeration from an intentional attempt to see just how much nonsense a stranger elf will swallow. They'll tell the truth about the humans of the area, however, and about the lay of the land insofar as they know it. The travelers' tales of their own tribes, homelands, and adventures, are of great interest to them, and they'll gladly provide guides for the party if desired. If they are invited to accompany the party back to the Palace, or if they are given directions on how to get there themselves, the tundra elves will be eager to send a delegation.

The humans encountered in the forest or on the plains are usually small hunting parties. Their homes lie Away-From-Hub in the woods along the river, or else toward Sun-Goes-Down on the broad peninsula. These hunters travel to the plains in search of large game. Some parties consist of youths sent out to prove strength, courage, and self-reliance before their manhood initiations by tribal shamans. The tundra elves love to play pranks on the uncertain boys, ensuring that they return to their

tribes with tales of bizarre encounters with the plains spirits.

By and large, the humans are unsure whether the elves are real or are mere visions. Only rarely does a human come near one, or catch a fleeting glimpse of an elf. It has never occurred to them that the elves might be corporeal, so they have never thought to try to harm or capture them. The elves, in turn, may annoy or confuse the humans, but do not attack them, preferring to maintain the humans' superstitious awe as their best defense. They'll heavily discourage the player elves from threatening, hurting, or even approaching humans.

If an elf deliberately wounds or kills a human, his fellow humans stand a 50% chance of either admitting to the man's crimes and begging for mercy for themselves, or of turning against the spirits (the elves) for their unjust punishment of a righteous man, renouncing any allegiance to such entities, and possibly attempting retaliation in kind. It is a situation the tundra elves are anxious to avoid.

Typical Tundra Elf Band

Seven elves (Tor, Emby, Fyrn, Ilis, Sheka, Skry, and Thal) make up this sample band.

Tor, The Leader: Tor takes his responsibilities seriously. He is a caring soul, sensitive to the problems and needs of his family of friends, and sees to it that they live as well as elves can in the unrelenting subarctic environment.

Tor has used his Bonding power to form a strong friendship with a young buck deer that lives in the foothills. His bondmate travels with him within the forest and up to its edge, but won't accompany him out on the plains. Tor has learned a great deal about the area's animals through this association, and has used his knowledge to become an excellent hunter. He is proud of his skills, and can be competitive in a good-natured way, though he genuinely dislikes being repeatedly bested. He often holds stubbornly to his own plans and ways, even when they are not for the best.

Tor is comfortable with the hard life of the tundra elves. Nevertheless, he will be fascinated by player-elf tales of their own lands and peoples, and would be eager to accompany them back to the Palace if invited. He has no mate nor family, and so is free to do as he likes.

| <i>characteristics</i> | <i>attributes</i> |
|------------------------|----------------------|
| STR 12 | Age: 194 |
| CON 14 | Move: 4 |
| SIZ 6 | Hit Points: 10 |

| | |
|--------------|-----------------------|
| INT 14 | Magic Points: 9 |
| POW 9 | |
| DEX 17 | |
| APP 15 | |

| <i>location</i> | <i>D20 roll</i> | <i>armor points</i> |
|-----------------|-----------------|---------------------|
| r leg | 01-03 | 1/4 |
| l leg | 04-06 | 1/4 |
| abdomen | 07-10 | 3/4 |
| chest | 11-15 | 3/5 |
| r arm | 16-17 | 1/3 |
| l arm | 18-19 | 1/3 |
| head | 20 | 1/4 |

| <i>weapon</i> | <i>SR</i> | <i>attack</i> | <i>parry</i> | <i>damage</i> | <i>AP</i> |
|---------------|-----------|---------------|--------------|---------------|-----------|
| 2H Spear | 6 | 86% | 72% | 1D10+1 | 10 |
| Bow | 2/7 | 78% | — | 1D6+1 | 5 |

Armor: 1 point leather clothes, plus 2 point fur tabard.

Skills: Animal Lore 58%, Climb 74%, Communication 29%, Dodge 82%, Jump 66%, Elf Lore 24%, Healing Lore 28%, Human Lore 37%, Language Lore 28%, Manipulation 69%, Mechanical Lore 14%, Mineral Lore 8%, Perception 86%, Plant Lore 20%, Stealth 86%, Swim 38%, Throw 64%, Troll Lore 18%.

Magic: Animal Bonding 12%, Magic Feeling 9%, Sending 79%.

Emby, The Friendly: Though he had a reckless youth, siring two cubs from different women, Emby has settled into a more-or-less steady unRecognized relationship with Ilis. He has matured enough to take responsibility seriously, and Tor can rely on him for help and support. He is punctilious about his duties which, in the fall, include preparing the kills for preservation as winter food. No part of the prey is wasted.

Despite his efficiency, Emby has an ingratiating sense of humor, and is friendly, open, and likable. He'll be curious about the stranger elves' tribes and ways, and eager to see the Palace for himself.

| <i>characteristics</i> | <i>attributes</i> |
|------------------------|-----------------------|
| STR 15 | Age: 165 |
| CON 16 | Move: 4 |
| SIZ 6 | Hit Points: 11 |
| INT 10 | Magic Points: 8 |
| POW 8 | |
| DEX 15 | |
| APP 14 | |

| <i>location</i> | <i>D20 roll</i> | <i>armor points</i> |
|-----------------|-----------------|---------------------|
| r leg | 01-03 | 1/4 |
| l leg | 04-06 | 1/4 |
| abdomen | 07-10 | 2/4 |
| chest | 11-15 | 2/5 |
| r arm | 16-17 | 1/3 |
| l arm | 18-19 | 1/3 |
| head | 20 | 2/4 |

| <i>weapon</i> | <i>SR</i> | <i>attack</i> | <i>parry</i> | <i>damage</i> | <i>AP</i> |
|---------------|-----------|---------------|--------------|---------------|-----------|
| 1H Spear | 6 | 80% | 76% | 1D6+2 | 10 |

Armor: 1 point leather clothing, twice as thick around his head and body.

Skills: Animal Lore 50%, Climb 69%, Communication 22%, Dodge 80%, Elf Lore 20%, Healing Lore 27%, Human Lore 25%, Jump 67%, Language Lore 25%, Manipulation 47%, Mechanical Lore 10%, Mineral Lore 5%, Perception 86%, Plant Lore 20%, Stealth 88%, Swim 30%, Throw 67%, Troll Lore 7%.

Magic: Magic Feeling 8%, Sending 78%.

Fyrn, The Weaponsmith: Fyrn is a study in contradictions. His troll-forged sword was bartered from a party of trolls who came exploring for ore near the elves' mountain retreat. Fyrn was fascinated by their metalwork, and asked many questions. Through the information he gained, and his own trial-and-error, he is becoming a creditable weaponsmith. During the long, cold winters, he is working at building a forge in his cave.

For all that, Fyrn is quiet and gentle, more interested in crafting weapons than in wielding them. While he is a competent hunter and fighter, he is also always ready to smooth a bristling temper or mend an argument with a gentle joke or calming word. He realizes that cohesiveness among all elf tribes and coexistence, however distant, with humans is the best solution to the problems of all concerned. Fyrn would be proud to be a delegate to the Palace.

| <i>characteristics</i> | <i>attributes</i> |
|------------------------|-----------------------|
| STR 13 | Age: 144 |
| CON 15 | Move: 4 |
| SIZ 8 | Hit Points: 12 |
| INT 10 | Magic Points: 8 |
| POW 8 | |
| DEX 15 | |
| APP 11 | |

| <i>location</i> | <i>D20 roll</i> | <i>armor points</i> |
|-----------------|-----------------|---------------------|
| r leg | 01-03 | 1/4 |
| l leg | 04-06 | 1/4 |
| abdomen | 07-10 | 2/4 |
| chest | 11-15 | 2/5 |
| r arm | 16-17 | 1/3 |
| l arm | 18-19 | 1/3 |
| head | 20 | 2/4 |

| <i>weapon</i> | <i>SR</i> | <i>attack</i> | <i>parry</i> | <i>damage</i> | <i>AP</i> |
|---------------|-----------|---------------|--------------|---------------|-----------|
| Troll Sword | 7 | 82% | 76% | 1D10+1 | 12 |

Armor: 1 point leather, thicker around body.

Skills: Animal Lore 37%, Climb 56%, Communication 22%, Dodge 80%, Elf Lore 28%, Healing Lore 20%, Human Lore 25%, Jump 62%, Language Lore 15%, Manipulation 72%, Mechanical Lore 30%, Mineral Lore 15%, Perception 86%, Plant Lore 10%, Stealth 83%, Swim 26%, Throw 60%, Troll Lore 27%.

Magic: Magic Feeling 10%, Sending 78%.

Ilis, The Dreamer: The oldest of the group, Ilis has had a long and relatively carefree life. Recently she has taken Emby under her wing, taming him through her amused indulgence of his pranks, tempered with her own realistic, slightly cynical outlook. Everyone else in the tribe considers them lifemates now.

Ilis is the tanner of the party, preserving and preparing hides for working during the long winter months in the caves. She has lived on the bitter tundra long enough to crave something better. Player-elf tales will appeal to her, and she will be happy to travel with them if invited.

| <i>characteristics</i> | <i>attributes</i> |
|------------------------|-----------------------|
| STR 12 | Age: 448 |
| CON 16 | Move: 4 |
| SIZ 7 | Hit Points: 12 |
| INT 15 | Magic Points: 8 |
| POW 8 | |
| DEX 12 | |
| APP 16 | |

| <i>location</i> | <i>D20 roll</i> | <i>armor points</i> |
|-----------------|-----------------|---------------------|
| r leg | 01-03 | 1/4 |
| l leg | 04-06 | 1/4 |
| abdomen | 07-10 | 1/4* |
| chest | 11-15 | 2/5** |
| r arm | 16-17 | 2/3 |
| l arm | 18-19 | 2/3 |
| head | 20 | 2/4 |

* plus 4-point buckle (ornament).
** plus 3-point gorget (ornament).

| <i>weapon</i> | <i>SR</i> | <i>attack</i> | <i>parry</i> | <i>damage</i> | <i>AP</i> |
|---------------|-----------|---------------|--------------|---------------|-----------|
| 2H Spear | 7 | 98% | 81% | 1D6+2 | 10 |

Armor: 1 point leather, with thicker fur over upper body.

Skills: Animal Lore 42%, Climb 67%, Communication 28%, Dodge 84%, Elf Lore 36%, Healing Lore 42%, Human Lore 30%, Jump 68%, Language Lore 18%, Manipulation 60%, Mechanical Lore 29%, Mineral Lore 8%, Perception 86%, Plant Lore 27%, Stealth 90%, Swim 24%, Throw 75%, Troll Lore 15%.

Magic: Magic Feeling 8%, Sending 88%.

Sheka, The Huntress: Sheka is energetic and full of life; she loves to be on the move and doing something challenging. Her life was once the most reckless in the tribe's (surpassing even Emby's), till her recent Recognition to Skry stabilized her somewhat. A fine and tireless huntress, she assists Skry and Emby in preparing and storing food during the winter months. Her efficiency and reliability have won their approval.

She loves the free life of the tundra and won't leave it willingly, but if Skry decides to go with the party, she'll accompany him out of loyalty to the bond they share.

| <i>characteristics</i> | <i>attributes</i> |
|------------------------|------------------------|
| STR 12 | Age: 108 |
| CON 14 | Move: 4 |
| SIZ 7 | Hit Points: 11 |
| INT 16 | Magic Points: 12 |
| POW 12 | |
| DEX 12 | |
| APP 13 | |

| <i>location</i> | <i>D20 roll</i> | <i>armor points</i> |
|-----------------|-----------------|---------------------|
| r leg | 01-03 | 1/4 |
| l leg | 04-06 | 1/4 |
| abdomen | 07-10 | 2/4 |
| chest | 11-15 | 2/5 |
| r arm | 16-17 | 1/3 |
| l arm | 18-19 | 1/3 |
| head | 20 | 3/4* |

* plus 3-point bone trim (ornament).

| <i>weapon</i> | <i>SR</i> | <i>attack</i> | <i>parry</i> | <i>damage</i> | <i>AP</i> |
|---------------|-----------|---------------|--------------|---------------|-----------|
| Bow | 3/9 | 86% | — | 1D6+1 | 5 |
| Knife | 9 | 86% | 79% | 1D3+3 | 6 |

Armor: 1 point leather, thicker on body. Heavy fur hat.

Skills: Animal Lore 45%, Climb 64%, Communication 27%, Dodge 86%, Elf Lore 28%, Healing Lore 32%, Human Lore 40%, Jump 68%, Language Lore 18%, Manipulation 68%, Mechanical Lore 16%, Mineral Lore 8%, Perception 87%, Plant Lore 35%, Stealth 82%, Swim 27%, Throw 60%, Troll Lore 8%.

Magic: Magic Feeling 8%, Sending 72%.

Skry, The Lover: Quite unlike his Recognized mate, Skry is aloof and ascetic. Life on the tundra has made him practical, and he goes about his business with efficiency and without much overt emotion. Beneath his crusty exterior, Skry is sensitive to the problems and feelings of others, and is a gentle and loving mate to Sheka. His sympathy extends to other species as well; he even extends a mitigating voice of reason and mercy towards humans.

Skry has never imagined a life other than that his tribe has known for centuries. He feels at home here; but he is also interested in the idea of different tribes and ways. He may or may not accompany the player elves — it's a 50-50 chance.

| <i>characteristics</i> | <i>attributes</i> |
|------------------------|------------------------|
| STR 11 | Age: 180 |
| CON 17 | Move: 4 |
| SIZ 7 | Hit Points: 12 |
| INT 14 | Magic Points: 11 |
| POW 11 | |
| DEX 13 | |
| APP 14 | |

| <i>location</i> | <i>D20 roll</i> | <i>armor points</i> |
|-----------------|-----------------|---------------------|
| r leg | 01-03 | 1/4 |
| l leg | 04-06 | 1/4 |
| abdomen | 07-10 | 2/4 |
| chest | 11-15 | 2/5 |
| r arm | 16-17 | 1/3 |
| l arm | 18-19 | 1/3 |
| head | 20 | 2/4 |

| <i>weapon</i> | <i>SR</i> | <i>attack</i> | <i>parry</i> | <i>damage</i> | <i>AP</i> |
|---------------|-----------|---------------|--------------|---------------|-----------|
| Bow | 3/9 | 86% | — | 1D6+1 | 5 |
| Knife | 9 | 88% | 79% | 1D3+2 | 6 |

Armor: 1 point leather, thicker on body.

Skills: Animal Lore 45%, Climb 54%, Communication 28%, Dodge 84%, Elf Lore 30%, Healing Lore 32%, Human Lore 37%, Jump 69%, Language Lore 27%, Manipulation 55%, Mechanical Lore 7%, Mineral Lore 7%, Perception 88%, Plant Lore 30%, Stealth 81%, Swim 24%, Throw 55%, Troll Lore 7%.

Magic: Magic Feeling 11%, Sending 81%.

Thal, The Carver: Though he has been a weapon-maker for decades longer than Fyrn, Thal's skill is with the usual elfin materials of stone, bone, and wood. He does not share Fyrn's fascination with metal, and relies on the ways and weapons he knows well. His precise and careful work results in implements that are sturdy and trusty.

Life in this harsh land has held many pains for Thal, including the loss of his Recognized lifemate to a snow bear. Still, Thal won't accompany the

party to seek a better life. He would rather remain among the dangers he knows than venture into those he knows nothing about, and may not be proof against.

| <i>characteristics</i> | <i>attributes</i> |
|------------------------|-----------------------|
| STR 12 | Age: 392 |
| CON 14 | Move: 4 |
| SIZ 7 | Hit Points: 11 |
| INT 13 | Magic Points: 9 |
| POW 9 | |
| DEX 16 | |
| APP 12 | |

| <i>location</i> | <i>D20 roll</i> | <i>armor points</i> |
|-----------------|-----------------|---------------------|
| r leg | 01-03 | 2/4 |
| l leg | 04-06 | 2/4 |
| abdomen | 07-10 | 2/4 |
| chest | 11-15 | 2/5 |
| r arm | 16-17 | 2/3 |
| l arm | 18-19 | 2/3 |
| head | 20 | 2/4 |

| <i>weapon</i> | <i>SR</i> | <i>attack</i> | <i>parry</i> | <i>damage</i> | <i>AP</i> |
|---------------|-----------|---------------|--------------|---------------|-----------|
| 2H Spear | 6 | 89% | 70% | 1D6+2 | 10 |
| Knife | 8 | 90% | 70% | 1D3+2 | 6 |

Armor: 2 point furs.

Skills: Animal Lore 38%, Climb 52%, Communication 18%, Dodge 88%, Elf Lore 23%, Healing Lore 26%, Human Lore 34%, Jump 66%, Language Lore 17%, Manipulation 76%, Mechanical Lore 23%, Mineral Lore 17%, Perception 94%, Plant Lore 13%, Stealth 94%, Swim 28%, Throw 70%, Troll Lore 9%.

Magic: Magic Feeling 9%, Sending 89%.

The Peninsula

If the party follows the river directly to the coast, it takes ten to twelve days' travel from the delta to the full reach of the Vastdeep Water. They may then follow the shoreline Away-From-Hub for about five more days before reaching the isthmus of a peninsula that stretches far into the sea. A large tribe of humans lives here, an offshoot of the tribe from the woods. They live in tents made of skins, and are in the process of building huts of stones found on the peninsula. For food, they rely equally on game from the plains and upon furryfins and fish caught at sea by fishing parties in small leather boats. Small herds of elk are also domesticated by them. Because of their hunting parties, forays into the foothills, and trade with the forest tribe, unusually heavy human traffic exists in the plains and along the coastline Away-From-Hub.

Like other humans in the region, this tribe of humans believes that elves are incorporeal, spirits or manifestations of the forest and plains animals or of the tundra and mountains. The humans try to avoid close elfin contact in order to shield the tribe from presumably fearsome elfin powers. Two tribal shamans keep track of occasional elfin appearances and interpret their actions as omens. They perceive

conditions such as storms and poor hunting to be caused by these displeased spirits, and the humans then observe various rituals to appease them. For example, if elves are not seen on the plains for a long time, it is considered a sign that game will become less plentiful, so the humans leave sacrifices of choice domestic elk on the plains, hoping to lure the elves back, and the game with them. At no time do these humans attempt to approach elves, and in fact avert their eyes and back away to avoid offending them.

Peninsula And Away-From-Hub Coastal Encounters

Each day on the peninsula and along the Away-From-Hub coast, the gamemaster should roll for encounters on the following table.

| roll | result |
|-------|---------------------|
| 1D20 | |
| 01-02 | 3D10 bison |
| 03-04 | 1D10 domestic elk * |
| 05-07 | 2D10 wild elk |
| 08 | 2D6 furryfins ** |
| 09-10 | 1D10 human hunters |
| 11 | 2D6 human traders |
| 12 | 1 long-tooth cat |
| 13-15 | 1D3 small game |
| 16-17 | 2D6 waterfowl |
| 18-19 | 1D3 game birds |
| 20 | 2D6 wolves |

* if not on peninsula, treat as 05-07 result

** if inland, treat as 03-04 result

NOTES

Bison, Wild Elk, Furryfins, Small Game — groups of grazing animals — except for the furryfins, which would be resting ashore after feeding. These may be hunted or ignored. However, startling bison may cause them to stampede.

Domestic Elk — a small herd guarded by 1D6 spear-armed villagers. These animals are allowed to graze freely during the day, then rounded up and led to pens in the village at sundown. Most predators won't attack such well-defended quarry unless they wander too far from the herders' protection. The tundra elves never jeopardize relations with the humans by injuring any of their stock.

Human Hunting or Trading Parties — villagers intent on their own business. If elves appear, they consider it a good omen for a fruitful journey. They may leave gifts of small game or trinkets to please the spirits and ensure their own good fortune. Generally, they'll then hurry away, but 20% of the time they'll stay to do obeisance, or ask for blessings or predictions of future events.

Long-Tooth Cats, Wolves — hunting predators.

Waterfowl, Game Birds — small flocks, feeding or swimming. If hunters appear, game birds conceal themselves or fly off if approached too closely. Waterfowl hide in reeds unless the hunters come too close: caught in open water, they'll take wing at the first sign of danger.

The human tribe on the peninsula is ruled by its two shamans and three elders, who take counsel together to solve problems and pronounce judgments. The wisest, Thipro, serves as spokesman and leader in emergencies. Those tribespeople whom they perceive as harming the tribe (including



Humans see the powerful spirits.

giving offense to the elfin spirits) are banished to the Hubmost island off the coast, marked on the map as Exile Island. A later section details that place.

The tribe's fishers, who seldom leave the area enclosed by the islands, keep a lookout for escapees from the island. No one approaches the exiles' island except to bring another unfortunate there. Only the humans on the peninsula know much about the islands — the tundra elves cannot tell the player-elves anything about what lies at sea.

Peninsula Humans' Council

Five humans (Thipro, Kasni, Eblith, Senin, and Itri) make up the peninsula-human council.

Thipro, The Wise: Because of his bold and authoritative manner, Thipro is the spokesman of the group. His years as a hunter have made him sturdy and wise, and he is proud and honorable. Once his word is spoken, it is never gainsaid, whatever the cost. He is usually the one to pronounce sentence on wrongdoers.

Thipro admires the shamans greatly, and honors them. Though he sometimes questions the reasons for their rituals, generally he does as they tell him. He suspects that he has somehow displeased the spirits, for his mate, though much younger than he, has not borne him any children. He hopes this curse will lift if he provides suitable placations.

| characteristics | attributes |
|-----------------|----------------------|
| STR 15 | Age: 40 |
| CON 13 | Move: 3 |
| SIZ 12 | Hit Points: 13 |
| INT 13 | |
| POW 11 | |
| DEX 14 | |
| APP 11 | |

| location | D20 roll | armor points |
|----------|----------|--------------|
| r leg | 01-03 | 1/5 |
| l leg | 04-06 | 1/5 |
| abdomen | 07-10 | 1/5 |
| chest | 11-15 | 1/6 |
| r arm | 16-17 | 1/4 |
| l arm | 18-19 | 1/4 |
| head | 20 | 1/5 |

| weapon | SR | attack | parry | damage | AP |
|-----------|----|--------|-------|------------|----------|
| 2H Spear | 6 | 98% | 76% | 1D10+1+1D3 | 10 |
| Stone Axe | 7 | 92% | 74% | 1D6+2+1D3 | 8 |

Armor: 1 point furs.

Skills: Animal Lore 23%, Climb 24%, Communication 25%, Dodge 27%, Elf Lore 7%, Healing Lore 13%, Human Lore 26%, Jump 39%, Language Lore 7%, Manipulation 68%, Perception 94%, Stealth 86%, Swim 68%, Throw 68%.

Kasni, The Hasty: Kasni is the youngest of the tribe's leaders. He is an expert fisher and sea-hunter, and advises his people on their coexistence with Vastdeep Water. More of an outdoorsman than a statesman, he can be gruff and ill-spoken, particularly if caught off-guard or in an unfavorable situation.

Kasni has tremendous respect for the shamans, and goes out of his way to please them and placate the spirits they serve. He believes everything they tell him, and does as they say without question.

Kasni and his mate, Clota, have one living son, Yabil, who is looking forward to next summer and his Manhood Quest. Both he and his father are certain of the shamans' and the spirits' blessings, and expect the adventure to be a great success.

| characteristics | attributes |
|-----------------|----------------------|
| STR 18 | Age: 38 |
| CON 16 | Move: 3 |
| SIZ 17 | Hit Points: 17 |
| INT 12 | |
| POW 12 | |
| DEX 12 | |
| APP 12 | |

| location | D20 roll | armor points |
|----------|----------|--------------|
| r leg | 01-03 | 1/6 |
| l leg | 04-06 | 1/6 |
| abdomen | 07-10 | 1/6 |
| chest | 11-15 | 1/8 |
| r arm | 16-17 | 1/5 |
| l arm | 18-19 | 1/5 |
| head | 20 | 1/6 |

| weapon | SR | attack | parry | damage | AP |
|----------|----|--------|-------|-----------|----------|
| 1H Spear | 5 | 90% | 76% | 1D6+2+1D6 | 10 |
| Net | 5 | 80% | 24% | entangle | 6 |

Armor: 1 point furs.

Skills: Animal Lore 22%, Climb 26%, Communication 24%, Dodge 34%, Elf Lore 6%, Healing Lore 24%, Human Lore 29%, Jump 35%, Language Lore 6%, Manipulation 70%, Perception 85%, Stealth 86%, Swim 84%, Throw 60%.

Eblith, The Mystic: The third-oldest woman of the tribe, Eblith is honored for having three living children, five grandchildren, and eight great-grandchildren. Despite this she wears her years well and is a handsome woman — an achievement about which she is quite vain.

Though she gives the shamans their due, Eblith has her own peculiar faith and belief beyond their knowledge and control. She thinks of the elves as more than mere visions, but powerful and magical nonetheless. She has a mystical quality and a perpetual, secret smile, that suggests that she has experienced the spirits' influence more closely even than the shamans, somewhere in her distant youth. Her obvious blessings give her belief much weight in the tribe.

If her belief in the elves' magical gentleness is shattered, Eblith will be inconsolable, outraged, and vengeful. As she is the most eloquent and convincing of all the council, she might sway the entire tribe to her way of thinking, even if the shamans oppose her.

| characteristics | attributes |
|-----------------|----------------------|
| STR 12 | Age: 54 |
| CON 9 | Move: 3 |
| SIZ 10 | Hit Points: 10 |
| INT 17 | |
| POW 13 | |
| DEX 13 | |
| APP 14 | |

| location | D20 roll | armor points |
|----------|----------|--------------|
| r leg | 01-03 | 1/4 |
| l leg | 04-06 | 1/4 |
| abdomen | 07-10 | 1/4 |
| chest | 11-15 | 1/5 |
| r arm | 16-17 | 1/3 |
| l arm | 18-19 | 1/3 |
| head | 20 | 1/4 |

| weapon | SR | attack | parry | damage | AP |
|--------|----|--------|-------|--------|---------|
| Knife | 8 | 70% | 42% | 1D3+2 | 6 |

Armor: 1 point furs.

Skills: Animal Lore 20%, Climb 30%, Communication 81%, Dodge 30%, Elf Lore 12%, Healing Lore 44%, Human Lore 54%, Jump 25%, Language Lore 10%, Manipulation 70%, Perception 80%, Stealth 72%, Swim 46%, Throw 50%.

Senin, The Ponderer: This shaman is a proud, solemn, brooding figure whom everyone respects. She speaks very seldom, so her rare words carry portentous weight. Senin is proud of her power, and can use it to dominate others and frighten them into doing her bidding.

Yet, beneath this forbidding exterior, Senin is secretly unsure of herself. She has borne only two children, and both died in infancy. She feels her loss may be due to serving the spirits badly or, perhaps, to serving the wrong spirits entirely. Senin goes on with the rituals and interpretations of omens as she has from her youth, but she is uncertain of what she believes.

| characteristics | attributes |
|-----------------|----------------------|
| STR 12 | Age: 45 |
| CON 10 | Move: 3 |
| SIZ 12 | Hit Points: 11 |
| INT 16 | |
| POW 15 | |
| DEX 14 | |
| APP 14 | |

| location | D20 roll | armor points |
|----------|----------|--------------|
| r leg | 01-03 | 1/4 |
| l leg | 04-06 | 1/4 |
| abdomen | 07-10 | 1/4 |
| chest | 11-15 | 1/5 |
| r arm | 16-17 | 1/3 |
| l arm | 18-19 | 1/3 |
| head | 20 | 1/4 |

| weapon | SR | attack | parry | damage | AP |
|--------|----|--------|-------|-----------|---------|
| Knife | 8 | 64% | 44% | 1D3+2+1D3 | 6 |

Armor: 1 point furs.

Skills: Animal Lore 16%, Climb 30%, Communication 36%, Dodge 30%, Elf Lore 18%, Healing Lore 32%, Human Lore 43%, Jump 27%, Language Lore 10%, Manipulation 64%, Perception 81%, Stealth 64%, Swim 47%, Throw 54%.

Itri, The Schemer: Senin's younger male counterpart provides quite a different image. Itri is a witty, pleasant fellow who is both a friend to his tribe and a firm, relentless servant of his own brand of truth and justice. Long ago, Itri realized the power a shaman holds, and apprenticed himself to his predecessor to gain some of that power for himself. He now uses it to enrich himself and further his own plans in subtle ways. Itri is clever and conniving, using his friendly, open image to gain trust and influence, but becoming a formidable and tenacious enemy to anyone threatening his position.

Part of the tribe's loyalty to him stems from his valiant endurance of an early widowhood. His young mate was trampled by a stampeding herd of bison while picking herbs for his rituals on the plains. Itri has not taken another mate; he claims this is out of loyalty to her memory, and so that he may give the spirits his undivided attention.

| characteristics | attributes |
|-----------------|----------------------|
| STR 15 | Age: 37 |
| CON 13 | Move: 3 |
| SIZ 15 | Hit Points: 14 |
| INT 14 | |
| POW 15 | |

| |
|--------------|
| DEX 12 |
| APP 11 |

| location | D20 roll | armor points |
|----------|----------|--------------|
| r leg | 01-03 | 1/5 |
| l leg | 04-06 | 1/5 |
| abdomen | 07-10 | 1/5 |
| chest | 11-15 | 1/6 |
| r arm | 16-17 | 1/4 |
| l arm | 18-19 | 1/4 |
| head | 20 | 1/5 |

| weapon | SR | attack | parry | damage | AP |
|--------|----|--------|-------|-----------|---------|
| Knife | 7 | 84% | 64% | 1D3+2+1D3 | 6 |

Armor: 1 point furs.

Skills: Animal Lore 24%, Climb 24%, Communication 35%, Dodge 36%, Elf Lore 19%, Healing Lore 30%, Human Lore 30%, Jump 29%, Language Lore 9%, Manipulation 64%, Perception 89%, Stealth 74%, Swim 44%, Throw 54%.

Exiles Of The Hubmost Isle

Even from the westernmost point of the peninsula, a full day of rowing is needed to reach the island of exile, a barren, foggy place. Eight inhabitants live there, in skin and stacked-stone huts. They rely on fish and rainwater for their sustenance. The only weapons they possess are knives.

If the player-elves come to this island, the inhabitants at first think they are men from the Peninsula, bringing more exiles, and so they hide in the rocks. When they see that the visitors are elves, they come forth — some hesitantly and some boldly, according to their natures. All beseech the player-elves for help. Exile particulars follow.

Biku, The Learner: Biku encountered elfin hunters on the plains when on a hunt himself. Intelligent and curious, he tried to speak with the elves, who promptly vanished. His deed was blamed for the failure of his hunt, and for the dearth of game that followed.

| characteristics | attributes |
|-----------------|----------------------|
| STR 14 | Age: 25 |
| CON 11 | Move: 3 |
| SIZ 15 | Hit Points: 13 |
| INT 14 | |
| POW 14 | |
| DEX 14 | |
| APP 13 | |

| location | D20 roll | armor points |
|----------|----------|--------------|
| r leg | 01-03 | 1/5 |
| l leg | 04-06 | 1/5 |
| abdomen | 07-10 | 1/5 |
| chest | 11-15 | 1/6 |
| r arm | 16-17 | 1/4 |
| l arm | 18-19 | 1/4 |
| head | 20 | 1/5 |

| weapon | SR | attack | parry | damage | AP |
|--------|----|--------|-------|-----------|---------|
| Knife | 6 | 86% | 76% | 1D3+2+1D3 | 6 |

Armor: 1 point furs.

Skills: Climb 26%, Communication 27%, Dodge 38%, Elf Lore 7%, Healing Lore 28%, Human Lore 28%, Jump 38%, Language Lore 7%, Manipulation 76%, Perception 88%, Stealth 86%, Swim 48%, Throw 56%.

Pililik, The Realist: Pililik actually attacked some elves (ineffectually), who were stealing a bison calf he had killed on his Manhood Quest. He resents the elves, and does not consider their influence benevolent.

| <i>characteristics</i> | <i>attributes</i> |
|------------------------|----------------------|
| STR 13 | Age: 15 |
| CON 12 | Move: 3 |
| SIZ 14 | Hit Points: 13 |
| INT 12 | |
| POW 10 | |
| DEX 14 | |
| APP 12 | |

| <i>location</i> | <i>D20 roll</i> | <i>armor points</i> |
|-----------------|-----------------|---------------------|
| r leg | 01-03 | 1/5 |
| l leg | 04-06 | 1/5 |
| abdomen | 07-10 | 1/5 |
| chest | 11-15 | 1/6 |
| r arm | 16-17 | 1/4 |
| l arm | 18-19 | 1/4 |
| head | 20 | 1/5 |

| <i>weapon</i> | <i>SR</i> | <i>attack</i> | <i>parry</i> | <i>damage</i> | <i>AP</i> |
|---------------|-----------|---------------|--------------|---------------|-----------|
| Knife | 6 | 74% | 60% | 1D3+2+1D3 | 6 |

Armor: 1 point furs.

Skills: Communication 25%, Dodge 36%, Elf Lore 6%, Healing Lore 24%, Human Lore 24%, Jump 27%, Manipulation 54%, Perception 72%, Stealth 70%, Swim 38%, Throw 54%.

Ollna And Latho: Ollna has had the misfortune of eight miscarriages. Believed cursed by the spirits, she and her mate Latho were sent to the island so that their infertility would not afflict the rest of the tribe. Latho blames Ollna for their trouble, and never ceases to remind her of that, nor to bewail the injustice that caused him to be exiled with her, rather than to be spared and allowed to find a new mate.

OLLNA

| <i>characteristics</i> | <i>attributes</i> |
|------------------------|----------------------|
| STR 12 | Age: 32 |
| CON 11 | Move: 3 |
| SIZ 13 | Hit Points: 12 |
| INT 10 | |
| POW 14 | |
| DEX 12 | |
| APP 9 | |

| <i>location</i> | <i>D20 roll</i> | <i>armor points</i> |
|-----------------|-----------------|---------------------|
| r leg | 01-03 | 1/4 |
| l leg | 04-06 | 1/4 |
| abdomen | 07-10 | 1/4 |
| chest | 11-15 | 1/5 |
| r arm | 16-17 | 1/3 |
| l arm | 18-19 | 1/3 |
| head | 20 | 1/4 |

| <i>weapon</i> | <i>SR</i> | <i>attack</i> | <i>parry</i> | <i>damage</i> | <i>AP</i> |
|---------------|-----------|---------------|--------------|---------------|-----------|
| Knife | 8 | 48% | 26% | 1D3+2+1D3 | 6 |

Armor: 1 point furs.

Skills: Climb 22%, Communication 24%, Dodge 22%, Elf Lore 5%, Healing Lore 20%, Human Lore 20%, Jump 24%, Language Lore 5%, Manipulation 68%, Perception 82%, Stealth 66%, Swim 54%, Throw 48%.

LATHO

| <i>characteristics</i> | <i>attributes</i> |
|------------------------|----------------------|
| STR 16 | Age: 28 |
| CON 14 | Move: 3 |
| SIZ 16 | Hit Points: 15 |
| INT 10 | |
| POW 9 | |
| DEX 14 | |
| APP 10 | |

| <i>location</i> | <i>D20 roll</i> | <i>armor points</i> |
|-----------------|-----------------|---------------------|
| r leg | 01-03 | 1/5 |
| l leg | 04-06 | 1/5 |
| abdomen | 07-10 | 1/5 |
| chest | 11-15 | 1/6 |
| r arm | 16-17 | 1/4 |
| l arm | 18-19 | 1/4 |
| head | 20 | 1/5 |

| <i>weapon</i> | <i>SR</i> | <i>attack</i> | <i>parry</i> | <i>damage</i> | <i>AP</i> |
|---------------|-----------|---------------|--------------|---------------|-----------|
| Knife | 7 | 90% | 84% | 1D3+12+1D3 | 6 |

Armor: 1 point furs.

Skills: Communication 20%, Dodge 34%, Elf Lore 5%, Healing Lore 20%, Human Lore 20%, Jump 30%, Language Lore 5%, Manipulation 60%, Perception 89%, Stealth 84%, Swim 58%, Throw 60%.

Utek, The Heretic: While on his Manhood Quest, Utek spied on a party of elves in the forest. He perceived that the "spirits" not only were corporeal, but had appetites similar to the humans' own and therefore were not sacred. His heretical opinions offended the shamans, who banished him before he could offend the spirits further, or create dissension among the tribe.

| <i>characteristics</i> | <i>attributes</i> |
|------------------------|----------------------|
| STR 13 | Age: 18 |
| CON 13 | Move: 3 |
| SIZ 14 | Hit Points: 14 |
| INT 12 | |
| POW 14 | |
| DEX 15 | |
| APP 11 | |

| <i>location</i> | <i>D20 roll</i> | <i>armor points</i> |
|-----------------|-----------------|---------------------|
| r leg | 01-03 | 1/5 |
| l leg | 04-06 | 1/5 |
| abdomen | 07-10 | 1/5 |
| chest | 11-15 | 1/6 |
| r arm | 16-17 | 1/4 |
| l arm | 18-19 | 1/4 |
| head | 20 | 1/5 |

| <i>weapon</i> | <i>SR</i> | <i>attack</i> | <i>parry</i> | <i>damage</i> | <i>AP</i> |
|---------------|-----------|---------------|--------------|---------------|-----------|
| Knife | 7 | 76% | 60% | 1D3+2+1D3 | 6 |

Armor: 1 point furs.

Skills: Communication 23%, Dodge 37%, Elf Lore 8%, Healing Lore 24%, Human Lore 24%, Jump 38%, Language Lore 8%,

Manipulation 56%, Perception 86%, Stealth 90%, Swim 40%,
Throw 56%.

Ketu, Nega, & Tari: The latest arrivals on the island are Ketu, his mate Nega, and their son Tari. Tari is afflicted with an acute case of the Wasting Disease, and the whole family was banished to keep the disease from spreading through the tribe.

Bitterly disappointed by the shamans, who could not cure the disease, Ketu is making a boat, with the announced intention of transporting his son to the large island Away-From-Hub. A powerful spirit is said to live there, and Ketu and Nega hope he can cure their son. They know they must hurry if they are to save him, for the journey is at least three days' rowing, provided they can escape their tribe's fishing parties, who would drive them back to the island of exile. Tari's STR is now 8, and he is losing a point of STR per day. The boat is nearly finished — Ketu plans to embark the day after the player-elves meet him.

It is hard enough for them to watch their once-energetic and cheerful son waste away: to be quarantined by banishment seems a double betrayal by the shamans. Their allegiance now lies with anyone who can cure their son. Anyone who tries but fails earns their undying enmity.

KETU

| characteristics | attributes |
|-----------------|----------------------|
| STR 13 | Age: 18 |
| CON 13 | Move: 3 |
| SIZ 14 | Hit Points: 14 |
| INT 12 | |
| POW 14 | |
| DEX 15 | |
| APP 11 | |

| location | D20 roll | armor points |
|----------|----------|--------------|
| r leg | 01-03 | 1/5 |
| l leg | 04-06 | 1/5 |
| abdomen | 07-10 | 1/5 |
| chest | 11-15 | 1/6 |
| r arm | 16-17 | 1/4 |
| l arm | 18-19 | 1/4 |
| head | 20 | 1/5 |

| weapon | SR | attack | parry | damage | AP |
|--------|----|--------|-------|-----------|---------|
| Knife | 7 | 76% | 60% | 1D3+2+1D3 | 6 |

Armor: 1 point furs.

Skills: Climb 30%, Communication 29%, Dodge 38%, Elf Lore 7%, Healing Lore 28%, Human Lore 28%, Jump 38%, Language Lore 7%, Manipulation 66%, Perception 97%, Stealth 88%, Swim 66%, Throw 56%.

NEGA

| characteristics | attributes |
|-----------------|----------------------|
| STR 13 | Age: 27 |
| CON 13 | Move: 3 |
| SIZ 13 | Hit Points: 13 |
| INT 15 | |

| |
|--------------|
| POW 11 |
| DEX 15 |
| APP 16 |

| location | D20 roll | armor points |
|----------|----------|--------------|
| r leg | 01-03 | 1/5 |
| l leg | 04-06 | 1/5 |
| abdomen | 07-10 | 1/5 |
| chest | 11-15 | 1/6 |
| r arm | 16-17 | 1/4 |
| l arm | 18-19 | 1/4 |
| head | 20 | 1/5 |

| weapon | SR | attack | parry | damage | AP |
|--------|----|--------|-------|-----------|---------|
| Knife | 7 | 56% | 36% | 1D3+2+1D3 | 6 |

Armor: 1 point furs.

Skills: Climb 30%, Communication 31%, Dodge 30%, Elf Lore 8%, Healing Lore 30%, Human Lore 30%, Jump 28%, Language Lore 8%, Manipulation 56%, Perception 86%, Stealth 66%, Swim 40%, Throw 56%.

TARI

| characteristics | attributes |
|-----------------|---------------------|
| STR 8 | Age: 10 |
| CON 8 | Move: 3 |
| SIZ 8 | Hit Points: 8 |
| INT 13 | |
| POW 10 | |
| DEX 14 | |
| APP 13 | |

| location | D20 roll | armor points |
|----------|----------|--------------|
| r leg | 01-03 | 2/3 |
| l leg | 04-06 | 2/3 |
| abdomen | 07-10 | 2/3 |
| chest | 11-15 | 2/4 |
| r arm | 16-17 | 2/3 |
| l arm | 18-19 | 2/3 |
| head | 20 | 1/3 |

no effective attacks

Armor: 1 point furs, plus thick blankets.

Skills: Communication 26%, Manipulation 48%, Perception 49%.

The two small islands between the larger ones are home only to furryfins and sea birds. The peninsula tribe often hunts here, so anyone traveling Away-From-Hub across the water in daylight runs a 75% chance of running into a fishing or shore-hunting party. These islands can be circumnavigated by traveling towards Sun-Goes-Down, then Away-From-Hub, but this is open water, holding a 25% chance per day of encountering icebergs.

Because most of an iceberg is submerged, it is possible to run aground, even when the elves believe they are safely passing at two to ten yards, or even more. This is especially true when rowing at night, when only the ghostly peaks can be seen. If a boat runs aground, it takes one point of damage for each yard it traveled in the strike rank before it hit the ice. The leather boats have 6 armor points each.

Ariu's Island

The smaller islands between the mainland and what is marked as Ariu's Island on the gamemaster map also are uninhabited. The mainland humans are afraid to hunt here, reporting that the large island is the domain of a powerful spirit from whose realm hunters seldom return.

This island is, in fact, inhabited by an ancient elf named Ariu. One of the first Chosen Eight of Blue Mountain, he had been sent out on his bondbird to explore the Hubward terrain. The trip took several days. At the farthest point of his journey, he was overtaken by a wicked sleet storm at the foot of the Hubward mountains. Ariu and his bondbird tried to outfly it, traveling Away-From-Hub, but the storm overwhelmed them. Flying became impossible. Lost, blinded and burdened by ice, exhausted by the fierce wind, the great hawk's strength gave out. It fell into the freezing sea near this island. Ariu crawled ashore and made a home for himself in the hills.

Accustomed to the obsequious humans near Blue Mountain, Ariu had no fear of the neighboring human tribes. When he first met human hunters on the island, he used his powers of Levitation and Hypnosis, as well as their own superstitious awe to convince them that he was the ruling spirit of the island. They and subsequent visitors (some of them escapees from the island of exile, whom he benevolently pardoned) were persuaded to stay and serve him, rather than return home. Currently he has four men and three women who do his hunting, prepare his food, make his clothing, and generally see to his comfort.

Ariu will be astonished to encounter the party, and appalled at the degenerate and bestial state of modern elves. He will also be angered by the threat to his sovereignty and security posed by this sudden visitation of a large group of "spirits." His human servants, meanwhile, will treat the party with all the solemnity and respect due to a large delegation of supernatural visitors, going to great lengths to please them.

ARIU

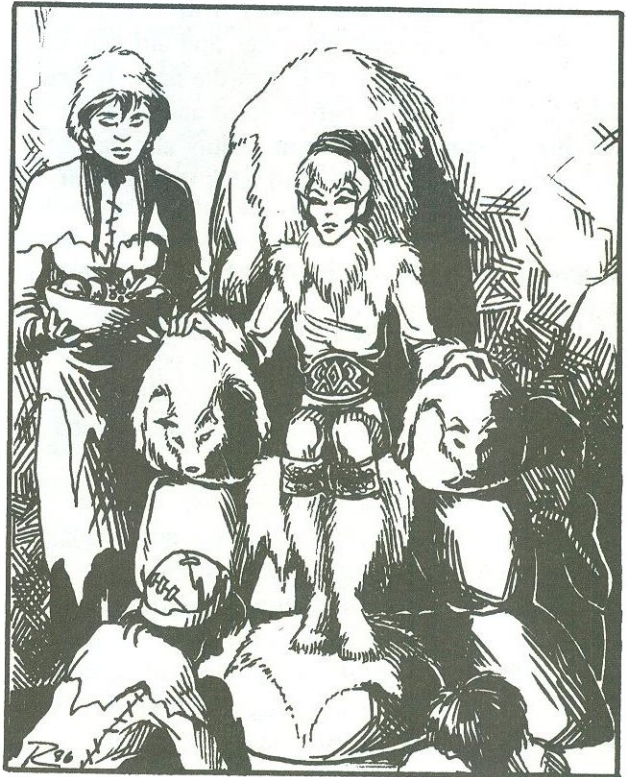
| <i>characteristics</i> | <i>attributes</i> | | <i>armor points</i> |
|------------------------|------------------------|-----------|---------------------|
| STR 14 | Age: 7,000+ | | |
| CON 14 | Move: 4 | | |
| SIZ 10 | Hit Points: 12 | | |
| INT 15 | Magic Points: 17 | | |
| POW 17 | | | |
| DEX 14 | | | |
| APP 16 | | | |
| <i>location</i> | <i>D20 roll</i> | | <i>armor points</i> |
| r leg | 01-03 | 1/4 | |
| l leg | 04-06 | 1/4 | |
| abdomen | 07-10 | 1/4 | |

| | | | | | |
|---------------|-----------|---------------|--------------|---------------|-----------|
| chest | 11-15 | 1/5 | | | |
| r arm | 16-17 | 1/3 | | | |
| l arm | 18-19 | 1/3 | | | |
| head | 20 | 1/4 | | | |
| <i>weapon</i> | <i>SR</i> | <i>attack</i> | <i>parry</i> | <i>damage</i> | <i>AP</i> |
| Spear | 6 | 98% | 86% | 1D6+2 | 10 |
| Talon Whip | 3 | 89% | — | 1D2 + grasp | 6 |

Armor: 1 point leather.

Skills: Animal Lore 35%, Climb 98%, Communication 61%, Dodge 99%, Elf Lore 45%, Healing Lore 30%, Human Lore 80%, Jump 98%, Language Lore 30%, Manipulation 82%, Mechanical Lore 15%, Mineral Lore 15%, Perception 96%, Plant Lore 25%, Stealth 95%, Swim 71%, Throw 81%, Troll Lore 5%.

Magic: Hypnosis 85%, Levitation 102%, Magic Feeling 27%, Sending 94%.



Ariu smugly awaits his dinner.

After initial displeasure, it occurs to Ariu that here at last are guides who can release him from his island prison and back to the security of Blue Mountain, which turns out to be much closer than he had always supposed. He'll be torn between returning to the comfort and obscurity of his place in the hierarchy of the mountain, or staying within the hardship and worship of his own domain. His decision is up to you, the gamemaster.

His decision may be spurred by the arrival, three days after the party's, of three desperate humans from the peninsula. Ketu and Nega have brought their ailing son, Tari, to Ariu to be healed. Tari's STR is down to 4, and his parents beg Ariu to save the child. The Glider, of course, has no Healing power, and knows nothing about curing the boy's

disease. Ariu's inability to help the boy marks him as, at best, less omnipotent than his worshipers had believed; or, at worst, a total fraud — a concept which, if spread through the rest of the human tribes hereabouts, has ominous connotations for the daring and carefree tundra elves. Whether the party is able and willing to come to the rescue is up to the players.

The island humans watch events closely. If Ariu, or one of the player elves, cannot save the boy, they are outraged, and desert him, returning home to spread word of the spirits' ineffectuality. If someone can help Tari, his parents will be more fervent than ever in their reverence, and try to keep all of the spirits (i.e., player-elves) with them on the island, from whence their blessings and aid may be extended to all the human tribes in the area. If Ariu decides to leave then, or before Ketu and Nega arrive, his servants implore him to stay and bewail the player-elves for calling Ariu back to the spirit world.

Away-From-Hub Forest

From the smaller islands reaching towards the mainland, it is a days' row back to the peninsula, and thence two or three days' travel from the coast to the forest through which flows the river termed Stillwater on the map.

In these more-familiar surroundings, the elves should feel at ease. The humans in the area belong to an extended tribe, whose members live in a string of villages along the entire Sun-Goes-Down end of the river. Each village is ruled by one chief and one shaman. Each village is independent of the others for most of the year, though all trade between themselves and with the tribe on the peninsula. Each spring all tribesmembers gather to celebrate the return of the sun, perform marriage and manhood ceremonies, and take counsel about common problems.

If the party travels down this river at the beginning of their quest, these humans are gathered for the festival at a central point — near the spot where the river turns directly Away-From-Hub. They'll find the other villages guarded only by a handful of warriors. If the party passes through this forest on their return trip, the festival is over, and all the humans returned to their homes.

Away-From-Hub Forest Encounters

Each day in the Away-From-Hub forest, the gamemaster should roll for encounters on the following table.

| roll | result |
|-------|---------------------|
| 1D20 | |
| 01 | 1 bear |
| 02-03 | 1D3 bristle boars |
| 04-06 | 2D6 deer |
| 07-08 | 1D10 hunting humans |
| 09 | human village |
| 10 | long-tooth cat |
| 11-15 | 1D3 small game |
| 16-17 | strangleweed |
| 18-19 | 1D3 tree grazers |
| 20 | 2D6 wolves |

NOTES

Bears, Long-Tooth Cats, Wolves — predators on the hunt.

Bristle Boars, Tree Grazers — minding their own business.

However, their tempers are unpredictable, and 50% of the time they will charge hunters.

Deer, Small Game — food animals which may be hunted or ignored.

Human Hunters — intent on their own hunt. They may honor the elves with a small sacrifice, but keep their distance unless attacked first.

Human Village — a collection of 2D10 wood-and-skin huts, housing 3D10 tribespeople, plus one chief and one shaman. If the party passes through in the spring, everyone is off attending the festival at the riverbend, leaving the village nearly vacant except for 1D6 young warriors and a few who cannot or will not make the trip.

Strangleweed — this vine-like plant lies on the ground, hidden in the undergrowth. When a person steps on it, it comes alive, wrapping around the passerby and slowly choking him or her. It has 1D6 vines per square yard, and can attack as many victims as it has vines.

If the player-elves appear at the festival, the humans consider it a good omen that the spirits have arrived, and honor them in whatever way seems most suitable. The shamans question them about the future of the tribe, and accept whatever the elves tell them. So long as the party remains friendly, no trouble should arise. However, a small fraction of the tribe has rather shaky faith in the "spirits." Each time the elves injure a human, insult them, or abuse their authority over the tribe, a 50% chance exists that this group turns against the elves, and tries to persuade the rest of their tribesmen to do the same.

Typical Forest Tribe Leaders

Tagro, The Honorable: Tagro is the most experienced member of his tribe. He has seen his tribe evolve from a hard hunter-gatherer existence to a comparative prosperity through cooperation with the other villages. He is proud of this, but feels that vigilance and strength must be maintained.

He is a proud man, who holds strongly to a code of honor which is constant among the villagers: he does his best by his tribe, is always honest with his tribesfolk and other villages' chiefs, and once he gives his word, it is never broken. He is firm, authoritative, and practical. While he honors the

shaman and respects his wishes, his concerns are down-to-earth.

| characteristics | attributes | |
|-----------------|----------------------|--|
| STR 14 | Age: 40 | |
| CON 12 | Move: 3 | |
| SIZ 14 | Hit Points: 13 | |
| INT 13 | | |
| POW 12 | | |
| DEX 13 | | |
| APP 12 | | |

| location | D20 roll | armor points |
|----------|----------|--------------|
| r leg | 01-03 | 1/5 |
| l leg | 04-06 | 1/5 |
| head | 20 | 1/5 |

| weapon | SR | attack | parry | damage | AP |
|----------|----|--------|-------|------------|----------|
| 2H Spear | 6 | 94% | 82% | 1D10+1+1D3 | 10 |
| Knife | 8 | 90% | 78% | 1D3+2+1D3 | 6 |

Armor: 1 point leather.

Skills: Animal Lore 23%, Climb 36%, Communication 25%, Dodge 36%, Elf Lore 7%, Human Lore 26%, Language Lore 7%, Manipulation 64%, Perception 95%, Stealth 92%, Swim 46%, Throw 64%.

Porlun, The Preserver: Like most shamans in this extended tribe, Porlun is truly devoted to helping the people he guides, improving their lives, and seeing to their health and welfare. They in turn provide him with food, medicinal herbs, clothing, and other necessities that he lacks the time and leisure to make for himself.

Porlun knows all the legends and lore of his tribe, plus all the rituals, recipes, and interpretations of his art, all learned by rote from the previous shaman. He does as he was taught, rather than risk angering the spirits and endangering his tribe by introducing ideas of his own.

Though he analyzes reports of the tribes' "spirit sightings" and interprets them as omens, either bad or good, Porlun knows very little about elves. If given the opportunity, he'll approach the elves as closely as respect allows, offering them gifts and asking endless questions about the reasons for the rituals, the "spirits'" wishes, and ways he can please them better, and about the future of the tribe and how to improve it.

| characteristics | attributes | |
|-----------------|----------------------|--|
| STR 13 | Age: 36 | |
| CON 12 | Move: 3 | |
| SIZ 13 | Hit Points: 13 | |
| INT 15 | | |
| POW 14 | | |
| DEX 14 | | |
| APP 11 | | |

| location | D20 roll | armor points |
|----------|----------|--------------|
| r leg | 01-03 | 1/5 |
| l leg | 04-06 | 1/5 |
| abdomen | 07-10 | 1/5 |
| chest | 11-15 | 1/6 |
| r arm | 16-17 | 1/4 |

| | | | | | |
|-------|-------|-----------|--|--|--|
| l arm | 18-19 | 1/4 | | | |
| head | 20 | 1/5 | | | |

| weapon | SR | attack | parry | damage | AP |
|--------|----|--------|-------|-----------|---------|
| Knife | 8 | 80% | 70% | 1D3+2+1D3 | 0 |

Armor: 1 point furs.

Skills: Climb 28%, Communication 34%, Dodge 26%, Elf Lore 12%, Healing Lore 38%, Human Lore 38%, Language Lore 7%, Manipulation 70%, Perception 98%, Plant Lore 34%, Stealth 80%, Swim 24%, Throw 50%.

Return To The Palace

The upriver journey along the Stillwater takes the party many days of nonstop travel. After six to eight days, they emerge from the forest into a grassy valley with mountains rising to either side. Another four to six days brings them to lower mountains and a pass (on the map called simply "pass," but here referred-to as the Away-From-Hub Pass) that leads them through the range and back to the palace.

The mountains here, especially the range lying between the river and the Go-Back settlement, are troll country. It may be possible for the player elves to negotiate with the trolls for safe passage through the caverns leading to the Palace, rather than negotiating the pass. The trolls here now live in uneasy cooperation with the elves and, depending on their mood and the elves' bargaining abilities or payment, they stand a 10-60% chance of letting the elves through. Similarly, there is a 50% chance that the troll mountain patrols do not molest the passing elves, or that they'll assist elves who have fallen into a still-active trap.

Away-From-Hub Pass Encounters

Each day in the Away-From-Hub pass, the gamemaster should roll for encounters on the following table.

| roll | result |
|-------|--|
| 1D20 | |
| 01-02 | 1 bear |
| 03-04 | 1D3 bristle boars (foothills) or 1D3 small game (mountains) |
| 05-09 | 2D6 elk (low elevations) or 2D10 round horns (peaks) |
| 10-11 | 1 long-tooth cat |
| 12-13 | 1D3 small game |
| 14-15 | 1D6+2 patrolling trolls |
| 16-18 | troll trap |
| 19-20 | 2D6 wolves |

NOTES

Bears, Long-Tooth Cats, Wolves — predators on the hunt.

Bristle Boars — can be hunted or ignored.

Elk, Roundhorns, Small Game — animals looking for food. Elk and roundhorns do not inhabit the same areas. Small game is ubiquitous. All these creatures flee hunters.

Troll Patrol — a team of troll warriors, patrolling the mountains and pass for unwanted intruders. Although they know they should let elves pass freely through the mountains, enmity remains between the species, and 50% of the time they'll either cause trouble or refuse help to elves who've found trouble on their own.

Troll Traps — a variety of traps are still exist hereabouts. When a trap is encountered, roll 1D6 on the following table:

- 1 net trap
- 2 pit containing hungry predator
- 3 pit with spikes
- 4 triggered avalanche/rockslide
- 5 triggered catapult with stone
- 6 triggered javelin-launcher

NET TRAP: a net laid over the ground and disguised with brush. When a character steps onto it, the net closes into a sack around him, pulling shut at the top and lofting him into the air.

PIT TRAP: deep holes, disguised by brush or a pivoting stone, containing either upright spikes that do 1D10+1 damage, or a long-tooth cat, bear, or 1D6 wolves that have been kept here for a long time without food. They'll attack anything that falls to them.

TRIGGERED TRAP: sophisticated mechanisms that trigger when a character passes by. Usually the trigger is a thin rope stretched across the path and disguised with dirt, rocks, or grass. Passers-by have a (Perception -20) % chance to see the rope before hitting it and releasing the trap. • A rockslide or avalanche trap is simply a large rock balanced precariously on a small barrier attached to the trigger, with more rocks and/or snow piled above. Hitting the trigger allows the rocks to fall. The avalanche or rockslide does 1D10+2 damage to every character who does not evade it by succeeding in a Dodge roll. • The javelin-launcher is like a huge crossbow; it and the catapult are pulled back and held by the trigger rope. A step on the rope releases the catch, allowing the stone or javelin to launch forward. The javelin does 1D6+1D3 damage and the catapult stone 1D10.



Many traps are scattered throughout the pass, left over from the reign of hostile trolls. Some have been deactivated or their sites marked by the current, neutral trolls; others have been exposed or destroyed by friendly elves who discovered them. But many are still in working order — some even carefully maintained by reactionary trolls.

Barring incidents, the party has a three-day trek through the pass before climbing to the icy waste beyond. From there it is a two-day journey to the Palace, which calls to them like an iridescent beacon.

At the Palace, they may rest before making an account of their epic journey and introducing any new elves who have returned with them. If they have done well, cementing relations with the tundra elves or even humans, the player-elves will soon be entrusted with greater responsibilities, and their deeds may pass into elfin legend. If they fared badly, losing many party members and gaining little knowledge or allies, all will mourn.

New Creatures

Blacksails

These huge sea mammals are so-named because of their prominent black dorsal fins, which the elves see cresting the waves when the animal breaches for air. Blacksails are dangerous carnivores found in all climates.

| characteristics | averages | attributes |
|-----------------|----------|------------------|
| STR 6D6+30 | 51 | |
| CON 3D6+25 | 35-36 | Move: 6 swimming |
| SIZ 6D6+40 | 61 | Hit Points: 48 |
| INT 2D6+2 | 9 | |
| POW 2D6+4 | 11 | |
| DEX 2D6+3 | 10 | |
| APP 3D6 | 10-11 | |

| location | D20 roll | armor points |
|------------|----------|--------------|
| tail | 01-03 | 12/17 |
| midbody | 04-06 | 12/21 |
| r flipper | 07-08 | 12/13 |
| l flipper | 09-10 | 12/13 |
| forebody | 11-15 | 12/21 |
| dorsal fin | 16 | 12/17 |
| head | 17-20 | 12/17 |

| weapon | SR | attack | damage |
|--------|----|---------|--------|
| Bite | 6 | DEX x5% | 7D6 |
| Ram | 7 | DEX x6% | 6D6 |

Armor: 12 point skin and blubber.

Skills: Communication INT+DEX+APP%, Dodge DEX x4%, Jump STR+DEX%, Perception (INT+POW) x2%, Stealth DEX x3%, Swim (STR+DEX) x2%.

Furryfins

This is the elfin name for seals. Furryfins are gregarious, intelligent, and voracious fish-eaters. They are edible, and their pelts make warm clothing.

| characteristics | averages | attributes |
|-----------------|----------|-----------------------------|
| STR 3D6 | 10-11 | |
| CON 3D6+3 | 13-14 | Move: 7 swimming, 4 on land |
| SIZ 2D3+2 | 6 | Hit Points: 10 |
| INT 6 | 6 | |
| POW 3D6 | 10-11 | |
| DEX 3D6+3 | 13-14 | |
| APP 3D6 | 10-11 | |

| location | D20 roll | armor points |
|-----------|----------|--------------|
| tail | 01-05 | 3/4 |
| midbody | 06-12 | 3/5 |
| forebody | 13-17 | 3/5 |
| r flipper | 18 | 3/3 |
| l flipper | 19 | 3/3 |

| | | | |
|-----------|----|---------|-----------|
| head | 20 | 3/4 | |
| weapon | SR | attack | damage |
| Bite | 6 | DEX x4% | 1D6+3 |
| Tail Slap | 8 | DEX x3% | knockdown |

Armor: 3 point skin and blubber.

Skills: Communication INT+DEX+APP%, Dodge DEX x5%, Jump <from water> (STR+DEX) x2%, Perception (INT+POW) x2%, Stealth DEX x3%, Swim (STR+DEX) x4%.

Game Birds

This category includes both land birds, such as pheasant and grouse, and waterfowl such as ducks. Woodland types usually travel in mated pairs, or sometimes in small flocks. Waterfowl travel in much larger flocks. Males have brightly-colored plumage; females are usually drab.

Game birds are masters of camouflage. At the approach of danger, they hide in brush or reeds and stand motionless, their feathers blending in with the colors of the plants. A hunter must roll his Perception to spot a male, or his Perception minus 20 percentiles to spot one of the better-concealed females. Unless the bird is guarding a nest, it will start up and fly off when approached closely; waterfowl on open water fly off at the first shot of a missile. All birds fly as long as they are able.

Statistics would be more ludicrous than useful. Even a single point of damage will kill or cripple game birds, and their most efficacious attack is a raucous squawk.

Roundhorns

Resembling bighorn sheep, roundhorns live high in the mountains, feeding on moss and lichens, and relying on speed and surefootedness to escape predators across the difficult and icy crags. They attack only when cornered or defending young. Otherwise, they prefer to escape to higher elevations, where hunters cannot follow.

Roundhorns live in herds consisting of a single elder male, who leads the group; his harem of ewes and lambs; and a few adolescent males. Adult males without harems of their own usually group together into their own temporary herds.

| characteristics | averages | attributes |
|-----------------|----------|----------------|
| STR 3D6+10 | 20-21 | |
| CON 3D6+6 | 16-17 | Move: 7 |
| SIZ 3D6+10 | 20-21 | Hit Points: 19 |
| INT 4 | 4 | |
| POW 3D6 | 10-11 | |
| DEX 3D6+10 | 20-21 | |
| APP 3D6 | 10-11 | |



Rain 86

The snowbear decides he is hungry.

| location | D20 roll | armor points |
|--------------|----------|--------------|
| r hindleg | 01-02 | 1/6 |
| l hindleg | 03-04 | 1/6 |
| hindquarters | 05-09 | 1/9 |
| forequarters | 10-14 | 1/9 |
| r foreleg | 15-16 | 1/6 |
| l foreleg | 17-18 | 1/6 |
| head | 19-20 | 8/7 |

| weapon | SR | attack | damage |
|--------|----|---------|----------|
| Butt | 5 | DEX x3% | 1D10+1D6 |
| Kick | 5 | DEX x3% | 1D6+1D6 |

Notes: a roundhorn may either butt or kick, but not both in the same round. A missed blow at a roundhorn's head carries a 10% chance that the weapon has been entangled in the curving horns and pulled out of the user's hands.

Armor: 1 point hide, plus 7 point horns on head.

Skills: Climb DEX x4%, Dodge DEX x2%, Jump DEX x3%, Perception POW x3%, Stealth DEX x1%.

Small Game

This encounter class includes herbivores like squirrels and woodchucks, and carnivores such as weasels. Even the carnivores won't attack anything as large as an elf — all rely on concealment, burrows, or speed to protect themselves. They can stand motionless, their fur blending in with snow, grass, or bark, to become almost invisible. Hunters spot them only at Perception -20 percentiles.

These small creatures are killed or crippled by 1 point of damage from any source, and have no effective attacks, though they might bite (1D2 damage) if handled clumsily.

Snow Bears

These predators wander the arctic regions of the World of Two Moons. Larger than their forest kin,

their white fur blends with the snow. They are well-adapted to the climate and make fearsome foes.

Snow bears eat elk, furryfins, and fish. They love salmon. Excellent swimmers, they can run quickly across ice without sliding. They rest in caves or ice hollows during storms, but do not sleep through the winter as do ordinary bears. They are solitary. Females have SIZ and STR each of 3 points less than males.

| characteristics | averages | attributes |
|-----------------|----------|----------------|
| STR 3D6+20 | 30-31 | |
| CON 3D6+10 | 20-21 | Move: 7 |
| SIZ 3D6+20 | 30-31 | Hit Points: 25 |
| INT 5 | 5 | |
| POW 3D6 | 10-11 | |
| DEX 3D6 | 10-11 | |
| APP 3D6 | 10-11 | |

| location | D20 roll | armor points |
|--------------|----------|--------------|
| r hindleg | 01-02 | 4/8 |
| l hindleg | 03-04 | 4/8 |
| hindquarters | 05-09 | 4/10 |
| forequarters | 10-14 | 4/10 |
| r foreleg | 15-16 | 4/8 |
| l foreleg | 17-18 | 4/8 |
| head | 19-20 | 4/8 |

| weapon | SR | attack | damage |
|--------|----|---------|-----------|
| Bite | 6 | DEX x4% | 1D6+2+3D6 |
| Claw | 6 | DEX x5% | 1D6+3D6 |

Notes: snow bears can attack twice each round, using either two claws or a claw and bite. The second attack comes on SR 9. A bear can use both attacks and still Dodge.

Armor: skin, fur, and fat worth 4 points of armor.

Skills: Climb DEX x3%, Dodge DEX x1%, Jump DEX x2%, Perception POW x3%, Stealth DEX x2%, Swim DEX x4%.

Elf War

Introduction

This adventure is intended for wolfriders. It can be adapted to other elf types with more or less difficulty, depending on their tribe. The scenario is intended for 4-8 experienced elves and their wolves; correspondingly, non-wolfriders should be more experienced or more numerous.

Though the reason is up to the gamemaster, the player-elf scouts have been told to search for an extended period of time. Perhaps they seek new

hunting grounds. Perhaps they seek other elves with whom they may trade. If there is a campaign featuring a small tribe, perhaps the entire tribe is on the move. All that is important is that the player-elves go traveling. If you wish, this adventure might follow *Beyond The Frozen Mountains*, the climax to chilly explorations.

Winter is coming. The first snow has already fallen. Soon it will be time to set up winter camp. In the spring, the player-elves can return to the main tribe. They have just arrived at a wide, fertile valley, edged by stony mountains. The valley looks

like good hunting ground, and the clear, cool streams running through promise good water.

The Valley

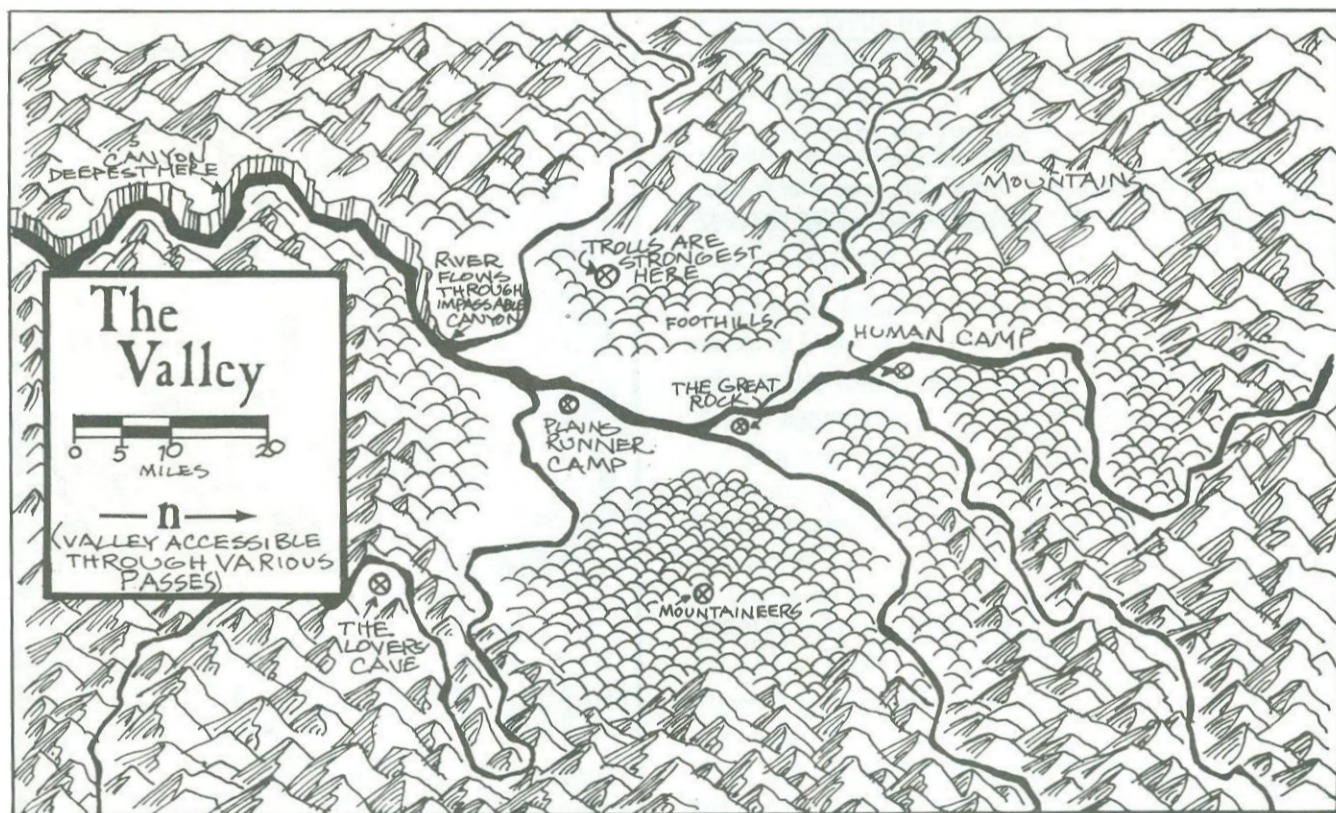
Two elf tribes are at war because of Recognition. One tribe is composed of Plainsrunners, who continually fight with humans in competition for the limited valley land. The other elfin tribe, the Mountaineers, have troll problems.

The humans in the valley are stone-age goatherds, whose flocks the Plainsrunners raid. Nearly 100 humans live in the northern valley. They are led by Goodman who, for a human, is intelligent and reasonable.

Trolls live in the foothills. They mine for metal and always hungrily compete with the Mountaineers for the slim food supplies of the foothills and mountains. About 20 trolls lurk underground, continually using such tricks as poisoning food plants or digging pit traps along animal trails to harass and harm the Mountaineers. Their leader, King Stonewart, is foolish.

The Plainsrunners are hunters. Though for a while at peace with the humans, they now raid the humans and trade part of that food to the trolls in return for metal weapons. In a fight, that makes them the tougher of the two elfin tribes. They suppressed Recognition about 5,000 years ago, and have forgotten that it ever existed. About 60 Plainsrunners live in this tribe. Their statistics are like those of ordinary Plainsrunners, except that they normally do not suffer from the effects of Recognition, and Animal Bonding is no longer a common power for them. Perhaps in compensation, they have an abnormally high number of Healers (roll POW x2 to determine if an elf is or is not a healer). Lonah, their chief, is the latest in a long line of turbulent, passionate leaders. Her son will someday be chief in her stead.

The Mountaineers are gatherers. Bad winters force them down into the foothills and valley lowlands where the Plainsrunners discomfort them. Trolls harry the Mountaineers at all times of the year. The sly human chief, Goodman, has treated with the Mountaineers to war together against the Plainsrunners, who could individually beat either human or Mountaineer. About 3,000 years ago, the Mountaineers split off from Plainsrunners as a tribe. About 30 Mountaineers live in this tribe. Their statistics are like those of the Plainsrunners nearby. Their chief is Hana.



The Current Situation

The humans have the northern valley to themselves, while the Plainsrunners have the rest. The Mountaineers live in the mountains, with the trolls underneath. After a brief, bitter war last winter, the valley has gotten peace. Goodman, the canny human, convinced all parties to agree to a special treaty, whereby the Plainsrunners promised not to hunt the humans' goats, and the Mountaineers promised never to seek prey deeper in the valley than a mile from the foothills. Everyone seemed happy (except possibly the trolls), and all promised not to fight and kill anymore.

This summer the unthinkable occurred. Lonah's son, heir to the Plainsrunner chieftaincy, happened to encounter Hana on a hunt, and Recognition took hold. Both elf tribes have forgotten about Recognition's existence, and neither Hana nor Lonah's son, Tuwheep, knew how to deal with it. Several weeks later, back in their respective home camps, they found themselves growing ill, thinking of nothing but the other, and feeling weaker day by day. Finally, Hana fled her camp in the middle of the night, crept into the middle of the fortified Plainsrunner settlement, and found Tuwheep. They fled the camp to hue and cry, and now hide in the foothills south of the valley. Though together, they do not know what has happened, are each unsure of the other, and certain that they have betrayed their respective tribes.

Valley Encounters

Each day and night, the gamemaster should roll for encounters on the following table. If humans, Mountaineers, Plainsrunners, or trolls are met, refer to the appropriate section later in the adventure to determine their reactions.

| roll | result |
|-------|-------------------|
| D100 | |
| 1 | 1D10 deer |
| 2 | 1D6 elk |
| 3-5 | 2D6 humans |
| 6-8 | 1D6 Mountaineers |
| 9 | 1D6 no-humps |
| 10-12 | 2D3 Plainsrunners |
| 13 | treegrazer |
| 14 | 1D3 treeweeds |
| 15 | 1D6 trolls |
| 16-20 | no encounter* |

* if the elves are searching the foothills south of the valley, a result of 16-20 indicates that they have encountered Hana and Tuwheep. Refer to their section.

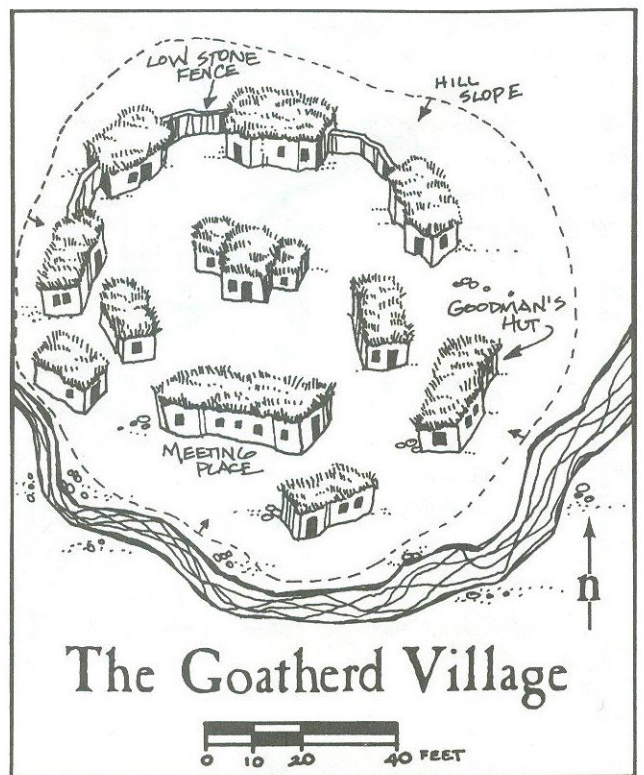
Lonah, proud leader of the Plainsrunners, is certain the blame lies with the Mountaineers, and

has sent her tribe to war to recover her lost son. The Mountaineers, chiefless, have turned to Goodman for help. He is not sure what is going on, but is happy to help his old allies against his old enemies, though he is heartbroken that his wonderful peace treaty did not take root. The Mountaineers believe that Tuwheep has murdered Hana and fled into the hills. They wish to find and punish him, certain that the Plainsrunners know where he is lurking.

The Goatherds

The humans moved into the valley about four human generations ago. They herd semi-wild goats across the plains of and lower hills surrounding the northern part of the valley, and supplement their diet by hunting and gathering. They have now returned to their winter homes in the lowlands; in the summers small bands of herders and their flocks may follow the green grass far into the hills.

About 100 humans now live in the northern half of the valley. When the humans first came to the valley, the Plainsrunners resisted, and many elves and humans were killed. Eventually the hostilities lessened, but bitterness remains. Someday the



The Goatherd Village

quick-breeding humans may push out the elves, but that day is many generations off.

The Plainsrunners often hunt and kill the humans' domestic goats, and every few years a human or an elf is cornered and murdered by a gang of his enemies. Until recently the situation has been static, if not pleasant. But last spring the Plainsrunners gained metal weapons, and began to raid the human herds in earnest. By summer, losses were so high that the goatherds considered fleeing the valley. Then Goodman, the crafty human chieftain, contacted the Mountaineer elves and forged an alliance. Under Goodman's skillful leadership, the Mountaineers and humans outmaneuvered and defeated their Plainsrunner foes.

The Plainsrunners agreed to refrain from hunting the humans' goats, and agreed to permit the Mountaineers to hunt in the foothills and for a short way into the plain. Peace reigned for nearly a year. Now the two elfin tribes have begun to fight again. The Mountaineers soon asked the humans to assist them against the Plainsrunners. Blood is once more being spilled.

This time the humans don't know why the elves are fighting. Goodman and the other humans help the Mountaineers because they are grateful for assistance in the war the year before.

Meeting Goodman

If spotting the player-elves, the humans try to make friendly contact and bring them to meet Goodman. If the elves attack the humans first, the humans fight back. Once Goodman hears of this, he assumes that the player-elves are new Plainsrunner allies, and order his people to try to capture the strangers whenever spotted.

If the player-elves are spotted by but evade the humans, Goodman sends out special scout parties to try and find them, make friends, and bring them to meet Goodman.

Once the player-elves come or are brought before Goodman, he holds a feast, with them as honored (though not divine) guests. During and after the feast, he'll provide the player-elves with information on various subjects, depending on how he is questioned.

• **The Plainsrunners:** "You can believe me. My tribe not like other humans. Them ignorant. We very wise. We know not all elves alike. Some elves good. Some elves bad.

"Bad elves live near. Them name Plainsrunners. They lie. They steal. Do not listen to them. Look at

their work." (At this point, Goodman shows his guests a crippled child he claims was injured during a Plainsrunner raid — this claim is true, though the injury was an accident.) "Plainsrunners troll-friends. They kill even elves. They steal goats. Five seasons ago, we fight them hard. They promise peace, no more fight. I think very hard, make plan to keep valley peaceful. All promise to obey Goodman's plan. We think, peace forever. Last season, they fight again. We do things of promise. We work hard, make peace. But they fight again. These very bad elves.

"But maybe they fight for mystery elf reason. Maybe you visit Plainsrunners, pretend you friends. Talk, find out why fight. Maybe you know mystery elf reason. You talk to Plainsrunners, find out reason. No more fight. All happy."

• **The Mountaineers:** "Mountaineers good friends humans. Hate Plainsrunners, too. Plainsrunners hate Mountaineers. Mystery elf reason. Five seasons ago, when Plainsrunners fight all, Mountaineers, humans help each other. Good friends now. Bad Plainsrunners fight Mountaineers again this year. We come help Mountaineers, old friends, fight Plainsrunners, bad enemies. Humans wish fighting stop, but Mountaineers say no. Maybe you know mystery elf reason for fight. You talk to Mountaineers, find out why fight Plainsrunners. No more fight. All happy."

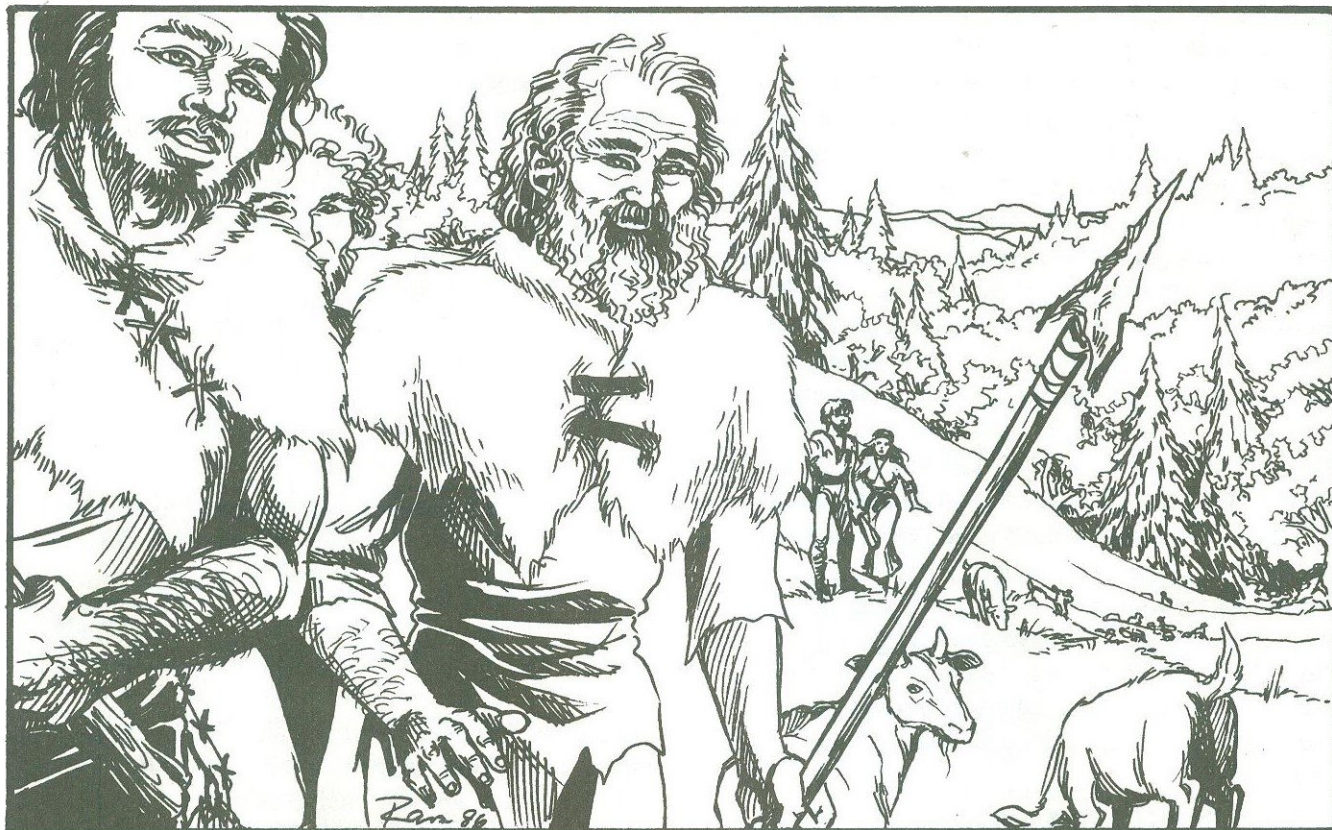
• **Trolls:** "Trolls live mountains. Them mean and ugly. Them give Plainsrunners metal. Swords, axes, crossbows. Very bad. Hunt plenty goats, too."

• **Why are the two elf tribes fighting?** "Mystery elf reason. No human know. You find out maybe? Talk Mountaineers, spy Plainsrunners? Find out reason? Stop bad killing?"

After the feast, Goodman questions the elves. He wants to know if they are the only elves of their tribe in the valley, how long they plan to stay, and if they'll agree to help his side in the wars.

"You help fight bad Plainsrunners, yes? We give you many-many goat meat, many-many goatskin. Mountaineers, they grateful too. Give elf things. You help?"

Under no circumstances does Goodman harass or harm the player-elves, unless he is attacked. Even if the player-elves later join the Plainsrunners and attack humans, he'll order his men to capture the player-elves, if possible, instead of killing them. Once captured, he'll tie them up in his sturdiest hut, and try to keep them there till the war ends.



Goodman (holding the spear) and a nephew.

Goodman, Chief of the Humans

| characteristics | attributes |
|-----------------|------------------------|
| STR 13 | Age: 44 |
| CON 14 | Move: 3 |
| SIZ 13 | Hit Points: 14 |
| INT 16 | Magic Points: 15 |
| POW 15 | |
| DEX 10 | |
| APP 9 | |

| location | D20 roll | armor points |
|----------|----------|--------------|
| r leg | 01-03 | 0/5 |
| l leg | 04-06 | 0/5 |
| abdomen | 07-10 | 0/5 |
| chest | 11-15 | 1/6 |
| r arm | 16-17 | 1/4 |
| l arm | 18-19 | 1/4 |
| head | 20 | 0/5 |

| weapon | SR | attack | parry | damage | AP |
|----------------|----|--------|-------|-----------|----------|
| Club | 7 | 78% | 66% | 1D10+1D3 | 10 |
| Thrown Javelin | 3 | 75% | — | 1D6+1 | 8 |
| Thrust Javelin | 7 | 46% | 29% | 1D6+1+1D3 | 8 |

Armor: 1-point fur cloak over shoulders, arms, and chest.

Skills: Animal Lore 32%, Climb 40%, Communication 50%, Dodge 52%, Elf Lore 38%, Healing Lore 16%, Human Lore 62%, Jump 46%, Language Lore 16%, Manipulation 72%, Mechanical Lore 32%, Mineral Lore 32%, Perception 62%, Plant Lore 32%, Stealth 48%, Swim 40%, Throw 66%, Troll Lore 28%.

Sample Humans

| | | |
|--------|--------|----------------|
| STR 13 | CON 14 | Move: 3 |
| SIZ 13 | INT 11 | Hit Points: 14 |
| POW 11 | DEX 11 | |

APP 11

| weapon | SR | attack | parry | damage | AP |
|----------------|----|--------|-------|-----------|----|
| Thrown Javelin | 3 | 55% | — | 1D6+1 | 8 |
| Thrust Javelin | 7 | 20% | 20% | 1D6+1+1D3 | 8 |
| Club | 7 | 40% | 40% | 1D10+1D3 | 10 |

Armor: goatskin cloak over chest and shoulders.

Skills: Animal Lore 11%, Climb 30%, Communication 30%, Dodge 25%, Elf Lore 15%, Healing Lore 15%, Human Lore 30%, Jump 25%, Language Lore 10%, Manipulation 50%, Mechanical Lore 11%, Mineral Lore 11%, Perception 22%, Plant Lore 11%, Stealth 20%, Swim 22%, Throw 50%, Troll Lore 10%.

HUMAN ONE, HP 14

Weapons: Javelin 8, Club 10

| location | D20 roll | armor points |
|----------|----------|--------------|
| r leg | 01-03 | 0/5 |
| l leg | 04-06 | 0/5 |
| abdomen | 07-10 | 0/5 |
| chest | 11-15 | 1/6 |
| r arm | 16-17 | 1/4 |
| l arm | 18-19 | 1/4 |
| head | 20 | 0/5 |

HUMAN TWO, HP 14

Weapons: Javelin 8, Club 10

| location | D20 roll | armor points |
|----------|----------|--------------|
| r leg | 01-03 | 0/5 |
| l leg | 04-06 | 0/5 |
| abdomen | 07-10 | 0/5 |
| chest | 11-15 | 1/6 |
| r arm | 16-17 | 1/4 |
| l arm | 18-19 | 1/4 |
| head | 20 | 0/5 |

HUMAN THREE, HP 14

Weapons: Javelin 8, Club 10

| <i>location</i> | <i>D20 roll</i> | <i>armor points</i> |
|-----------------|-----------------|---------------------|
| r leg | 01-03 | 0/5 |
| l leg | 04-06 | 0/5 |
| abdomen | 07-10 | 0/5 |
| chest | 11-15 | 1/6 |
| r arm | 16-17 | 1/4 |
| l arm | 18-19 | 1/4 |
| head | 20 | 0/5 |

HUMAN FOUR, HP 14

Weapons: Javelin 8, Club 10

| <i>location</i> | <i>D20 roll</i> | <i>armor points</i> |
|-----------------|-----------------|---------------------|
| r leg | 01-03 | 0/5 |
| l leg | 04-06 | 0/5 |
| abdomen | 07-10 | 0/5 |
| chest | 11-15 | 1/6 |
| r arm | 16-17 | 1/4 |
| l arm | 18-19 | 1/4 |
| head | 20 | 0/5 |

HUMAN FIVE, HP 14

Weapons: Javelin 8, Club 10

| <i>location</i> | <i>D20 roll</i> | <i>armor points</i> |
|-----------------|-----------------|---------------------|
| r leg | 01-03 | 0/5 |
| l leg | 04-06 | 0/5 |
| abdomen | 07-10 | 0/5 |
| chest | 11-15 | 1/6 |
| r arm | 16-17 | 1/4 |
| l arm | 18-19 | 1/4 |
| head | 20 | 0/5 |

HUMAN SIX, HP 14

Weapons: Javelin 8, Club 10

| <i>location</i> | <i>D20 roll</i> | <i>armor points</i> |
|-----------------|-----------------|---------------------|
| r leg | 01-03 | 0/5 |
| l leg | 04-06 | 0/5 |
| abdomen | 07-10 | 0/5 |
| chest | 11-15 | 1/6 |
| r arm | 16-17 | 1/4 |
| l arm | 18-19 | 1/4 |
| head | 20 | 0/5 |

HUMAN SEVEN, HP 14

Weapons: Javelin 8, Club 10

| <i>location</i> | <i>D20 roll</i> | <i>armor points</i> |
|-----------------|-----------------|---------------------|
| r leg | 01-03 | 0/5 |
| l leg | 04-06 | 0/5 |
| abdomen | 07-10 | 0/5 |
| chest | 11-15 | 1/6 |
| r arm | 16-17 | 1/4 |
| l arm | 18-19 | 1/4 |
| head | 20 | 0/5 |

HUMAN EIGHT, HP 14

Weapons: Javelin 8, Club 10

| <i>location</i> | <i>D20 roll</i> | <i>armor points</i> |
|-----------------|-----------------|---------------------|
| r leg | 01-03 | 0/5 |
| l leg | 04-06 | 0/5 |
| abdomen | 07-10 | 0/5 |
| chest | 11-15 | 1/6 |
| r arm | 16-17 | 1/4 |
| l arm | 18-19 | 1/4 |
| head | 20 | 0/5 |

HUMAN NINE, HP 14

Weapons: Javelin 8, Club 10

| <i>location</i> | <i>D20 roll</i> | <i>armor points</i> |
|-----------------|-----------------|---------------------|
| r leg | 01-03 | 0/5 |
| l leg | 04-06 | 0/5 |
| abdomen | 07-10 | 0/5 |
| chest | 11-15 | 1/6 |

| | | |
|-------|-------|-----------|
| r arm | 16-17 | 1/4 |
| l arm | 18-19 | 1/4 |
| head | 20 | 0/5 |

HUMAN TEN, HP 14

Weapons: Javelin 8, Club 10

| <i>location</i> | <i>D20 roll</i> | <i>armor points</i> |
|-----------------|-----------------|---------------------|
| r leg | 01-03 | 0/5 |
| l leg | 04-06 | 0/5 |
| abdomen | 07-10 | 0/5 |
| chest | 11-15 | 1/6 |
| r arm | 16-17 | 1/4 |
| l arm | 18-19 | 1/4 |
| head | 20 | 0/5 |

HUMAN ELEVEN, HP 14

Weapons: Javelin 8, Club 10

| <i>location</i> | <i>D20 roll</i> | <i>armor points</i> |
|-----------------|-----------------|---------------------|
| r leg | 01-03 | 0/5 |
| l leg | 04-06 | 0/5 |
| abdomen | 07-10 | 0/5 |
| chest | 11-15 | 1/6 |
| r arm | 16-17 | 1/4 |
| l arm | 18-19 | 1/4 |
| head | 20 | 0/5 |

HUMAN TWELVE, HP 14

Weapons: Javelin 8, Club 10

| <i>location</i> | <i>D20 roll</i> | <i>armor points</i> |
|-----------------|-----------------|---------------------|
| r leg | 01-03 | 0/5 |
| l leg | 04-06 | 0/5 |
| abdomen | 07-10 | 0/5 |
| chest | 11-15 | 1/6 |
| r arm | 16-17 | 1/4 |
| l arm | 18-19 | 1/4 |
| head | 20 | 0/5 |

The Plainsrunners

The Plainsrunners are the original inhabitants of the valley, and have lived here for thousands of years. Their statistics are the same as normal elves, but they no longer Recognize, and have forgotten that Recognition is possible.

They consider all animals in the valley to be their rightful prey. Since the goatherding humans arrived a century ago, this Plainsrunner attitude has led to numerous clashes, since the elves frequently hunt and kill the humans' goats — sometimes while a furious goatherd watches in frustration.

Though both tribes have long forgotten it, about two thousand years ago the Plainsrunner population grew so large that the tribe split. The majority remained in the valley and retained the name of Plainsrunners. The rest moved into the foothills and mountains surrounding the valley, and became known as the Mountaineers. Normally the two tribes do not mingle, but occasional bad winters force the Mountaineers down into the valley to hunt for food. Naturally, bad years for the Mountaineers

are also bad for the Plainsrunners, who resent seeing the scant native deer fall prey to outsiders.

With the arrival of the humans, the Plainsrunners felt new complication. Two years back, when a long, hard winter forced the Mountaineers, once again, into the valley, the humans too were starving, and retaliated violently when the Plainsrunners killed any of their meager herds.

Some of the Plainsrunners had always used troll weapons. But at that time Lonah, the Plainsrunner Chief, contacted the trolls. She knew that they, too, were hungry, and offered to bring food to the trolls in exchange for troll weapons. Thus well-armed with metal swords, axes, and shields, the Plainsrunners became invincible in fights against the humans or the Mountaineers. They hunted goats with impunity, and expelled Mountaineer hunting parties with ease.

The Plainsrunners were unexpectedly defeated when the Mountaineers and humans joined forces, led by Goodman the sly human chief. The combined army proved large enough to overwhelm the Plainsrunners, who agreed to accept Goodman's peace terms: the Plainsrunners would not hunt any more of the humans' goats nor cause trouble with Mountaineer hunting parties, in return for which the Mountaineers would not travel further than a mile into the valley on their hunts, and the humans would keep their goats hub-ward of the Great Rock in the center of the valley.

Meeting Lonah

If any Plainsrunners spot the player-elves, they'll attempt to make contact and bring them (by force if necessary) to Lonah's camp. If the player-elves are currently traveling with Mountaineers or humans, the Plainsrunners ambush them. If they manage to kill or drive off all the humans and Mountaineers present, the Plainsrunners try to take any surviving player-elves prisoner.

The Plainsrunners are heavily-armed with metal swords and axes. Some even carry shields. The Plainsrunner camp is visible from a mile or two off. It is surrounded by a ring of impenetrable tangled wood, stacked in a palisade. The piled wood is higher than a man, and covered with sharp prongs. The ring is broken by a single narrow gap, where grim elf spearmen block entry.

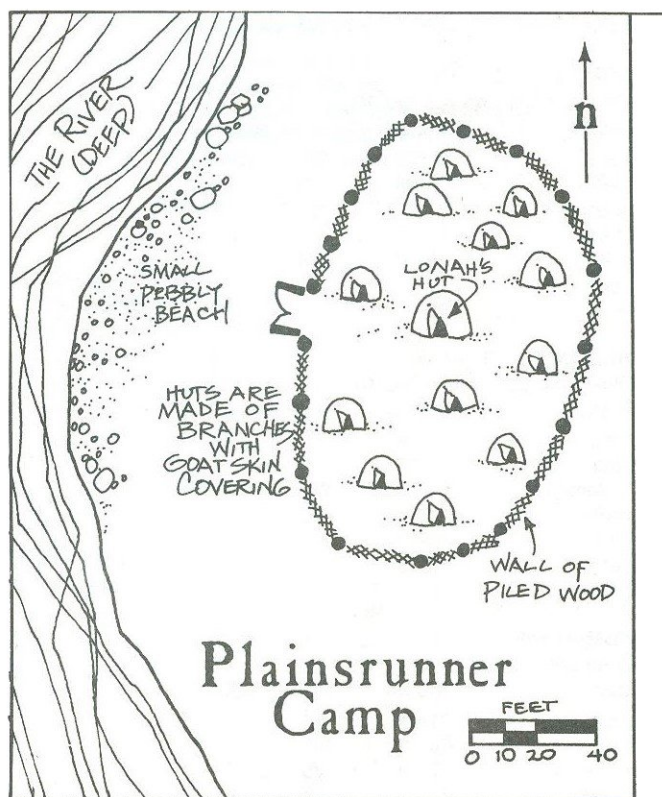
Within the ring of tangled wood, the Plainsrunners live in little grass huts with goatskin coverings. When the player-elves first visit, they are led to the largest of the huts. Inside, they feast on a fine meal of goat meat, berries, and venison.

Everyone sits in a circle on the floor, and cheerful elves serve the food atop huge edible leaves. The only signs of trouble are the alert unsmiling guards at the entrance. Across the circle from the player-elves sits Lonah, the Plainsrunner chieftain.

• **The Humans (Tall Ones):** "Our valley is one. The hunting is not enough for two tribes of elves, certainly not enough for both of us with a tribe of Tall Ones! The Tall Ones chose one type of herd animal and say these all belong to them. This is not just, nor true, for we were here first! Now they interfere in a matter that does not concern them at all."

• **The Mountaineers:** "The Mountaineers are fine elves. They are only our enemies because they raid down into our valley each winter, killing food animals, ambushing our hunters, and stealing their catch, causing our children to go hungry. Still, we agreed to peace, and promised to let them hunt around the valley edges. But now they have gone too far. My own son, our future chief, has been kidnaped by them, and I fear for his fate. Have you heard anything of him?"

• **Trolls:** "Do you know about the Tunnel-Dwellers? When the Tall Ones and Mountaineers hurt our tribe, I went to the Tunnel-Dwellers. They give us their earth weapons, and we give them fresh meat. They are true to their word, and so are we."



• **Why are the two elf tribes fighting?** "They have taken my son. One of their women was seen with him. He must be returned."

Lonah wants to learn about the player-elves, especially how well they can fight. She'll also try to get them to help her in the war.

"Stranger elves, long speeches are unnatural to my tongue, so I must come to the point. You have seen our wall of sticks. You have seen how our hunters must carry many weapons. I have seen you admiring our metal weapons. We have been forced to trade sorely-needed food to the Tunnel-Dwellers to get them. Our tribe dwindles. I rule perhaps twoscore elves, a fine tribe. But my mother ruled twoscore more, and my grandmother almost a hundred. We are dying because of the Tall Ones in the north of the valley. The Tall Ones hunt us and they fight us, and sometimes they kill us."

"You are good fighters. Perhaps your tribe and ours could be good friends. We could trade, and meet together for celebrations. Help us drive the Mountaineers out of our land and regain my son, and I will be happy to send hunters with you to meet your own Chief. We can trade metal troll weapons. Surely your Chief would like to be friends with us."

Now the player-elves must reply. If they decide not to help Lonah's tribe, she shrugs and finishes her meal in silence. At the feast's conclusion, she tells her guests, "We bear you no ill feelings, but our life is hard now. You cannot stay in our camp any longer, for we do not have sufficient food to spare for unhelpful strangers. Good luck on your journey, and fare well." With that, the player-elves are politely escorted out of the camp.

If the player-elves indicate that they may be willing to help Lonah's tribe but want some sort of reward in return, Lonah offers them as many metal weapons as they can carry back to their own tribe. Alternatively, she can give them furs, dreamberries, or dried meat.

If the player-elves decide to help Lonah and her tribe, she smiles sunnily, and orders a night-long celebration. All the elves participate, and a fine time is had by all. The next morning all gather in Lonah's hut. Lonah speaks.

"Today we ambush a warband of the humans' cruelest hunters. We think they plan to burn our defense — our wooden ring." She turns to Plainsrunner One: "Palsoon, take fifteen hunters with our new allies and plan the ambush."

With that, the player-elves are off on a raid against the humans. The Plainsrunners will involve

the player-elves in their raids and fights until the player-elves leave them.

Lonah, Plainsrunner Chieftain

| <i>characteristics</i> | <i>attributes</i> | | | | |
|------------------------|-------------------|----------|--|--|--|
| STR 12 | Age: | 402 | | | |
| CON 16 | Move: | 5 | | | |
| SIZ 5 | Hit Points: | 11 | | | |
| INT 15 | Magic Points: | 16 | | | |
| POW 16 | | | | | |
| DEX 14 | | | | | |
| APP 18 | | | | | |

| <i>location</i> | <i>D20 roll</i> | <i>armor points</i> | | |
|-----------------|-----------------|---------------------|-------|--|
| r leg | 01-03 | 0/5 | | |
| l leg | 04-06 | 0/5 | | |
| abdomen | 07-10 | 0/5 | | |
| chest | 11-15 | 0/6 | | |
| r arm | 16-17 | 0/4 | | |
| l arm | 18-19 | 0/4 | | |
| head | 20 | 4/5 | | |

| <i>weapon</i> | <i>SR</i> | <i>attack</i> | <i>parry</i> | <i>damage</i> | <i>AP</i> |
|---------------|-----------|---------------|--------------|---------------|-----------|
| Sword | 8 | 98% | 86% | 1D6+1 | 10 |
| Crossbow | 3 | 85% | — | 2D6 | 8 |
| Shield | 8 | 33% | 90% | 1D3+3 | 12 |

Armor: 4 point metal headband.

Skills: Animal Lore 60%, Climb 84%, Communication 66%, Dodge 99%, Elf Lore 30%, Healing Lore 45%, Human Lore 30%, Jump 52%, Language Lore 30%, Manipulation 72%, Mechanical Lore 15%, Mineral Lore 15%, Perception 88%, Plant Lore 60%, Stealth 96%, Swim 28%, Throw 72%, Troll Lore 68%.

Magic: Hypnosis 62%, Magic-Feeling 40%, Sending 55%.

Sample Plainsrunners

| | | |
|--------|--------|---------------|
| STR 11 | CON 13 | Move: 5 |
| SIZ 5 | INT 10 | Hit Points: 9 |
| POW 13 | DEX 14 | |
| APP 13 | | |

| <i>weapon</i> | <i>SR</i> | <i>attack</i> | <i>parry</i> | <i>damage</i> | <i>AP</i> |
|---------------|-----------|---------------|--------------|---------------|-----------|
| Axe | 8 | 40% | 30% | 1D6+2 | 8 |
| Shield | 8 | 20% | 50% | 1D3+1 | 12 |
| Crossbow | 3 | 40% | — | 2D6 | 8 |

Skills: Animal Lore 30%, Climb 60%, Communication 35%, Dodge 70%, Elf Lore 15%, Healing Lore 30%, Human Lore 30%, Jump 38%, Language Lore 10%, Manipulation 50%, Mechanical Lore 5%, Mineral Lore 5%, Perception 50%, Plant Lore 30%, Stealth 50%, Swim 21%, Throw 50%, Troll Lore 30%.

PLAINSRUNNER ONE, HP 13

Weapons: Axe 8, Shield 12, Crossbow 8.

| <i>location</i> | <i>D20 roll</i> | <i>armor points</i> | |
|-----------------|-----------------|---------------------|-------|
| r leg | 01-03 | 0/3 | |
| l leg | 04-06 | 0/3 | |
| abdomen | 07-10 | 0/3 | |
| chest | 11-15 | 0/4 | |
| r arm | 16-17 | 0/3 | |
| l arm | 18-19 | 0/3 | |
| head | 20 | 4/3 | |

PLAINSRUNNER TWO, HP 13

Weapons: Axe 8, Shield 12, Crossbow 8.

| <i>location</i> | <i>D20 roll</i> | <i>armor points</i> | |
|-----------------|-----------------|---------------------|-------|
| r leg | 01-03 | 0/3 | |
| l leg | 04-06 | 0/3 | |
| abdomen | 07-10 | 0/3 | |

| | | |
|-------|-------|-----------|
| chest | 11-15 | 0/4 |
| r arm | 16-17 | 0/3 |
| l arm | 18-19 | 0/3 |
| head | 20 | 4/3 |

PLAINSRUNNER THREE, HP 13

Weapons: Axe 8, Shield 12, Crossbow 8.

| location | D20 roll | armor points |
|----------|----------|--------------|
| r leg | 01-03 | 0/3 |
| l leg | 04-06 | 0/3 |
| abdomen | 07-10 | 0/3 |
| chest | 11-15 | 0/4 |
| r arm | 16-17 | 0/3 |
| l arm | 18-19 | 0/3 |
| head | 20 | 4/3 |

PLAINSRUNNER FOUR, HP 13

Weapons: Axe 8, Shield 12, Crossbow 8.

| location | D20 roll | armor points |
|----------|----------|--------------|
| r leg | 01-03 | 0/3 |
| l leg | 04-06 | 0/3 |
| abdomen | 07-10 | 0/3 |
| chest | 11-15 | 0/4 |
| r arm | 16-17 | 0/3 |
| l arm | 18-19 | 0/3 |
| head | 20 | 4/3 |

PLAINSRUNNER FIVE, HP 13

Weapons: Axe 8, Shield 12, Crossbow 8.

| location | D20 roll | armor points |
|----------|----------|--------------|
| r leg | 01-03 | 0/3 |
| l leg | 04-06 | 0/3 |
| abdomen | 07-10 | 0/3 |
| chest | 11-15 | 0/4 |
| r arm | 16-17 | 0/3 |
| l arm | 18-19 | 0/3 |
| head | 20 | 4/3 |

PLAINSRUNNER SIX, HP 13

Weapons: Axe 8, Shield 12, Crossbow 8.

| location | D20 roll | armor points |
|----------|----------|--------------|
| r leg | 01-03 | 0/3 |
| l leg | 04-06 | 0/3 |
| abdomen | 07-10 | 0/3 |
| chest | 11-15 | 0/4 |
| r arm | 16-17 | 0/3 |
| l arm | 18-19 | 0/3 |
| head | 20 | 4/3 |

The Mountaineers

The Mountaineers hunt and gather wild fruits and roots across the foothills and mountain slopes surrounding the valley. As nomads, their winter camp changes every year. They like the mountains, and only come down into the valley when forced by hunger and cold. The year round, though, they are harassed by trolls and must keep a sharp lookout for the Tunnel-Dwellers.

Last year, the winter was exceptionally hard, and the depredations which the Mountaineers made on the valley's deer was deeply resented by the

Plainsrunners. War ensued, and the Plainsrunners, treacherously armed with troll metal, came close to forcing the Mountaineers to leave forever. But the Mountaineers allied with the humans, and their combined forces forced the Plainsrunners to end the war.

The Plainsrunners agreed to allow the Mountaineers to hunt in the foothills, and as much as a mile into the valley proper. The two tribes even met peacefully a few times. But then one dark night their chief, Hana, vanished. They fear that the Plainsrunners murdered her. Soon after this catastrophe, the Plainsrunners once again attacked the Mountaineers in force. Hana had not chosen a successor, and so the Mountaineers were incapable of a speedy reaction. Eventually the oldest Mountaineer, Arranleaf, took over. His first action was to contact Goodman, the human chief, and ask for help.

Meeting Arranleaf

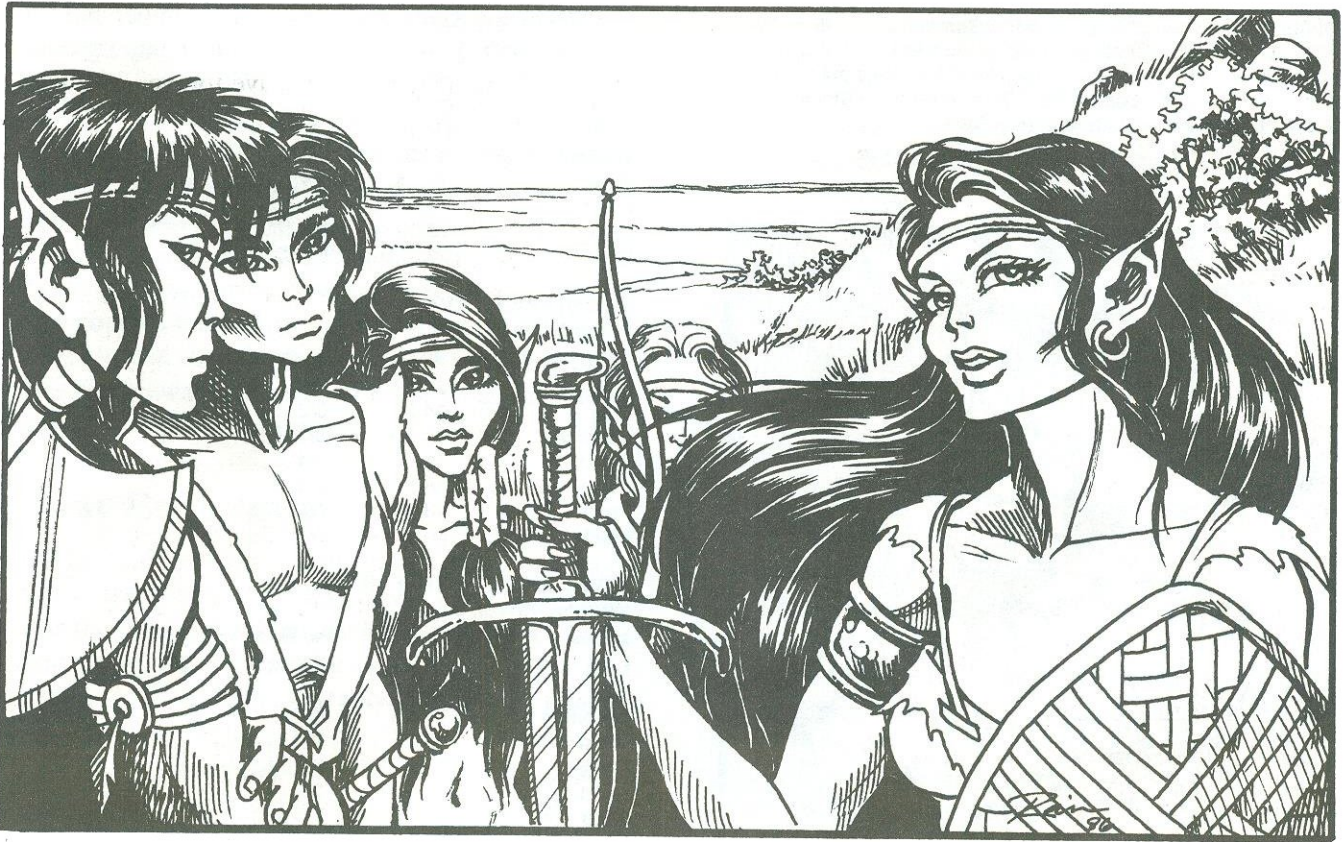
If the Mountaineers sight the player-elves or learn of their presence through Goodman, they'll keep a sharp watch over them. If the player-elves attack the Mountaineers, the Mountaineers fight only as much as they need to escape, and keep trying to contact the player-elves in a friendly manner. Once they succeed, they'll bring them to the Mountaineer camp.

Unlike the Plainsrunners or humans, the Mountaineers lack the resources to hold a welcoming feast. Instead, the Mountaineers sit down with the player-elves around an extinguished campfire and begin talking immediately. The usual information is handed out.

• **The Plainsrunners:** "They are not like other elves — more like trolls or bad Tall Ones. We met with them to trade and be friendly after the war, and all could see that something was wrong. Their chief's son stared at Hana, our chief, as though he were mad. And she stared back. Now she has vanished. Their son has killed our chief and fled the valley. Now they fight us. They know where he is hiding."

• **Trolls:** "Tunnel-Dwellers have always been our enemies. Now they give metal to the Plainsrunners in yet another plan to destroy us. There is no good in them."

• **Humans:** "The Tall Ones have never harmed us, though they often fight the Plainsrunners, we think because the Plainsrunners kill their goats. Their chief, Goodman, is a wise and generous leader, and Hana was wise to ally with them last year to conquer the Plainsrunners. Now that Hana is dead,



Plainsrunners: Lonah gives Palsoon (far left) a command. Notice the metal weapons.

our only friends in the valley are the Tall Ones, and they help us now. Perhaps you can help us, too?"

• **Why are the two elf tribes fighting?:** "The reason is clear — they have murdered our chieftain, and now they are trying to murder the rest of us. No longer can both Plainsrunners and Mountaineers live next to one another. One of our tribes must depart."

After the initial discussion, the Mountaineers, led by Arranleaf, request the player-elves' help.

"Help us drive away the Plainsrunners. It is just. We know that it is not your fight, but we offer you our tribe's friendship, food, a place to winter, and anything else you feel we can offer you."

If the player-elves decide not to join the Mountaineers, Arranleaf and his folk let them go only if they promise not to join the Plainsrunners. If they refuse to make this promise, the Mountaineers attack and try to capture them. If they succeed, the Mountaineers do not know what to do. Probably, they'll kill any bond animals, then take the elves themselves to Goodman and ask his advice. Goodman, of course, will set them free.

Arranleaf, Mountaineer Chief

characteristics attributes
STR 14 Age: 920

CON 16 Move: 5
SIZ 4 Hit Points: 10
INT 12 Magic Points: 15
POW 15
DEX 16
APP 12

| location | D20 roll | armor points |
|----------|----------|--------------|
| r leg | 01-03 | 0/4 |
| l leg | 04-06 | 0/4 |
| abdomen | 07-10 | 0/4 |
| chest | 11-15 | 0/5 |
| r arm | 16-17 | 0/3 |
| l arm | 18-19 | 0/3 |
| head | 20 | 0/4 |

| weapon | SR | attack | parry | damage | AP |
|----------------|----|--------|-------|--------|---------|
| Thrown Javelin | 2 | 93% | — | 1D6+1 | 8 |
| Thrust Javelin | 7 | 87% | 67% | 1D6+1 | 8 |

Skills: Animal Lore 52%, Climb 60%, Communication 70%, Dodge 82%, Elf Lore 58%, Healing Lore 56%, Human Lore 42%, Jump 56%, Language Lore 36%, Manipulation 82%, Mechanical Lore 22%, Mineral Lore 22%, Perception 72%, Plant Lore 42%, Stealth 78%, Swim 40%, Throw 76%, Troll Lore 48%.

Magic: Magic Feeling 60%, Plant-Shaping 82%, Sending 66%.

Sample Mountaineers

STR 11 CON 13 Move: 5
SIZ 5 INT 11 Hit Points: 9
POW 13 DEX 13

| weapon | SR | attack | parry | damage | AP |
|----------------|----|--------|-------|--------|----|
| Thrown Javelin | 3 | 65% | — | 1D6+1 | 8 |
| Thrust Javelin | 8 | 40% | 40% | 1D6+1 | 8 |

Skills: Animal Lore 25%, Climb 45%, Communication 30%, Dodge 55%, Elf Lore 15%, Healing Lore 25%, Human Lore 25%, Jump 30%, Language Lore 20%, Manipulation 55%, Mechanical Lore 6%, Mineral Lore 6%, Perception 55%, Plant Lore 25%, Stealth 45%, Swim 15%, Throw 50%, Troll Lore 20%.



Mountaineers: Arranleaf and some of his band.

MOUNTAINEER ONE, HP 9

Weapon: Javelin 8.

| location | D20 roll | armor points |
|----------|----------|--------------|
| r leg | 01-03 | 0/3 |
| l leg | 04-06 | 0/3 |
| abdomen | 07-10 | 0/3 |
| chest | 11-15 | 0/4 |
| r arm | 16-17 | 0/3 |
| l arm | 18-19 | 0/3 |
| head | 20 | 0/3 |

MOUNTAINEER TWO, HP 9

Weapon: Javelin 8.

| location | D20 roll | armor points |
|----------|----------|--------------|
| r leg | 01-03 | 0/3 |
| l leg | 04-06 | 0/3 |
| abdomen | 07-10 | 0/3 |
| chest | 11-15 | 0/4 |
| r arm | 16-17 | 0/3 |
| l arm | 18-19 | 0/3 |
| head | 20 | 0/3 |

MOUNTAINEER THREE, HP 9

Weapon: Javelin 8.

| location | D20 roll | armor points |
|----------|----------|--------------|
| r leg | 01-03 | 0/3 |
| l leg | 04-06 | 0/3 |
| abdomen | 07-10 | 0/3 |
| chest | 11-15 | 0/4 |
| r arm | 16-17 | 0/3 |
| l arm | 18-19 | 0/3 |
| head | 20 | 0/3 |

MOUNTAINEER FOUR, HP 9

Weapon: Javelin 8.

| location | D20 roll | armor points |
|----------|----------|--------------|
| r leg | 01-03 | 0/3 |
| l leg | 04-06 | 0/3 |
| abdomen | 07-10 | 0/3 |
| chest | 11-15 | 0/4 |
| r arm | 16-17 | 0/3 |
| l arm | 18-19 | 0/3 |
| head | 20 | 0/3 |

MOUNTAINEER FIVE, HP 9

Weapon: Javelin 8.

| location | D20 roll | armor points |
|----------|----------|--------------|
| r leg | 01-03 | 0/3 |
| l leg | 04-06 | 0/3 |
| abdomen | 07-10 | 0/3 |
| chest | 11-15 | 0/4 |
| r arm | 16-17 | 0/3 |
| l arm | 18-19 | 0/3 |
| head | 20 | 0/3 |

The Trolls

The trolls have no redeeming features. They arrived at the valley about 500 years ago, and tried to drive

out the native elves. They failed, and now live underground in the foothills. They continually harass Mountaineers, but are rarely seen. Stonewart, their self-styled king, has a long-range plan — he hopes that continued troll attacks eventually cause the elves to move away, leaving the area to the trolls. Recently, he has modified his plan by friendly trading with the Plainsrunners. He believes that the Plainsrunners pose no threat to the trolls, as they confine themselves to the valley. Therefore he has provided them with metal weapons, hoping that they drive away the Mountaineers, thus eliminating troll foes without troll deaths.

First Encounter

The trolls deal cruelly with strange elves. As the player-elves work their way down a wooded slope near the beautiful valley, each can receive a Perception roll. Those with successes notice symmetrical hummocks of snow among the trees on either side of the trail. If any elf points at the mounds, or shows outward signs of preparing for battle, the hummocks instantly erupt, showing themselves as fur-clad trolls lying patiently in ambush beneath the snow. If no elf seems to see the hummocks, the trolls wait to attack until about two-thirds of the wolfriders have passed.

The trolls launch their attack by throwing rocks and javelins, primarily aiming at the wolves. Then they close to engage the elves with swords and axes. If the trolls begin to lose the fight, they scatter, fleeing clumsily through the trees until they reach their secret escape-hatches, cunningly concealed behind bushes and rocks in the mountainside. The elves, of course, cannot safely flee, since at least some of them are surrounded by their enemies. Successful Jump rolls on the part of their wolves permit them to leap over the head of troll attackers, but any troll so leapt gets a free attack at the wolf.

After The Ambush

If one of the trolls is captured and questioned, he is obsequious and fawning.

"We thought you was food. We couldn't see you from under our snow. You brung wolves here. You shouldn't pulled out your bows —we wasn't going to attack." (This last, of course, is blatantly false.) "Please don't kill me," the cur whines.

Eventually the player-elves must let the troll go or kill him. He won't give them truthful information about his tribe, the situation in the valley, or anything else. He swears that his troll tribe is huge

and well-armed, and that his king, Stonewart, is "crazy, wild about vengeance. Why, when one of his trolls is killed, he hunts the killers even if they run to the world's end. You better let me go, and tell him you didn't really mean to attack us. It was all a big mistake."

Other Troll Reactions

The troll king, Stonewart, is less than ecstatic about the player-elves' arrival. He orders his trolls to lay ambushes and set traps to kill them whenever the player-elves are in the mountains, to eliminate them from the valley's delicate interplay of power.

But he does not try to kill the player-elves on sight if they are accompanied by a force of Plainsrunners, in which case he rants and raves, screaming insults at the leader of the Plainsrunners for trusting in these outland elves. If the player-elves threaten him, he has his guard gather round, he screams more insults at the Plainsrunners, and then tries to escape through the trapdoor behind his stone throne.

King Stonewart

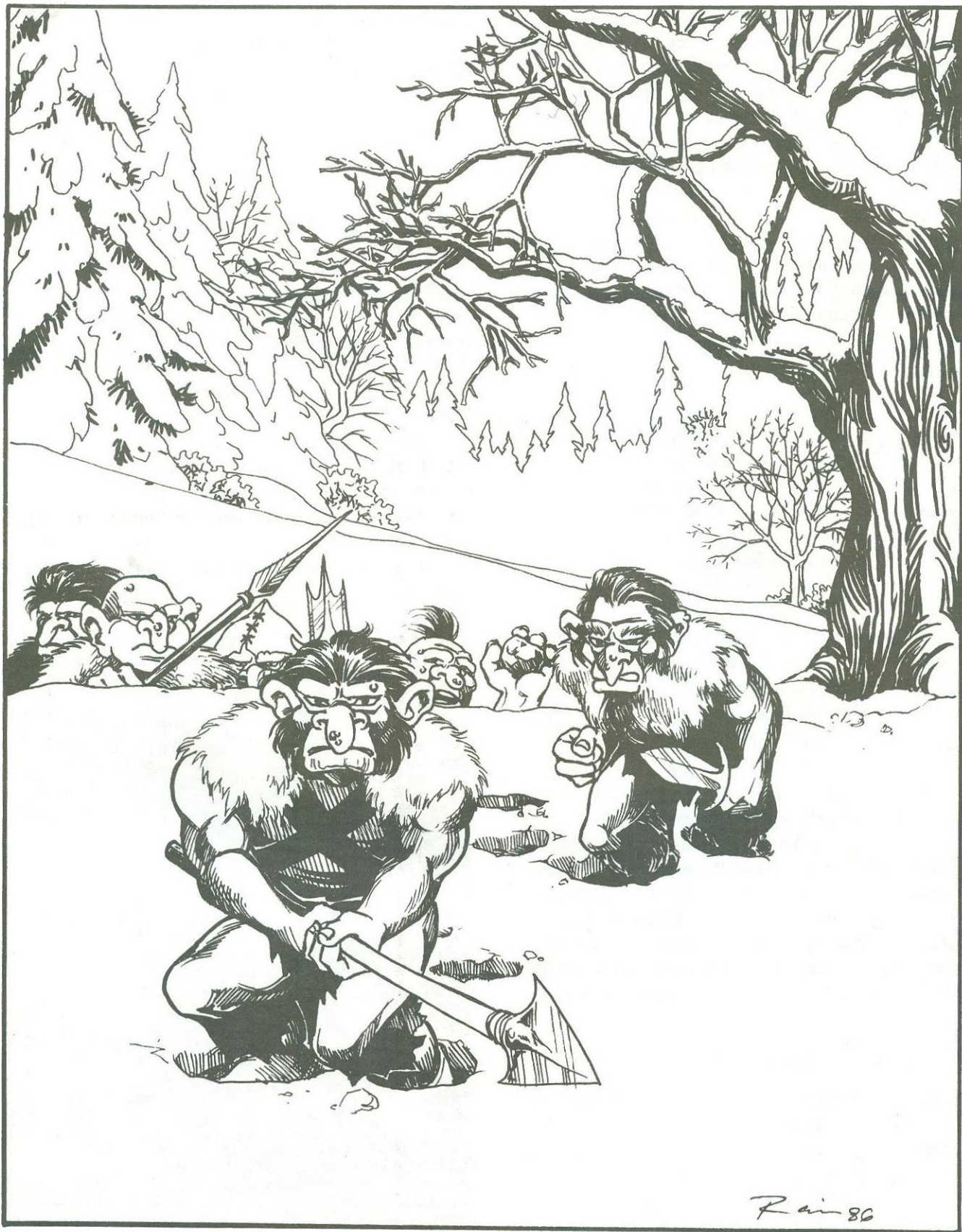
| <i>characteristics</i> | <i>attributes</i> |
|------------------------|------------------------|
| STR 16 | Age: 476 |
| CON 14 | Move: 3 |
| SIZ 20 | Hit Points: 17 |
| INT 13 | Magic Points: 11 |
| POW 11 | |
| DEX 10 | |
| APP 2 | |

| <i>location</i> | <i>D20 roll</i> | <i>armor/HP</i> |
|-----------------|-----------------|-----------------|
| r leg | 01-03 | 2/6 |
| l leg | 04-06 | 2/6 |
| abdomen | 07-10 | 2/5 |
| chest | 11-15 | 2/6 |
| r arm | 16-17 | 2/4 |
| l arm | 18-19 | 2/4 |
| head | 20 | 2/5 |

| <i>weapon</i> | <i>SR</i> | <i>attack</i> | <i>parry</i> | <i>damage</i> | <i>AP</i> |
|---------------|-----------|---------------|--------------|---------------|-----------|
| Crossbow | 3 | 55% | — | 2D6 | 8 |
| Sword | 5 | 40% | 77% | 1D10+1+1D6 | 10 |
| Shield | 6 | 17% | 34% | 1D3+1D6 | 12 |

Armor: 2-point heavy furs everywhere, plus numerous metal ornaments — at least one on every hit location. Roll POW x3 whenever a location is hit to see if an ornament got in the way. If the roll succeeds, roll 1D6-1 to see how much armor the ornament gave him. Roll again each time he's hit, because a different ornament might be in the way each time.

Skills: Animal Lore 9%, Climb 24%, Communication 15%, Dodge 5%, Elf Lore 22%, Healing Lore 35%, Human Lore 13%, Jump 12%, Language Lore 11%, Manipulation 76%, Mechanical Lore 69%, Mineral Lore 51%, Perception 12%, Plant Lore 13%, Stealth 43%, Swim 5%, Throw 23%, Troll Lore 79%.



The cruel trolls spring to the attack.

Sample Trolls

STR 14 CON 12

Move: 3

SIZ 14
POW 10

INT 10
DEX 10

Hit Points: 13

APP 4

| weapon | SR | attack | parry | damage | AP |
|-----------|----|--------|-------|------------|----|
| Troll Axe | 7 | 40% | 25% | 1D10+1+1D3 | 12 |

Skills: Animal Lore 11%, Climb 20%, Communication 11%, Dodge 9%, Elf Lore 12%, Healing Lore 25%, Human Lore 10%, Jump 15%, Language Lore 9%, Manipulation 70%, Mechanical Lore 60%, Mineral Lore 45%, Perception 15%, Plant Lore 15%, Stealth 50%, Swim 9%, Throw 25%, Troll Lore 66%.

| | | |
|-------|-------|-----------|
| chest | 11-15 | 2/6 |
| r arm | 16-17 | 2/4 |
| l arm | 18-19 | 2/4 |
| head | 20 | 2/5 |

Hana And Tuwheep

Hana is the chief of the Mountaineers. Tuwheep is the son of Lonah, who is chief of the Plainsrunners. About two moons ago, the Mountaineers and Plainsrunners met together in peace for the first time in decades. At first, the two tribes were cautious, even fearful of one another. But gradually they became more and more friendly. Soon the tribes were intermingling freely, dancing, singing, trading, and telling stories.

During the festivities, Hana and Tuwheep caught each other's eye and the unthinkable happened.

TROLL ONE, HP 13

Troll Axe: 12

| location | D20 roll | armor points |
|----------|----------|--------------|
| r leg | 01-03 | 2/5 |
| l leg | 04-06 | 2/5 |
| abdomen | 07-10 | 2/5 |
| chest | 11-15 | 2/6 |
| r arm | 16-17 | 2/4 |
| l arm | 18-19 | 2/4 |
| head | 20 | 2/5 |

TROLL TWO, HP 13

Troll Axe: 12

| location | D20 roll | armor points |
|----------|----------|--------------|
| r leg | 01-03 | 2/5 |
| l leg | 04-06 | 2/5 |
| abdomen | 07-10 | 2/5 |
| chest | 11-15 | 2/6 |
| r arm | 16-17 | 2/4 |
| l arm | 18-19 | 2/4 |
| head | 20 | 2/5 |

TROLL THREE, HP 13

Troll Axe: 12

| location | D20 roll | armor points |
|----------|----------|--------------|
| r leg | 01-03 | 2/5 |
| l leg | 04-06 | 2/5 |
| abdomen | 07-10 | 2/5 |
| chest | 11-15 | 2/6 |
| r arm | 16-17 | 2/4 |
| l arm | 18-19 | 2/4 |
| head | 20 | 2/5 |

TROLL FOUR, HP 13

Troll Axe: 12

| location | D20 roll | armor points |
|----------|----------|--------------|
| r leg | 01-03 | 2/5 |
| l leg | 04-06 | 2/5 |
| abdomen | 07-10 | 2/5 |
| chest | 11-15 | 2/6 |
| r arm | 16-17 | 2/4 |
| l arm | 18-19 | 2/4 |
| head | 20 | 2/5 |

TROLL FIVE, HP 13

Troll Axe: 12

| location | D20 roll | armor points |
|----------|----------|--------------|
| r leg | 01-03 | 2/5 |
| l leg | 04-06 | 2/5 |
| abdomen | 07-10 | 2/5 |
| chest | 11-15 | 2/6 |
| r arm | 16-17 | 2/4 |
| l arm | 18-19 | 2/4 |
| head | 20 | 2/5 |

TROLL SIX, HP 13

Troll Axe: 12

| location | D20 roll | armor points |
|----------|----------|--------------|
| r leg | 01-03 | 2/5 |
| l leg | 04-06 | 2/5 |
| abdomen | 07-10 | 2/5 |



The lovers are surprised in their cave.

Both Plainsrunners and Mountaineers long ago had lost Recognition. Old tales of it were believed to refer to ordinary love. Perhaps Hana and Tuwheep are genetic throwbacks, or perhaps they are simply extremely lucky (or unlucky).

Both strong-willed, both felt powerful responsibilities to their tribes. They went home and tried to forget their horrible experience. But Recognition cannot be denied. Hana lost sleep, could not participate in tribal councils, and finally reached the breaking point. In the middle of the night, she snuck away from camp, went to the Plainsrunner camp and sent a message to Tuwheep, who crept from his camp to join her.

They knew their tribes could not comprehend their treachery — they could barely understand it themselves — and so they fled to the hills south of the valley, where they hide presently.

They have found a small cave with hot springs adjacent, and made it their home. They emerge at night to hunt and spend the days within their cave, getting to know one another better. If strategic, cause the springs to steam in the chill winter air, raising up a column which looks like smoke and invites investigation.

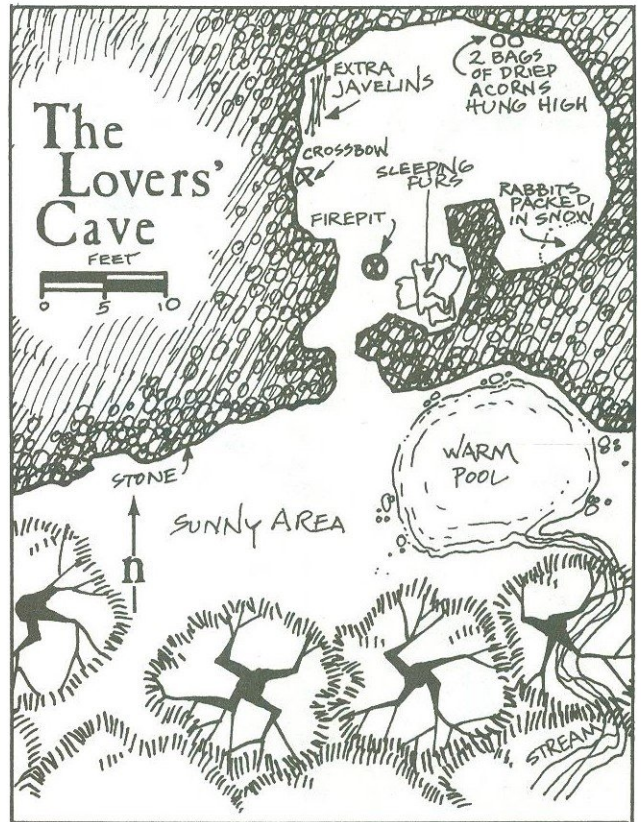
Meeting The Lovers

If the player-elves explore the southern mountains to any great extent, they are likely to meet the lovers, simply as a random event on the encounter table. Even if this does not happen, a successful Perception roll permits the user to notice their cave entrance. If the cave is approached in daylight, Hana and Tuwheep are hiding within. If it is approached at night, they are not at home. See the cave map for more details.

If the lovers are at home, they'll be friendly and curious, unless Mountaineers or Plainsrunners accompany the player-elves, in which case they'll hide in the back of the cave, hoping not to be found.

If the player-elves question the lovers then Hana, the older and more dominant of the couple, gives her story.

"Our tribes met together for the first time in decades. As I sat near the fireside, watching our peoples intermingle, I suddenly noticed Tuwheep across the fire. A name came uncalled-for into my mind, and I knew it was Tuwheep's soul name. At the same time, I knew that Tuwheep knew my own soul name. I also knew that I must have him. But I could not consider such a thing. I was the Mountaineer chief and needed to watch over my tribe. But the call was too strong to be denied. Only a few days after our tribes left, I knew I had to find Tuwheep and be with him. I stole into the Plainsrunner camp and found Tuwheep. He, too, felt the call, and we came here. No more can I be the chief of the Mountaineers."



The player-elves should recognize this as Recognition, and will probably explain what has happened to Hana and Tuwheep. This information greatly relieves the pair, and they may even consent to travel back to meet with their respective tribes and explain what has happened.

Hana is strong-willed and intelligent. Once convinced that her sudden infatuation is not criminal, but the result of an unavoidable biological condition, she will decide to return to her tribe. Tuwheep at first will demur, wishing to return to his own tribe, but Hana can overwhelm his misgivings and force him to agree to come with her.

Ending The War

If the player-elves can bring Hana and Tuwheep to meet the Plainsrunners and the Mountaineers (perhaps in separate meetings) and explain what has happened, then the two tribes end their war — they have no more reason to fight.

Even more important, Lonah does not wish to fight against her son's adopted tribe and the Mountaineers will not wish to fight their chieftain's spouse's tribe. The coming of peace will be greeted with joy by Goodman and the humans, who did not wish to fight in the first place. A new golden age dawn over the valley, for all but the trolls.

Perhaps even the trolls might be brought to accept the new order someday, and could trade their metal to all the valley's tribes in return for troll-sized quantities of food and goatskins.

Magic: Healing (not yet activated), Magic-Feeling 29%, Sending 46%.

Concluding The Adventure

If the player-elves can solve the scenario by ending the war, they have done well. Both Mountaineers and Plainsrunners still have problems to work out, but these can be surmounted with cooperation and understanding. Both tribes will be happy to be friends with the player-elves' tribe, as will Goodman and his goatherding humans.

It is possible that the situation won't turn out so well. Perhaps the player-elves won't find Hana and Tuwheep in time. Perhaps trolls ambush the player-elves traveling with Hana and Tuwheep and try to assassinate the lovers, to continue the war. In such a case, one elf tribe may be forced to leave the valley forever. Perhaps the exiles could join the player-elves' tribe — unless the player-elves sided against them in the wars.

If you played this adventure as part of a longer campaign, perhaps it is time for the player-elves to return to their own tribe if it is not far-distant, or perhaps they'll want to winter with the valley's elves if peace has returned to that beautiful place. More snow is certainly on the way.

Good luck!

Hana, Mountaineer Chief

| <i>characteristics</i> | <i>attributes</i> |
|------------------------|------------------------|
| STR 12 | Age: 500 |
| CON 14 | Move: 5 |
| SIZ 6 | Hit Points: 10 |
| INT 13 | Magic Points: 14 |
| POW 14 | |
| DEX 15 | |
| APP 14 | |

| <i>location</i> | <i>D20 roll</i> | <i>armor points</i> |
|-----------------|-----------------|---------------------|
| r leg | 01-03 | 0/4 |
| l leg | 04-06 | 0/4 |
| abdomen | 07-10 | 0/4 |
| chest | 11-15 | 0/5 |
| r arm | 16-17 | 0/3 |
| l arm | 18-19 | 0/3 |
| head | 20 | 0/4 |

| <i>weapon</i> | <i>SR</i> | <i>attack</i> | <i>parry</i> | <i>damage</i> | <i>AP</i> |
|----------------|-----------|---------------|--------------|---------------|-----------|
| Thrown Javelin | 3 | 99% | — | 1D6+1 | 8 |
| Thrust Javelin | 8 | 87% | 78% | 1D6+1 | 8 |

Skills: Animal Lore 50%, Climb 50%, Communication 35%, Dodge 60%, Elf Lore 15%, Healing Lore 26%, Human Lore 29%, Jump 44%, Language Lore 25%, Manipulation 59%, Mechanical Lore 7%, Mineral Lore 6%, Perception 76%, Plant Lore 89%, Stealth 57%, Swim 25%, Throw 61%, Troll Lore 36%.

Magic: Magic-Feeling 72%, Sending 81%.

Tuwheep, Hana's Lover

| <i>characteristics</i> | <i>attributes</i> |
|------------------------|------------------------|
| STR 11 | Age: 51 |
| CON 18 | Move: 5 |
| SIZ 4 | Hit Points: 11 |
| INT 10 | Magic Points: 12 |
| POW 12 | |
| DEX 16 | |
| APP 11 | |

| <i>location</i> | <i>D20 roll</i> | <i>armor points</i> |
|-----------------|-----------------|---------------------|
| r leg | 01-03 | 0/4 |
| l leg | 04-06 | 0/4 |
| abdomen | 07-10 | 0/4 |
| chest | 11-15 | 0/5 |
| r arm | 16-17 | 0/3* |
| l arm | 18-19 | 0/3 |
| head | 20 | 4/4 |

| <i>weapon</i> | <i>SR</i> | <i>attack</i> | <i>parry</i> | <i>damage</i> | <i>AP</i> |
|---------------|-----------|---------------|--------------|---------------|-----------|
| Sword | 7 | 62% | 41% | 1D6+1 | 10 |
| Crossbow | 2 | 60% | — | 2D6 | 8 |
| Shield | 7 | 12% | 65% | 1D3+1 | 12 |

Armor: 4 point metal headband, * metal armband worth 4 points of armor on right arm (roll POW x3 or less to used).

Skills: Animal Lore 65%, Climb 60, Communication 35%, Dodge 75%, Elf Lore 20%, Healing Lore 30%, Human Lore 25%, Jump 40%, Language Lore 10%, Manipulation 60%, Mechanical Lore 8%, Mineral Lore 8%, Perception 50%, Plant Lore 25%, Stealth 50 Swim 25%, Throw 55%, Troll Lore 39%.

Simplifying Elfquest Combat

Elfquest combat is realistic and subtle. It accurately portrays all the tactics, tricks, and vagaries of melee. However, it is also complex. New or young roleplayers, as well as gamemasters who prefer less violent campaigns, may prefer a simpler, if less precise system.

Elfquest combat is modular — parts can be dropped without affecting the flow of battle. If you wish, use all of the following suggestions to end up with very simple and fast combat. Most gamemasters will prefer to pick and choose among the listed options, using one or two but not the rest, choosing the combat system best fitted to the style of their campaigns. If conflicts ever arise as to what combat system is being used in a campaign, the gamemaster's informed word is always final.

Option: No Strike Ranks

Of all aspects of Elfquest combat, Strike Ranks probably add the most complexity for the least gain in game value. If you wish, you may ignore weapon length and strike ranks entirely. To determine who hits first in combat, simply go in order of decreasing DEX. Example: *Cutter (DEX 18) and Redlance (DEX 14) are hotly engaged in combat against three angry humans, one of whom has eaten the Bone Woman's magic drug. The drugged human has a DEX of 21, while the other two are respectively DEX 14 and DEX 12. The drugged human hits first, then Cutter swings. Redlance and the DEX 14 human hit simultaneously. The DEX 12 human swings last in the round.* Characters attempting an aimed blow swing after everyone else in the round has attacked. If two or more characters each attempt aimed blows, they do so in DEX order.

Option: No Hit Locations

This option permits you to ignore hit locations. Instead of rolling for location, simply subtract all damage directly from overall hit points. In effect, a character has only one hit location — his whole body. Armor, too, is not differentiated by location — if your character's armor covers his vitals, he is considered to be armored equally everywhere. Since metal ornaments only cover a small part of one's body, roll POW x1 to determine if a random hit struck the ornament (see page 63 of the *Elfquest* Elfbook). Naturally, if this option is being used, aimed blows cannot be performed.

Option: No Critical Hits, Impales, or Fumbles

All hits are normal successes, doing ordinary damage. All misses are ordinary misses. If you wish, you might for instance keep impales but drop fumbles and criticals — or drop impales and criticals but keep fumbles — or any combination of the three. Remember to apply the rules to all characters: if elves don't use the fumble table, neither should trolls.

Option: No Parries Or Dodges

A hit is a hit is a hit. This rule speeds up combat a lot, not only by lessening the number of die rolls, but by making it a good deal bloodier. Instead of dropping both parries and dodges, you may wish to keep dodging, but drop parrying. This gives elves a big advantage against trolls and humans, and helps make up for the bloodier combat. Naturally, if you are not using parries, there is no need to keep track of weapon armor points. Shields become valueless under this rule, however. If you wish to retain the usefulness of shields (a rare weapon in the World of Two Moons), have them add 6 points to the user's armor if he succeeds in a DEX x5 roll.

Option: Simplify Movement

Instead of having movement happen in the middle of the melee round, slowing combat, divide each melee round into two parts: Movement and Combat. In the Movement part of the round, all combatants not engaged in melee move their full distance (equal to their move per strike rank multiplied by 10 — a wolf would move 70 yards, a plainsrunner 50, and so forth). If conflicts arise as to who moves first, do it in DEX order (highest DEX moves first). After movement, all combat is resolved. Characters who move cannot launch missiles. They can engage in melee if they have moved half maximum distance or less.



ELF WAR

Hubward Adventures on the World of Two Moons



As more children of the High Ones gather at the Palace, the realization grows that elfin tribes are widespread in the world. Mindful of the successes of Cutter's great quest, it is decided to send out organized parties to explore the World of Two Moons.

You and your friends are selected to be explorers, and your party feels eager to participate in such a glorious undertaking. You equip yourselves and wait for the weather to warm. From the Palace you stare Hubward, toward which you will soon travel.

There, across the icy plains, a great range of mountains rises. What wonders lay beyond them, and what dangers? Perhaps you can help embattled tribes to safety; perhaps you can reunite hitherto unknown elfin tribes with their rightful heritage and with others of their kind; perhaps when you return you will be as honored as Cutter himself.

ELF WAR is a pair of linkable adventures for *Elfquest* set in the cool valleys and beside the icy waters of the Hubward wilderness. The 'Elf War' adventure is the shorter, playable in 1-2 sessions. 'Beyond The Frozen Mountains' is a multi-session adventure, to be extended or condensed as the gamemaster desires. Relevant character statistics accompany both parts.



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ELF WAR

ISBN 0-933635-32-X • 595

The companion game *Elfquest* provides complete rules of play for *Elf War*, including elf creation and much information about the World of Two Moons. Supplemental books, such as *Elfquest Companion* and *The Sea Elves*, offer exciting adventures, game information, maps, and drawings.

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