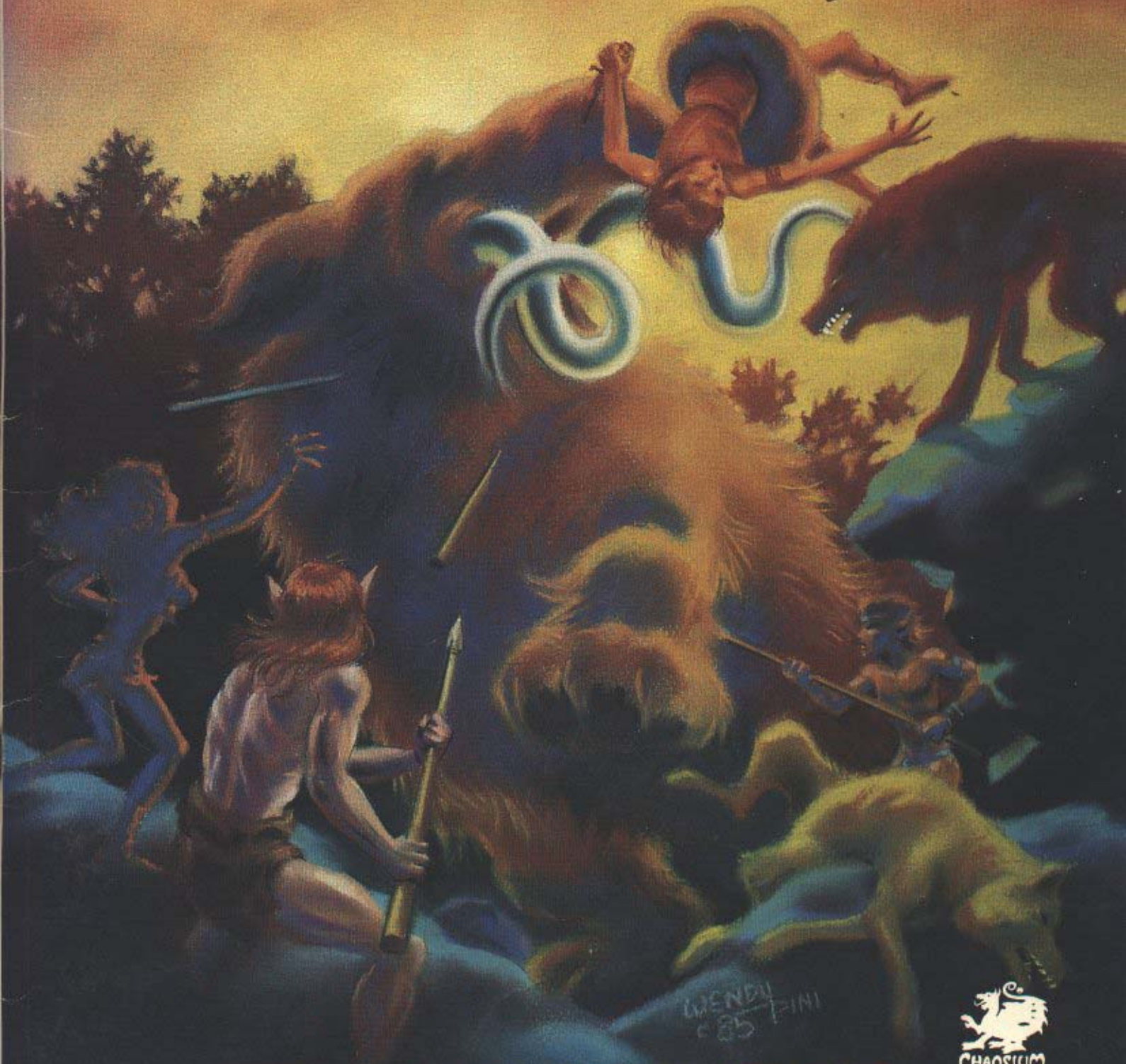


The ELFOQUEST[®]

Companion



CERRITELLI, OKAMOTO, PERRIN, PETERSEN, PINI, PINI, SCHULTZ.



The ELFQUEST[®] Companion

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Characters

Throughout the book are descriptions in terms of game-rules for characters from the ELFQUEST series. All the characters were transcribed by Jeff Okamoto. Below is an alphabetical guide to the characters.

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Introduction

by Richard Pini

There is a theory, born out of subatomic physics, that holds that every time an event happens, its opposite also happens, giving rise to a parallel universe in which everything is the same as the original universe except for the outcome of that single event. I flip a coin; it lands heads up. Spontaneously, in a newly-created alternate reality, the coin I flipped lands heads down. Maybe the toss of the coin won me a million dollars here; there, I'm in serious debt. The paths diverge. Sometimes the differences between universes are imperceptible, sometimes they are major.

Perhaps instead of the toss of a coin, I should have said the roll of a die. For that, in large part, is what roleplaying games are all about. The hit points you gained this round, allowing your character to survive a particularly nasty attack, might as easily have been lost. In one scenario, you sally forth to conquer the kingdom, get the girl, and loot the treasury; in another, you leave the table and go looking for the soda and pretzels. The world is laden with what-ifs

Already in the time since the *Elfquest* roleplaying game first appeared, the history of the World of Two Moons has no doubt bifurcated countless times. It would likely take a healthy portion of a lifetime to read the different scenarios that gamemasters and players have developed,

all based on the *Elfquest* tale. It boggles the imagination just to think of how many ways people have directed these pointy-eared (and green-skinned, and five-fingered) characters. Hopefully, most of these paths have lead to happy conclusions.

And yet there is still only one original *Elfquest* story. You've been privy to a slice of it so far, that began with the burning of the holt and ended with the settling of a new holt. You've had glimpses of a shadowy past, hints of a future, and just a peek over the horizon. There's more, you know. The telling of it will take years yet, but in one way or another, both past and future of the *Wolfriders* and their kin, close and distant, will be revealed, bit by bit.

You might think at first that this could cause problems. You might wonder, "Golly, I've been playing *Huntress Skyfire* for weeks now and I've turned her into a wildly successful rock-star, and now those people from Poughkeepsie have told everyone that she was really a software developer for Troll Labs. They've just blown my whole scenario out of the water!" Relax. After all, what is roleplaying if not one 'what if' after another? What if *Huntress Skyfire* were a rock star? What would that have meant — to her, and to you, the player? What lessons would there to be learned? Imagination supplies the answers.

There will always be only one original *Elfquest* story; that's the only way it can be. In certain ways, that makes it official. But that should never daunt game-players with imagination and a desire to ask "What if?" from going ahead and doing just that — questioning. Every roll of the die, every toss of the coin, every decision made or not made creates a brand new reality — so why not explore as many of them as you can?



Rainsong & Woodlock



Rainsong

Rainsong is the daughter of the Wolfrider's former healer, Rain. Her new, as yet unnamed, child, will also be a healer. However, while like her father and child she is a lifegiver, Rainsong's abilities are different. She has borne three children to her Recognized mate, Woodlock, within a dozen seasons, which is unheard of among any elves.

ELFOQUEST

Character Sheet

Personal Information		Tallies	
Character's Name: Rainsong	Player Name: _____	Magic Points: 1 2	
Species: ELF	Tribe: WOLFRIDERS	8 4 5 6 7	
Gender: FEMALE	Recognized Mate: WOODLOCK	13 14 15 16 17	
		18 19 20 21 22	
		23 24 25 26 27	
Rolled Characteristics current: STR 10 CON 18 SIJ 4 INT 14 POW 16 DEX 16 APP 15 original: STR CON SIJ INT POW DEX APP		Hit Points: 1 2 3	
Derived Characteristics Damage Bonus: 0 Experience Bonus: +7 Movement Rate: 4 DEX strike rank modifier: 2 SIJ strike rank modifier: 3 Base Strike Rank: 5		1 5 6 7 8	
Skills Animal Lore: 58 Climb: 64 Communication: 41 Dodge: 60 Elf Lore: 52 Healing Lore: 78 Human Lore: 28 Jump: 72 Language Lore: 50 Manipulation: 46 Mechanical Lore: 7 Mineral Lore: 7 Perception: 80 Plant Lore: 53 Ride: 89 Stealth: 72 Swim: 56 Throw: 56 Troll Lore: 4		Magic Powers Sending: 94 Magic Feeling: 90 Wolf Bondage: 90 Special: _____ Equipment Missiles: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22	Head: 20 AP: 1 HP: 4 Chest: 11 15 AP: 1 HP: 5 Abdomen: 07 10 AP: 1 HP: 4 Left Leg: 04 06 AP: 1 HP: 4 Right Leg: 01 03 AP: 1 HP: 4
Weapons Skills Weapon: DAGGER Damage: 1D3+2 SR: 8 A% 62 P% 74 AP: 6 Weapon: _____ Damage: _____ SR: _____ A% _____ P% _____ AP: _____ Weapon: _____ Damage: _____ SR: _____ A% _____ P% _____ AP: _____ Missile: _____ Damage: _____ Rate: _____ Range: _____ Missile: Bow Damage: 1D6+1 Rate: 2/7 A% 72 Range: 90/120 Shield: _____ Damage: _____ SR: _____ P% _____ A% _____ AP: _____		Bond Beast AGE 6 Name: SILVERGRACE Sex: FEMALE Location: RAIL 2/4 STR: 20 Species: WOLF LAL: 2/4 CON: 12 Move: 7 DEX SRM: 1 HQ: 2/6 SIJ: 18 Com: 50 Dodge: 90 FG: 2/6 INT: 6 Communication: 40 RFL: 2/4 POW: 10 Jump: 110 Stealth: 110 LFL: 2/4 DEX: 20 Perception: 60 HEAD: 2/5 APP: 9 Total Hit Points: 15 Weapon: SR A% Damage: _____ Bite: 4 90 1D6+1D6 Rombock: 4 HQ SPECIAL: _____	

Woodlock

Woodlock is perhaps closer in spirit to the elves of yore than are most of his fellow Wolfriders. He is called Life-Bearer by his kinsmen, for he and his mate, Rainsong, have brought three elf-children into the world within twelve turns of the seasons, an unprecedented feat for an elf, among whom a child might come once in a century, if that often.

While gentle, Woodlock is an excellent archer, and fiercely defends his family if need be. Woodlock and his family found the Sun-Folk way of life more to their liking than did most of the Wolfriders, and stayed in Sorrow's End when most of their tribe departed.

ELFOQUEST

Character Sheet

Personal Information		Tallies	
Character's Name: Woodlock	Player Name: _____	Magic Points: 1 2	
Species: ELF	Tribe: WOLFRIDERS	8 4 5 6 7	
Gender: MALE	Recognized Mate: RAINSONG	13 14 15 16 17	
		18 19 20 21 22	
		23 24 25 26 27	
Rolled Characteristics current: STR 9 CON 15 SIJ 5 INT 12 POW 15 DEX 18 APP 12 original: STR CON SIJ INT POW DEX APP		Hit Points: 1 2 3	
Derived Characteristics Damage Bonus: 0 Experience Bonus: +6 Movement Rate: 4 DEX strike rank modifier: 2 SIJ strike rank modifier: 3 Base Strike Rank: 5		1 5 6 7 8	
Skills Animal Lore: 54 Climb: 28 Communication: 24 Dodge: 36 Elf Lore: 24 Healing Lore: 24 Human Lore: 84 Jump: 54 Language Lore: 27 Manipulation: 6 Mechanical Lore: 6 Mineral Lore: 6 Perception: 54 Plant Lore: 72 Ride: 80 Stealth: 47 Throw: 12 Troll Lore: 12		Magic Powers Sending: 85 Magic Feeling: 75 Wolf Bondage: 75 Special: _____ Equipment Missiles: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22	Head: 20 AP: 0 HP: 44 Chest: 11 15 AP: 1 HP: 5 Abdomen: 07 10 AP: 1 HP: 4 Left Leg: 04 06 AP: 1 HP: 4 Right Leg: 01 03 AP: 1 HP: 4
Weapons Skills Weapon: DAGGER Damage: 1D3+2 SR: 8 A% 54 P% 66 AP: 6 Weapon: _____ Damage: _____ SR: _____ A% _____ P% _____ AP: _____ Weapon: _____ Damage: _____ SR: _____ A% _____ P% _____ AP: _____ Missile: _____ Damage: 1D6+1 Rate: 2/7 A% 74 Range: 90/120 Missile: _____ Damage: _____ Rate: _____ Range: _____ Shield: _____ Damage: _____ SR: _____ P% _____ A% _____ AP: _____		Bond Beast AGE 30 Name: _____ Sex: MALE Location: RAIL 2/5 STR: 18 Species: WOLF LAL: 2/5 CON: 18 Move: 7 DEX SRM: 2 HQ: 2/5 SIJ: 14 Com: 44 Dodge: 82 FG: 2/5 INT: 6 Communication: 40 RFL: 2/5 POW: 11 Jump: 100 Stealth: 100 LFL: 2/5 DEX: 18 Perception: 65 HEAD: 2/6 APP: 17 Total Hit Points: 16 Weapon: SR A% Damage: _____ Bite: 5 82 1D6+1D3 Rombock: 5 100 SPECIAL: _____	



Errata for Elfquest

by Steve Perrin

Publishing the *Elfquest* game before the saga finished with issues 19 and 20 was a calculated risk. It was probable that something in the final chapters would affect the rules. But the game was designed to cover every eventuality and, finally, it was sent off to the printer with a prayer that the two issues would not require overwhelming rules changes in the game.

Fortunately, the final issues do not force major rules alterations. Some aspects of the elves' powers and lives which were not covered in the game are revealed, but these game-faults are easily corrected, as follows.

The World of Elfquest

Issues 19 and 20 provide insights into two aspects of elfin nature — forcing Recognition, and the importance of the palace in which the elves arrived on the World of Two Moons.

Voluntary Recognition

Two Elves who are lovemates can force Recognition on one another if both are in a highly emotional state and are willing to communicate their soul names to one another. Circumstances for this are up to the gamemaster. Like any Recognition, voluntary Recognition should be used to enhance a campaign's story line, not to force elves into situations for which they are not prepared.

The Afterlife of the Elves

The palace holds the "souls" of all the non-Wolfrider elves who have died on the World of Two Moons. What this means to the souls, how it is done, and why, is still a mystery. According to Timmain's testimony, Wolfriders can choose to follow their wolf-half to wherever a normal soul from the World of Two Moons goes, or to follow their elf-half to the palace.

Apparently the spirits of those in the palace are continuing their former lives, though with little contact with their still-living comrades. Only High Ones with Timmain's powers of Sending and Magic Sense can contact departed ancestors at the palace, though others can feel their presence.

Game System

While issues 19 and 20 did not indicate any need for change in the game system, the rules for how to use characteristics in several situations from the books are not fully explained.

To establish the degree of drunkenness of an elf who has eaten too many dreamberries, or how likely an elf is

to be knocked out by Maggoty's sleep dust, use characteristic rolls as described below.

Dreamberry Daze

An elf becomes drunk on dreamberries if his or her player is unsuccessful with a CON x5 roll after the elf has consumed a gamemaster assigned number of dreamberries. If the first CON x5 roll is unsuccessful, reduce all the drunkard's percentage rolls, including characteristic rolls, by 10 percentiles. If the elf continues to consume dreamberries, the drunkard's player should make another CON x5 roll after the same interval as for the first. If that roll is a failure, reduce all the elf's rolls by a further 10 percentiles. Each time the interval is reached, the elf's player should make a CON x5 roll (minus 10 percentiles for each failed previous roll) and reduce the elf's rolls by a further 10 percentiles every time the elf's CON x5 is failed.

When his CON, INT, STR, or DEX characteristic roll is reduced to zero by the percentile reduction, the dreamberry-eating-elf falls unconscious.



The Morning After

Elves have remarkably fine constitutions; even if an elf consumes dreamberries or other intoxicants until he falls into a stupor, he soon wakes up refreshed. Every hour of sleep restores 10 percentiles to all the elf's rolls. The effect of dreamberries always wears off completely after 10 hours of sleep regardless of characteristics.

If an elf is awakened before all of his or her percentile rolls are returned to normal, or if he never passes out, he only regains 1D6 percentiles (roll once and apply it to all rolls) for each subsequent hour of activity, or 1D10 percentiles for each hour of wakeful inactivity. He also has a headache and is unusually sensitive to sounds and bright lights. This must be roleplayed — it cannot be a game mechanic.

Someone with high Healing Lore and high Plant Lore might be able to concoct something to restore a hung-over

elf more quickly, but this must be done under the supervision of the gamemaster.

Gas Attacks

Maggoty's knockout bombs are well-nigh impossible for elf or wolf to resist. Maggoty knows her craft far too well and one whiff is enough to send any wolf or wolf-brother into dreamland. This is simulated in game mechanics as follows.

Maggoty's sleep powder is treated like a poison. One pinch of it is a dose, and it acts against the CON of the inhalee like other poisons. However, instead of doing hit point damage, the powder puts its victim to sleep if it is successful, or makes him cough if it is unsuccessful. Only a fumble of the potency against CON roll keeps the inhalee from being affected.

Since the amount thrown is usually far more than one pinch, the target breathes in many doses at once, and must resist each dose separately. For game purposes, assume everyone within two yards of the impact point of the sleep-dust bag breathes 1D20 doses.

Maggoty is a mistress of Plant Lore, and brews potency 15 sleep dust. When Cutter, Skywise and Starjumper were attacked with the sleep dust in *Elfquest* 7, they breathed in a lot of doses, and collapsed. Nightrunner had a low roll on the D20 and had a chance to attack, only to succumb to another massive set of doses.

After he or she is asleep, a victim of sleep dust must roll CON against the potency of the dust at the start of every hour after he is put to sleep. The potency of the powder reduces by 1D3 points per hour.

Similar attacks should be handled either like this or using a version of the drunkenness rules. Either system applies to volcanic gases, miasmatic odors from bogs, and doses of skunk spray. Results might be sleep, damage, or the need to run away as fast as possible, but the mechanics are similar for all types of poison gas attacks.

Magic

The descriptions of the elves' magic powers changed most from the events in the final chapters of the series partially because the rest of the game rules deal with physical phenomena that operate similarly on Earth and the World of Two Moons.

Using Plant Shaping on Dead Wood

The original description of the Plant Shaping power states that only living plants can be manipulated. The evidence in the first 18 issues justifies this assumption, but Redlance's defense of the cubs while the other Wolfriders were attacking Guttleclaw proves the assumption wrong.

Therefore, the description of the Plant Shaping power must be revised to say: *any wood alive or dead can be manipulated.*

Manipulated wood can be commanded to grow spines or thorns that injure those struck with them, even if the original plant did not have such appendages. Since the nature of the plant is changed, the manipulator must sacrifice a point of characteristic POW, and succeed with his Plant Shaping skill. The damage done by the thorns is 1D6 per point of POW sacrificed. Redlance sacrificed about 4 points of POW.

Rock-Shaping and Metal-Shaping

Rock-Shaping differs from Metal-Shaping, a rarely found power. So far, Metal-Shaping appears only among the Gliders. Using mental power, Metal-Shapers can alloy metals together, creating steel and other alloys.

A Rock-Shaper can learn how to Metal-Shape, starting with an ability of POW x1, in Lock Send with a Metal-Shaper.

Treestump

Treestump is the eldest Wolfrider at the onset of the saga. His Recognized mate is dead, killed in an accident. Their child is Dewshine. Cutter's mother, Joyleaf, is Treestump's sister, thus Treestump is Cutter's uncle.

ELFQUEST

Character Sheet

Personal Information

Character's Name: **TREESTUMP** Player Name: _____
 Species: **ELF** Soul Name: **UNRECALLED**
 Gender: **MALE** Tribe: **WOLFRIDER** Age: **600**
 Recognized Mate: **None**

Roll Characteristics

Current: STR 19, CON 17, SIZ 15, INT 15, POW 15, DEX 16, APP 12
 Original: STR CON SIZ INT POW DEX APP

Derived Characteristics

Damage Bonus: **None** Experience Bonus: **+8** Movement Rate: **4700/SR**
 DEX strike rank modifier: **2** SIZ strike rank modifier: **3** Base Strike Rank: **5**

Skills

Animal Lore	30	%	☐
Climb	85	%	☐
Communication	27	%	☐
Dodge	77	%	☐
Elf Lore	65	%	☐
Healing Lore	55	%	☐
Human Lore	30	%	☐
Jump	90	%	☐
Language Lore	50	%	☐
Manipulation	30	%	☐
Mechanical Lore	8	%	☐
Mineral Lore	8	%	☐
Perception	90	%	☐
Plant Lore	30	%	☐
Ride	84	%	☐
Stealth	92	%	☐
Swim	55	%	☐
Throw	55	%	☐
Troll Lore	30	%	☐

Magic Powers

Sending	70	%	☐
Magic Feeling	75	%	☐
Right Arm	16/17	%	☐
AP	0	%	☐
HP	3	%	☐
Left Arm	16/19	%	☐
AP	0	%	☐
HP	3	%	☐
Special		%	☐

Equipment

Missiles: 1 2 3 4
 5 6 7 8 9 10
 11 12 13 14 15 16
 17 18 19 20 21 22

Weapons Skills

Weapon: **1A-Axe** Damage: **1D6+2**
 SR: **7** ☐ AS **105** ☐ PK **107** AP **8**
 Weapon: _____ Damage: _____
 SR: _____ ☐ AS _____ ☐ PK _____ AP _____
 Weapon: _____ Damage: _____
 SR: _____ ☐ AS _____ ☐ PK _____ AP _____
 Missile: **Boon** Damage: **1D6+1**
 Rate: **5/7** ☐ AS **70** Range: **70/120**
 Missile: _____ Damage: _____
 Rate: _____ ☐ AS _____ Range: _____
 Shield: _____ Damage: _____
 SR: _____ ☐ PK _____ ☐ AS _____ AP _____

Tallies

Magic Points	1	2
3	4	5
6	7	8
9	10	11
12	13	14
15	16	17
18	19	20
21	22	23
24	25	26
27	28	29

Hit Points: 1 2 3
 4 5 6 7 8
 9 10 11 12 13
 14 15 16 17 18
 19 20 21 22 23
 24 25 26 27 28



Head: 20
 AP: 0
 HP: 4
 Chest: 11/15
 AP: 1
 HP: 5
 Left Arm: 16/19
 AP: 0
 HP: 3
 Abdomen: 07/10
 AP: 1
 HP: 4
 Right Leg: 01/03
 AP: 1
 HP: 4
 Left Leg: 04/06
 AP: 1
 HP: 4

Bond Beast Age: **16**

Name	Location	Armor/HP
Lyle/Smya	24L	2 / 5
STR 20	24L	2 / 5
CON 17	24L	2 / 5
SIZ 12	24L	2 / 5
INT 6	24L	2 / 5
POW 11	24L	2 / 5
DEX 18	24L	2 / 5
APP 17	24L	2 / 5

Lock Send in Combat and Training

The private channel a Lock Sender uses to limit his sending is also used to allow others full access to his skills, as shown by the battle in the troll throne-room in *Elfquest* 19. While under this Lock Send, each member's percentile levels with each skill are increased to the average of his percentile skill level and the highest percentage among the Lock Senders with that skill. The member having the highest percentage with a skill retains his normal percentage with the skill.

Each melee round spent using this form of Lock Send costs each participant 1 magic point, even if the Lock Send is temporarily broken as described below. Each member of the Lock Send must make his or her Sending roll each round or the Lock Send drops.

Cutter is 90% with a sword, Dewshine is 50% with a sword, and the young Go-Back, Tilvi, is 68%. If they merge in Lock Send, Dewshine becomes 70% and Tilvi becomes 79%. Cutter remains 90% with a sword.

Scouter

Son of One-Eye and Clearbrook, lovermate of Dewshine, Scouter is a young elf who found his place among the Wolfriders early. His keen eyes are the best of a keen-eyed tribe. He can pick out details from scenes miles away. Scouter is depicted here as he started the quest, a just-maturing Wolfrider, devoted to Dewshine, and ready to follow the Wolfrider way for the rest of his days.

ELFOQUEST		Character Sheet	
Personal Information			
Player Name: SCOUTER		Soul Name: UNREVEALED	
Character's Name: SCOUTER		Age: 23	
Species: ELF		Tribes: WOLFRIDER	
Gender: MALE		Recognized Mate: None	
Roller Characteristics			
current	STR 12	CON 12	SIZ 5
original	STR 12	CON 12	SIZ 5
INT 12 POW 14 DEX 16 APP 12			
Derived Characteristics			
Damage Bonus: 0 Experience Bonus: +6 Movement Rate: 4			
DEX strike rank modifier: 2 SIZ strike rank modifier: 3 Base Strike Rank: 5			
Skills		Magic Powers	
Animal Lure	20 %	Sending	81 %
Climb	66 %	Magic Feeling	70 %
Communication	24 %	Wolf Bonifier	70 %
Dodge	81 %		
Elf Lore	36 %		
Healing Lore	24 %		
Human Lore	24 %		
Jump	76 %		
Language Lore	28 %		
Manipulation	6 %		
Mechanical Lore	6 %		
Mineral Lore	82 %		
Perception	34 %		
Plant Lore	89 %		
Ride	86 %		
Stealth	32 %		
Swim	28 %		
Throw	12 %		
Trail Lore	12 %		
Weapons Skills		Equipment	
Weapon: SWORD	Damage: 126+1	Missiles: 1 2 3 4	
SR: 7	AN: 86 PS: 60 AP: 10	5 6 7 8 9 10	
Weapon: DAGGER	Damage: 126+1	11 12 13 14 15 16	
SR: 7	AN: 86 PS: 60 AP: 10	17 18 19 20 21 22	
Weapon: BOW	Damage: 126+1		
SR: 7	AN: 86 PS: 60 AP: 10		
Weapon: MISTLE	Damage: 126+1		
SR: 7	AN: 86 PS: 60 AP: 10		
Weapon: RATE	Damage: 126+1		
SR: 7	AN: 86 PS: 60 AP: 10		
Weapon: SHIELD	Damage: 126+1		
SR: 7	AN: 86 PS: 60 AP: 10		
Bond Beast		Location	
Name: BRISTLEBRUSH	Sex: FEMALE	RAC: 2 1 4	
STR: 22	Species: WOLF	LXL: 2 1 4	
CON: 13	Mov: 7	HQ: 2 1 6	
SIZ: 15	Climb: 50 %	FG: 2 1 6	
INT: 6	Communication: 40 %	RFL: 2 1 4	
POW: 15	Jump: 110 %	LFL: 2 1 4	
DEX: 20	Perception: 85 %	HEAD: 2 1 5	
APP: 11	Tal: Hit Points: 14		
Weapon: SR: 4	Damage: 126+1		
Dice: 4	126+1		
Resistance: 4	110		

Elves in Lock Send only communicate with the other members of the Lock Send. If another Sender attempts to break into the Lock Send and succeeds with a magic-point-against-magic-point attack on the resistance table against the average magic points of the Lock Senders, the Lock Send is broken for that melee round and every member uses his own skill percentages.

This method is also used to train elves to use magic. Ekuar used Lock Send to train Rayek to better his levitation powers. He Lock Sent with Rayek and temporarily gained the knowledge of how to use Levitation powers, though since he had none himself, he could not use them. Then Ekuar used his temporary knowledge to show Rayek how to discipline himself and expand his powers, using Lock Send to demonstrate how he attained his mastery of Rock-Shaping.

A New Power

A power used by Sun-Toucher in the second issue is not properly defined by Sending. The following power is the one he possesses:

Deep-Sense

prerequisite power: Sending
found among: any
range: 10 yards

Deep-Sense uses 1 magic point per melee round. The user sees into the emotions and image-memory of a target. By using Sending simultaneously, the Deep-Senser can prompt an emotional response and a mental image from the subject each melee round. This power is used to read recent memories and the subject's current emotional state, or to seek specific memory information. The chance of success is only half normal if a memory sought is not of an occurrence which occurred within the last day or which is not at the forefront of the target's thoughts when the Deep-Sense is used.

The user can Deep-Sense a group of targets (as Sun-Toucher did with the Wolfriders when they came to Sorrows End). The chance of success to get a correct group picture and emotional response is reduced by 5% per extra target. The magic point cost does not change.

If a target does not wish to be Deep-Sensed, the user must overcome the target's magic points with his or her own on the resistance table. If scrying an unwilling group, a Deep-Senser must overcome the victim with the most magic points.



Other Tribes and Folk — Preservers

Wrapstuff

Wrapstuff holds the body in suspended animation, but it allows the mind to function while the body sleeps. This was not obvious before Timmain explained its function. The intelligent victims released from wrapstuff before issue 20 were all asleep when they were originally entangled, and slept while under its influence.

Living creatures enshrouded in wrapstuff continue to function mentally. Thus elf-magic powers that don't depend on visual sighting of a target still work normally. Beings in wrapstuff who do not wish to function go into a trance state from which they cannot awaken unless awakened by an outside source, such as a Sending.

7



ELFOQUEST

Character Sheet

Tallies

Magic Points					1	2
3	4	5	6	7		
8	9	10	11	12		
13	14	15	16	17		
18	19	20	21	22		
23	24	25	26	27		

Hit Points					1	2	3
4	5	6	7	8			
9	10	11	12	13			
14	15	16	17	18			
19	20	21	22	23			
24	25	26	27	28			

Character's Name AROREE Soul Name Nova
Species ELF Tribe GLUDERS Age 8000
Gender FEMALE Recognized Mate Nova

current: STR 9 CON 14 SIZ 9 INT 12 POW 15 DEX 12 APP 15
original: STR ... CON ... SIZ ... INT ... POW ... DEX ... APP ...

Damage Bonus 0 Experience Bonus +6 Movement Rate 3/5
DEX strike rank modifier 3 SIZ strike rank modifier 2 Base Strike Rank 5

Animal Lore	12	%
Climb	12	%
Communication	27	%
Dodge	95	%
Elf Lore	66	%
Healing Lore	24	%
Human Lore	12	%
Jump	51	%
Language Lore	24	%
Manipulation	51	%
Mechanical Lore	12	%
Mineral Lore	24	%
Perception	97	%
Plant Lore	12	%
Ride <i>Awk</i>	15	%
Stealth	95	%
Swim	21	%
Throw	82	%
Troll Lore	4	%

Sending	90%
Magic Feeling	15%
LEVITATION	95%

LEADATION	75	25	
HAIR BONDING	75	25	
.....		25	
.....		25	
.....		25	
.....		25	
SPECIAL		25	

Missiles	1	2	3	4
5	6	7	8	9
11	12	13	14	15

Weapon	Tech WP	Damage	AP
SR	☒ A% ☐ P%	91	20
Weapon		Damage	AP
SR	☐ A% ☐ P%		AP
Weapon		Damage	
SR	☐ A% ☐ P%		AP
Missile		Damage	
Rate	☐ A% ☐ Range		
Missile		Damage	
Rate	☐ A% ☐ Range		
Shield		Damage	
SR	☐ P% ☐ A%		AP

Bond Beast
Name: LELETRILL Sex: FEMALE

STR	29	Species	
CON	14	Move	DEX SRM
SIZ	36	Climb	% Dodge
INT	3	Communication	
POW	6	Jump	% Stealth
DEX	20	Perception	
APP	17	Total Hit Points	

Weapon	SR	A%	Damage
Bite	6	70	1D10
Claw	6	10	1D10

Head
20
AP 0
HP 4

Chival
11 12
AP 0
HP 5

Left Leg
04 06
AP 0
HP 4

UNLESS I CAN
THEM ALL
OF H--?!



Tyldak

Tyldak is a Glider who wanted something better; the ability to soar on his own with the birds. Winnowill Flesh-Shaped Tyldak into a flying form and bound him to her service in exchange for the favor. When the Wolfriders first arrived, Tyldak and Dewshine Recognized. Dewshine could not bear to have this bond with such a deformed elf, and Tyldak was repelled by Dewshine's wolf heritage, but Lord Voll eventually made Tyldak realize that Dewshine was a final chance for survival for the moribund Gliders.

ELFOQUEST

Character Sheet

Tallies

Magic Points	1	2
3 4 5 6 7		
8 9 10 11 12		
13 14 15 16 17		
18 (19) 20 21 22		
23 24 25 26 27		

Hit Points	1	2	3
4 5 6 7 8			
9 10 11 12 13			
14 15 16 17 18			
19 20 21 22 23			
24 25 26 27 28			

Character's Name TYDAK Soul Name NONE
Species Elf Tribe GLIDERS Age 5000
Gender MALE Recognized Mate DENSHINE

current STR 13 CON 12 SIZ 10 INT 13 POW 19 DLX 16 APP 1
original STR CON SIZ INT POW DEX APP

Damage Bonus 0 Experience Bonus +7 Movement Rate 3/8
DEX strike rank modifier 2 SIZ strike rank modifier 2 Base Strike Rank 4

Animal Lore	13	%
Climb	19	%
Communication	83	%
Dodge	99	%
Elf Lore	69	%
Healing Lore	26	%
Human Lore	53	%
Jump	29	%
Language Lore	56	%
Manipulation	29	%
Mechanical Lore	13	%
Mineral Lore	26	%
Perception	92	%
Plant Lore	13	%
Ride	—	%
Stealth	94	%
Swim	29	%
Throw	29	%
Troll Lore	4	%
ACROBATICS	93	%

Sending	88	%
Magn. Feeling	19	%
		%
		%
		%
		%
		%

Missiles	1	2	3	4
5	6	7	8	9
10	11	12	13	14
15	16	17	18	19

Weapon	CLAW	Damage	136
SR	☐ A% 99	☐ P% 35	AP
Weapon		Damage	
SR	☐ A%	☐ P%	AP
Weapon		Damage	
SR	☐ A%	☐ P%	AP
Missile		Damage	
Rate	☐ A%	Range	
Missile		Damage	
Rate	☐ A%	Range	
Shield		Damage	
CR	☐ P%	☐ A%	AP

Name	Sex	Location	Armor/HP
STR	Species		/
CON	Move	DLX SRM	/
SIZ	Climb	% Dodge %	/
INT	Communication	%	/
POW	Jump	% Stealth	/
DEX	Perception	%	/
APP	Total Hit Points		/
Weapon	SR A% Damage		/

Lord Voll

Lord Voll

Lord Voll is the leader of the Gliders (the inhabitants of the Blue Mountain). He took his followers into the mountain in an attempt to duplicate the abode of the High Ones, a task they accomplished in part.

When the Wolfriders arrived, Lord Voll was suffering from centuries of apathy; Winnowill ruled the mountain in his name. But the Wolfriders broke Lord Voll out of his lethargy, and he led them to the ancestral home of the elves, only to lose his life to Guttlekraw's troll guards.



ELFOQUEST

Character Sheet

Personal Information

Character's Name: **LORD VOLL** Player Name: **None**
 Species: **Elf** Tribe: **GLIDERS** Age: **9000+**
 Gender: **MALE** Recognized Mate: **None**

Rolled Characteristics

current STR 13 CON 11 SIZ 12 INT 13 POW 21 DEX 11 APP 12
 original STR CON SIZ INT POW DEX APP

Derived Characteristics

Damage Bonus: **+1D3** Experience Bonus: **+7** Movement Rate: **3/5**
 DEX strike rank modifier: **3** SIZ strike rank modifier: **2** Base Strike Rank: **5**

Skills

Animal Lore 13 %12
 Climb 12 %12
 Communication 95 %12
 Dodge 12 %12
 Elf Lore 89 %11
 Healing Lore 76 %11
 Human Lore 13 %12
 Jump 24 %11
 Language Lore 86 %12
 Manipulation 24 %12
 Mechanical Lore 13 %12
 Mineral Lore 76 %12
 Perception 36 %12
 Plant Lore 13 %12
 Ride **Hawk** 98 %12
 Stealth 12 %12
 Swim 24 %12
 Throw 24 %12
 Troll Lore 4 %12

Magic Powers

Sending 92 %12
 Magic Feeling 98 %12
 Levitation 93 %12
Hawk Banner 91 %12

Right Arm 16 17
 AP 0
 HP 3

Left Arm 16 19
 AP 0
 HP 3

Special AP 0
 HP 3

Equipment

Missiles 1 2 3 4
 5 6 7 8 9 10
 11 12 13 14 15 16
 17 18 19 20 21 22

Right Leg 01 03
 AP 0
 HP 4

Left Leg 04 06
 AP 0
 HP 4

Weapons Skills

Weapon Damage AP
 SR 0A% 0P%
 Weapon Damage AP
 SR 0A% 0P%
 Weapon Damage AP
 SR 0A% 0P%
 Missile Damage Range AP
 Rate 0A%
 Missile Damage Range AP
 Rate 0A%
 Shield Damage AP
 SR 0P% 0A%

Bond Beast

Name: **TEASPAH** Sex: **MALE** Location: **None** Armor/HP: **2/8**
 STR: **40** Species: **GRANT HAWK** R-CLAW: **2/8**
 CON: **18** MISC: **2/8** DEX SRM: **1** BODY: **2/10**
 SIZ: **44** Climb: **38** %12 R-TOE: **2/9**
 INT: **3** Communication: **9** %12 L-TOE: **2/9**
 POW: **12** Jump: **19** %12 HEAD: **2/9**
 DEX: **19** Perception: **96** %12
 APP: **11** Total Hit Points: **31**
 Weapon SR AS Damage
 BITE 6 77 DIO
 CLAW 8 98 D6+4D6

Tallies

Magic Points 1 2
 3 4 5 6 7
 8 9 10 11 12
 13 14 15 16 17
 18 19 20 21 22
 23 24 25 26 27

Hit Points 1 2 3
 4 5 6 7 8
 9 10 11 12 13
 14 15 16 17 18
 19 20 21 22 23
 24 25 26 27 28

Head 20
 AP 0
 HP 4

Chest 17 15
 AP 0
 HP 5

Abdomen 07 10
 AP 0
 HP 4

Left Leg 04 06
 AP 0
 HP 4

Right Leg 01 03
 AP 0
 HP 4

Special AP 0
 HP 3

Equipment

Missiles 1 2 3 4
 5 6 7 8 9 10
 11 12 13 14 15 16
 17 18 19 20 21 22

Right Leg 01 03
 AP 0
 HP 4

Left Leg 04 06
 AP 0
 HP 4

Special AP 0
 HP 3

Equipment

Missiles 1 2 3 4
 5 6 7 8 9 10
 11 12 13 14 15 16
 17 18 19 20 21 22

Right Leg 01 03
 AP 0
 HP 4

Left Leg 04 06
 AP 0
 HP 4

Special AP 0
 HP 3

Equipment

Missiles 1 2 3 4
 5 6 7 8 9 10
 11 12 13 14 15 16
 17 18 19 20 21 22

Right Leg 01 03
 AP 0
 HP 4

Left Leg 04 06
 AP 0
 HP 4

Special AP 0
 HP 3

Equipment

Missiles 1 2 3 4
 5 6 7 8 9 10
 11 12 13 14 15 16
 17 18 19 20 21 22

Right Leg 01 03
 AP 0
 HP 4

Left Leg 04 06
 AP 0
 HP 4

Special AP 0
 HP 3

Equipment

Missiles 1 2 3 4
 5 6 7 8 9 10
 11 12 13 14 15 16
 17 18 19 20 21 22

Right Leg 01 03
 AP 0
 HP 4

Left Leg 04 06
 AP 0
 HP 4

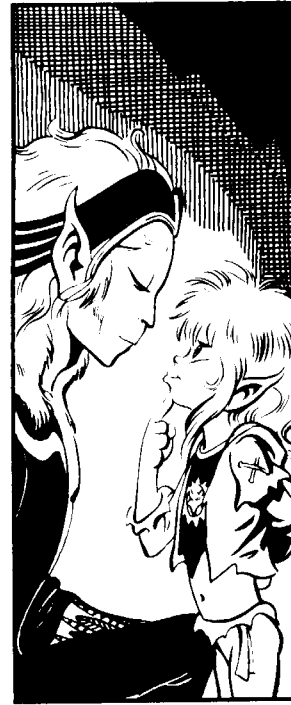
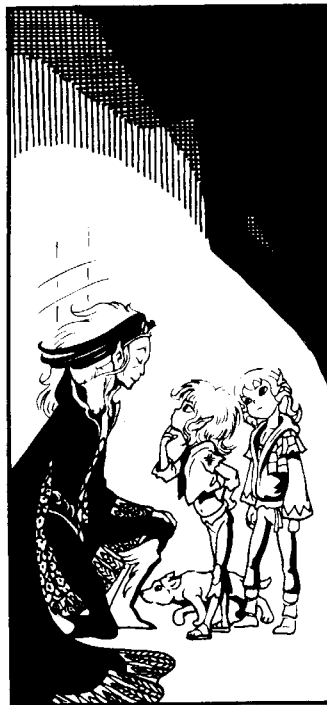
Special AP 0
 HP 3

Equipment

Missiles 1 2 3 4
 5 6 7 8 9 10
 11 12 13 14 15 16
 17 18 19 20 21 22

Right Leg 01 03
 AP 0
 HP 4

Left Leg 04 06
 AP 0
 HP 4



YOU
 LOOK
 LIKE A
 FUNNY
 OLD
 BIRD!

Finding an Elf Name

by Elizabeth Cerritelli

Every player wants his or her elf to be unique. In a campaign, four elves named 'Hunter', or seven unrelated elves each with names beginning with 'Star', strain individuality, regardless of how well the elves' personalities have been developed. This article helps to individualize elf names.

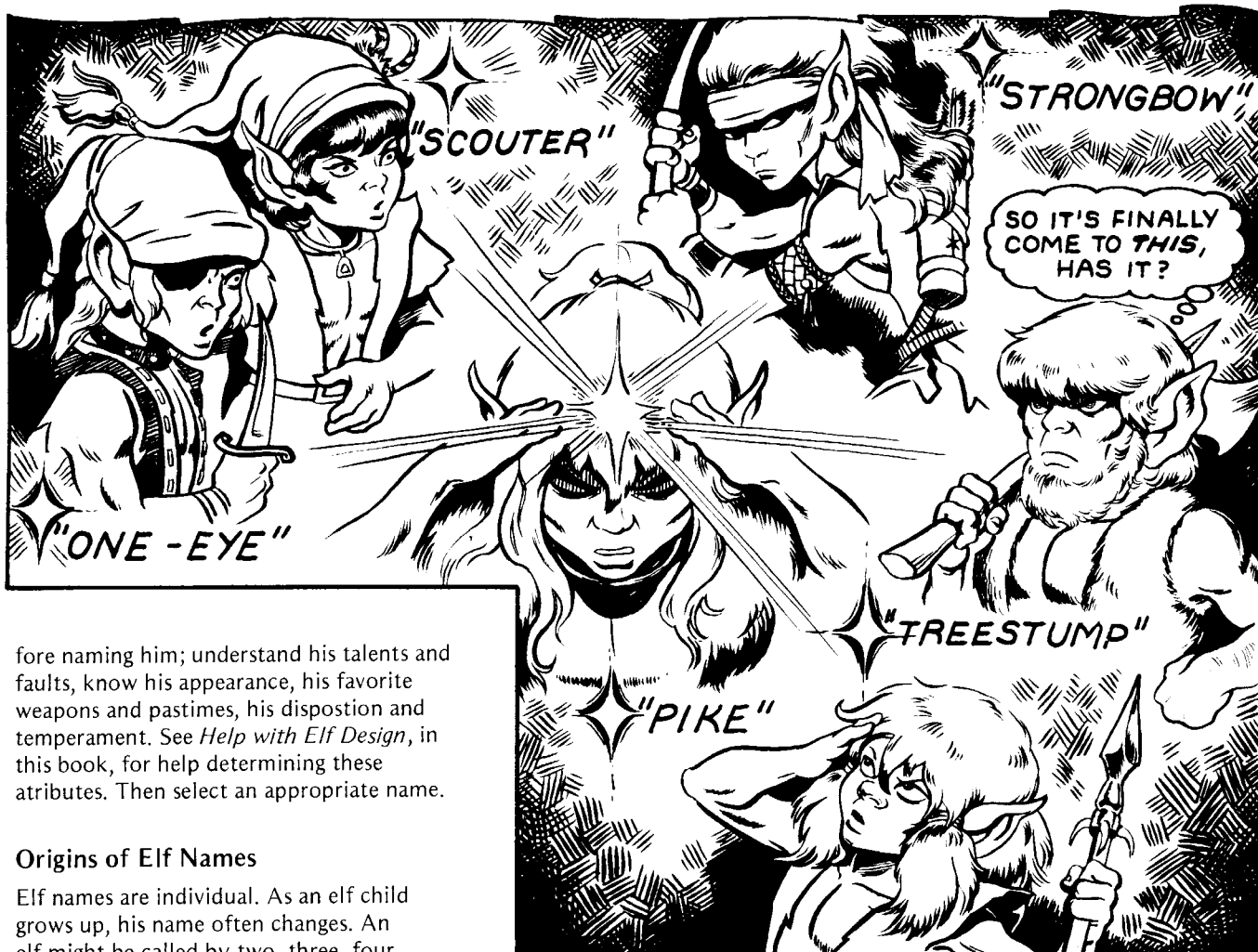
Some players name elves before they create them, not waiting for an elf whose personality and skills are reflected by the name; blindly tacking the name onto a set of numbers, thoughtless of the strengths and weaknesses those numbers represent. Seldom does the name suit the elf, and the same arbitrary name often occurs to several players simultaneously, rendering the name trite through overuse.

To avoid name problems, use the elves' own method of selecting names. Every elf knows that you can't name someone unless you know him well. So roll up an elf be-

or more names during the course of his or her life, though some elves keep their birth-names throughout their lives.

An elf's first, or birth-name, is bestowed by his or her parents. It reflects a trait or characteristic the child has that his parents find singular. Cutter was named because his affinity for cutting weapons was so great even at birth that his parents could sense it as he lay helpless in their arms. Ember and Suntop were named for their bright hair, with which they stand out from the dark-haired Sunfolk children. Dewshine's name comes from her delicate, sparkling personality; Strongbow sensed that his son took after his father and called him Dart; a small arrow.

Elf children's names sometimes commemorate events. Newstar was the first child born to the Wolfriders after Madcoil's attack and, in her name, the tribe's hope for renewal is recorded. Sometimes a child is named to indicate parentage, like Rainsong, daughter of Rain. These elves often retain their childhood names, from respect and love for the parent the name memorializes.



fore naming him; understand his talents and faults, know his appearance, his favorite weapons and pastimes, his disposition and temperament. See *Help with Elf Design*, in this book, for help determining these attributes. Then select an appropriate name.

Origins of Elf Names

Elf names are individual. As an elf child grows up, his name often changes. An elf might be called by two, three, four,

As an elf grows, his appearance changes, but it still can be the basis for his name, if it is striking, unusual, or if the elf bears some identifying feature. One-Eye is an example, as is round-faced Pike's nickname, Squirrel Cheeks. Rayek's nickname among the Go-Backs, Brown-skin, contrasts Rayek's dark complexion with those of the pale Go-Backs.

The Way of the Weapon

Elf names sometimes describe favorite weapons or fighting techniques. Players often use these names, causing repetition. Names with a weapon in them make an elf sound fierce and strong, characteristics which some players prefer. But elves have access to only a limited range of weapons, and only so many suitable adjectives can be added to them to create a name.

To avoid repetition, don't use common weapon names. Use variations with similar meanings. Weapons dictionaries or thesauruses include a host of weapons name variations from which to choose a name. Most weapons dictionaries have pictures of each weapon. Except for blatantly terrestrial names (like *goten-tag*, *guisarme*, or *holy water sprinkler*), specific names sound more personalized than general ones, whether used alone or in combination with adjectives. For example, 'Pike' is more euphonious than 'Spear'.

Thesauruses also provide verbs and adjectives pertaining to weapons and their use, such as *thrust* or *hone*. These provide evocative names for warriors, as well as subtler names that can describe any elf's personality. Two-Edge is a classic example of a weapon name that is not solely a weapon name. Fighting and hunting can be verbal or psychological as well as physical.

Nature Names

Gentle elves often take their names from nature, choosing words that evoke their temperaments or talents. Clearbrook's name, when it was given to her, was a verbal representation of her personality. The cool, comforting feeling of rain on a hot day, and its ability to restore life to the forest is a natural parallel to Rain's healing touch.

However, nature names become repetitive quickly because players often choose the most obvious names for flora, fauna, and phenomena. Avoid using sun, moon, star, flower, shadow, spirit, etc. except when paired in extraordinary combinations, like *Suntoucher's* name.

Use the thesaurus. Instead of 'brook', try a variation such as *rill*, *stream*, *runnel*, *creek* — more than a dozen words are synonymous with *brook*. Yet, each one has a subtly different connotation. Use a dictionary to learn the personality of each word. One of them is bound to suit the elf being named.

As You Act, You Shall be Named

An elf's skills, talents, and pastimes are fertile ground for devising names. Here, alternatives to the obvious are also preferable; but sometimes the ordinary is fitting. A name can describe an occupation (*Tanner*), a scholarly fascination (*Skywise*), or a form of entertainment (*Mantricker*). A name can spring from anything an elf does well, knows a lot about, or does frequently.

If an elf performs a magnificent feat, after many moons of talk his deed becomes part of the communal legend. Often his tribe gives him a new name to commemorate the event. Redlance was called *Redmark* until he saved Bearclaw's life by spearing a long-tooth attacking his chief. Such an act of bravery and savagery performed by this gentle elf made the tribe feel that he deserved a new name.

Other Types of Names

When naming elves from tribes who use names which have no direct meaning (the *Sunfolk* for example; *Leetah*, *Rayek*), or for soul-names, the thesaurus is of no use. Often, players use names that are just shortened or slurred versions of their own names, phonetically-spelled sound-alikes of words, or English words.

To create names of this type, use a spelling game, or draw letters written on small pieces of paper (at least two full alphabets and several sets of vowels), from a hat. Lay the letters out as they are drawn, and try to pronounce the combined letters. Rearrange the letters to create a satisfactory combination. Reject uneuphonious names. Using this method, names which have no prior meaning can be created.

Word-search and jumbled-word puzzles are other sources of sounds. Sound out the letters in the order that they appear in the puzzle and listen to the sounds they create. Even typographical errors and vehicle license plates can be useful in creating soul names. Some names naturally appear stronger, gentler, more active, sharper, or friendlier than others. Match the personality of the sound with the personality of the elf.



Strongbow

Greatest of the tribe's archers, Strongbow is taciturn. He rarely speaks, preferring always to Send. He is fiercely proud of his station as an elder and adheres strictly to the Wolfrider Way. This often brings him into conflict with the experimenting Cutter. Strongbow is the father of Dart.

ELFOQUEST		Character Sheet	
Personal Information Player Name: <u>STRONGBOW</u> Soul Name: <u>UNREVEALED</u> Species: <u>ELF</u> Tribe: <u>WOLFRIDERS</u> Age: <u>450</u> Gender: <u>MALE</u> Recognized Mate: <u>MOONSHADE</u>			
Roller Characteristics current STR 13 CON 15 INT 11 POW 17 DEX 17 APP 13 original STR 13 CON 15 INT 11 POW 17 DEX 17 APP 13			
Derived Characteristics Damage Bonus: 0 Experience Bonus: +6 Movement Rate: 4 DEX strike rank modifier: 2 SIZ strike rank modifier: 3 Base Strike Rank: 5			
Skills Animal Lore: 22 % Climb: 10 % Communication: 24 % Dodge: 81 % Elf Lore: 63 % Healing Lore: 22 % Human Lore: 90 % Jump: 52 % Language Lore: 30 % Manipulation: 6 % Mechanical Lore: 86 % Mineral Lore: 42 % Perception: 88 % Plant Lore: 88 % Ride: 88 % Stealth: 96 % Swim: 88 % Throw: 80 % Trial Lore: 11 %		Magic Powers Sending: 98 % Magic Feeling: 85 % Wave Bowing: 85 % Special: _____ Equipment Missiles: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22	
Weapons Skills Weapon: <u>Sword</u> Damage: 126+1 SR: 7 A%: 60 P%: 68 AP: 10 Weapon: _____ Damage: _____ SR: _____ A%: _____ P%: _____ AP: _____ Weapon: _____ Damage: _____ SR: _____ A%: _____ P%: _____ AP: _____ Missile: <u>Bow</u> Damage: 126+1 Rate: 7 A%: 110 Range: 90/120 Missile: _____ Damage: _____ Rate: _____ A%: _____ Range: _____ Shield: _____ Damage: _____ SR: _____ A%: _____ AP: _____		Bond Beast Age: 18 Name: <u>DRAGON</u> Sex: <u>MALE</u> STR: 22 Species: <u>Wolf</u> Location: <u>ELF</u> CON: 13 Move: 7 DEX: SRM 1 RFL: 2 / 4 SIZ: 15 Climb: 50 % Dodge: 90 % HGR: 2 / 6 INT: 6 Communication: 40 % FGR: 2 / 6 POW: 15 Jump: 110 % Stealth: 110 % RFL: 2 / 4 DEX: 20 Perception: 85 % LFL: 2 / 4 APP: 14 Total Hit Points: 14 HEAD: 2 / 5 Weapon: <u>Sword</u> SR: A% Damage: _____ Bite: 4 90 126+126 Claw: 4 110 SPECIAL	

Conclusion

Elf names are never rude, tasteless, or derogatory — neither are they pretentious or boastful. An elf's name, whether spoken or written, should be easily pronounceable by the players. It should blend together without breaks or multiple accents.

Short names are always preferable. Wolfrider names seldom exceed three syllables, and the longer ones are easily pronounced. Moonshadow is the most complex of any elf name in the books. It has two elements (moon and shadow) and only one of the elements has two syllables. Short names are preferable in emergency situations. An elf whose name takes ten seconds to pronounce may not be warned in time about an arrow which will hit him in five seconds.

Remember an elf's environment and heritage. Desert Elves seldom have names that refer to the ocean, and Sea Elves don't have names that evoke images of vast expanses of tall trees. An elf growing up in a tribe that values strength and courage should not have a soft sounding name, or he will be teased. Most importantly, an elf's name should enable a stranger to identify him from among his tribesfolk by looking at him or watching his activities.

Name Lists

To help players create elf names without having to consult a thesaurus, some lists of names are provided. They were compiled by the Timberlake Holt of Michigan. The lists are intended as a starting point for naming elf characters, and should be greatly expanded upon. The lists are divided by categories.

Animals — well-known animals with which elves might have traits in common, such as *Bearclaw*: ant, bear, deer, elk, fish, fly, fox, jackle, lizard, rabbit, snake, spider, squirrel, wolf.

Characteristics — any general description of some trait of a character, such as *Strongbow*: big, bright, broken, dead, deep, deft, dull, easy, fair, far, foul, free, friendly, full, gentle, good, great, gruff, hard, hardy, heavy, high, just, large, leaping, light, lone, long, lost, mock, near, pure, quick, right, rough, sharp, sheer, short, silent, singing, slow, small, smooth, soft, sparkle, speedy, strong, sure, sweet, tall, thick, thin, tough, true, weak, wild, wise, woven, wrong.

Colors — self explanatory, like *Moonshade*: amber, azure, black, blue, brown, clear, copper, crystal, gold, green, gray, orange, purple, red, shade, shine, silver, tan, violet, white, yellow.

Objects — common items well-known to the elves, like *Treestump*: belt, berry, blossom, branch, cap, cloak, cloud, dust, ember, feather, fire, flower, fruit, gem, hammer, ice, leaf, man, mist, moon, necklace, pelt, prey, ring, rock, silk, snow, star, stump, sun, thorn, thread, tree, vine, water, wave, wood.

Body-parts — a part of a person or animal, might denote something that one does with a part, like *Loudcry*: arm, blood, brain, branch, cheek(s), claw, cry, ear(s), eye(s), finger, foot, hair, hand, heart, heel, leg, mind, sight, soul, spawn, tail, talon, teeth, top, toe, tongue, wing.

Places — any geographical area or terrain feature, like *Clearbrook*: bay, beach, briar, brook, canyon, cave, cove, crag, creek, field, forest, gorge, harbor, haven, hold, holt, hollow, house, island, lake, mountain, ocean, pool, rill, river, runnel, sea, spring, stream, timber, tower, valley, wall, well, wood.

Professions — descriptive of one's activities about the holt, like *Scouter*: bearer, binder, breaker, bringer, caller, child, crier, crusher, dancer, dreamer, (fill-in-the-blank)er, friend, gainer, grower, guard, hunter, jumper, maker, prancer, reacher, reader, runner, sailor, scouter, seeker, singer, slayer, smasher, smith, sower, speaker, tamer, tenor, trapper, trickster, walker, watcher, weaver, winger.

Phenomena — a condition of the world or environment, like *Rain*: air, beam, bloom, break, call, daughter, dew, dream, fall, father, fear, flash, foam, gale, glimmer, glisten, gust, hail, hate, joy, light, lock, love, main, lover, peace, rain, reach, shadow, shower, sight, sky, son, song, sorrow, spirit, storm, swirl, tear, thunder, touch, ward, whirl, wind, woken, wonder.

Times — words relating to times, like *Nightfall*: ancient, autumn, dark, dawn, day, dusk, early, evening, fall, late, moment, morning, new, noon, night, old, second, spring, summer, time, winter.

Weapons — self explanatory, like *Pike*: arrow, axe, blade, blow, bow, club, dagger, dart, fist, grip, hand, knife, lance, pike, shaft, shield, sling, spear, staff, stick, strike, sword.

Sun-Toucher & Shenshen



Shen-Shen

Shen-Shen is Sun-Toucher's daughter and sister to Leetah. She has no magical healing talents, but is a practiced midwife and is proficient with medicines. Shen-Shen is a frivolous girl, but good-hearted.

ELFOQUEST		Character Sheet		Tallies	
Personal Information Character's Name: <u>Sun-Toucher</u> Soul Name: <u>None</u> Species: <u>Elf</u> Tribe: <u>Sun Folk</u> Age: <u>350</u> Gender: <u>FEMALE</u> Recognized Mate: <u>None</u>					
Rolled Characteristics current: STR 10 CON 9 SIZ 5 INT 11 POW 13 DEX 17 APP 17 original: STR CON SIZ INT POW DEX APP					
Derived Characteristics Damage Bonus: 0 Experience Bonus: +6 Movement Rate: 4 DEX strike rank modifier: 2 SIZ strike rank modifier: 3 Base Strike Rank: 5					
Skills Animal Lore 41 Climb 55 Communication 28 Dodge 22 Elf Lore 52 Healing Lore 4 Human Lore 42 Jump 4 Language Lore 27 Manipulation 51 Mechanical Lore 31 Mineral Lore 43 Perception 52 Plant Lore 71 Rule ZWOOT 23 Stealth 0 Swim 27 Throw 4 Troll Lore 91%		Magic Powers Sending 100% Magic Feeling 100% R. Chi Arm 100% AP 0 HP 3 Left Arm 18/19 AP 0 HP 3 Equipment Missiles 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 * METAL ORNAMENT		Head 20 AP 3 HP 3 Chest 11/15 AP 0 HP 4 Andromed 02/10 AP 0 HP 3 Left Leg 05/06 AP 0 HP 3	
Weapons Skills Weapon Damage SR SR 1A% 1P% AP Weapon Damage SR SR 1A% 1P% AP Weapon Damage SR SR 1A% 1P% AP Missile Damage Rate Rate 1A% Range AP Missile Damage Rate Rate 1A% Range AP Shield Damage SR SR 1P% 1A% AP		Bond Beast Name Species Sex Location Armor/HP STR Snake 1 CON Mouse 1 DEX SRM 1 SIZ Climb 1 Dodge 1 INT Communication 1 POW Jump 1 Stealth 1 DEX Perception 1 APP Total Hit Points 1 Weapon SR 1A% Damage 1			

Sun-Toucher

One of the wise men of the Sun Folk, Sun-Toucher has been blinded by his continued study of the sun, though his other senses are so enhanced that he still functions normally. He is often perceived as the leader of Sorrow's End, though Savah actually fills that position. Sun-Toucher is the father of Leetah and Shen-Shen.

ELFOQUEST		Character Sheet		Tallies	
Personal Information Character's Name: <u>Sun-Toucher</u> Soul Name: <u>None</u> Species: <u>Elf</u> Tribe: <u>Sun Folk</u> Age: <u>350</u> Gender: <u>Male</u> Recognized Mate: <u>None</u>					
Rolled Characteristics current: STR 8 CON 5 SIZ 5 INT 16 POW 18 DEX 13 APP 13 original: STR CON SIZ INT POW DEX APP					
Derived Characteristics Damage Bonus: 0 Experience Bonus: 12 Movement Rate: 4 DEX strike rank modifier: 3 SIZ strike rank modifier: 3 Base Strike Rank: 6					
Skills Animal Lore 56 Climb 16 Communication 88 Dodge 29 Elf Lore 82 Healing Lore 32 Human Lore 5 Jump 5 Language Lore 21 Manipulation 16 Mechanical Lore 64 Mineral Lore 58 Perception 72 Plant Lore 79 Rule ZWOOT 24 Stealth 0 Swim 21 Throw 5 Troll Lore 100% * NOT IF RIGHT IS EMBEDED		Magic Powers Sending 98 Magic Feeling 98 R. Chi Arm 100% AP 0 HP 3 Left Arm 18/19 AP 0 HP 3 Equipment Missiles 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 * NO POWERS ROLL IS NECESSARY OTHERWISE ADD A METAL ORNAMENT		Head 20 AP 4 HP 4 Chest 11/15 AP 0 HP 5 Andromed 02/10 AP 0 HP 4 Left Leg 05/06 AP 0 HP 4	
Weapons Skills Weapon Damage SR SR 1A% 1P% AP Weapon Damage SR SR 1A% 1P% AP Weapon Damage SR SR 1A% 1P% AP Missile Damage Rate Rate 1A% Range AP Missile Damage Rate Rate 1A% Range AP Shield Damage SR SR 1P% 1A% AP		Bond Beast Name Species Sex Location Armor/HP STR Snake 1 CON Mouse 1 DEX SRM 1 SIZ Climb 1 Dodge 1 INT Communication 1 POW Jump 1 Stealth 1 DEX Perception 1 APP Total Hit Points 1 Weapon SR 1A% Damage 1			

OUTSIDE SAVAH'S HUT THE SUN TOUCHER STRIVES TO REASON WITH THE VILLAGERS.



Help With Elf Design

by Elizabeth Cerritelli

Even the most imaginative players eventually run out of ideas for individual elf appearance and personality, especially gamemasters, who must generate entire tribes. If each elf is just a list of characteristics and skills, the game is dull. Even if all the characters in a campaign are based on direct models from the series, the game will lack individuality, becoming predictable. Without personality, interactions become routine and battles uninspiring. The following tables help players create individual elves.

Originally this system was designed for the gamemaster, to help him create large quantities of individual non-player elves, but it can also be used by the players. The system can be used in its entirety or partially in tandem with player imagination. Three six-sided dice and a pair of percentile dice are required.

Physical Appearance

Each elf differs from others in build and facial features. The tables below help to define these differences. Choose a body type from among the character outlines in the *Elfquest* game, or randomly determine body type from one of the following tables. Each entry on the tables corresponds to a character sheet from the game.

Male Body Type Table (roll 1D6)

- 1-2 Character sheet one (Cutter type)
- 3-4 Character sheet three (Treestump Type)
- 5-6 Character sheet five (Strongbow or Rayek type)

Female Body Type Table (roll 1D6)

- 1-2 Character sheet two (Leetah or Nightfall type)
- 3-4 Character sheet four (young Dewshine type)
- 5-6 Character sheet six (Kahvi type)

If the character is a child use the child sheet, and if he or she is older use sheet seven or eight (the taller, older elves).

Facial Features

Elves have individual facial features. The three following tables provide a list of choices for mouth types, nose types, and for eye types. The accompanying pictures can be traced from this page onto the character sheet.

Eye Color Table (roll 1D20)

- 1 gray
- 2-3 gray-blue
- 4-5 frosty-blue
- 6-7 baby-blue
- 8-9 dark-blue
- 10-11 blue-green
- 12-13 green
- 14-15 violet
- 16 amber
- 17-18 brown
- 19-20 black

Eye Types (roll 1D100)

- 01-25 Narrow (Rayek) 
- 26-50 Average, slanted (Cutter) 
- 51-75 Average, level (Rainsong) 
- 76-00 Rounded (Pike) 

Nose Types (roll 1D100)

- 01-25 Snub nose (Pike) 
- 26-50 Straight (Strongbow) 
- 51-75 Turned up/short (Cutter) 
- 76-00 Downturned (Skywise) 

Mouth Types (roll 1D6)

- 1 Overbite (Skywise) 
- 2 Wide (Pike) 
- 3 Thin (Voll) 
- 4 Full (Joyleaf) 
- 5 Short upper lip (Kahvi) 
- 6 small (Dewshine) 



To the left a diagram is provided to help with the placement of facial features.

On the diagram there are two horizontal line placed over a central vertical line.

The eyes should be aligned with their corners along the upper horizontal line, with the outer corners at the ends of the line. The nose should be aligned along

the vertical line with the top of the bridge just touching the upper horizontal line. The mouth should be placed along the lower horizontal line centered against the vertical line.

Scars

Elves are forced to live violent lives, and often carry scars as reminders of this violence. Elves under 50 years old have a 5% chance to bear a scar. Older elves gain an additional 1% chance per 25 years of age after the 50th. The gamemaster should reduce this chance for elves from tribes with proficient healers. Elves from tribes like the Go-Backs which are always engaged in combat have double the normal chance to bear scars. For unwarlike tribes like the Sunfolk and the Gliders the scar-chance should be reduced. If an elf is found to have a scar, roll on the Scar Location Table to determine the scar's location.



Scar Location Table

- 1 eye 2 ear
- 3 face 4 hand
- 5 arm 6 leg
- 7 foot 8 chest
- 9 back 10 abdomen

Hair Style

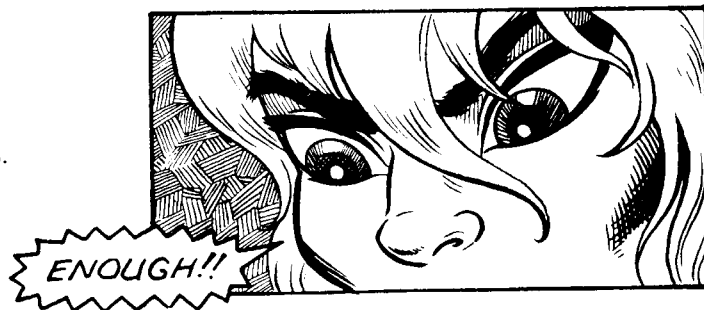
The hair style tables are based upon hair styles exhibited in the Elfquest books. Players can use the elfquest character whose name is in parentheses beside each entry as a model, or use their imaginations to create attractive styles. Before rolling on the Hair Style Table, determine hair length using the Hair Length Table.

Hair Color Table (roll 1D10)

- 1 silver
- 2 pale blond
- 3 golden blond
- 4 red-gold
- 5 red
- 6 red-brown
- 7 dark blond/golden brown
- 8 light brown
- 9 dark brown
- 10 black

Hair Length Table (roll 1D6)

- 1-2 short (close-cropped to shoulder length)
- 3-4 medium-short (shoulders to mid back)
- 5 medium-long (mid-back to hip length)
- 6 long (beyond hip length)



Hair Style Table (roll 1D10)

- 1 1D3 braids, bound or looped around head (Savah).
- 2 1D3 braids, loose (Clearbrook).
- 3 loose straight hair (Newstar).
- 4 loose curly hair (Dewshine).
- 5 loose hair with bangs (Rainsong).
- 6 headband/fillet (Strongbow/Skywise).
- 7 1D3 Ponytails (Shenshen).
- 8 Backbun (Chosen Eight).
- 9 topbun (Gliders).
- 10 combination of above; roll twice and combine results (Moonshade, Redlance, etc.).

Clothing

When designing clothing for an elf, emphasize styles appropriate to his or her environment, and determine what materials are available to him. A few rolls on the Clothing and Accessories Tables will provide a basic plan. As a guide, initials are placed beside each entry on the tables to indicate which tribes show a preference for each style or type of material. Reroll if you receive inappropriate results. Footgear is generally made of leather, but players wishing more exotic footgear can roll on the Clothing Material Table. Players may either choose a color for an entire clothing ensemble or roll separately for each item of an elf's clothing, discarding unreasonable color combinations. The following initials are used on the tables to refer to the tribes: High Ones — H, Sunfolk — F, Wolfriders — W, Desert Elves — D, Blue Mountain Elves — B, Sea Elves — S, Go-Backs — G, Plainsrunners — P.

Clothing Tables

Clothing Styles Table (roll 1D20)

- 1-2 short tunic/dress (W, F, D, S, P)
- 3-4 pants with tunic (W, G, D, P)
- 5-6 pants with tucked shirt (F, D, S, P)
- 7-8 pants with vest/halter (F, D, S, P)
- 9-10 breeches with tucked shirt (F, D, S, P)
- 11-12 breeches with vest/halter (F, D, S, P)
- 13 tights with tucked shirt (W, G, P)
- 14-15 tights with tunic (H, W, B, G, P)
- 16 one-piece jumpsuit (H, B, S)
- 17 jumpsuit with tunic (H, B, C)
- 18-19 long one-piece dress/robe (H, B, D, F)
- 20 knee length skirt with top (F, S, P)

Clothing Material (roll 1D6)

- 1-2 leather/skins (W, B, G, S, F)
- 3-4 fur (H, W, B, G, P)
- 5 linen wool (H, B, F, D, S)
- 6 feathers (H, B, P)

ELFQUEST

Character Sheet

Tallies

Magic Points	1	2
3	4	5
6	7	8
9	10	11
12	13	14
15	16	17
18	19	20
21	22	23
24	25	26
27	28	29
30	31	32

Personal Information

Character's Name: **MOONSHADE** Player Name: _____
 Species: **ELF** Tribe: **WOLFRIDER** Soul Name: **UNREVEALED**
 Gender: **FEMALE** Age: **150** Recognized Mate: **STRONGBOW**

Rolled Characteristics

Current	STR	12	CON	15	SIZ	5	INT	12	POW	11	DEX	16	APP	12
original	STR	10	CON	10	SIZ	4	INT	10	POW	10	DEX	10	APP	10

Derived Characteristics

Damage Bonus: **0** Experience Bonus: **+6** Movement Rate: **4**
 DEX strike rank modifier: **2** SIZ strike rank modifier: **3** Base Strike Rank: **5**

Skills

Animal Lore	24	60
Climb	71	40
Communication	24	40
Dodge	56	40
Elf Lore	56	40
Healing Lore	24	40
Human Lore	24	40
Jump	81	40
Language Lore	24	40
Manipulation	70	40
Mechanical Lore	6	40
Mineral Lore	46	40
Perception	58	40
Plant Lore	84	40
Ride Wolf	71	40
Stealth	28	40
Swim	28	40
Throw	12	40
Troll Lore	12	40
Travel	86	40

Magic Powers

Sending	84	40
Magic Feeling	35	40
Wolf Bow	35	40
Special		

Equipment

Head	20
AP	0
HP	4
Chest	11/15
AP	1
HP	5
Abdomen	07/10
AP	1
HP	4
Right Arm	16/17
AP	0
HP	3
Left Arm	16/16
AP	0
HP	3
Right Leg	21/01
AP	0
HP	4
Left Leg	04/06
AP	0
HP	4

Weapons Skills

Weapon	SHOR	Damage	1D6+1
SR	7	AP	8
Weapon	AK	Damage	7
SR	7	AP	7
Weapon	AK	Damage	7
SR	7	AP	7
Weapon	AK	Damage	7
SR	7	AP	7
Weapon	AK	Damage	7
SR	7	AP	7
Weapon	AK	Damage	7
SR	7	AP	7
Weapon	AK	Damage	7
SR	7	AP	7

Bond Beast

AGE 18

Name	SUNWIDER	Sex	MALE	Location	ARMOR/HP
SR	16	Species	WOLF	LM	2 / 5
CON	16	Move	7	AP	2 / 5
SIZ	16	Com	44	FO	2 / 8
INT	6	Communication	40	RFL	2 / 5
POW	11	Jump	95	LFL	2 / 5
DEX	17	Perception	65	HEAD	2 / 6
APP	15	Total Hit Points	16		
Weapon	SR	AP	Damage		
BITE	5	7	1D6+1D3		
KICK-BACK	5	7	SPECIAL		



Pike

The age given for Pike is merely an estimation based on the average age of the Wolfriders. He is ageless in his good-natured directness and in his joy of life. Pike is the only living Wolfrider who is a product of an unRecognized mating. Pike is named for his favorite weapon, an affinity he demonstrated earlier than his inordinate fondness for dreamberries. Otherwise his name might have been different.

ELFOQUEST**Character Sheet****Personal Information**

Character's Name: **PIKE** Player Name: **UNREVEALED**
 Species: **ELF** Tribe: **WOLFRIDERS** Age: **150**
 Gender: **MALE** Recognized Mate: **NONE**

Rollled Characteristics

current STR 10 CON 12 SIZ 5 INT 8 POW 11 DEX 14 APP 13
 original STR CON SIZ INT POW DEX APP

Derived Characteristics

Damage Bonus: 0 Experience Bonus: +4 Movement Rate: 4
 DEX strike rank modifier: 3 SIZ strike rank mod: 3 Base Strike Rank: 6

Skills

Animal Lore 16 %
 Climb 68 %
 Communication 21 %
 Dodge 44 %
 Elf Lore 24 %
 Healing Lore 16 %
 Human Lore 16 %
 Jump 58 %
 Language Lore 16 %
 Manipulation 24 %
 Mechanical Lore 4 %
 Mineral Lore 4 %
 Perception 38 %
 Plant Lore 16 %
 Ride Wolf 84 %
 Stealth 46 %
 Swim 24 %
 Throw 24 %
 Troll Lore 8 %

Magic Powers

Sending 84 %
 Magic Feeling 55 %
 Wolf Bawling 55 %
 Special: DREAMBERRY Absorption

Equipment

Missiles 1 2 3 4
 5 6 7 8 9 10
 11 12 13 14 15 16
 17 18 19 20 21 22

**Tallies**

Magic Points	1	2
1	1	2
2	3	5
3	6	10
4	10	17
5	15	25
6	21	34
7	28	44
8	36	55
9	45	67
10	55	80
11	66	94
12	78	109
13	91	125
14	105	142
15	120	160
16	136	179
17	153	199
18	171	220
19	190	242
20	210	265
21	231	289
22	253	314
23	276	340
24	300	367
25	325	395
26	351	424
27	378	454
28	406	485
29	435	517
30	465	550

Weapons Skills

Weapon: **30' Staff** Damage: **1D4+2**
 SR 8 DEX 88 DPM 84 AP 10
 Weapon: **JAVELIN** Damage: **1D6+1**
 SR 3,9 DEX 74 DPM 22 AP 10
 Weapon: **MISSILE** Damage: **1D4+1**
 SR 1 A% 4% DPM 4 AP 10
 Rate: **3/9** Range: **90/120**
 Missile: **30'** Damage: **1D4+1**
 Rate: **3/9** A% 88 DPM 90/120
 Shield: **1D6** Damage: **1D6**
 SR 1 DPM 4 AP 10

Bond Beast

AGE 4
 Name: **HOTBERR** Sex: **FEMALE** Location: **RAIL** Armor/HP: **2/4**
 STR 18 Species: **WOLF** LHL 2/4
 CON 14 Move: **7** DEX SRM 2 HQ 2/6
 SIZ 13 Climb 46 % Dodge 82 % FG 2/6
 INT 6 Communication 40 % RFL 2/4
 POW 16 Jump 100 % Stealth 100 % LFL 2/4
 DEX 18 Perception 90 % HEAD 2/5
 APP 12 Total Hit Points: **4**
 Weapon: **SR 4% Damage**
 Bite: **5 82 D6+1D3**
 Bonechack: **5 100 SPECIAL**

Footgear (roll 1D4)

- 1 moccasins (W, D, P)
- 2-3 knee boots (H, W, B, G, D)
- 4 ankle boots (W, G, D, P)
- 5-6 sandals (all)

Clothing Color Table (roll 3D6)

- 3 white
- 4 gray
- 5 black
- 6 brown
- 7 beige
- 8 russet
- 9 red
- 10 gold
- 11 yellow
- 12 green
- 13 light blue
- 14 dark blue
- 15 purple
- 16 main color with contrasting trim: roll twice
- 17 main color with two contrasting trims: roll three times
- 18 two or more color pattern

Personal Background

The following tables add depth to the background each elf receives in the *Creating an Elf* section of the Elfbook.

Personal Background Tables**Weapon Preference Table (roll 1D10)**

- 1 Mace
- 2 sling
- 3 spear/javelin
- 4 axe
- 5 knife
- 6 sword
- 7 bow
- 8 crossbow
- 9 arrow-whip
- 10 misc./tribe specific (see weapons list for each tribe on pages 64-70 in the Elfbook)

Personal Relationships Table (roll 1D6)

- 1 single, no attachments
- 2 lovemated
- 3 lifemated
- 4 Recognized
- 5 widowed
- 6 solitary

Accessories (roll 1D20)

- 1-2 belt
- 3 1D3 belts
- 4-5 1D6 bracelets
- 6-7 1D6 armlets
- 8-9 1D6 anklets
- 10-11 1D3 necklaces
- 12-13 hat/handkerchief
- 14 fillet/headband
- 15-16 1D6 earrings
- 17 hair ornament
- 18 cloak/cape
- 19-20 loincloth

Accessory Material (roll 1D20)

- 1-2 leather/skin (W, G, P)
- 3-4 fur (H, W, B, G, P)
- 5 metal (H, W, B, G, F, D, P)
- 6 teeth/claws (W, G, S, P)
- 7-8 bone/ivory (W, B, G, D, S, P)
- 9-10 feathers (all)
- 11 bark/fiber (W, F, S, P)
- 12-13 wood (W)
- 14-15 shells (B, S)
- 16-17 linen/wool (H, B, F, D, S)
- 18 jewels (H, W, B, F, D, S)
- 19-20 combination of two, roll twice



If Widowed, How Mate Died Table (roll 1D6)

1	natural disaster
2	accident/fall
3	animal attack/hunting
4	killed in combat
5	disease
6	exposure (dehydration, freezing etc.)

Children

There is a 20% chance that a mated or widowed elf will have immature children. If there are children roll 1D3 to determine the number. Roll 1D6 to determine the sex of each child; 1-3 means a male, and 4-6 means a female. Lastly, roll 1D20 (or 1D10 if the youngest parent is less than 100 years old) to determine the age of each child.

Personality Traits Table (roll 1D6 for number, then 1D100 to determine each trait.)

01	resigned	51	domestic
02	generous/helpful	52	theatrical
03	responsible	53	devoted
04	sour	54	precise/punctual
05	lively/energetic	55	selfish/egotistic
06	curious/adventurous	56	talkative
07	pleasant	57	flirtatious
08	nervous/suspicious	58	ethereal/graceful
09	amorous/seductive	59	hedonistic
10	shy	60	firm
11	logical/analytical	61	wishy-washy
12	hot-tempered	62	obsequious/humble
13	cynical/skeptical	63	merciful
14	arrogant	64	unforgiving
15	ascetic	65	lucky
16	rash/hasty	66	honest/blunt
17	authoritative	67	timid
18	awkward/clumsy	68	giggly
19	gentle/sensitive	69	gossipy
20	neat/prim	70	gruff
21	careless/sloppy	71	uncertain
22	stubborn	72	innocent/naive
23	dense	73	musical
24	bold	74	headstrong
25	lazy	75	passionate
26	inquisitive	76	naggy
27	diplomatic	77	impressionable
28	introspective	78	distractable
29	competitive	79	pessimistic
30	calm	80	impulsive
31	casual	81	indecisive
32	jolly	82	indulgent
33	solitary	83	industrious
34	bigoted	84	ingratiating
35	sly	85	possessive
36	clinging	86	feels left out
37	mischievous	87	maternal/paternal
38	sensible	88	absent-minded
39	wise	89	mysterious
40	gullible	90	vacuous
41	vain	91	witty
42	daredevil	92	shows off
43	hopeful	93	ostentatious
44	plodding	94	romantic
45	prim	95	playful
46	depressive	96	organizer
47	loyal	97	wistful
48	proud	98	resourceful
49	eloquent	99	rugged
50	rebellious	100	silent



The age of the youngest child might provide a clue to the time of death of the former mate of a widowed elf.

Personality

To disclose some aspects of an elf character's personality, roll 1D6 to determine the number of rolls which should be made for the elf on the personality table, then roll percentile dice to determine traits.

Re-roll if a trait seems hopelessly contradictory to a previously rolled trait, but first think about ways in which the two traits can be reconciled. Inner conflict brought about by two uncomplimentary traits is a roleplaying challenge. Also, a character with a single, overriding trait is not necessarily less interesting than one with a more complex personality; proud, singleminded Strongbow is as rich a character as multifaceted Cutter.

Other Species

This system is not limited merely to elves. With common-sense modifications these table can be used for human characters, preservers, and some tables can even be used for trolls. When determining if a human has been scarred, double the normal elvish chance — humans have no healing powers. Preservers, though smaller and asexual, are nearly identical to elves in physical form. Their skin can be of many colors; use the Clothing Color table to determine preserver skin color. Roll twice on the table for preserver wing-color. The color of a wolf's coat can be determined using the Hair Color table, substituting light gray and dark-gray for the results of a roll of two or three respectively.

This system provides a framework around which players and particularly, gamemasters can roleplay their characters. It should help make each character a full and individual being.

Bearclaw & Joyleaf



Bearclaw

Treestump described Bearclaw as "one grand wicked elf" who "knew more about living than most of us ever will. . . . A mean son of a she wolf" who "had a merry heart and an unequaled tolerance for dreamberries. . . ."

This is Bearclaw near the end of his life, just before the tragic hunt for Madcoil. The 3-point ornament he is carrying is his wolfhead medallion. If Bearclaw is hit in the back, it does not protect him.

ELFOQUEST

Character Sheet

Personal Information

Character's Name **BEARCLAW** Player Name
Species **ELF** Soul Name **UNREVEALED**
Tribe **WOLFRIDER** Age **1000**
Gender **MALE** Recognized Mate **JOYLEAF**

Rolled Characteristics

current STR 14 CON 17 SIZ 5 INT 12 POW 16 DEX 21 APP 13
original STR CON SIZ INT POW DEX APP

Derived Characteristics

Damage Bonus 0 Experience Bonus +6 Movement Rate 4/100/SR
DEX strike rank modifier 1 SIZ strike rank modifier 3 Base Strike Rank 4

Skills

Animal Lore 34 %
Climb 93 %
Communication 52 %
Dodge 96 %
Elf Lore 36 %
Healing Lore 24 %
Human Lore 74 %
Jump 93 %
Language Lore 50 %
Manipulation 35 %
Mechanical Lore 6 %
Mineral Lore 6 %
Perception 108 %
Plant Lore 24 %
Ride **WOLF** 104 %
Stealth 95 %
Swim 75 %
Throw 75 %
Troll Lore 52 %

Magic Powers

Sending 94 %
Magic Feeling 16 %
Wolf Baring 80 %
Special

Equipment

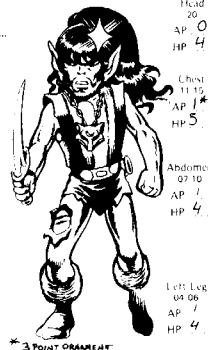
Missiles 1 2 3 4
5 6 7 8 9 10
11 12 13 14 15 16
17 18 19 20 21 22

Weapons Skills

Weapon **New Moon** Damage 106+1
SR 6 □ A% 120 □ P% 120 AP 10
Weapon Damage
SR □ A% □ P% AP
Weapon Damage
SR □ A% □ P% AP
Missile **Don** Damage 126+1
Rate 5.5 □ A% 120 Range 90/120
Missile Damage
Rate □ A% Range
Shield Damage
SR □ P% □ A% AP

Bond Beast AGE 30

Name **BEACH FELL** Sex **MALE** Location 1-2 RRL 2 / 5
STR 20 Species **WOLF** 3-4 LRL 2 / 5
CON 18 Move 7 DEX SRM 1 5-9 HQ 2 / 8
SIZ 17 Climb 54 % Dodge 78 % 10-19 FO 2 / 8
INT 6 Communication 40 % 15-16 RFL 2 / 5
POW 8 Jump 120 % Stealth 170 % 17-18 LFL 2 / 5
DEX 22 Perception 50 % 19-20 HEAD 2 / 6
APP 8 Total Hit Points 18
Weapon SR A% Damage
3ite 4 98 106+106
MIND 4 120 SPECIAL



* 3 POINT ORNAMENT

Joyleaf

Joyleaf is Treestump's sister, Bearclaw's mate, and Cutter's mother. The Wolfriders say Joyleaf was "as much a chieftess as Bearclaw was a chief." Her patience tempered Bearclaw's recklessness. Cutter is thought to have the best qualities of both his parents.

ELFOQUEST

Character Sheet

Personal Information

Character's Name **JOYLEAF** Player Name
Species **ELF** Soul Name **UNREVEALED**
Tribe **WOLFRIDER** Age **500**
Gender **FEMALE** Recognized Mate **BEARCLAW**

Rolled Characteristics

current STR 12 CON 15 SIZ 4 INT 16 POW 12 DEX 17 APP 18
original STR CON SIZ INT POW DEX APP

Derived Characteristics

Damage Bonus 0 Experience Bonus +8 Movement Rate 4
DEX strike rank modifier 2 SIZ strike rank modifier 3 Base Strike Rank 5

Skills

Animal Lore 62 %
Climb 86 %
Communication 75 %
Dodge 66 %
Elf Lore 48 %
Healing Lore 62 %
Human Lore 32 %
Jump 88 %
Language Lore 32 %
Manipulation 29 %
Mechanical Lore 8 %
Mineral Lore 8 %
Perception 96 %
Plant Lore 32 %
Ride **WOLF** 88 %
Stealth 95 %
Swim 40 %
Throw 40 %
Troll Lore 16 %

Magic Powers

Sending 88 %
Magic Feeling 4 %
Wolf Baring 60 %
Special

Equipment

Missiles 1 2 3 4
5 6 7 8 9 10
11 12 13 14 15 16
17 18 19 20 21 22

Right Arm

18/17
AP 1
HP 3

Left Arm

18/19
AP 1
HP 3

Right Leg

01/03
AP 1
HP 4

Left Leg

04/06
AP 1
HP 4

Head

20
AP 0
HP 4

Chest

11/15
AP 1
HP 5

Abdomen

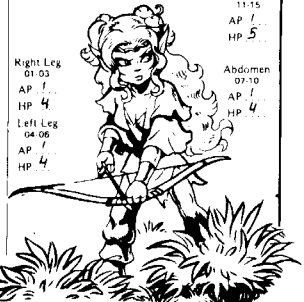
07/10
AP 1
HP 4

Weapons Skills

Weapon **Donner** Damage 105+2
SR 8 □ A% 88 □ P% 88 AP 6
Weapon Damage
SR □ A% □ P% AP
Weapon Damage
SR □ A% □ P% AP
Missile **Don** Damage 106+1
Rate 2.7 □ A% 95 Range 90/120
Missile Damage
Rate □ A% Range
Shield Damage
SR □ P% □ A% AP

Bond Beast AGE 8

Name **THYRAX** Sex **FEMALE** Location RHL 2 / 5
STR 18 Species **WOLF** LHL 2 / 5
CON 17 Move 7 DEX SRM 1 HQ 2 / 8
SIZ 14 Climb 46 % Dodge 82 % FG 2 / 8
INT 6 Communication 40 % R-L 2 / 5
POW 12 Jump 100 % Stealth 100 % LFL 2 / 5
DEX 18 Perception 70 % Head 2 / 6
APP 13 Total Hit Points 14
Weapon SR A% Damage
3ite 5 82 106+103
MIND 5 100 SPECIAL



Wolf Ecology on Two Worlds

by Sandy Petersen

Ecology is the study of biological relationships, the manner in which living things interact with each other and with their world. In the World of Two Moons, just as in our world, carnivores eat other animals, herbivores eat plants, creatures live in symbiosis (such as the wolves and the Wolfriders), and the seasons affect the lives of all creatures. This is all interaction. Ecology affects the life of every living thing everywhere in both our world and the World of Two Moons.

Every creature has an ecological niche. If its niche is changed or destroyed, a creature must adapt, migrate, or die. The basis of the Wolfriders' forest ecology rests with three important groups — predators, their prey, and the forest plants. Scavengers are also important, but relate little to the Wolfriders.

Wolfriders and their wolves have a primitive appreciation of ecological necessity. They never hunt for sport, just for food. Everything they hunt and kill is eaten in full. Wasting meat is a shameful thing. Non-edible parts of the kill are fashioned into tools or used for clothing.

Even the savage humans who lived near the Wolfriders' holt had a crude understanding of ecology. Burning the forest and the holt was ecological warfare — it drove the elves and wolves away for ever. Sadly for the humans, they depended on the forest themselves, and despite their success in eliminating the elves and wolves, famine ensued.

Ecology and the Wolfriders

Wolves are usually top predators in the regions they inhabit, whether on Earth or in the World of Two Moons. No animals habitually prey upon wolves or, in the wolves' ter-

ritories, upon the animals the wolves prefer to hunt. Wolves have no major competitors except humans, and the primitive folk of the World of Two Moons will not be a serious threat for millenia.

One-Eye

One-eye was an elder of the Wolfrider tribe who was slain in the battle with Guttlecraw's trolls. His son is Scouter, the keen-eyed tracker. Apparently One-Eye suffered an injury his eye so grievous that the tribe's healer, Rain, could merely seal the wound, not replace the eye.

ELFOQUEST

Character Sheet

Personal Information

Character Name: **One-Eye** Player Name: _____
 Species: **ELF** Tribe: **WOLFRIDER** Soul Name: **Scout**
 Gender: **MALE** Recognized Mate: **CLEARBROOK** Age: **500**

Rolled Characteristics

Current STR 10 CON 11 SIZ 5 INT 13 POW 13 DEX 17 APP 11
 Original STR CON SIZ INT POW DEX APP

Derived Characteristics

Damage Bonus 0 Experience Bonus +7 Movement Rate 4
 DEX strike rank modifier 2 SIZ strike rank modifier 3 Base Strike Rank 5

Skills

Animal Lore 26 %
 Climb 84 %
 Communication 24 %
 Dodge 75 %
 Elf Lore 39 %
 Healing Lore 26 %
 Human Lore 36 %
 Jump 77 %
 Language Lore 51 %
 Manipulation 22 %
 Mechanical Lore 7 %
 Mineral Lore 7 %
 Perception 92 %
 Plant Lore 26 %
 Ride **Wolf** 88 %
 Stealth 90 %
 Swim 52 %
 Throw 52 %
 Troll Lore 13 %

Magic Powers

Sending %
 Magic Feeding %
 Right Arm %
 AP 0
 HP 3
 Special %
 Left Arm %
 AP 0
 HP 3
 Equipment
 Missiles 1 2 3 4
 5 6 7 8 9 10
 11 12 13 14 15 16
 17 18 19 20 21 22
 Right Leg %
 AP 1
 HP 3

Weapons Skills

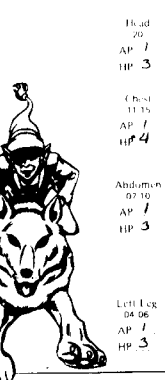
Weapon **Sword** Damage 1D6+1
 SR 7 ☐ AK 94 ☐ PK 95 AP 10
 Weapon **Shield** Damage
 SR ☐ AK ☐ PK AP
 Weapon **Rate 2** Damage 1D6+1
 SR ☐ AK ☐ PK AP
 Missile **Bow** Damage 1D6+1
 Rate 2, 7 ☐ AK 84 Range 90/170
 Missile **Rate 2** Damage
 Rate ☐ AK ☐ PK Range
 Shield **Rate 2** Damage
 SR ☐ PK ☐ AK AP

Bond Beast

Age 16
 Name **Scouter** Species **WOLF** Sex **MALE** Location **RHL**
 STR 20 Species **WOLF** CHL 2 / 3
 CON 12 Move 7 DEX SRM 2 HGR 2 / 5
 SIZ 12 Climb 46 % Dodge 82 % FG 2 / 5
 INT 6 Communication 40 % RFL 2 / 3
 POW 9 Jump 100 % Stealth 100 % AFL 2 / 3
 DEX 18 Perception 55 % HEAD 2 / 4
 APP 10 Total Hit Points 12
 Weapon SR AK Damage
 BITE 5 82 1D6+1D3
 Knowledge 5 100 SPECIAL

Tallies

Magic Points	1	2
3	4	5
6	7	8
9	10	11
12	13	14
15	16	17
18	19	20
21	22	23
24	25	26
27	28	29



The Wolfriders and wolves of Cutter's tribe were the dominant predators of their forest. They determined the nature of their forest's ecology.

There were other large carnivores (long toothed, giant snakes, and bears), but they were all interlopers in the pack's domain.

Wolf Hunting Habits

Wolves are opportunistic, feeding differently in different climes,

he and his mate are replaced by a younger wolf and his mate, but the old leaders are not thrust out; they remain in the pack until they die.

The wolfish dominance hierarchy has been adopted by the Wolfriders, though among the elves leadership appears to be hereditary — not the case with the wolves. The parallel to the bloodless dominance struggle of the wolves is displayed by Cutter and Strongbow in Elfquest 6, when the two elves match wits until Strongbow acknowledges defeat. No ill-feeling remains, as it might in a human or (presumably) in a different elven society. No stigma is attached to losing. The loser is simply not the leader of the pack. Doubtless, Rayek's action in leaving his home and tribe after he was defeated by Cutter was inexplicable to the Wolfriders.



Wolfish dominance struggles are not completely harmless, and appear ferocious — the fighters snap and snarl at each other, roll over each other in the grass, and lock teeth. After the battle their lips are often cut, ears often bitten, and occasionally one of the fighters is seriously wounded. Once a wolf senses defeat, it throws its head back to expose its throat. This vulnerable position is paradoxically the wolf's best defense. Wolves find it impossible to tear the throats out of other wolves in this posture — an instinct rooted deeply in their souls.

Konrad Lorenz, the great naturalist, described this reaction in a struggle he witnessed. The defeated wolf had exposed his neck. The victorious wolf slavered and growled, staring at the throat of his victim, obviously yearning to attack again. But he could not. As long as the defeated enemy lay with his head thrown back, the victor found it impossible to attack. The defeated wolf, however, could not run away in that posture, and every time he lowered his head to prance off, his nemesis would fly into him, snapping and biting. The loser exposed his neck again, and the dominant wolf was again forced to back off. This impass continued for minutes, until the dominant wolf finally allowed his enemy to go in peace.

This custom exists among the Wolfriders. Cutter is averse to killing helpless enemies. When Kahvi slaughtered incapacitated trolls, Cutter was enraged. Cutter's reaction may have been due to his decency, but perhaps it stemmed from the lupine inability to slay a defeated enemy. If so,

the elves have extended this wolfish courtesy to all intelligent species.

Comparative Wolf Anatomy

For all their similarities, the wolves of Earth differ from their counterparts from the World of Two Moons. The timber wolf of Earth weighs about 75 pounds (35kg). A 100 pound (45kg) wolf is comparatively huge. A Wolfrider's mount weighs more than a full-grown human. This naturally changes the wolves' ecology. Elfquest wolves roam larger territories than their Earthly counterparts. They must eat more often than once per week, and they capture large prey more often than Earthly wolves.

Of course, the most important difference between Elfquest wolves and Earthly timber wolves is the bond with the Wolfriders. The Wolfriders, using their arrows and spears, kill prey from a distance. They can attack full-grown bears and moose without serious threat of injury. Under normal circumstances, neither partner ever goes hungry.

Dart

Dart is the son of Strongbow and Moonshade; his name derives from his father's preoccupation with the bow and arrow. A dart is a small arrow, and so Dart was named. As he approached maturity, Dart made a mature decision. He saw that the Sun Folk would be bereft of protection if the Wolfriders left them, so he volunteered to stay and teach them to use his weapon, the arrow-whip, and the ways of hunting for their own protection. Dart is shown here as he started the series, still immature, but gaining proficiency with his chosen weapon.

ELFQUEST

Character Sheet

Personal Information

Player Name: Dart
Character's Name: DART
Species: ELF
Gender: Male
Tribe: Wolfrider
Recognized Mate: None

Rolled Characteristics

current STR CON SIZ INT POW DEX APP
original STR CON SIZ INT POW DEX APP

Derived Characteristics

Damage Bonus: 0 Experience Bonus: +9 Movement Rate: 4
DEX strike rank modifier: 1 SIZ strike rank modifier: 3 Base Strike Rank: 4

Skills

Animal Lore: 34
Climb: 65
Communication: 72
Dodge: 51
Elf Lore: 45
Healing Lore: 36
Human Lore: 76
Jump: 34
Language Lore: 28
Manipulation: 9
Mechanical Lore: 9
Mineral Lore: 36
Perception: 44
Plant Lore: 79
Ride: 86
Stealth: 28
Swim: 28
Throw: 17
Trill Lore: 17

Magic Powers

Sending: 87
Magic Focusing: 80
Wolf Bond: 80
Right Arm: 3
Left Arm: 3
Special: 3

Equipment

Missiles: 1 2 3 4
5 6 7 8 9 10
11 12 13 14 15 16
17 18 19 20 21 22

Weapons Skills

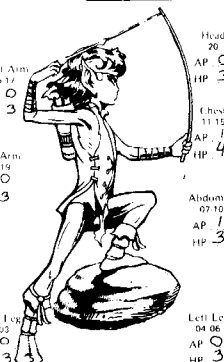
Weapon: DAGGER Damage: 123+2
SR: 7 EAX: 56 TYP: 70 AP: 6
Weapon: SWORD Damage: 123+2
SR: 7 EAX: 56 TYP: 70 AP: 6
Weapon: ARROW WHIP Damage: 126+2
Rate: 1 EAX: 86 Range: 40/50
Missile: ARROW WHIP Damage: 126+2
Rate: 1 EAX: 86 Range: 40/50
Shield: SHIELD Damage: 123+2
SR: 7 TYP: 70 AP: 6

Bond Beast

Name: Sea
SIZ: 100
CON: 100
POW: 100
DEX: 100
APP: 100
Total Hit Points: 100
Weapon: SR: 7 EAX: 56 TYP: 70 AP: 6

Tallies

Magic Points: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27
Hit Points: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28



The Wolfhaven Holt

by Steve Perrin

The *Elfquest* game allows players to play elves from many tribes, but players familiar with the *Elfquest* series usually want to play Wolfriders. The recent history of the Wolfriders is extremely well-documented in Wendy Pini's stories, so a Wolfrider's player must either play an elf from Cutter's tribe (with a pre-established history and personality) or try to fit an undocumented elf into the tribe from the stories. Neither course is particularly attractive.

The following narrative, approved for use with 'alternative' world *World of Two Moons* games by WaRP graphics, provides another alternative. Following is a history of another tribe of Wolfriders — descended from Timmorn and related to Cutter's tribe but out of contact with it for millennia. This article also provides an example for gamemasters who wish to create new tribes.

The Exile of Two-Spear

Two-Spear was the fourth leader of the Wolfriders, and the first of the line of Timmorn to look more elf than wolf. Perhaps Two-Spear also lost much of the natural wolf caution.

Some of his tribesmen, including their healer, were slain by humans causing Two-Spear to develop an unreasoning hatred of the five-fingered murderers. He bravely led the Wolfriders in a series of catastrophic battles against the humans. The Wolfriders killed three humans to one elf, but each elf lost was a defeat for the slow-breeding Wolfriders.

Two-Spear left the tribe and trekked towards Sun-Comes-Up with a half dozen followers. Several wolves accompanied the exiles, creating a new pack. Two-Spear's Wolfriders established themselves in another forest, separated by broad plains from their former home. They called their new holt Wolfhaven because it gave the Wolfriders refuge from the marauding humans.

Away from the pressures of the war with the humans, Two-Spear suddenly Recognized Moonsilver, one of his followers. Shortly after their lifemating, a son, Sharptongue was born.

The Death of Two-Spear

No humans lived in the immediate vicinity of Wolfhaven holt, and game and vegetation was bountiful. The new tribe flourished. However, after two centuries, a human tribe moved into the hills towards Sun-Comes-Up, not far from Wolfhaven. Two-Spear, who had led wisely until then, fell prey to his old hatreds and attempted to destroy the humans in a night raid.

With Two-Spear were his son, Sharptongue, and six other hunters. Unfortunately, while the humans had no knowledge of elves and did not expect the Wolfrider at-

tack, they were nonetheless apprehensive about animal attacks on their homes, and had several traps arranged around their camp. Two-Spear died without seeing a human, skewered on sharpened shafts at the bottom of a pit.

Only Sharptongue and two other hunters continued the attack. They charged, slaying several humans, but were too few to prevail. Sharptongue and one of the hunters escaped, sorely wounded. The other died on the spears of the humans.

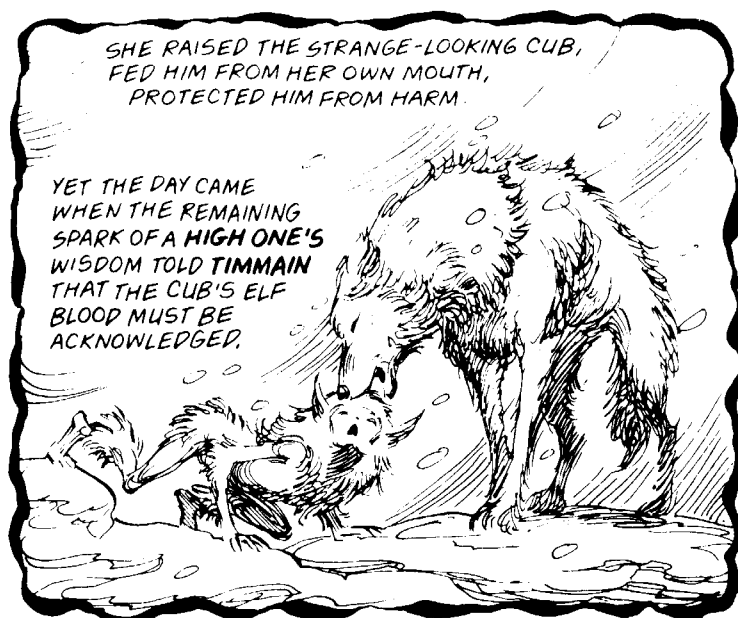
The Long Chieftainship of Farstalker

The surprised humans believed that the Wolfriders were malignant night-spirits who could not be hunted. They prepared further traps and stayed away from the forest. Thus the Wolfriders were saved from human revenge raids.

Sharptongue's wounds could not be fully healed by the tribe's young healer, and Sharptongue did not live many years longer. His son, Farstalker, product of Sharptongue's Recognition with Leafwhisper, succeeded him. Farstalker was wiser than Two-Spear and not so vengeful toward humans. He led his people away from the humans and persuaded them against revenge.

Farstalker's one failing was that which gave him his name. He was a crafty hunter and a great traveler. He was always on the hunt, sometimes wandering across the plains. Once he even returned to the old forest and saw the old home-tree grown by Goodtree for the tribe, without being seen by its occupants.

While Farstalker was chief, the tribe developed its first arrow-whips and, later, bows. Farstalker himself knew



nothing about the inventions, and was wroth when he returned from a seasons-long hunt to find his people testing the new weapons. He felt that ranged weapons removed the hunter from the immediacy of the hunt and thus from the Way of the Wolfriders. If wolf-brothers could use only their fangs, then the Wolfriders should use nothing farther reaching than a spear. Farstalker refused to use the new weapons and refused anyone who hunted with him their use.

Farstalker was so taken with the hunt that he outlived many wolf-brothers before he found a Recognized mate; a young elf called Rainshadow. Their son was Wolfheart. Farstalker died under a bear's claws only fifty years after Wolfheart was born.

Wolfheart

Wolfheart found his Recognized mate, Willowbranch, while they were both young, and they had two cubs before either of the parents surpassed 100 years old. The two

cubs, Quickthrust and Talltracker, grew rapidly. Each was proud and active. Both showed signs of having the makings of great chiefs, and each sought to outdo the other in all things.

Wolfheart, scarcely older than his sons, did nothing to discipline them or to establish a proper line of succession. After all, he was a young elf, and had many seasons yet to live.

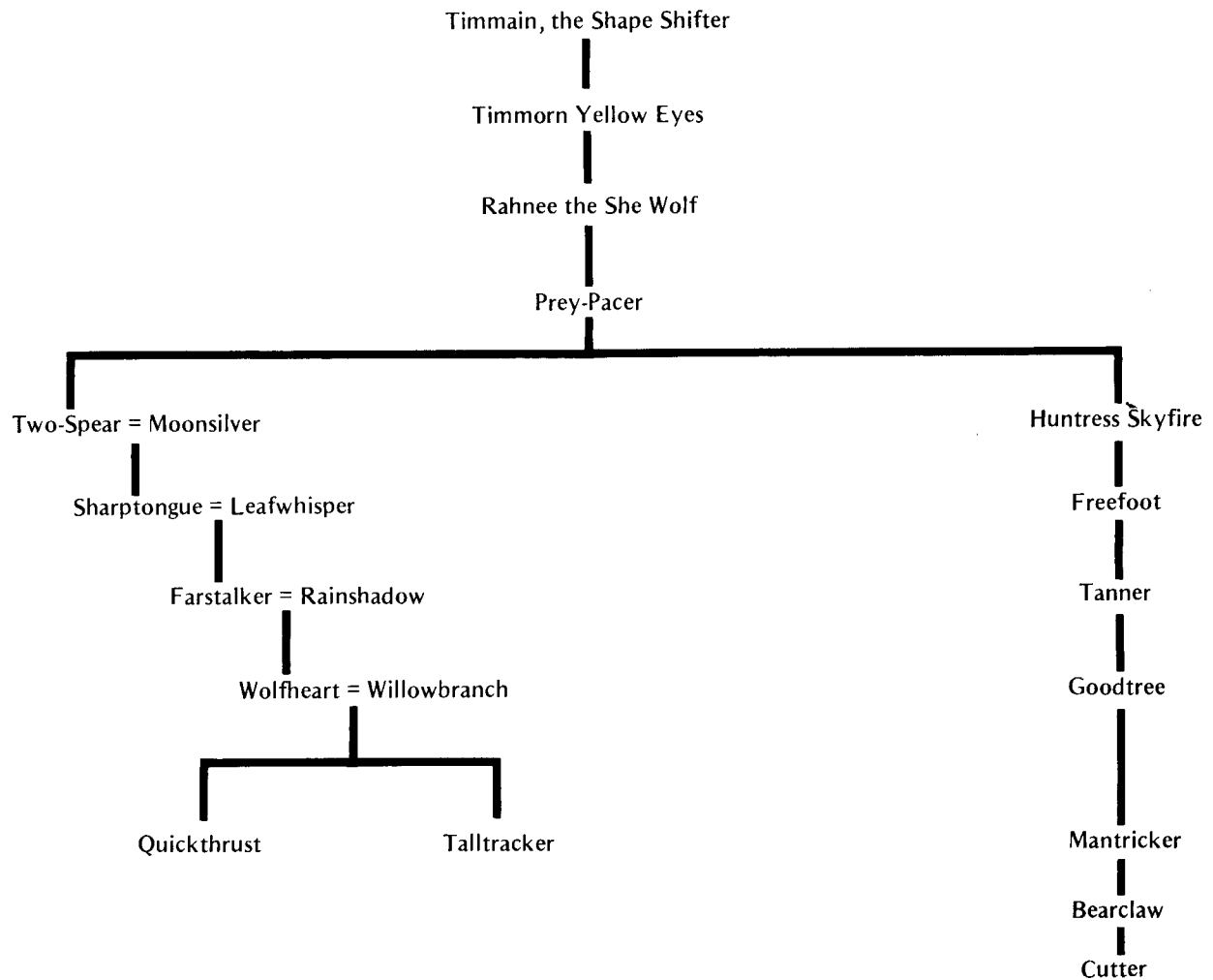
But Wolfheart was stricken with curiosity. He visited the humans who killed his great-grandfather, was caught, and slain.

The Kin Fight

For the first time, the tribe had two possible chiefs. Quickthrust was the elder, but Talltracker was the greater hunter. Each candidate offered a different path for the tribe. Quickthrust wanted to lead the tribe into war with the humans to avenge his father's death. Talltracker wanted to lead the tribe to the north, away from the humans.



Wolfrider Geneology



The tribe, which had grown to almost a hundred elves during Farstalker's chieftainship, could not agree; most left with Talltracker but some stayed to harass the humans. The two tribes soon lost contact with each other and dropped from each others memories.

Quickthrust's group, who wanted vengeance, met the humans in a battle in which several elves were slain and the humans were slaughtered. But, before the Wolfriders could rejoice for their victory or grieve for their dead, their hunters brought word that more hunters were arriving in the area. Quickthrust saw that to continue the war would be to repeat Two-Spear's folly, so he led his people away. He led his people in a different direction than Talltracker had, claiming that he was trying to preserve the tribe by scattering it.

Subsequent History

For several generations the accepted tribal reaction to human threats was to divide so that some might survive.

In some areas, Wolfriders left the tribe to live alone with a single wolf-brother, visiting the tribe only occa-

sionally. They continued to live alone until disability or the responsibilities of Recognition caused them to rejoin a tribe.

These solitary elves became involuntary messengers between many of the splinter tribes. They kept a tenuous thread of communication open between some of the descendants of Two-Spear's exiles.

Using the Wolfhaven Holt in Play

This history chronicles the Wolfhaven holt to a period of about six thousand years after the landing of the elfship (see the Geneology). The time of Cutter and his wolfriders is four thousand years later. During the interim, Wolfhaven went through more changes, splits, and migrations. There are more offshoots, and several sedentary Wolfrider holts have developed from them. Many offshoots call themselves Wolfhaven, each feeling they have the right to the name.

If the player-elves come from a branch of the Wolfhaven holt, the gamemaster should determine the background of the offshoot from which the player-elves hail, then establish the traditions of the tribe.

The Dying River

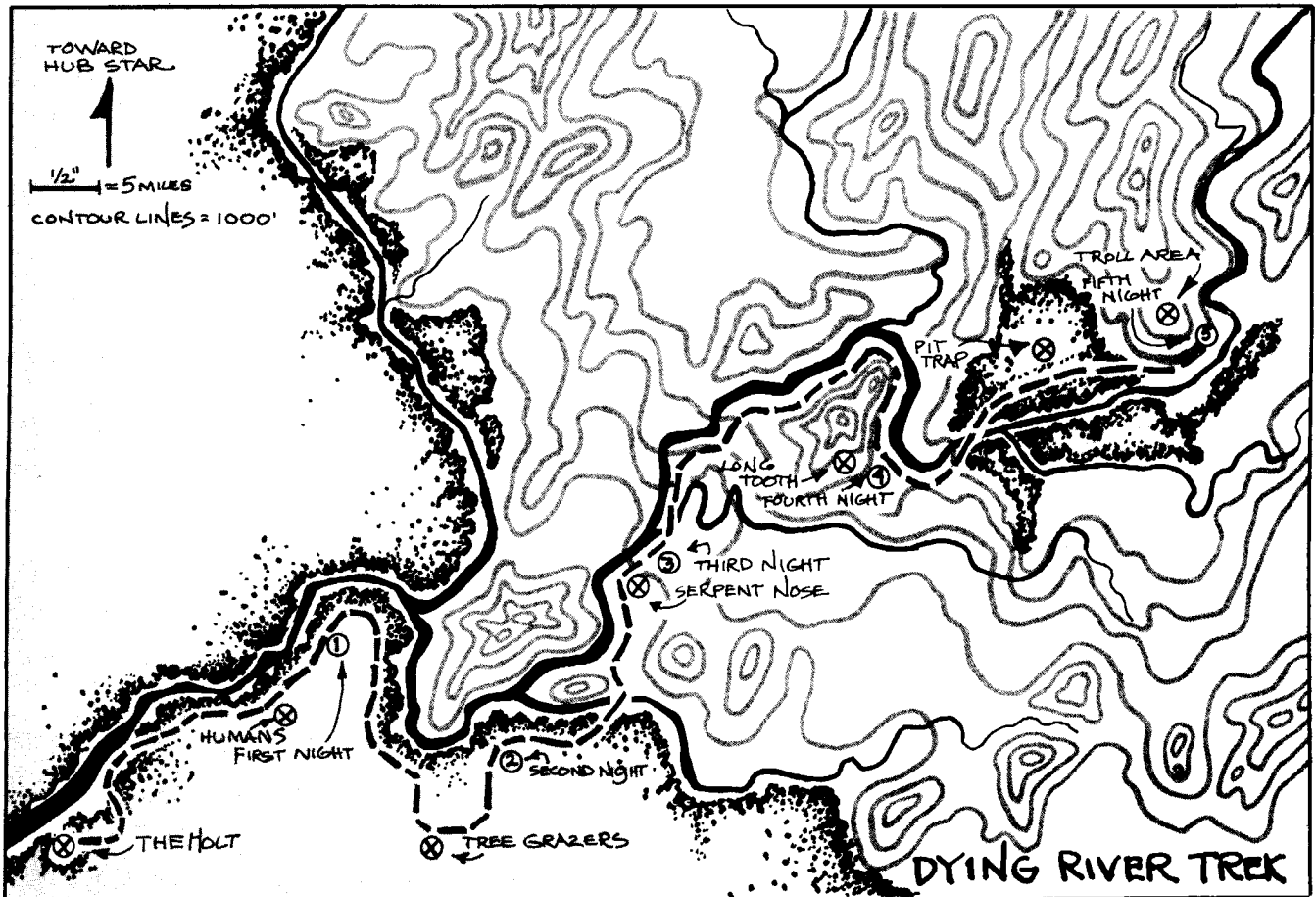
by Steve Perrin

This scenario is meant to be used with player-elves from one of the many branches of the Wolfhaven holt, described elsewhere in this book. If a campaign is already established, substitute characters from the campaign for the non-player-characters described here.

Summary of Scenario

Pollution is killing the river which nourishes the elves' forest. The Wolfriders set off to find the source of the pollution and to do what they can to stop it.

After several encounters in the hills, the Wolfriders near the mountain source of the river and find that an unknown race, living underground, is



dumping the poisonous waste into the river. The player-elves must fight and defeat the dumpers or, failing that, find a new refuge for their people.

Points to Remember

One: though, like any elf, Wolfriders can be either active during the day (diurnal) or during the night (nocturnal), they are culturally nocturnal. Wolfriders travel and hunt at night because their brothers, the wolves, hunt and travel at night. Most of the animals they hunt and who hunt them are also nocturnal.

Wolfrider eyes are used to the darkness, and their other senses are much better than human, but visibility is limited and shadows abound within which a predator can lurk and never be seen.

Events should be described in terms of sounds and smells as well as sights. Always known the wind direction: it carries sound and smell to and away from the elves.

Two: humans are diurnal (as are most birds). They travel, hunt, socialize, and think best during the day. To humans, elves are just another group of scary eyes staring balefully at them from the shadows. Elves and men rarely meet while both are at work, though occasionally elves finish a hunt during the day, or men in the evening.

Three: trolls pay no heed to day or night, since it is always the same light level and temperature underground.

Four: In the foothills of the mountains, the forest is not as dense as it is where the elves live. Clearings and outcroppings of rock are common and the wolves find the extra freedom of motion quite invigorating. Since the elves hunt the plains as well as the forest, the elves find no fault in the lack of trees, but they are not used to sleeping so exposed.

Five: Elves have no means of preserving food. Like their wolves and like primitive human hunter/gatherers, elves eat as much as they can of an animal before it rots beyond edibility, then starve unless they catch another creature. Wolfriders are such good and experienced hunters, though, that they rarely starve for long. However, no matter how long and fast Wolfriders must travel, some part of each day must be spent hunting and gathering food.

To determine the Wolfriders' hunting luck, each night have each elf-and-wolf team's player roll his or her characters' Perception and Stealth skills. Each elf and wolf who are successful with both skills find enough food to feed themselves. A special success means that they catch enough to feed themselves and one other team. Critical success with both skills means that the whole party is fed for that night, with no other rolls necessary. Only critical rolls provide experience checks for Stealth or Perception.

Alternatively, the gamemaster can generate statistics for game animals and play out a hunt for each animal. The gamemaster's choice depends on the time available for the game and the players' interest in repetitive hunting.

Player Information

The Wolfriders have been living in their present holt for several generations. The tribe has flourished; many Recognitions have taken place among its members, bringing several children. Game in the forest and in the surrounding plains is plentiful and the weather in the area is mild. The broad river that nourishes the elves' forest is friendly to the tribe; it rarely floods and always is a source of plentiful fish and fun.

The elves' home forest is a wedge-shaped belt of woods which runs on both sides of the mighty river. Plains on each side of the woods extend beyond the horizon. Several days walk downriver, toward Sun-Goes-Down, the river drops several bowshots down a falls. At the top of the falls, the forest is only a couple of bowshots wide.

Towards Sun-Comes-Up are mountains. A human tribe lives in the mountains but they never hunt in the forest for fear of forest spirits (the Wolfriders). The elves try to inspire that fear whenever a brave human follows his prey into the woods, but they never venture among the mountain-dwelling humans.

Trolls are only a vague memory to the tribe; no tribesman has seen a troll for centuries. Tribal weaponry does not include swords and steel daggers, though the elves grind finely-worked stone spear-heads, arrowheads, axe-heads, and daggers.

The river and its tributaries are born in the mountains. As long as the elves have known the river, it has sustained the forest, but now something deadly taints its flow. Trees along the riverbank are dying, and the river is often coated with a nauseating, viscous scum. Several elves have fallen sick after drinking at the river; two have died. Many animals are also dying.

The Mission

Elkheart the Chief, a bearded elf who has led the tribe for four hundred turns of the seasons, has asked the player-Wolfriders to journey to the mountains and stop the flow of poison which is killing the forest. The hunters are directed to follow the river (but not to drink from it) until they find the source of the scum and poison. They have until the snows come to find and stop the flow of filth, and return to the tribe.

Encounters on the Trail

The following encounters are intended to give the elf party a chance to shake itself down and to learn to work as a group. General statistics and hints for use of the encounters are given, but the gamemaster must determine the actual terrain and the tactics of the encountered beings or animals.



First Night — Human Hunters in the Foothills

Travelling at night, elf scouts see a campfire ahead in the middle of a clearing. The clearing is directly athwart the only easy passage to the higher mountains. Around the campfire in various stages of alertness and slumber is a hunting party of seven humans.

The hunters belong to a mountain clan that never hunts in the forest for fear of the forest spirits, but their superstitions do not allow that forest spirits roam the hills. They are alert for other predators, and at least three of the humans have their weapons ready at all times. Each human has two throwing spears, a stone axe, and a long spear.

The humans fear the elves, but will not attack unless the elves attack or the elves appear to the humans to be about to attack. The humans want nothing to do with the wolves. The human hunters intend to follow much the same trail as the elves are taking so, if the elves quietly pass the humans, the humans will follow. The humans are good-enough trackers to find the signs left by elves and wolves, and are curious enough to track them.

If the elves talk to the humans, the humans warn the elves to look out for pitfalls and other traps left behind by the long-nosed hill-dwellers. The humans do not accompany the elves, but they notify their chief that the elves are in the vicinity.

Human Hunters — Mountain Tribe

<i>characteristics</i>	<i>attributes</i>
STR 15	move: 3 yards
CON 16	hit points: 16
SIZ 16	
INT 10	
POW 10	
DEX 14	
APP 11	

<i>hit location</i>	<i>D20 roll</i>	<i>armor/HP</i>
right leg	01-03	0/6
left Leg	04-06	0/6
abdomen	07-10	1/6
chest	11-15	1/7
right arm	16-17	0/5
left arm	18-19	0/5
head	20	0/6

<i>weapon</i>	<i>SR</i>	<i>attack%</i>	<i>parry%</i>	<i>damage</i>
spear	5	55%	25%	1D6+2+1Q3
knife	6	45%	25%	1D3+1+1D3
javelin	3	65%	25%	1D6+1+1D2

Armor: 1 point leather on chest and abdomen.

Skills: Climb 63%, Communication 25%, Dodge 36%, Jump 59%, Animal Lore 40%, Elf Lore 10%, Healing Lore 25%, Human Lore 40%, Language Lore 5%, Mechanical Lore 25%, Mineral Lore 10%, Plant Lore 35%, Troll Lore 10%, Manipulation 35%, Perception 65%, Stealth 46%, Swim 30%, Throw 65%.

Second Night — Tree Grazers

These towering herbivores are grazing on a copse of trees in a hill valley, just outside the forest.

Tree-Grazers — Father and Mother

<i>characteristics</i>	<i>attributes</i>
STR 41	move: 4
CON 26	hit points: 34
SIZ 41	
INT 3	
POW 10	
DEX 11	
APP 7	

<i>hit location</i>	<i>D20 roll</i>	<i>armor/HP</i>
tail	01	8/9
right hind leg	02-03	8/12
left hind leg	04-05	8/12
abdomen	05-08	8/15
chest	09-13	8/15
right foreleg	14-15	8/12
left foreleg	16-17	8/12
head	18-20	8/12

<i>weapon</i>	<i>SR</i>	<i>attack%</i>	<i>damage</i>
claw	6	33%	2D6+4D6
claw	9	22%	2D6+4D6

Note: a tree-grazer attacks with both claws in the same round, hitting 3SR apart. Tree-grazers cannot dodge. Because of their mode for fighting, in rounds that they move, tree-grazers can only attack with a single claw. Thus, a treegrazer usually defends itself by sitting in a single spot, waving its claws threateningly.

Armor: 8 point skin, hair and bone.

Skills: Climb 22%, Perception 20%, Swim 33%.

Tree-Grazer — Baby

<i>characteristics</i>	<i>attributes</i>
STR 26	move: 3
CON 26	hit points: 26
SIZ 26	
INT 3	
POW 10	
DEX 15	
APP 7	

<i>hit location</i>	<i>D20 roll</i>	<i>armor/HP</i>
tail	01	6/6
right hind leg	02-03	6/9
left hind leg	04-05	6/11
abdomen	05-08	6/11
chest	09-13	6/11
right foreleg	14-15	6/9
left foreleg	16-17	6/9
head	18-20	6/10

<i>weapon</i>	<i>SR</i>	<i>attack%</i>	<i>damage</i>
claw	5	45%	2D6+2D6
claw	8	30%	2D6+2D6

Armor: 6 point skin, hair and bone.

Skills: Climb 30%, Perception 20%, Swim 45%.

There are two adults and one baby. They have never been hunted by elves, but they do not like the smell of wolves.

If attacked with missile weapons, the tree-grazers charge into the brush, away from the elves. The elves have just one melee round to bring a tree-grazer down before all three are gone. If they slay the cub, the mother turns and attacks the elves, moving at amazing speed for so large a creature.

If attacked by wolves or with melee weapons, the tree-grazers plant themselves on their haunches back-to-back and slash with their sickle-like claws.

If one of the tree-grazers is grievously wounded by the elves, the creatures will attempt to escape, bolting into the brush.

Third Day — Rogue Serpent-Nose

This mammoth is wandering the hills, and is mean-tempered because he has been driven from his former herd by its leader. He attacks anything that gets in his way.

The serpent-nose hates wolves, and if he smells them he attacks. At rest he stands still and attempts to camouflage himself. When he is hiding he has a Stealth ability of 25% against any Percep-

Rogue Serpent-Nose

<i>characteristics</i>	<i>attributes</i>
STR 51	move: 6
CON 31	hit points: 46
SIZ 61	
INT 5	
POW 13	
DEX 11	
APP 11	

<i>hit location</i>	<i>D20 roll</i>	<i>armor/HP</i>
right hind leg	01-02	5/16
left hind leg	03-04	5/16
hind quarters	05-08	5/20
fore quarters	09-12	5/20
right foreleg	13-14	5/16
left foreleg	15-16	2/12
trunk	17	2/12
head	18-20	5/16

<i>weapon</i>	<i>SR</i>	<i>attack%</i>	<i>damage</i>
trunk	6	55%	grapple
trample	6	50%	10D6 against downed foe
tusk	6	33%	1D10+5D6

Notes: a serpent nose can attack once each melee round. If the trunk grapples a victim, he may only escape by matching his STR against ½ the serpent-nose's STR. The serpent-nose may hold the victim and kneel on him (taking an extra melee round to do so), doing automatic trample damage, or it may try to impale the grappled victim on one of its tusks, doing automatic tusk damage the round after it grapples. Or the serpent-nose may throw the victim away a distance equal to half the serpent-nose's STR minus the target's SIZ, in meters.

Armor: 5 point thick skin, except on trunk, which has 2 point skin.

Skills: Perception 33%, Swim 33%.

tion rolls made by passersby. He resembles a rocky outcropping until he decides to attack.

Elves know not to attack a serpent-nose, but if they get upwind of this one and he smells their wolves before the elves know about him, the elves have no choice but to fight or run.

Unlike most mammals, Serpent-noses move by day and stand quietly, napping, at night. If the rogue serpent-nose encounters the party while they are sleeping, he destroys the elves' campsite, concentrating on the hated wolves, then leaves, trumpeting his victory to the hills.

Fourth Day or Night — A Mad Long-Tooth

This fierce cat is maddened from drinking at the river. The unhealthy hue of his coat and the froth on his muzzle demonstrate his sickness. Due to his madness, he is willing to attack a group of elves, but he has not lost his canniness and sneaks up as close as possible before attacking.

The long-tooth hunts as his madness moves him, by night or by day, and he finds the elves as they sleep during the hottest part of the day. The cat does not want to fight the wolves, but creeps up to an elf sleeping in a tree, or attacks on the run, seizing an elf.

If the cat is slain and eaten, the consumers must succeed with CON x5 rolls or lose 2D6 hit points. This loss can be healed by a Healer.

Mad Long-Tooth

<i>characteristics</i>	<i>attributes</i>
STR 30	move: 8
CON 14	hit points: 20
SIZ 26	
INT 5	
POW 11	
DEX 17	
APP 13	

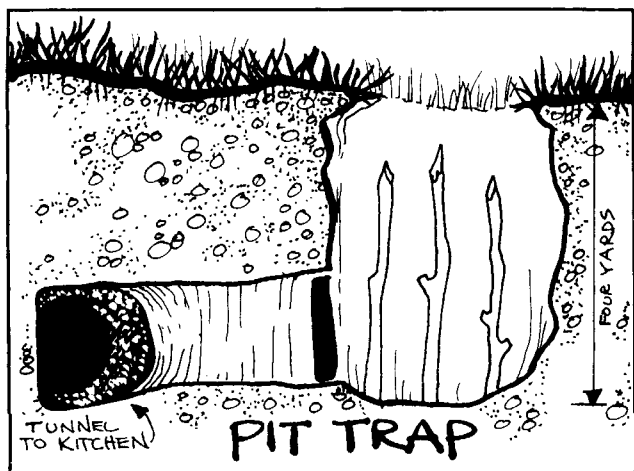
<i>hit location</i>	<i>D20 roll</i>	<i>armor/HP</i>
right hind leg	01-02	2/7
left hind leg	03-04	2/7
hind quarters	05-09	2/9
fore quarters	10-14	2/9
right fore leg	15-16	2/7
left fore leg	17-18	2/7
head	19-20	2/7

<i>weapon</i>	<i>SR</i>	<i>attack%</i>	<i>damage</i>
bite	8	51%	1D10+2D6
claw	5	68%	1D6+2D6
rip	5	85%	2D6+2D6

Note: a long-tooth gets two claw attacks simultaneously and one bite, three strike ranks later each round. If both claws hit, the tiger hangs on and rips with its hind claws on strike rank 5 of the next round, while continuing to bite on strike rank 8. Due to its long canine teeth the long tooth's bite can impale.

Armor: 2 point skin

Skills: Climb 51%, Dodge 51%, Jump 68%, Perception 33%, Stealth 68%, Swim 17%.



Fourth Night — Pitfall Trap

This troll-made trap is cunningly concealed (successful 45% Manipulation roll). The elves are not looking for a trap unless they were warned by the humans. If they were not warned, their perception rolls for finding the trap are reduced by 20 percentiles above and beyond the subtraction for the successful manipulation roll.

The trap is 4 yards deep, and has three stakes at the bottom which do 1D6+1 damage each. Roll 1D3 to determine how many stakes hit the victim; roll a separate hit location for each hit. Each stake which strikes has a 20% chance to impale, doing 4D6+1 damage to the victim. The fall into the pit does 2D6+1 damage to a hit location on the victim.

If the Wolfriders do not fall into the pit, but climb into it, a successful Perception roll reveals a hidden door in the rock wall of the pit. The door enters into a tunnel which leads directly to the

troll's kitchens. The door opens into the pit and cannot be opened from inside the pit. In the door, there is a viewing port through which the trolls observe the contents of the pit before opening the door.

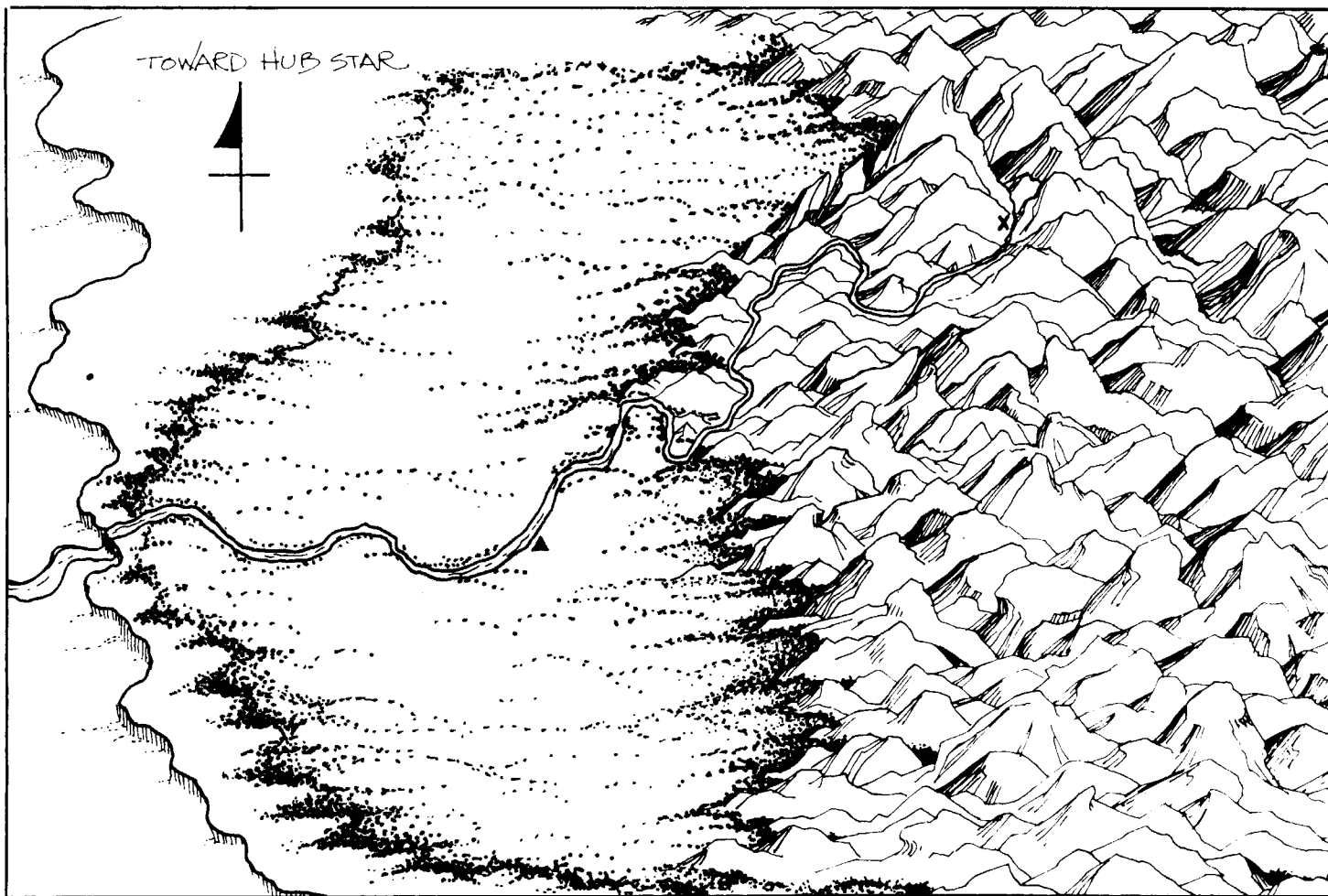
If the Wolfriders trick the trolls into letting them in the door (for instance, by hiding alongside the wall of the pit next to the door and charging through the door the next time it opens), they find themselves in a long tunnel which leads to the three pit traps near the river. If the elves go to their left, they find one more pit trap entrance and the end of the tunnel. To their right the Wolfriders find another pit trap entrance and then another door like the one in the pit. This time the elves have no wall to hide beside, the door is as wide and as tall as the tunnel.

Fifth Night — The Source of the River Poison

The party eventually finds the source of the poison, a carefully-crafted stone trough leading from a hole in a nearby hillside. It is full of water carrying animal wastes, waste metal and liquified rock, all wafting a nauseating (make CON x3 rolls or be unable to stand near it for more than one melee round) smell of sulfur and molten metal.

The wastes are refuse from the troll mine, plus the biological wastes of the trolls themselves.





Elves who approach the pipe are observed and, if they remain near the trough for more than ten melee rounds (two minutes) a cleverly-concealed door in the hillside opens and several trolls (about the same number as there are elves in the party) emerge. They are armed with axes and spears — Their leader has an immense troll sword. They have hard leather armor on their chests and abdomens.

The trolls warn the elves away, refusing to explain why they are poisoning the river. If the elves demand that the trolls stop killing their forest, the trolls approach menacingly, call the elves names, and make threats. If the elves attack, the trolls close with the elves, swinging their weapons frantically, trying to do as much damage to the elves as possible.

If more than two trolls drop from elf missile fire before the trolls can close, they retreat to the door into the mountain, where guards let them in.

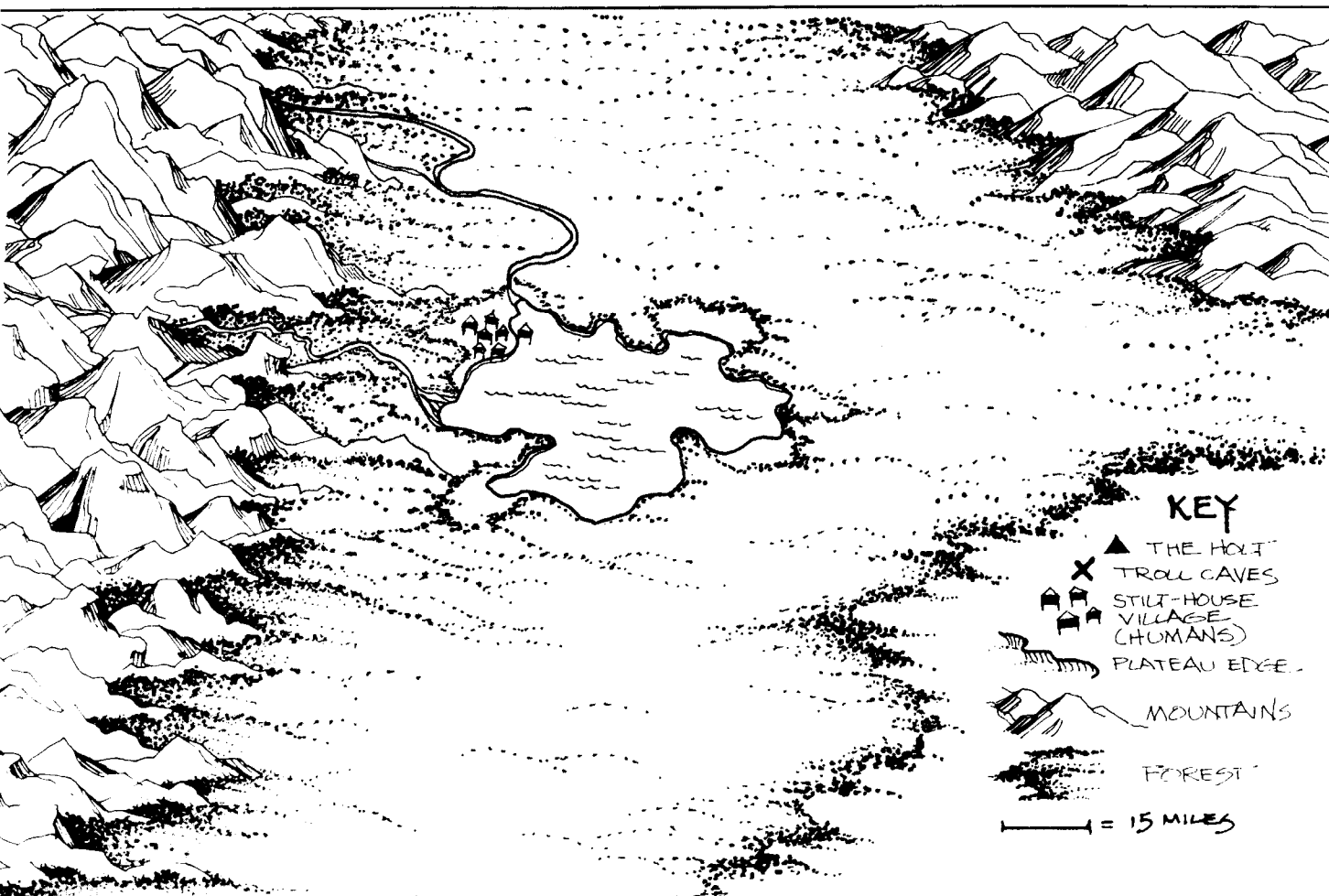
Elves who follow close on the heels of the trolls enter a narrow passageway blocked with three ranks of trolls with spears ready. The spears are long enough that three trolls can strike at each elf each melee round. The elves should retreat quickly.

The Trolls

These trolls have never known the Guttlekraw trolls, nor have they seen any elves since the ship landed. Their leader is called Ironbelly because of an iron breastplate he made for himself after an assassination attempt by a rival. No other trolls of his tribe are allowed to wear anything resembling metal armor. Ironbelly's personal guards are allowed to carry shields.

Fifty-seven trolls live in the caverns, but only seventeen are fertile females. This imbalance of the sexes has been extant since the tribe established their cavern home, and is the reason for the tribe's low population. Of the other forty trolls, three are children and two are too old to work. The other thirty-five trolls are active male workers and are fighters if the caverns are attacked. Troll women of child-bearing age are kept apart to bear children, even though they rarely produce young.

The trolls remember the High Ones and have no love for their former masters' descendants. They do not wish to stop polluting the river and don't care if the forest dies. The trolls want to get rid of the waste metals and chemicals created by their primitive mining activity so that they can save themselves from the very poison that is killing



Troll Followers of Ironbelly

characteristics

STR	15	move: 3 yards
CON	15	hit points: 15
SIZ	15	
INT	10	
POW	10	
DEX	13	
APP	4	

attributes

hit location	D20 roll	armor/HP
right leg	01-03	1/5
left leg	04-06	1/5
abdomen	07-10	2/5
chest	11-15	2/6
right arm	16-17	1/4
left arm	18-19	1/4
head	20	0/5

weapon	SR	attack%	parry%	damage
spear	6	56%	36%	1D6+1D3
knife	7	35%	15%	1D3+1+1D3
troll sword	6	70%	40%	1D10+1+1D3
troll axe	6	70%	50%	1D10+1+1D3

Armor: 2 point leather on chest and abdomen, 1 point leather on limbs.

Skills: Climb 52%, Communication 7%, Dodge 24%, Jump 45%, Animal Lore 3%, Elf Lore 10%, Healing Lore 10%, Human Lore 25%, Mechanical Lore 50%, Mineral Lore 65%, Plant Lore 10%, Troll Lore 35%, Manipulation 78%, Perception 35%, Stealth 8%, Swim 7%, Throw 13%.

the forest. Formerly the trolls dumped their wastes into natural underground cisterns, but the cisterns filled up and are only slowly draining away. To eliminate the excess wastes, the trolls diverted the river water into their caves. They drink from it and then let it carry away their personal and mining wastes.

Trolls of this tribe hunt by building pit traps and deadfalls, and are more used to the open air than the trolls of Guttlekraw's tribe. They have no crossbows, but might develop them if allowed to examine elf-bows. Except for Ironbelly, they have neither armor nor shields. If pressed by Wolfrider tactics, Ironbelly will allow his warriors to make shields. But, if victorious Ironbelly will have the shields burnt as soon as the threat is over, and will punish each warrior who made a shield.

Possibilities

The wolfriders can either fight the trolls (without the benefit of armor and heavy weapons) or move from their oldholt.

Gaining Allies

If the Wolfriders wish to enlist the local humans to their cause, they must first convince the human's chief, Tolban Cragclimber. Tolban is canny,

and will only help the Wolfriders in exchange for concessions from the elves, such as access to hunting in the elves' forest and magical help. His belief in the capabilities of Wolfrider magic far overreaches reality.

The humans don't like the trolls; their people often fall prey to the pit traps, and the well-gnawed bones of humans who fall into the traps spew out into the river with the rest of the troll waste. But the humans fear the trolls and must be given strong incentive to risk their lives.

One major request made by the humans is impossible for the elves to fulfil. They want the forest spirits to stop the bad moon from eating the good moon. The humans believe that all their misfortunes arise when the good moon (the larger one, which has a wider orbit than the smaller one) is eclipsed by the bad moon. This seldom happens, but the old tribal shaman, Boneshaker, has seen two eclipses and says one will take place soon. After the first eclipse, a tribe drove the humans out of the forest "over the mountain" and into the hills, bringing on many misfortunes for Tolban's tribe.

The humans are convinced that any time they go out in the light of only the bad moon, which happens even when the good moon is merely below the horizon, they suffer some misfortune. Of course, their lives are sufficiently dangerous that a misfortune inevitably happens to anyone who goes out in the light of the bad moon.

Gamemaster Note: The shaman is correct that an eclipse is imminent. Unless one of the player-elves has taken the special interest of Stargazing, the elves are not aware of this. The eclipse will happen in three days. If the elves do not convince the humans that they are in no danger before the eclipse takes place, the humans lose faith in the elves and refuse an alliance, even if they have previously accepted one and are involved in preparations at the time of the eclipse. If the elves can persuade the humans that they can prevent bad results from the eclipse and the effects of the bad moon in general, the humans help the elves. The gamemaster can use the humans as a source of ideas that the players do not think of.

The elves cannot trick the humans into fighting the trolls without elf participation because the humans have already fought the trolls alone, and did not succeed. The depredations and traps of the spirits from the holes are a fact of life to the humans, and they will not fight unless they know that they have spirits fighting alongside them.

If the elf players do not ally themselves with the humans, but manage to kill a few trolls where

spying humans see, the humans decide that the forest spirits are friendly and make themselves known by offering food to the elves. Wise players should take this activity and parlay it into the alliance described above.

Attacking the Trolls

Attempting to storm the troll door near the waste pipe is useless. The elves, even with human help, cannot break down the door. They have to find a more accessible entryway or force the trolls to emerge.

Some possible strategies follow:

One: break or block the pipe bringing the troll wastes to the river and block up the hole. The trolls either have to come out and repair it or build a tunnel directly to the river. If keen-eared elves hear the digging sounds, they can try counter-tunneling to stop it.

Two: find an airhole through which to climb into the tunnels, attacking the trolls through their ventilation system. It is impossible to block all the airholes; many of them are natural chimneys in the rock which are undetectable and unblockable.

Three: block the river (elves would not think of this, but allied humans might) above the point where the trolls take the water in, flooding the trolls' caverns, and forcing the trolls out to destroy the dam.

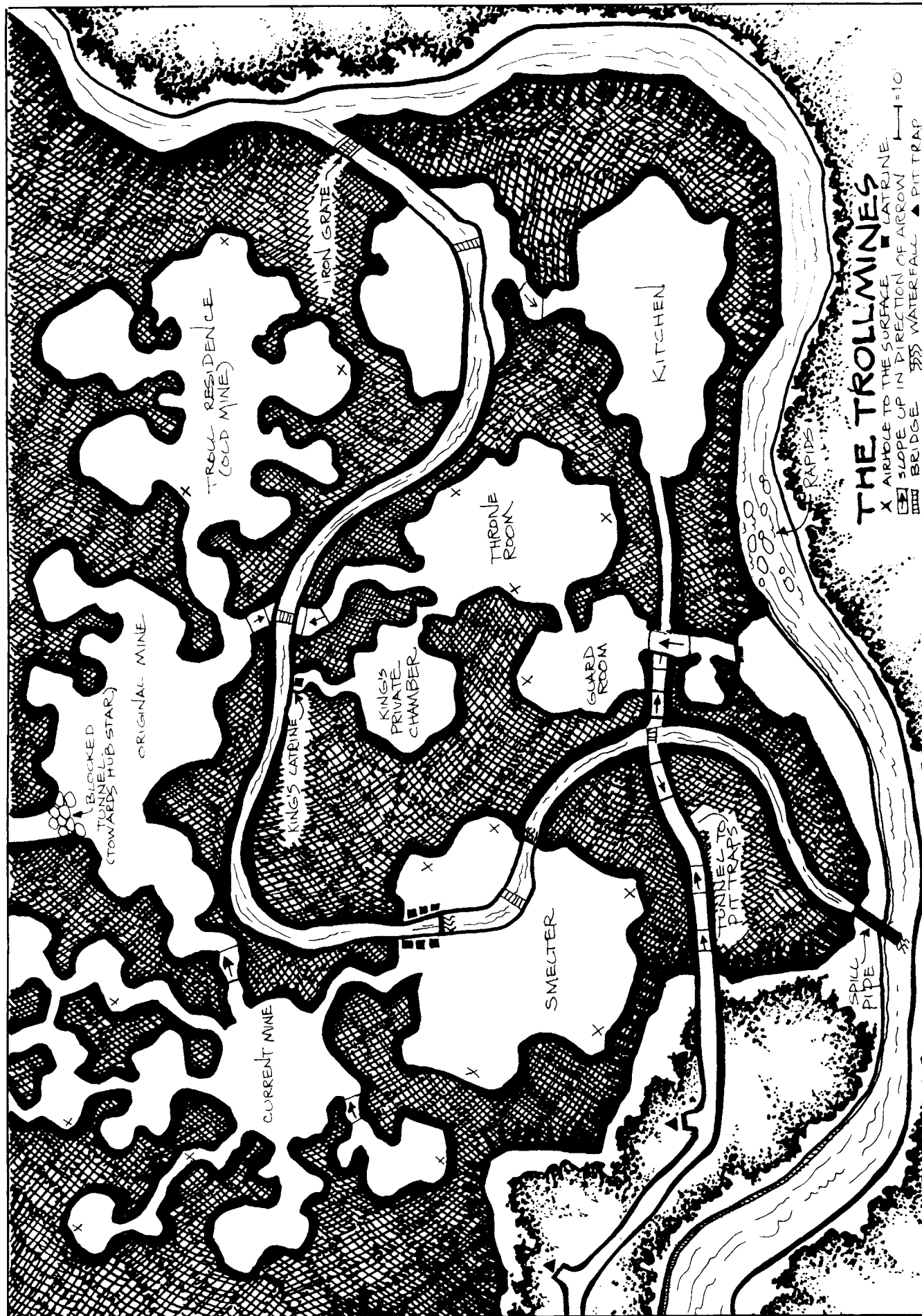
If the elves choose this option, the humans should make the dam, then leave the elves to guard it at night when the humans are at a disadvantage.

The water intake is a short, wide, unblockable tunnel leading to a grate (which the trolls use to keep spring-flood trees and rocks from crashing into the caverns) that is lifted with a winch if the trolls need to clear it of debris. Beyond the grate the tunnel opens up into a cavern from which the trolls collect all their drinking and cooking water. From there, the water flows into a pipe which directs it to the latrine areas, the mines, the smelters, etc.

Troll Tactics

Ironbelly never leaves the caves, but fights valiantly if enemies come to him. He always has six trolls as an honor guard, and they are all 10% better with all fighting skills than are the rest of the trolls.

If Ironbelly loses more than twelve of his people without any gain, and isn't fighting for his life in the process, he leads the trolls away, taking a long tunnel, untraveled for centuries, leading to the snow country. If forced to leave, the trolls never return to their former home.



Troll King — Ironbelly

<i>characteristics</i>	<i>attributes</i>
STR 19	move: 3 yards
CON 18	hit points: 18
SIZ 17	
INT 13	
POW 15	
DEX 15	
APP 6	

<i>hit location</i>	<i>D20 roll</i>	<i>armor/HP</i>
right leg	01-03	1/6
left leg	04-06	1/6
abdomen	07-10	5/6
chest	11-15	5/7
right arm	16-17	1/5
left arm	18-19	1/5
head	20	3/6

<i>weapon</i>	<i>SR</i>	<i>attack%</i>	<i>parry%</i>	<i>damage</i>
spear	5	85%	65%	1D6+2+1D6
knife	6	65%	55%	1D3+1+1D3
troll sword	5	90%	75%	1D10+1+1D6

Armor: 5 point metal on chest and abdomen, 3 point crown on head, 1 point leather on limbs.

Skills: Climb 54%, Communication 35%, Dodge 33%, Jump 62%, Animal Lore 20%, Elf Lore 28%, Healing Lore 13%, Human Lore 50%, Language Lore 25%, Mechanical Lore 45%, Mineral Lore 95%, Perception 65%, Stealth 33%, Swim 15%, Throw 30%.

Troll Captives

If the wolfriders capture a troll outside of the caves, the troll truthfully answers their questions about the caverns. None of the trolls feel any loyalty to Ironbelly, they just fear him. For fear of Ironbelly, trolls captured inside the caves do not cooperate unless they are taken out of the tunnels. If Ironbelly is dead, or has fled, troll prisoners cooperate, and try to make friends with the Wolfriders.

If the trolls depart, and the Wolfriders have troll prisoners, the prisoners offer to work the mines (on a much reduced scale), making weapons and tools for the elves and their human allies.

The Alternative — Migration

The forest on the other side of the pass is uninhabited by trolls. The trolls will not hinder elves attempting to traverse the pass, but it will not occur to them to mention that possibility to the elves.

The forest beyond the mountains is oval shaped and extends to the horizon when seen from the summit of the pass. It obviously does not depend on one river for its sustenance.

A human tribe lives in stilt houses on the lake in the forest. They gather various wild water-plants, similar to cattail roots to make nets for fishing, and they hunt the surrounding forest. They moved into the region a couple of centuries before and drove the previous dwellers (the hill-dwelling hunters) into the hills. The hill-dwellers, however, have only mythological memory of this

history and now live in the hills because that's where they have always lived.

The lakeside humans have never seen nor heard of elves before. If elves come down into the forest accompanied by the hill-dwellers, the lake people will attempt to drive away the newcomers. But generations of peace have reduced the lake-dwellers' fighting skills, so they cannot now put up much of a fight.

The chief of the lake dwellers is called Sorkel Fishtalker. Each dwelling on the lake is a separate family clan group, and Sorkel is the chief of the council of the families because his family is the largest. Since they have little call for quick decisions, most lake-dweller decisions are made by a shouting session and long debate.

The forest has undergone little damage because the lake-dwellers concentrate on fishing and on primitive aquaculture. Elf entrepreneurs might even arrange a trade of forest products for lake products.

The trolls have a door opening to the lake side of the mountain, but rarely use it. If the Wolfriders and the trolls do not fight, the new holt might later be able to build a trade relationship with the trolls.

Lake Dwellers

<i>characteristics</i>	<i>attributes</i>
STR 13	move: 4 yards
CON 15	hit points: 14
SIZ 12	
INT 10	
POW 10	
DEX 14	
APP 11	

<i>hit location</i>	<i>D20 roll</i>	<i>armor/HP</i>
right leg	01-03	0/5
left leg	04-06	0/5
abdomen	07-10	0/5
chest	11-15	0/6
right arm	16-17	0/4
left arm	18-19	0/4
head	20	0/5

<i>weapon</i>	<i>SR</i>	<i>attack%</i>	<i>parry%</i>	<i>damage</i>
spear	5	45%	35%	1D6+2+1D3
thrown spear	3	40%	—	1D6+1+1D2
knife	6	35%	25%	1D3+1+1D3

Armor: none

Skills: Climb 45%, Communication 21%, Dodge 54%, Jump 75%, Animal Lore (fish) 76%, Animal Lore (forest) 20%, Elf Lore 5%, Healing Lore 25%, Human Lore 55%, Mechanical Lore 25%, Mineral Lore 25%, Plant Lore 55%, Manipulation 54%, Perception 65%, Stealth 25%.

Conclusion

Whether they fight the trolls or flee, the Wolfriders can benefit both themselves and the humans by reducing the animosity between their two species in at least one corner of the World of Two Moons.

Fire Flight

by Steve Perrin

This scenario is for six to eight Plainsrunner player-elves and their hunting animals. Each character should have the skills appropriate to a Plainsrunner who concentrates on hunting.

Gamemasters who wish to translate this to a Wolfrider scenario will have little trouble. The major difference should be the distance of the refuge from the fire to match Wolfrider running speed, the time sequence should remain the same.

Summary

A group of Plainsrunner hunters are caught in front of a prairie fire, chasing them swiftly across the plains. The elves' only chance for escape is a distant outcrop of barren hills that thrusts out of the plain the elves hunt.

Some no-humps, also fleeing towards the rocks, provide extra speed for the Plainsrunners if the elves can successfully jump onto the creatures' broad backs and can hold on the desperate animals' manes.

On the outcrop, the player-elves are joined by legions of plains animals, including several predators. The animals do not attack each other or the elves because of a biological truce brought on by the common threat of the fire.

After the fire burns out against a river, miles distant, the Plainsrunners face a smoking barren plain in every direction, and the terrible possibility that their clanmembers were killed by the fire.

The hunters must cross the now barren plain, to find the remnants of their clan. Perhaps the elves also wish to find out how the fire was started. And there is something sinister about the rocky outcrop on which they stand.

About Plainsrunners

Unlike Wolfriders, Plainsrunners have no ancestor who shape-changed and mated with an animal. Plainsrunners are pure elves though, like all the elf tribes, they have shrunk over the generations until they are no taller than Wolfriders or Go-Backs.

Plainsrunners have adapted to a nomadic lifestyle by observation and research rather than by blood-knowledge, and the clan has domesticated jackles to help them hunt.

The Plainsrunners have no knowledge of metal-working. They use javelins and bolas as missile weapons, adding range to their javelins with atlatls. In hand-to-hand combat, Plainsrunners use short spears that can double as javelins.

Also unlike Wolfriders, Plainsrunners use fire for cooking, though they must keep the coals from one fire to start their next fire. Plainsrunners often eat raw meat because they do not have access to a coal.

For each clan, one female elder is designated the firebearer, and entrusted to keep the clan's coals going. The firebearer of each clan keeps the coals in a skin bag with just enough fuel to keep the coals hot. Firebearers do not hunt. Firebearers often have one or two younger female apprentices, to take over as firebearer when the elder dies. When apprentice firebearers hunt, the coals stay with the clan.

Humans dwell on the plain, but the Plainsrunners have no history of conflict with them. However, human fear and hatred of elves allows no friendship between the two species, and humans sometimes capture and torture elves. To avoid humans as much as possible, the Plainsrunners are mostly nocturnal, hunting while the humans sleep.

During the spring (Newleaf) and summer (Hot-time) the Plainsrunners split up into small family units of three to eight members each and follow the herds. During autumn (Leafchange) the Plainsrunners gather in clans, each made up of several family units and, from the clans, send out large hunting parties to gather game to be preserved for the winter (Whitetime). When the snows of Whitetime finally come, the clans splinter into families again, each finding its own refuge in which to weather the Storms. While all Plainsrunners consider themselves part of the same tribe, no large-scale tribal structure exists; social interaction is restricted to the clan level.

The humans of the plains live similarly to the elves. Both species subsist during the Whitetime on whatever game they catch and preserve during Leafchange, and on the products of hunting and foraging expeditions between blizzards. For the rest of the year they follow the herds in nomadic family bands.

life and when a pair are not raising a litter, they hunt together – independent of other jackals.

Jackals hunt small game and are well suited to long chases. One jackal pushes himself at accelerated pace to tire the quarry. When the first jackal becomes tired, he fades back and lets his mate replace him, eventually wearing the quarry down. Of course, Jackals attempt to stealthily

Jackals and Plainsrunners

Jackals are plains dwelling carnivores which have been domesticated by the Plainsrunners.

Jackals are not pack animals like wolves. Though jackals are often seen in groups of up to a dozen individuals, these are family groups consisting of parents and one or two litters. Jackals mate for

Jackals

characteristics	average	attributes
STR 2D3+4	8	move: 6
CON 2D6+6	13	hit' points: 8
SIZ 1D3	2	age: 3D6
INT 5	5	
POW 3D6	10-11	
DEX 2D6+10	17	
APP 3D6	10-11	

hit location	D20 roll	armor/HP
right hind leg	01-02	0/2
left hind leg	03-04	0/2
hind quarters	05-09	0/4
fore quarters	10-14	0/4
right foreleg	15-16	0/2
left foreleg	17-18	0/2
head	19-20	0/3

weapon	SR	attack%	damage
bite	8	DEX x4	1D3
knockdown* 6		DEX x5	knockdown

*Because of their size, jackals do not attempt to knock down any target larger than their own SIZ.

Armor: none

Skills: Climb DEX x4, Communication INT x2, Dodge DEX x5, Jump DEX x5, Perception POW x4, Stealth DEX x6, Swim DEX x2.

creep up on their targets, getting as close as possible before initiating a chase.

Often jackals bring down game only to have it stolen by larger predators. This makes companionship with the Plainsrunners attractive to them, because the elves keep the jackals' prey from being stolen, and together a jackal and a Plainsrunner can bring down larger prey than can a pair of jackals alone.

When Plainsrunners domesticate jackals, they tame a pair. The sight of a solitary hunter with a pair of jackals is common on the plains. Some Plainsrunners Animal-Bond one of their jackals and through the bond share an empathy with both jackals almost as intense as each jackal has with its mate. Only the particular partner of a bonded jackal can draw images out of its mind using sending, and the images are limited just as with a Wolfrider and his wolf.

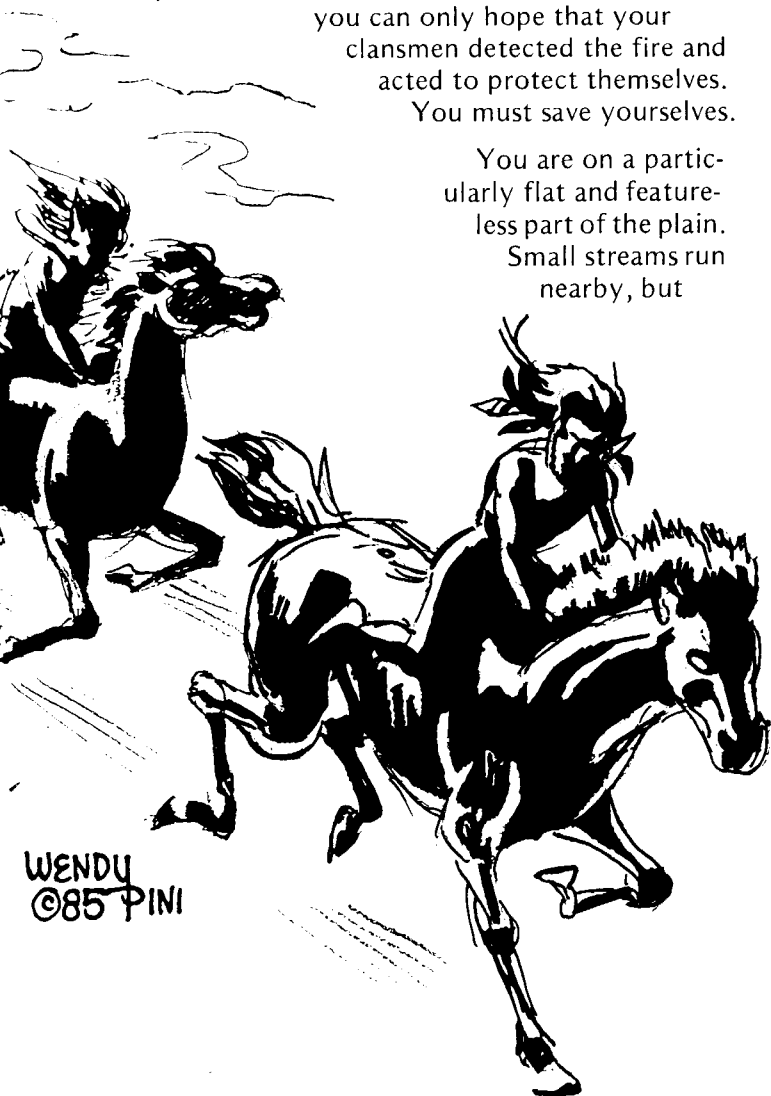
Player Information — On the Hunt

Your hunting party of plainsrunners has been out for two days; so far you have only killed enough prey to keep yourselves fed, not enough to supply the rest of the clan. As usual when hunting, you do not have a coal with which to start fires. This is one of the most important hunts of the year, for Whitetime is coming soon and you must gather winter stores. The tribe might go hungry if this hunt is not successful.

While you rest during the day, the wind shifts and each elf succeeding with Perception detects faint traces of smoke on the wind. An additional success with Perception reveals smoke on the horizon, in the direction from which you left the rest of your clan.

You are facing the worst enemy of the plains dweller, a prairie fire. Since you smell the smoke, you know the wind is driving the fire towards you. Your clan is too far away to reach in time; you can only hope that your clansmen detected the fire and acted to protect themselves. You must save yourselves.

You are on a particularly flat and featureless part of the plain. Small streams run nearby, but



none are wide enough to shelter you from the fire. There has not been a rainstorm for weeks and the grass is tinder-dry. The nearest river is in the direction of the fire. You crossed it to go on the hunt, and you probably could not reach it before the fire does. In any case, the fire can jump the river at a narrow point and continue in your direction.

Only one refuge is available. At least a half-hour's run away, perpendicular to the path of the fire in the direction of the hills, a rocky outcrop juts out of the plain. It is mostly rock with little vegetation. The center of the outcropping is far enough from the edge to shelter you from the fire.

Gamemaster Information

The player-elves realize their danger almost immediately, and know they must run for their lives. Stress to the players that it is futile to attempt to reach the rest of the player-elves' clan, and that the rocky outcropping is their only hope.

Though the outcropping is their only escape from the fire, some of the Plainsrunners might have an unexplainable dread of the rocks. Any Plainsrunner succeeding with his or her Elf Lore skill knows that something sinister lurks about the rocks, but the nature of the menace is long buried in the past and none of the party can remember what is wrong with the place. If a party member has Elf Lore higher than 75% he or she remembers that, long ago, several hunters disappeared near the rocks.

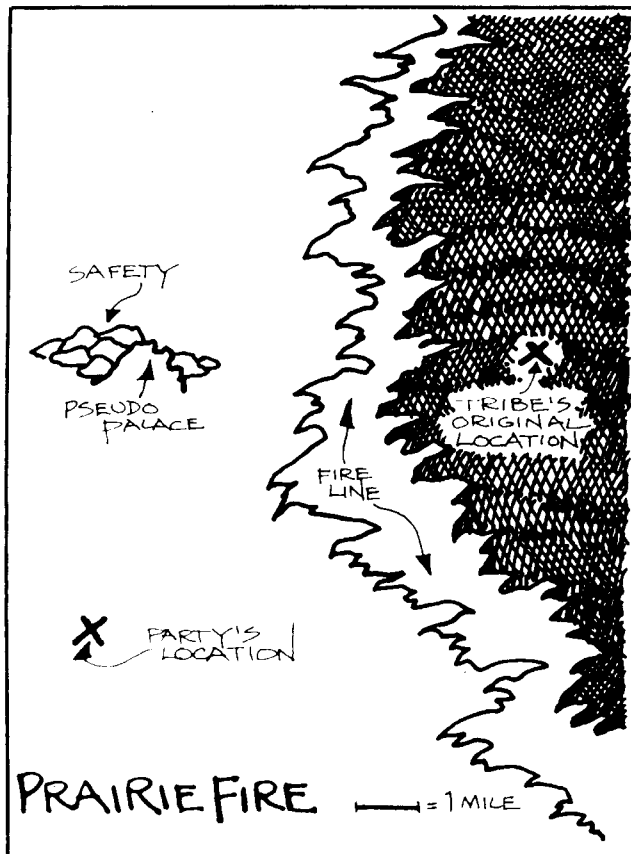
Outracing the Fire

While the elves deliberate, the wind increases and the fire begins to advance faster. The outcropping is a half-hour's normal strike rank movement away — 7500 yards, or 4.4 miles. The fire will reach the Plainsrunners in about a half-hour. To insure safe arrival at the rocks the elves must run at accelerated pace (10 yards per strike rank for plainsrunners).

After each full turn spent running, the players must make CON rolls for their elves, which must be successful if the Plainsrunners are to maintain their pace. A fumbled roll means an elf must stop for a full turn (five minutes) before running any farther. For this scenario, players make CON rolls for their elves each full turn rather than each melee round as specified in the "Elfbook". This change is used because the scale of this adventure is larger than for most chases, and because the elves are truly running for their lives.

No-Humps

Following the third CON roll, the Plainsrunners sight a small herd of no-humps also running to the



safety of the outcropping. The elves can with ingenuity jump onto the backs of some of the creatures (the no-humps are too scared to bother bucking off elfin riders) and ride to the outcropping faster than they would reach it otherwise. To mount the no-humps, each elf must make a successful Jump roll, and to stay requires a successful STR x5 roll each full turn during which the Plainsrunner is riding the beast. If the STR roll is failed the plainsrunner falls off his mount, taking 1D6 damage, and risking being trampled. He must make a successful Dodge roll or take 2D6 trample damage. A fallen elf has one chance to remount a beast, if he fails the jump roll or the initial STR roll he must run the rest of the way to the rocks under his own power.

The elves cannot control the direction of the no-humps, nor can they control the animals' speed, they can only hold on for dear life, and hope the no-humps reach the rocks in time.

Gamemaster Notes

It is not the object of the game to kill elves in fires, so make sure the fire does not reach the player-elves until after they reach the outcropping. Despite intentions, a large show of rolling dice to determine when the fire arrives lends suspense to the situation.

If for some reason an elf is caught in the fire, he takes both asphyxiation and 2D6 fire damage every melee round for 10 rounds. If he is still

alive after that, the fire has passed him by and he takes no further damage. Rescuers must cross the hot rubble left by the fire, which does 1D6-1 fire damage per melee round to the feet of anyone walking on it.

The Fire and its Results

The fire reaches the rocks soon after the plainsrunners do, and rapidly surrounds the outcrop in flames. Nothing on the rocks is flammable and after a few minutes, the fire passes and rages further forward until it reaches the horizon where it burns out against a wide river. After three hours, the ground is cool enough to walk on.

The Plainsrunners share the rocks with a motley group of plains animals — bears, no-humps, deer, a long-tooth, bison, undomesticated jackals, and perhaps a mad-horn or a giant snake. The monumental disaster of the fire numbs the grazing animals' fear of predators and dulls the predators' normal hunger; both just lick their wounds and burns and watch the raging fire. When the ground is cool enough, the animals wander off the rocks and attempt to resume their lives.

Grazers search for isolated patches of grass missed by the fire, slowly moving away from the burned area until they reach decent grazing again. Predators eat the bodies of animals killed by the flames and begin to prey on the surviving grazers.

After a few weeks of fall showers, the grass begins to grow again, and the grazing animals return to reestablish themselves in their usual ecological niches. But until the grass returns, the Plainsrunners are forced to compete with the predators and scavengers for the carcasses of burned animals. Initially this is not difficult; the number of dead exceeds the number of hungry predators, but as the bodies are consumed or rot, competition becomes fierce. Surviving Plainsrunners must carefully determine which of the other predators can be scared away from their food and which cannot.

Bad Magic

Something about the rocks alerts the elves' magic Sense. Successful use of Magic Sense reveals that elves were here in the time of the High Ones, and points particularly to the dome-shaped central rock.

A rocky hill in the center of the outcropping is actually the former abode of some High Ones who tried to shape a new palace. Unfortunately their nostalgia for their old home warped the magic, and now the 'new palace' refuses to let go of any elves who enter. Magic Sense has drawn Plainsrunners and some other elves in the past to enter the rock, and local Plainsrunner legends depict the rock as a place of nebulous horror, but the last time a Plainsrunner was swallowed by the

rock was so long ago that the reason to avoid the place has been forgotten.

Inside the hill, there are five rooms shaped out of the rock on one level with another room above the five and another below them. The pseudopalace uses Hypnosis against up to five minds within 30 yard of the rock at once with a magic point potency of 25 against each. The Hypnosis stuns each victim, and an automatic sending (also limited to five individuals) implants a compulsion in elvish victims to stay within the rock forever. The elves are caused to believe that they are in the home of the High Ones and that they have no need to ever leave again.

To break free from the rock, an elf must match his INT against the Sending potency of 25 on the Resistance table. If he resists successfully, he may leave. But every time an elf reaches 30 yards away from the center of the pseudopalace, the Hypnosis strikes again — whether or not a prisoner is consciously trying to break free or simply wandering near the border. Bones of elves of all sizes — caught and never able to escape — litter the floors of all the rooms.

The Hypnosis affects any creature nearing the palace, but the Sending affects only elves. Humans and animals feel no compulsion to stay and eventually can get clear of the walls before they fall to another Hypnosis attack.

The hunting party probably includes more than five elves. Since there are enough elves, the Plainsrunners can help each other, and their beasts, out of the pseudopalace by having the unaffected elves haul the victims out of the pseudopalace (remember, the Sending affects a maximum of 5 elves).

Elves removed from the hall want to return, but they awake from the compulsion after a successful INT roll (roll once per hour for each affected elf until each has made a successful roll). Until affected elves come around, their fellows might be forced to tie them up.

Causes of the Fire

The gamemaster should decide the cause of the fire. Three possibilities are presented below, and others might occur to the gamemaster.

One: lightning is the usual cause of prairie fires. Because Whitetime approaches, there have been violent lightning storms recently.

Perhaps this fire was started by a storm that occurred beyond the horizon where the plainsrunners could not see it, or perhaps there was a dry lightning storm. Remember there was little rain locally before the fire started.

Two: perhaps migratory humans wished to kill lots of game at once. Like the Plainsrunners, the humans need winter food for their tribe (which is

camped a few days' walk behind the elves). Unlike the Plainsrunners, the humans do not understand how much devastation is caused by a prairie fire, and think they can pick up some nicely-roasted plains animals for winter provisions.

If humans set the fire, Plainsrunners attempting to find their clanspeople and/or scavenge food must contend with organized human scavengers. The human scavengers roam in bands of four to eight males. Each group forages on its own but all are within an hour's travel of a central group of females and a few male guards who are preparing the food for Whitetime storage.

Human Hunter/Fire Starter

<i>characteristics</i>	<i>attributes</i>
STR 13	move: 3 yards
CON 13	hit points: 13
SIZ 13	
INT 11	
POW 10	
DEX 12	
APP 10	

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

<i>weapon</i>	<i>SR</i>	<i>attack%</i>	<i>parry%</i>	<i>damage</i>
spear	6	65%	25%	1D6+1+1D3
stone dagger	8	75%	35%	1D3+1+1D3

Armor: 1 point leather on torso

Skills: Climb 44%, Communication 21%, Dodge 25%, jump 45%, Animal Lore 25%, Elf Lore 6%, Healing Lore 18%, Human Lore 35%, Language Lore 5%, Mechanical Lore 15%, Mineral Lore 11%, Plant Lore 15%, Troll Lore 5%, Manipulation 50%, Perception 65%, Stealth 25%, Swim 24%, Throw 50%.

Three: perhaps the Plainsrunner clan caused the fire. If so, the searching hunters find at least part of the clan, obviously caught in mid-day nap, surrounded by indications that the fire was started by the coals held by the clan's firebearer.

Survival of the Clan

Did the Plainsrunners' clan survive the fire? Again, this is up to the gamemaster. They could have reached an island in the river that runs through the plain, or perhaps they ran for the mountains and escaped the path of the flames. Alternately, the player-Plainsrunners could find the blackened bones of their tribespeople where the fire left them. This is in the hands of the gamemaster and should be determined as the needs of the story he is telling dictate.

Gamemasters who wish their players' elves to wander, can use a search for their tribe to introduce the Plainsrunners to other lands and climes and other elf tribes.

Afterword

by Steve Perrin

Bringing Elf-Tribes Together

A gamemaster whose players want to play characters for several different elf tribes must juggle player wishes with game concept. The *Elfquest* books imply that the scattered children of the High Ones had no contact until Cutter began his serious quest for other tribes. But an *Elfquest* campaign which is trying to mirror the drama of the *Elfquest* books requires interaction between members of different tribes to allow the player elves to perform feats similar to Cutter's. But how does a gamemaster make this compromise?

One possibility for interaction is in the "Lord of the Spiders" scenario in the *Elfquest* gamebox. There, Wolfriders have the opportunity to meet Plainsrunners, a people they have never met before and who live a lifestyle different than that of the Wolfriders. This sort of meeting in passing can occur on hunting trips, exploration missions, or other normal activities of the elves.

Another possibility is to use the "Dying River" scenario (in this book), wherein elves faced with a polluted river must pass over the mountains into a new forest. The scenario says that the forest is uninhabited, but it need not be if the gamemaster has other desires.

"Dying River" gives the player-elves ample opportunity to interact with both humans and trolls. In test-play, the Wolfriders captured a troll and kept him captive for information. By the end

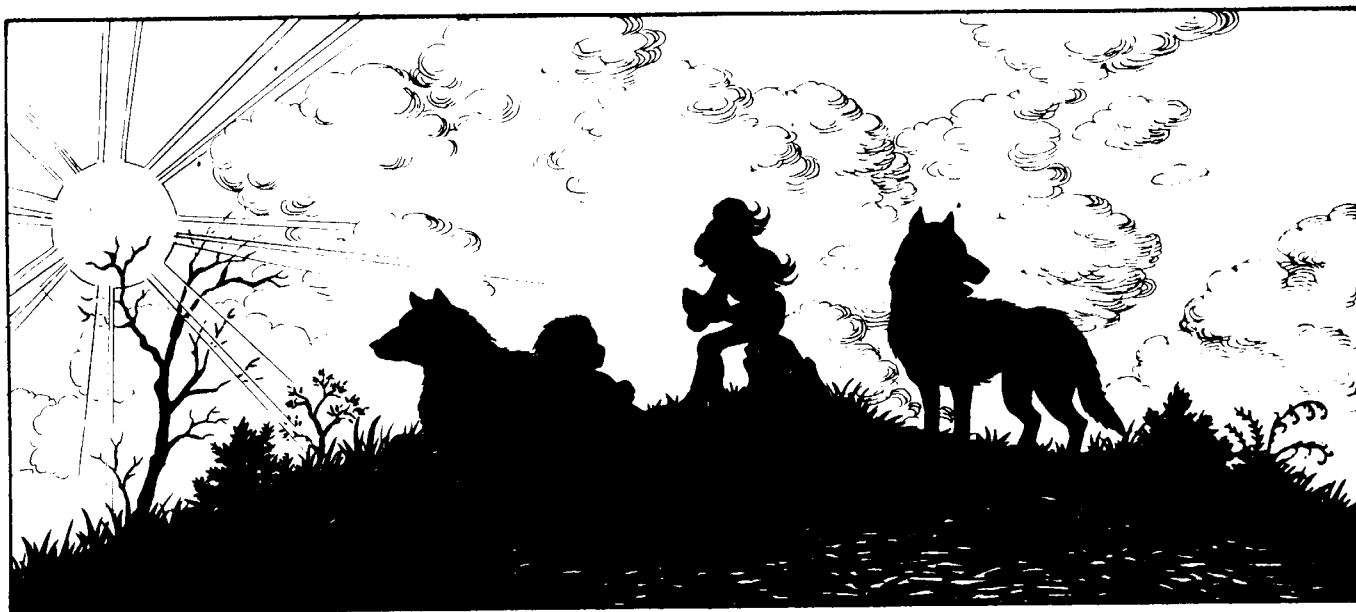
of the adventure, the prisoner was the only troll left alive, and the elves allowed him to set up shop in the abandoned troll mines to be their (and the humans') source of metal weaponry.

The "Fire Flight" scenario is good for introducing new tribes into the lives of Plainsrunner characters. What happens if the Plainsrunners and their jackals come over the top of the outcrop and find Wolfriders riding up the other slope? What happens if the elves must share the rock with a party of humans, or trolls?

Gliders can fly into any scenario. Thanks to their gigantic hawkmounts, members of the Chosen Eight are found anywhere, especially if they started more extensive patrols after the Wolfriders caused the death of their chief. Suppose Gliders are flying over the plains and see the Plainsrunners from the "Fire Flight" scenario below with flames nipping at their heels. While some of the Chosen might consider death by fire to be what the stunted elves deserve, others might take pity and save the Plainsrunners, thereby initiating contact with another tribe of true, rather than halfbreed, elves.

Try putting familiar characters into unfamiliar situations. For example, one *Elfquest* gamemaster at a convention had Winnowill contact some Wolfriders who were not part of Cutter's tribe. By the end of the scenario they had done her every wish, helping to secure her position in the Blue Mountain, and they last saw her smiling benignly as she waved goodbye — leaving the Wolfriders with an excellent opinion of High Ones and a yen to meet more and do favors for them too.

In the *Elfquest* books, no single character is a true villain if you understand his or her motivations. Try playing Rayek, Winnowill, Two-Edge, Bone-Woman, or even Greymung and Guttlegrow as sympathetic characters and see what new characterization twists and turns result.



More Roleplaying in The World of Two Moons

The Elfquest Campaign expands the scope of the *Elfquest* game, and provides long hours of game enjoyment.

- *Errata for Elfquest* smooths the flow of the game and adds material from issues 19 and 20 to the game-rules.

- *Finding an Elf Name* explores the origins of elf names and the reasons for which particular names are bestowed upon individual elves.

- *Help with Elf Design* aids players and game-masters to determine appearance and personality for elf characters.

- *Wolf Ecology on Two Worlds* explores the similarities and differences between Earthly wolves and their counterparts from the World of the Two Moons.

- *The Wolfhaven Holt* provides a home for player-character Wolfriders who are not from the stories.

- *The Dying River* is a scenario for Wolfrider characters in which the elves must stop a tribe of trolls from polluting a river and killing the elves' forest.

- *Fire Flight* is a scenario which pits a band of Plainsrunner player-elves against their worst enemy — a prairie fire.

- *Characters*: game statistics for 17 characters from the stories are included.