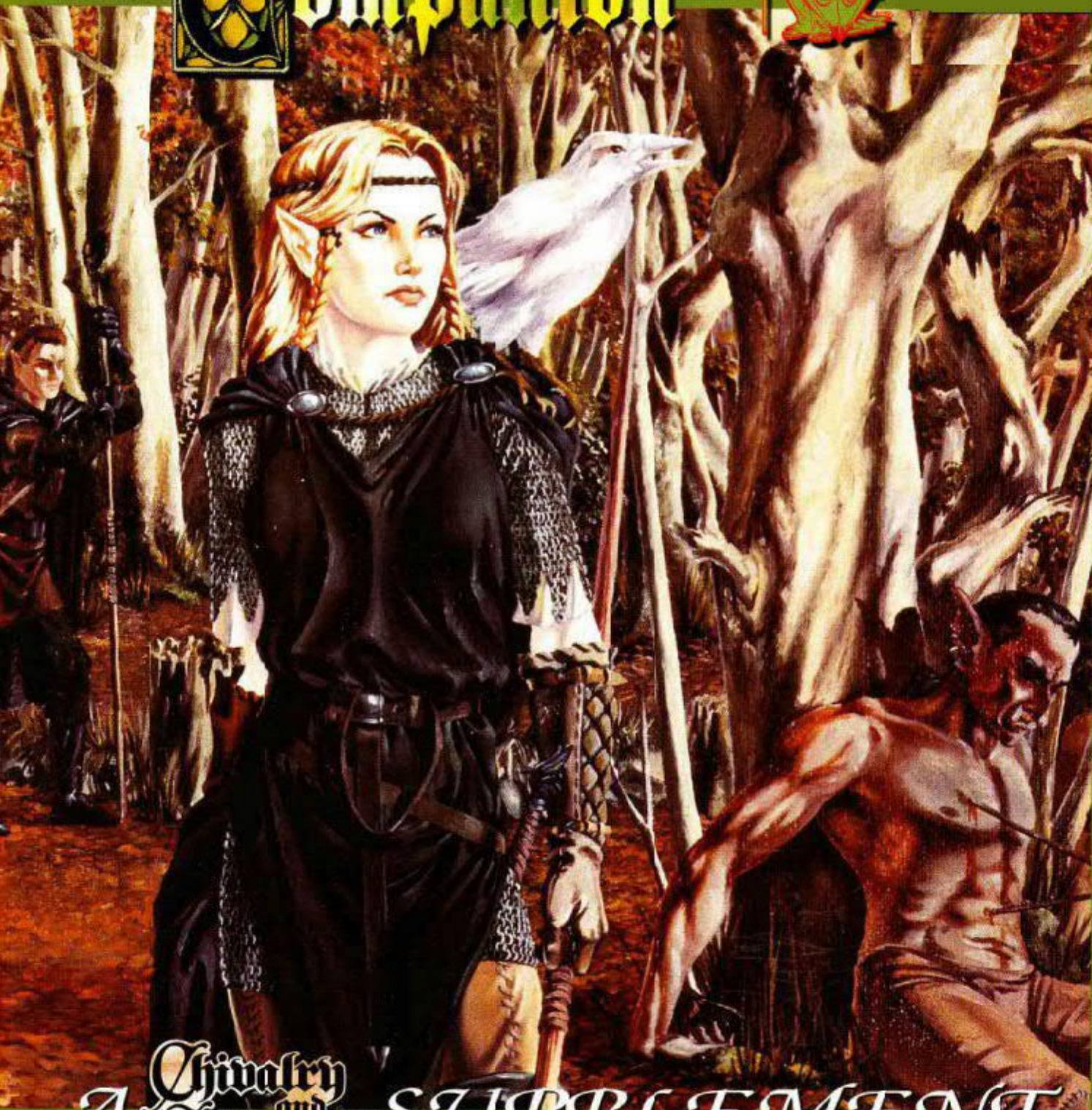


Elves' Companion



A *Chivalry and Sorcery*

SUPPLEMENT

by

Paul Williams

Elves' Companion



by

Paul "Wiggy" Williams

Edited by Sue J Turner

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Colin D Speirs, Steve A Turner and BOB*



FOREWORD

Welcome to the Elven sourcebook for **Chivalry & Sorcery**. This supplement covers the Elven race of Northern Europe, including their history, social structure, lifestyle, religion, and the houses that govern Elven society.

Modern fantasy literature, especially in role-playing games, has often branded Elves as blonde haired, nature-loving, tree dwelling, almost ephemeral creatures with a penchant for the longbow. We have not changed every feature of Elves known from legend or the childhood memories we have, but we have made some significant changes.

We hope you enjoy our detailed and comprehensive presentation.

Paul "Wiggy" Williams

This is the second in the series of Racial Sourcebooks for **Chivalry & Sorcery**. This one, we hope, brings to life the Elven race and includes some detail on the Elves of Marakush. We would like to take this opportunity to thank the following for their help on this sourcebook.

Edward E Simbalist, Colin D Speirs, Paul Perano, Fabio Pagliara, Dave Blewitt, Scott Hughes, Matt Whalley and his gang in the US, Timothy Smith, Ian Brooke, Fergus Crawford, Matthew Edwards, Jon Ashford, Robert Locock and the ubiquitous BOB, our secret weapon.

Steve and Sue Turner

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DEDICATED TO:

ANI MOORE - FOR TEACHING ME TO SURF

MY PARENTS - FOR GIVING ME ENCOURAGEMENT

STEVE & SUE TURNER - FOR HAVING FAITH IN MY WORK

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INTRODUCTION - KEY HISTORICAL MOMENTS

Elven history goes back deep into the mists of time. It goes back long before humans had risen from ape status and much of the early history is little more than legend, even to the Elves. Time and the Blight has dimmed the memories of the Elven Nation. Although the Elves once followed powerful Faerie lords, known to humans as gods, they are now responsible for their own actions. Once they were the great protectors of Earth, but now they are little more than part-time caretakers.

What follows is a brief summary of the major points of the Elves' history, as the Elven Nation remembers it.

THE FALL

Some humans believe that Faeries are angels who did not remain with God in Heaven and did not fall to Hell with Lucifer, but instead found a middle point, a short step to one side of the Earth, the realm of mortals. The truth will probably never be known, as the Faeries never speak of their origins. All that the Elves can say is that they existed in Faerie long before they set foot on the Earth.

The Elves that inhabited Faerie were not that different from the Elves of today, save that they were all Pure Bloods and were strong in the use of magic. They still used the longbow as their preferred weapon, with special arrows called "Faerie Shot" instead of the more conventional arrows they use today. Far from being proud rulers, they followed certain Faerie rulers that would one day be known to mankind as gods and goddesses. Time in the realms of the Faeries does not flow as it does on Earth, and no one can rightfully say how long the Elves had been there, nor when they first became dissatisfied.

Although the Elves refer to their arrival on Earth as "The Fall", the actual events behind it are not as violent as those when Lucifer was cast down into the Pit. Firstly, there was no rebellion, well not a violent one, secondly, the Elves wanted to go, and thirdly, they have a chance to return.

What is known is that in the early days, when mankind was still more ape than man and the Earth left to tend for itself, Faeries visited infrequently, mainly for sight-seeing or to collect animals and

plants for unknown reasons. They seldom bothered humans and when they did it was only for short periods. The Elves were amongst those who visited and they liked what they saw. They all sensed something that the other Faeries did not, that the Earth was alive. Their masters dismissed their claims as irrelevant, for the Earth was not their realm to play with. To visit yes, but not to make their home.

As time passed the Elves grew more fascinated with the Earth and the complex ecosystems that had developed there. In Faerie there were no ecosystems to speak of, everything the Faeries wanted they could produce through magic. Alive in one sense, it was also dead in another. The Elves yearned for Earth.

Eventually they approached their masters and asked to leave, to live on the Earth as its tenders, looking after it and making sure that everything was in balance. They were refused, their Faerie Lords told them that the Earth needed no outside forces to balance it for everything in the universe was as it was designed to be. Interference could shift that balance. It fell on deaf ears and over the millennia, in human time, the Elves grew more restless and more rebellious.

In the end twelve groups of Elves could no longer ignore their yearning for the Earth and they told their masters in no uncertain terms that they were leaving, renouncing their Faerie status and becoming creatures of the Earth. The Faeries made no bid to stop them but ordered a thirteenth house to go with them and report on their activities.

With no thought of ever returning, the Thirteen Houses of Elves abandoned their ancestral homeland and entered the mortal realm. Although at first they were pure Faeries, within a few thousand years they noticed changes. Their magic was changing, they died of old age, even though it was after a long life, and they had to reproduce as do the animals of Earth. A few voices of concern arose, worried that they were changing too much and were losing touch with their true selves, but most saw this as the Earth's acceptance of their role as her guardians and tenders. The Elves as humans now know them were born.





THE BEGINNING OF THE END

The Elves spread across the world, populating every land, at least for a short while. In the lands now known as Africa, the Americas, and Asia they fared badly, unable to adjust to the climate quickly enough to survive and so the projects they had begun were abandoned. Only in Europe did they find conditions to their liking, and it was here that they created their greatest strongholds. However, there was one exception.

In the middle of what is now called the Atlantic Ocean there once stood an island, known to the Elves as *Nielaenallenrillan* or "Paradise Island". Here the climate was favourable, the animal life mainly herbivorous, with natural volcanic vents providing heat for both water and housing, and an abundance of natural resources. The Elves that lived here forsook their heritage and built with stone, the first and only Elves to do so. Over the centuries the city grew from a small village made up of a dozen homes, into one of the truly great wonders of the world. The city spanned miles of open land, and was defended by a series of walls and canals built in a circular fashion to surround it. According to legend the walls were built of bronze and elaborately decorated with silver and gold.

The Elves living there traded across the world, becoming masters of sailing and navigation. Rare goods found only on their island were traded with other Elven colonies for foodstuffs, for although the island had good farm land, the Elves that ruled had no wish to perform manual labour, preferring instead to buy what they wanted. The colony had truly lost its way.

One of the greatest wonders to come from the island was a natural energy source called "Orichalcum". The Elves still debate over what this mineral was, for it has been discovered nowhere else on Earth and time has dimmed the Elves' memory of its true nature. Some claim that it was nothing more than a natural rock imbued with magical powers by the Elven sorcerers. Others claim that the rock was the Earth's gift to the Elves but it was squandered, whereas others claim that the rock should never have been removed from the Earth and that in doing so the Elves angered the Earth. Regardless of what the rock actually was, it did have great powers, for the Elves that dwelt there were masters of magic, producing magical items that no Elf before or since has been able to reproduce.

Such decadence could not go unnoticed for long and the colony was destroyed when the island sank beneath the waters of the Atlantic around 10,500 BC. Most Elves claim that the Earth, in revenge for the Elves fall from grace, destroyed the island with tidal waves and earthquakes. A few, mostly those with access to the oldest tomes of Elven history, claim that the remainder of the Elven Nation rose up against their kin, who were planning to invade the other colonies and destroy them. Earthquakes and tidal waves may have been the final result, but the cause was Elven magic united as never seen before.

Whatever the true reason, the island was obliterated and its name passed into history. Humans, who learnt of the story from Elves, called the island Atlantis and built up their own myths around it. No trace of the island remains, not even the fabled magical stone known as "Orichalcum".

THE GOBLINOID MENACE

Deep within the bowels of the Earth and in the darkest forests there dwelt creatures that the Elves had never encountered before. The Dwarves had been secretly fighting the goblinoid tribes for generations but had managed to keep them below the surface. Faced with an ever-growing threat, the Dwarves could not hold the goblinoids forever and they spilled onto the surface through ancient chasms and freshly cut tunnels. There are many species of goblinoid, the most common being orcs, goblins and hobgoblins. None of the races has any good feeling towards the Dwarves, but their dislike is nothing like the hatred the Dwarven tribes have for Elves.

When the goblinoids broke through the Dwarven defences they swarmed across the Earth, destroying, looting, burning, and pillaging wherever they could. At first the Elves did not know how to respond, for although they had weapons they had no true enemies, and only used their tools of war to cull animal populations. The goblinoids made large gains against the Elven Nation, driving them from some of the great forests. Slowly, over a period of decades, the Elves regrouped and taught themselves the arts of war, specialising in guerrilla-style warfare of hit-and-run tactics. Goblins who they found destroying the forests and animals, the Elves tried to capture, meaning to make a lesson out of them. Prisoners were killed and their bodies left as warnings for other goblinoids. These tactics did not endear the Elves to the goblins, for although the goblinoids are creatures born of hatred, they do not tolerate having their own treated so badly by the Elves.

Although the tactics worked, the Elves could not match the goblins sheer weight of numbers, for even in their heyday the Elves were not rapid breeders, unlike their foes. Instead the Elves used intelligence, magic, and the power of the longbow to fight their foes. Within a century of the goblins first appearance on Earth the Elves had formed the first Goblin Hunter units, specialists at fighting the goblins in their own territory. These units were sent on missions deep behind enemy lines, mainly to assassinate leaders and cause disruption in the enemy's ranks.

The Elven Council met to discuss the problem, debating what long-term course of action they could take. Unlike the Dwarves, the Elves did not consider the goblins as potential distant cousins, but saw them as a blight upon the Earth that had to be removed. Still at peace with the Dwarves, the Elves met with their distant friends and asked for aid. Already fighting for their own survival, the Dwarves refused, claiming that they must protect their own kin before aiding other races. Much arguing followed as the Elves tried to reason with the Dwarves, desperately trying to convince them that the future of the Earth depends on their co-operation.

The Elves continued their assaults on the goblinoids, winning small victories but losing larger ones. When the Battle of Forlorn Hope took place around 8,000 years ago, the Elves remembered the Dwarves refusal to aid them earlier in the conflict and they declined to join the battle, watching until it looked as if the Dwarven army would be massacred. In a massive show of force, the massed Elven archers fired volley after volley into the ranks of the goblinoids,



killing thousands as they fled the field. Expecting the Dwarves to be grateful, the Elven leader was surprised to learn that the Dwarven general was angry beyond words at the Elves' complete disregard for the welfare of his troops. Bitter words followed and the two races have barely spoken since, much to the delight of the goblins.

With the two most powerful races of the time at odds with each other, the goblins seized the opportunity and gained more territory, although they still preferred to dwell beneath the ground, away from the glare of the sun. The Elves had superior tactics and weaponry, but they could not hold back the tide of goblinoids, who bred at a much faster rate than the Elves.

The Elves still continue their guerrilla warfare against the goblins, but they are losing ground. Humans, now almost as populous as the goblinoids, fight on the Elves' side, but not in any co-ordinated way. Both sides fight the same foe for different reasons.

THE BLIGHT

No Elf knows when the Blight first started, nor how or where. It remains as much a mystery now as it did in the earliest days of its existence. Its effects are felt across the entire Elven Nation, wherever they are on the planet. None have escaped its affects, no matter how hard they have tried. Magic, potions, prayer, all have failed to halt the slow, insidious destruction of everything the Elves have built since they set foot on Earth.

The Blight was first felt in Eastern Europe, most notably in areas near the Middle East, long before mankind ever reached civilised status. It is back in the days when our ancestors lived in caves, hunted and foraged for food, and had barely learnt the art of fire-making that lie the origins of the Blight. The Elves accepted that the early humans had the right to live on the Earth, as did everything the Earth had created. However, they did not see humans as anything more than clever monkeys, able to communicate with a semblance of language and forming primitive societies, but not truly intelligent or self-aware. Such ignorance was mainly due to the Elves' lack of observation, preferring as they did to let the humans alone while they tended the Earth in peace. At this time the Dwarves and Elves were still allies, although they never mixed much even then.

Elven memories are long, some even say they have a racial memory stretching back to the dawn of time, but if this is true then the memory has faded on one incident. When mankind first learned the art of tool-making the death knell sounded for the Elves. Fire sharpened sticks were one thing, but when mankind started creating flint tools he became the Elves' greatest nightmare, yet it was never seen for what it was. Before the Elves had realised it the humans were using tools across the planet, hunting with better weapons and now possessing a limited ability to cut down vegetation. True, flint is not the best material for felling trees, but the roller coaster that is invention had started. Those Elves that noticed the use of these tools were amused at the "monkey's" tricks, but generally ignored them.

Even the humans' war against a similar species to their own, known today as Neanderthal Man, went generally unnoticed. The ability to kill another sentient being was a dangerous trick and one the Elves may have culled had they noticed it early enough.

Once the humans had moved from caves into simple huts, normally made from hide or constructed from branches, the Elves took notice. Seeing that the humans had formed a more advanced society they took the opportunity to visit them. At first the humans were afraid, for they had never seen Elves before, but fear was soon overcome with the gift of agriculture, which the Elves gave the humans. A fatal mistake had been made and one that would reshape the Earth forever. Now that the humans had the skill of agriculture, they stopped foraging and settled down, giving up their nomadic lifestyles, preferring to hunt for animals until they were taught how to domesticate them. The Elves' plan was simple, in order to stop the humans from wrecking the world they gave them a few simple tricks to learn.

As the Elves first taught humans some better ways to survive, something powerful stirred within the human psyche and human religions changed. From an animistic religion, seeing spirits in everything, humanity started to personify the Earth as a Goddess and the world was given new life as the Humans worshipped their Earth Mother. However, as humans were taught more, as the Elves tried to change humans from a hunter-gatherer lifestyle to a settled agricultural one, humans created other attendant gods and in doing so sowed the seed of the Blight.

The humans now started villages, then towns though they still used stone for their tools. During this time of the first towns humans discovered bronze, either through their own cleverness or as a gift from the Dwarves, humanity's gods changed some more, the religions became less personal to the worshippers and more embodied in self-sustaining priesthoods. The Earth Mother was forgotten and priests of these new gods demanded monuments and sacrifices. The Blight was settling in for a long stay. Before the Elves realised it, humans had turned away from Earth worship and were following gods that lived in the heavens. The old ways were in danger of being lost and so the Elves turned to Europe and the tribes that lived there. Less advanced in some ways than their Middle Eastern counterparts, the European tribes still worshipped the Earth and built stone monuments on ley lines, as the Elves and Dwarves taught them. The Celts, a race that migrated to northern Europe, conquered the native tribes but retained many of their religious beliefs.

That changed when Rome grew from a city to a Republic and then to an Empire. Using iron weapons, the Romans smashed their way across Europe, subjugating entire countries, spreading their own religion and culture, destroying the Druids' power and removing the Old Ways from the face of the Earth. The Elves had lost their last human allies and the world had changed. No longer were the Elves masters of the world, the humans were. The path was therefore opened for what was to become the Elves', and their Faerie kin's, greatest enemy, the belief in Christianity. Although Elves themselves are not affected by blessings, crosses, or church bells, their kin are and the effect ripped into the Blight, strengthening it.



The Blight itself began the day humans invented tools, marking their destiny as the rulers of Earth. At first the effects were small and largely unnoticed, a freak Half-Blood birth to a noble family, put down to inbreeding, but within three centuries Half-Bloods were becoming more common and around the time of the birth of Christ they accounted for 50% of the Elven population. Magic, once known to all Elves, began to fade leaving only those of purer blood to command the greatest power while the masses could use only low level spells. The ley lines, once great sources of power, began to wither as humans exploited them for their own usage. By the end of Roman Empire the Blight was in full effect and the Elves' future looked gloomy indeed.

So what caused the Blight? Human awakening? Once humans had the ability to understand the world around them and to shape it they caused the Blight, unwillingly or unwittingly maybe, but they are still the Elves' greatest enemy. Part of the Earth's power comes from her creations worshipping her and tending her. Once humans could think philosophically they turned to the heavens, asking what the stars were, where did the sun go at night, how did the moon change shape? They still followed Earth worship, blessing crops and animals before harvest so they would be bountiful, but the first seeds were sown. As mankind evolved it lost interest in the Earth, turning towards pantheons of gods, only a few of whom were said to command the Earth and virtually all of them lived in the heavens. Mankind cut itself off from the Earth and set its own destiny. He had truly evolved beyond anyone's expectations. Christianity, Islam and Judaism have all played their part in the Elves' downfall. Human disbelief in the Other Side is growing, causing the Blight to grow stronger. Priests preach against dealing with the Devil's imps, saying that the Faeries and their kin will steal a man's soul and that they are fallen angels of temptation. Such disbelief echoes through the Earth, draining more of her power, whilst on the surface mankind forges his way through forests for fuel and to make suitable living space. Minerals are removed in ghastly open cast sores, a fact which does not endear them to the Dwarves, animals are hunted for sport and pleasure, and man finds warfare easier than peace, spilling the blood of his fellow creatures with weapons torn from the Earth.

The Faeries, although not directly affected by the Blight, find less entrance points to the Earth from their own lands. Disbelief, as it killed the old gods, is now removing them from existence. Soon they will be trapped forever in their own realms and the Elves, similarly disbelieved, will go the same way.

In these, the final days of their existence, the Elves speculate more wildly on what has caused the Blight to befall them. Amongst the more radical ideas are a Faerie curse designed to force them back into slavery; a goblin curse brought about by mass sacrifice; a Dwarven plot to eliminate an old enemy; the rise of Christianity sowing disbelief, and the Earth rejecting the Elves' aid in favour of a new, currently unknown race. For the sake of teaching the "clever monkey's" a few "tricks", the Elves have doomed their own race.

THE PRESENT

The present era is a time of great worry for the Elves. As their numbers dwindle away the humans and goblinoids gain in strength. The Dwarves, enemies for so long, fair little better in their efforts to replenish the Earth. Greed, cruelty, and envy are rife amongst humans, who kill animals and burn forests without a thought for the future. The Earth, once healthy and vibrant, is slowly dying (although it will take mankind another 700 years to work this out, by which time the damage will be almost irreversible).

The Elves know that they are too weak to fight humans and goblinoids openly, but their current tactics of hit and run do little to abate the destruction. Some Houses cry for total warfare, others for abandoning the Earth and returning to Faerie, and others for allying with the Dwarves in one final stand. For now, nothing happens and the Elves continue their day-to-day lives, but very soon the pressure will cause the Houses to act one way or another. The Elves will make their final choice before their inevitable destruction.

One faction of the Elves has decided to adopt a rather dangerous tactic. This involves befriending humans and teaching them some of magical arts of the Elves. This pact, unknown to the majority of the Elves, especially the True and Pure Bloods, has brought about the resurgence of the old religions in certain quarters. However, if the True and Pure Blood Elves find out it would certainly result in the faction being outlawed and its members accused of a Crime of the Spirit and being condemned to exile.

In turn, this development has begun to increase the accusations of witchcraft amongst certain of the human populations and has led members of the Church authorities to examine closely how they deal with this new menace to the faith. It is during this era that the fledgling Inquisition is instigated, with the result that a few Elves have fallen foul of it in its first few months.

The Church regards Faerie Rings as the gathering places of devil worshippers. This in turn has led to anything associated with the world of Faerie being associated with the Devil in some quarters, including the Elves. Zealots amongst the Church hierarchy are now beginning to seek out members of Elvenkind and their friends.

This has placed more pressure on the Elves and the final decision they must one day make. While a few have decided to try to return to the Faerie Realm, the means for crossing over are getting fewer. The few places where Elves are now safe are in regions where the old religions are still worshipped under a veneer of Christianity.



So You Want To Play A Elf?

Like the Dwarves, the Elves are an ancient race and their first steps on Earth pre-dates human civilisation by millennia. They are generally found inhabiting areas of woodland where humans have not yet trespassed, preferring the deeper, older parts of a forest to make their homes. Most humans believe that Elves live in villages much as they do, but the majority are nomadic, travelling around the forests in a long cycle. Elves refer to themselves as the "*Elitharin*", a word that translates as "the guardians."

Elves are humanoid in appearance and aside from a few minor features, they are not dissimilar to humans. There are in fact three distinct types of Elves, known to humans as Wood Elves (Half Bloods), Noble Elves (Great Elves), and Royal Elves (True Elves). They are not separate species but the three types represent the decline in Elven society as a strange curse known as the Blight slowly corrupts and destroys their once proud race. Regardless of breed, all Elves stand taller than humans but weigh considerably less, their bone structure being slight and more delicate than that of humans. That said, Elves are far more graceful in nature and possess agility beyond the level of most humans.

Once a race that enjoyed festivals and parties, the Elves are now more morbid, remembering their glory days with bitter thoughts and weeping at their fall from grace. Humour is still present, but it is not as prevalent. Elves once enjoyed life, embracing all of its sensations, good and bad, for they understand that all life is sacred and a gift from the Earth. Today, life is an endless struggle against ever increasing foes, including such distant enemies as the goblinoid tribes and more recent foes like the humans that invade their homelands and cut down forests.

Never mixing with humans much in the past, visits from Elves are even rarer in present times. As the Blight gains a stronger hold, the Elves retreat deeper into the forests, away from prying eyes and protecting their most sacred sites from their enemies. The nomadic tribes fight a constant battle as they travel between these locations, spreading themselves thinner and thinner.

At the heart of any Elven village, whether permanent or nomadic, is a True Elf (Royal Elf to humans). These Elves are rare, but still represent the higher echelon of Elven society, being as close to the original Elves as the Blight allows. They rule with an iron hand, determined that their race will survive. The Great Elves or Noble Elves form the middle management, performing administration tasks for the most part, and the lowly Half Bloods or Wood Elves are left to continue the Elves' work of tending the Earth as best they can.

Elves are not the equivalent of medieval hippies. Their religious beliefs do mean that they tend the plants and animals of the world, but the Elves have long known that the Earth itself is a living creature and that by tending the surface life, they nourish the Earth herself. Ley lines, sources of magical power used by humans, Elves and Dwarves, represent the Earth's veins, carrying her life force across her surface in a vast and complex pattern. The Elves once built

monuments on these lines, to refocus the energy and purify it, but now human magicians drain the power at a rate the Elves cannot cope with. Humans and goblinoids hunt animals for sport, taking as much as they can, they deforest areas, humans for fuel and farmland and the goblinoids for fun, and they take minerals from within her bowels. The Earth is dying and the Elves are dying with her.

What follows is a more in-depth study of Elven society, culture, and religious beliefs, along with a few home truths unknown to humans. Few humans would be prepared to accept many of the facts presented below, preferring their own biased view of this ancient race.

BASIC CHARACTER GENERATION

Character generation follows the standard procedure as laid down in the main *Chivalry & Sorcery* rules, with minor changes as noted below. The most important change is the inclusion of Elven Background tables, rather than the simple Social Class table previously used. Where conflicts arise, the rules presented here take precedence over the normal character generation rules.

All Elves begin the game with **Archery (Elven Longbow)** at Basic Knowledge since the Elven longbow is more than a weapon, it is an extension of an Elf's very soul. Constant practise with it makes them expert archers, capable of outstanding feats of skill and as such they learn the skill at **-1 DF**. Due to this all Elven characters must make a roll against *Table 4.2 – Elven Longbows*. In addition all Elves receive the special abilities of **Nightvision**, **Enhanced Sight** and **Meditation**.

No other skills are learned at a reduced DF as Elves now have their own racially specific Background Tables, giving them access to a wider range of starting skills and removing part of the stereotyping.

In addition to **Archery (Elven Longbow)**, all Half-Blood Elves receive **Accurate Counting**, **Forester's Stealth**, **Blending into Surroundings** and one Agriculture skill at Basic Knowledge. Great Elves receive **Slashing Swords**, **Etiquette**, **Written Language (Own)**, and **Leadership** at Basic Knowledge in addition to the standard Half Blood skills. True Elves receive **Faerie Lore** at Basic Knowledge in addition to the standard Half Blood and Great Elf skills.

Elves do not roll on the Horoscope table, but instead roll against *Table 1.8 – Elven Houses* in order to determine their heritage and gives them a single free Mastery slot in a specific skill type.

SOCIAL STRUCTURE

Elven society recognises five distinct types of Elves, the main three are categorised by distinctive racial types. The remaining two are Lost Bloods (misfits and social outcasts) and the Corrupted (monsters from the darkest imagination). Unlike human and Dwarven cultures, the Elven social ranks are not climbable, for they represent different racial types more than mere social status. A Half Blood can no more become a Great Elf than a human can become a Dwarf.



1D100	Father's Status	Points Cost
01 – 05%	Lost Blood ¹	+15
06 – 70%	Half Blood (Wood Elf)	0
71 – 95%	Great Elf (Noble Elf)	-15
96 – 100%	True Elf (Royal Elf)	-30

¹Roll again to determine former type for purposes of initial racial skills, height, weight and appearance. If this roll gives a result between 01-05% assume that the character is a Lost Blood Wood Elf.

TABLE 1.1 – ELVEN SOCIAL CLASS

Tables 1.2 – 1.5 – *Father's Vocation* below expand the standard Elf Social Class table found in the *Chivalry & Sorcery* rules. For convenience, the basic table has been included, although altered slightly to include the new social class of Lost Blood. Note also the inclusion of Table 1.8 – *Elven Houses*; every Elven character must roll against the table to determine his House. It is highly recommended that any Elves in a group be from the same House.

It should be noted that although Elves seem to receive a lot of skills, it must be remembered that they live for centuries and nobles are trained to command, rather than simply lead, from birth.

Lost Bloods

Those referred to as Lost Bloods are Elves, either individuals or entire families, who have forsaken their culture, religion, and heritage, and have gone their own way in the world. In general they are normally Half Bloods, although Great and True Elves have been known to forsake their heritage on rare occasions. Those who become Lost Bloods have their name and lineage stricken from the Elven records, and no Elf will have any contact with them, regardless of their former racial type and many are attacked on sight.

Lost Bloods carve out small holdings of their own or work for humans. Those that choose to form their own lands are more introverted than normal and prefer to keep only limited company with anyone, even other Lost Bloods. Small cottages in deep woods found by the lonely traveller are likely to house a Lost Blood and his family. Human guests are generally treated well and occasionally a Lost Blood will marry a human, or at least form a relationship with

one. No Elf with any ounce of dignity would consider such an act and Half-Elves, as humans call them, are an anathema to all other Elves, even the lowly Half Bloods. Half-Elves sometimes inherit certain abilities from their Elven parent, but almost all of them have Elven features, making it hard for them to conceal their heritage. Those that work for humans were generally once Half Bloods and hold positions suitable to their skills, but many fill roles as foresters, farmers or healers; all vocations Elves are renowned for in human society. No True Elf has ever worked for a human lord and only a handful of Great Elves have done so since The Fall, and none in recent centuries.

Certain criminals, whose crime is an abomination to all Elves, such as breeding with humans or entering into negotiations with the goblinoid races, can be subjected to the "Rite of Exile" and forced to become Lost Bloods. Their blood never to mingle again with those who wish to maintain their true heritage. (For further information see Chapter 3 – *Lifestyle & Customs* and Chapter 7 – *Elven Magick*.)

Can a Lost Blood ever be redeemed in the eyes of the Elven Nation? Unfortunately once the bloodline has been severed, whether willingly or by magic, there is no hope for salvation. No deed can rekindle the purity of an Elf's spirit and his descendants are forced to carry his burden with them.

Half Bloods

Aerinnirael (literally "Half Blooded") are known to the other races as Wood Elves and are the most common type of Elves encountered. Making up almost 70% of Elven numbers, Half Bloods were once unknown amongst the Elves. The curse known as *Sininaenion* or the Blight has seen their numbers increase at the expense of the Great Elves and True Elves.

Most Half Bloods stand a little over five-and-a-half feet tall (a fraction shorter than the average human) and are of light build. Although their average weight is comparable with a human, they span a lesser range, rarely producing individuals greater than heavy build. Their hair is normally brown, although it covers many shades, and they have green or brown eyes. Their skin complexion is the darkest of the Elven sub-races, although it is still much fairer than that of most humans. Half Bloods generally live for around 250 years.

1D100	Father's Vocation	PC's Starting Skill (Basic Knowledge)	Social Status ¹
01 – 10%	Herbalist	Herbalism, Making Drugs + Making Potions	15
11 – 13%	Brigand	Evaluate Loot + any 2 Combat Skills	03
14 – 39%	Farmer	Any 2 Agricultural Skills	05
40 – 46%	Scout	Track Prey, Finding One's Location + any 1 Lore Historical	09
47 – 65%	Mercenary Archer	Bowery & Fletching, Wear Light Armour + any 1 Combat Skill	13
66 – 87%	Forester	Any 2 Outdoors Skills + any 1 Combat Skill	12
88 – 95%	Bard/Entertainer	Any 2 Arts & Entertainment Skills	09
96 – 100%	Animal Trainer	Any 1 Train Animal Skill + Calm & Attract Small Animal or Calm Large Animals	10

¹A Lost Blood's status only applies in human society; "Blooded" Elves do not associate with Lost Bloods and treat them as having zero status.

TABLE 1.2 – FATHER'S VOCATION - LOST BLOOD



1D100	Father's Vocation	PC's Starting Skill (Basic Knowledge)	Social Status
01 – 02%	Guardian	Local Geographical Lore, any 1 Combat Skill + any 1 Outdoor Skill	14
03 – 06%	Warden	Herbalism, Warden Magick Mode + Plant Method	12
07 – 08%	Entertainer ¹	Any 2 Arts & Entertainment Skills	06
09 – 11%	Healer ¹	Herbalism, First Aid + Healing Arts II (Medications)	10
12 – 14%	Bard ¹	Singing + Poetic Recitation	12
15 – 22%	Bowyer ¹	Bowery & Fletching + any 1 Combat Skill	15
23 – 27%	Tailor ¹	Clothes: Tailoring + Clothes: Sewing & Knitting	08
28 – 31%	Scout	Any 1 Lore Historical (Geographical only), Finding One's Location + Finding Direction	09
32 – 34%	Wild Beast Tamer	Bestiary + Calm & Attract Small Animals	09
35 – 59%	Plant Tender	Any 2 Agricultural Skills	07
60 – 61%	Seer	Divining the Omens + any 1 Lore	10
62 – 63%	Lore Keeper	Written Language (own) + any 2 Lore or Languages	12
64 – 65%	Noble Guard	Wear Light Armour, Slashing Swords + any 1 Combat Skill	15
66 – 67%	Royal Guard	Wear Light Armour, Slashing Swords, Courtly Manners + any 1 Combat Skill	18
68 – 70%	Beast Trainer	Train Birds of Prey, Exotic Animals, or Hunting Dogs	12
71 – 72%	Merchant	Bargaining, any 1 Foreign Language (Spoken) + any 1 Craft Skill	10
73 – 92%	Crafter ¹	Any 2 Craft or Metalworking Skills	08
93 – 97%	Brewer ¹	Winemaking + Brewery	10
98 – 99%	Herald	Heraldry, Courtly Manners + Etiquette	13
100%	Goblin Hunter	Tracking Prey + Magical & Enchanted Races Lore + any 1 Combat Skill	18

¹25% chance of being a Master at the profession. Masters receive **Bargaining** in addition to their normal skills and a +5 bonus to their Social Status.

TABLE 1.3 – FATHER'S VOCATION – HALF BLOODS

Very few Half Bloods have positions of great respect amongst the more noble Elves, and much of their time is spent tending the forests where the Elves live and growing food to feed the nobles. The majority of Half Bloods are crafters, although the Elves rarely create metal items of any note, and Plant Tenders (an Elven term for farmer and literally meaning "grower of food"). Magical training is restricted; save for those who become Wardens, these are Elves who have dedicated themselves to tending the forests, and who are allowed to learn the Plant Method of Magick. Very few other Half Bloods become mages, as the Blight has weakened their ties to the realms of magic. A Half Blood who learns "forbidden magicks", such as necromancy, is liable to be executed for his treasonous and rebellious act (see *Chapter 7 - Elven Magick* for further details).

In theory a Half Blood owes his first allegiance to the True Elf that governs his lands, then to his feudal overseer, and then to his local overseer and so on down the chain of command. In practise, few Half Bloods have ever seen a True Elf and most hold loyalty to their immediate family and friends.

Great Elves

The Great Elves or *Aleiraslith* are the second rung up the Elven social ladder, having stronger links to the original Elves, but still weaker than the True Elves above them. They stand over six feet in height, giving them a height advantage over most humans, but weigh slightly less on average, although they have a greater range than Half Bloods. Aside from the obvious height difference between them

1D100	Father's Vocations	PC's Starting Skill (Basic Knowledge)	Social Status
01 – 08%	Diplomat	Diplomacy & Politics, Courtly Manners, any 1 Language (Spoken), Oratory + any 1 Language (Written)	33
09 – 15%	War Leader	Wear Light Armour, Battlefield Tactics, Intimidation + any 3 Combat Skills	30
16 – 18%	Mage	Any 3 Materia Magica or 1 Materia Magica + any 3 Lore	32
19 – 22%	Lawgiver	Local Geographical Lore, Oratory, Diplomacy & Politics + any 2 Combat Skills	31
23 – 30%	Master of the Hunt	Magical & Enchanted Beast Lore, Monster Tongues + any 4 Combat Skills	32
31 – 34%	Calendar Keeper	Astronomical Lore, Divining the Omens, Meditation + Arithmetic & Mathematical Lore	31
35 – 38%	Marriage Arranger	Heraldry, Courtly Manners + any 2 Lore Historical	32
39 – 100%	Local Overseer	Intimidation, Courtly Manners, Oratory, Diplomacy & Politics + any 1 Combat Skill	34

TABLE 1.4 – FATHER'S VOCATIONS – GREAT ELVES





1D100	Father's Vocations	PC's Starting Skill (Basic Knowledge)	Social Status
01 – 60%	Feudal Overseer	Intimidation, Courtly Manners, Oratory, Diplomacy & Politics + any 2 Combat Skills	45
61 – 95%	Senior Feudal Overseer	Intimidation, Courtly Manners, Oratory, Diplomacy & Politics + any 3 Combat Skills	50
96 – 99%	Lore Master	Elven Mage Mode, any 2 Methods of Magick + any 4 Lore	55
100%	Pure Blood	Any 9 skills from Charismatic, Combat, Lore (Any), Materia Magica, Materia Medicina or Outdoor Skills ¹	70

¹No more than four skills can be learned from any one category.

TABLE 1.5 – FATHER'S VOCATIONS - TRUE ELVES

and Half Bloods, Great Elves have blond hair, at worst a very light brown, and blue eyes. Their facial features are more aquiline than that of their inferior cousins and they speak in haughtier tones. Great Elves generally live for 350 years. In addition once attributes have been finalised they receive a bonus of +2 to Agility (AGIL), Bardic Voice (BV) and Appearance (APP).

Forming the middle management of an Elven settlement, Great Elves govern the day to day affairs that keep society moving along. Most act as local overseers, responsible for running a village in the same way as landed knights in human society. Their word is generally law, although only a fool would abuse his position given the growing number of Half Bloods.

Those who do not run villages have other areas of responsibility vital to Elven society. They act as diplomats between other Elven holdings and local humans and as Masters of the Hunt, a term used for those who lead troops against goblinoid encampments. Other responsibilities include the Calendar Keepers, a mystical role, and Lawgivers, who are the upholders of the peace and have the authority to act as judge, jury and executioner to Half Bloods. Great Elves can learn more magic than Half Bloods, but there are still more ranks of Methods of Magick now forbidden to them.

Great Elves are expected to lead Half Bloods in war, but generally only specific Elves, known as *Enar* or War Leaders (literally "to be in front") perform this task. They are full time generals and tacticians who plot the destruction of the goblins. Some War Leaders carry their mandate as far as the extinction of all humans and Dwarves, but these are few in number and neither race is willing to go quietly.

True Elves

True Elves or *Alinnil* are the top tier of Elven society, having an ancestral line that has been virtually unbroken since The Fall and thus are almost identical to that of their Faerie ancestors. True Elves stand taller than Great Elves, reaching as tall as seven feet on occasions but weight about the same, giving them a fragile appearance. Their hair is almost always white, and their eyes contain only a subtle hint of blue, otherwise being colourless. Their skin is so pale as to be almost transparent and they possess sharp features, giving them a wholly inhuman visage. True Elves can live for as long as 500 years, and those of *Eaial* or Pure Blood status often survive much longer. In addition once attributes have been finalised they receive a bonus of +4 to Agility (AGIL), Bardic Voice (BV) and Appearance (APP).

The vast majority of True Elves hold positions as feudal overseers, holding territories equivalent to either a human baron or earl and governing up to 36 Elven settlements. Few take an active interest in the day to day affairs of their holdings, preferring to leave such tasks to the Great Elves beneath them. They still have access to all levels of magic and most learn at least a few Methods of Magick in their long lives.

The highest rank of True Elf is that of Pure Blood. This is an Elf whose ancestry is completely untainted and who is in essence the living embodiment of his original ancestor. Although still mortal, they are almost akin to Faeries and spend much of time in the Faerie Courts, where they mingle with the fey nobility on a daily basis. Practically gods to other Elves, their word is final and cannot be argued with, save by another Pure Blood. A Pure Blood is the head of each House, although certain houses possess more Pure Bloods than others, giving them a higher status.





The Blight has caused True Elves to become a rarity, with only one in several hundred thousand being born. No cure has been found, and out of desperation the True Elves have further shut themselves away from Elven society and now they only inter-breed with their own kind. They are desperate to increase their numbers and save the Elven race from extinction. Although direct incest is forbidden, this only applies to parents and siblings, all other relatives, including aunts and uncles can be married. True Elves are rapidly dwindling in numbers and there are only a few thousand left worldwide; Pure Bloods number only in the very low hundreds.

Corrupted

There exists a sub-species of Elf that no blooded Elf ever speaks of as kin. Preferring to dwell under the Earth, where the gaze of Sister Moon and Brother Sun cannot find them, these foul, twisted, abominations detest their normal kin and spare them no mercy when they meet. Other races, especially the Dwarves, have encountered these creatures on occasions and learning of their deep-seated hatred of Elves, they named them Elvbanes. Although used purely as a descriptive title, the races were closer to the truth than many realise. No race except the Elves knows the full truth, and that is the way the Elven Nation prefers it.

An Elvbane is created when an Elf dies with corrupted blood. Normally this is reserved for those who have fallen into the practise of necromancy or dabbling with demons, tainting their blood with foul elixirs and salves. It is rare that a Half-Elf will become one, although the odds increase if he has committed foul deeds during his lifetime. When the Elves were young, the Elvbane numbers were small, but they have learned to breeds amongst themselves and now outnumber the Elves.

Elven scholars have long debated the purpose of the Elvbanes. Are they punishment for the crime of failing the Earth? Are they the next form the Elves will evolve into? Are they are warning that the Elves are becoming corrupt as a whole and must return to Faerie? No scholar knows the complete truth, but they do know that Elvbanes have no hope of redemption and therefore must be exterminated before the truth is learned by the other races.

What scares the Elves most is that their entire society is becoming corrupt. Truer forms of Elves have become rare, more Elves are now forming permanent settlements and neglecting their duties to the Earth, and Half Bloods (Wood Elves) are growing ever more sterile, unable to reproduce at a rate anywhere near that of other races.

Type of Dwarf	Height Dice	Range of Height Factor	Average PC Height	Build Die	Range of Build Factors	Average PC Build
Half Blood:						
Male	2D10+56	58 - 76	67"	1D10-1	0 - 09	04 = Average
Female	2D10+53	55 - 73	64"	1D10-2	0 - 08	03 = Light
Great Elf:						
Male	2D10+64	66 - 84	75"	1D10-1	0 - 09	04 = Average
Female	2D10+59	61 - 79	70"	1D10-2	0 - 08	03 = Light
True Elf:						
Male	2D10+71	73 - 91	82"	1D10-1	0 - 09	04 = Average
Female	2D10+66	68 - 86	77"	1D10-2	0 - 08	03 = Light

TABLE 1.6 – HEIGHT AND BUILD

CHARACTER SIZE

To Find a Character's Build

Roll the Build Die as indicated in *Table 1.6 – Height and Build* and modify the result by the following:

If a PC has **Agility** 15-19, reduce the Build Die result by **-1**.

If a PC has **Agility** 20+, reduce the Build Die result by **-2**.

If a PC has **Constitution** 15-19, increase the Build Die result by **+1**.

If a PC has **Constitution** 20+, increase the Build Die result by **+2**.

To Find a Character's Height

Roll the Height Die as indicated in *Table 1.6 – Height and Build* and add the appropriate dice modifier to find the **Height Factor** for your character. The **Height Factor** is your character's height in inches.

To Find a Character's Weight

The basic weight of any character is 10 lbs plus 5 lbs for every inch in height over 40 inches. This basic weight is multiplied by the **Weight Modifier** as shown in *Table 1.7 – Weight Modifiers*. Always round up when calculating modified weight.

Build Factor	Description	Weight Modifier
Less and than 1	Very light build	Reduce basic weight by 30%
1	Very light build	Reduce basic weight by 25%
2	Light build	Reduce basic weight by 20%
3	Light build	Reduce basic weight by 15%
4	Average build	Reduce basic weight by 5%
5	Average build	No change in basic weight
6	Average build	Increase basic weight by 5%
7	Heavy build	Increase basic weight by 10%
8	Heavy build	Increase basic weight by 15%
9	Heavy build	Increase basic weight by 20%

TABLE 1.7 – WEIGHT MODIFIERS





1D100	House	Skill Category ¹	Social Status ²
01 – 06%	Aiill	Noble	+2
07 – 14%	Belenus	Materia Medicina	+2
15 – 22%	Morrigan	Combat	-4
23 – 30%	Lugh	Craft	+4
31 – 38%	Manannan	Seamanship	+2
39 – 45%	Bran	Materia Medicina	+2
46 – 53%	Borvo	Metalworking	+1
54 – 61%	Cernunnos	Outdoor	+4
63 – 69%	Epona	Animal	+3
70 – 77%	Taranis	Combat	+5
78 – 85%	Ogmios	Any one Lore	+7
86 – 94%	Dianeht	Materia Medicina	+3
95 – 100%	Brigit	Arts and Entertainment	+4

¹The Elf must Master one skill from the category associated with his House immediately. This has no effect on the number of Mastery slots normally gained.
²The status modifier only applies to other Elves or to non-humans who understand the significance of an Elf's House.

TABLE 1.8 – ELVEN HOUSES

BIRTH HOUSE TABLE

Every Elven character must roll on against *Table 1.8 – Elven Houses* after checking his background, to determine his House. Masteries gained must be applied immediately and cannot be held until a later step in character generation. The table lists the Thirteen Great Elven Houses. Note that social status bonuses do not apply to Lost Bloods, although the skill Mastery does.

STARTING FUNDS

An Elf's starting income is now directly based on his social status, rather than just his birth rank. *Table 1.9 – Starting Funds* gives the revised amounts of funds that Elves now have to being the game.

All Elves begin the game with an Elven Longbow, regardless of their social rank (but no arrows!) All warrior vocations grant an average quality weapon for each weapon Mastery slot the character has. He also receives a leather tunic (for Half Bloods) or a cuirbolli cuirass (for Great or True Elf) if he has the Wear Light Armour skill. True Elves begin the game with an Elven Steed (see *Appendix B - Bestiary*) and appropriate riding clothes.

Father's Social Class	PC's Basic Purse
Lost Blood	Cr 2D10
Half Blood (Wood Elf)	Cr 2 x Status
Great Elf (Noble Elf)	Cr 2 x Status
True Elf (Royal Elf)	Cr 4 x Status

TABLE 1.9 – STARTING FUNDS

ELVEN CHAINMAIL

The mainstay of the Elves' heavy armour is Elven Chainmail. This is usually crafted by the Elven Bowyer Magus and is typically enchanted.

In most instances it sacrifices improved magical protection for lightness. The base weights given are based on an Elf weight 125 lbs. If the Elf is below 100 lbs in weight reduce the armour weight by 2 lbs for Cuirass, 4 lbs for Hauberk and 5 lbs for full armour. Likewise if the Elf is heavier than 150 lbs in weight add the same modifiers to the armour weight.

Magical Quality	+1	+2	+3	+4	+5	+6	+7	+8
Cuirass	20	19	17	16	15	14	13	12
Hauberk	35	32	30	27	25	22	20	18
Full Armour	40	37	34	31	28	25	22	20

TABLE 1.10 – BASE WEIGHTS (LBS)

Magical Quality	+1	+2	+3	+4	+5	+6	+7	+8
Slash	11	12	12	13	13	14	14	15
Crush	10	10	11	11	12	12	13	13
Pierce	8	8	8	9	9	9	10	10
Missile	9	9	9	9	10	10	10	10
Energy	8	8	9	9	10	10	11	11

TABLE 1.11 – ARMOUR ABSORPTION



THE THIRTEEN GREAT HOUSES

The Thirteen Great Houses that rule the Elven Nation were formed when the Elves settled on Earth. Each of the Elves had followed one of the Faerie lords, more commonly known as gods to humans, and they maintained certain traditions, even though they had renounced their heritage. Each of the Houses is described below.

Ailill

House Ailill stands alone amongst the great houses as their ruler was not a Faerie Lord but a Pure Blood Elf. Although recorded by Irish historians as an ancient king of Connaught, the truth is that he usurped the title from the rightful human heir through magic and trickery. What could lead an Elf to stoop so low?

When mankind was still young it led a simple life, gathering fruits and berries from the forests, hunting only what it needed for food and clothing. As it grew it developed a greater need; more space for agriculture, destruction of forests to construct houses and for fuel, the scarring of the Earth for its precious minerals. Ailill had the gift of prophecy and saw an age in which mankind would destroy much of the Earth through his greed. The scars caused by excessive mining were like open sores on her body and the deforestation stood out like mange on a dog's back. Determined to stop this at any cost, Ailill travelled to the lands of the other Houses and demanded that the Elves act immediately. He did not find universal support, but many did flock to his banner and he declared himself the founder of a new great House.

Knowing that an open war with the humans would see many Elves killed, and maybe even start a civil war with the more conservative members of the Elven Nation, he decided to start small. Connaught was a fairly powerful county in Ireland and its land was rich with resources. Through the magic of illusion he altered himself to resemble the king's son and then had the true prince killed. Once he assumed the throne he strove to teach the people how to live with nature again, giving up material wealth for spiritual happiness. An excellent leader, Ailill did not fully understand humans, seeing them as a temporary race, living short and meaningless lives. There is still debate as to his death; some say he was killed by Dwarves in revenge for Forlorn Hope, whilst others claim the rest of the Elven Nation had him assassinated because of his extreme policies to those who rejected his philosophies. There is a growing minority of Elves that believe that he saw his experiment was a failure and killed himself.

Either way, House Ailill has remained one of the great Houses against all the odds. Its members are still the most aggressive of the Elves, demanding an end to all human life on the planet, followed by that of the Dwarves. With barely enough Elves left in any single House to maintain Elven numbers no other House wishes a total war of extermination; they see no victory for the Elves. Undeterred, House Ailill wages a total war against humans who do not follow nature's ways and they have made no friends amongst the Dwarves. It is said that several Dwarven clans are plotting the extinction of this troublesome House. No one knows how the rest of the Elven Nation will react if its troublesome child is attacked.

Still based in Connaught, the House strives to return the people to the old ways and has launched an aggressive campaign against the Church, burning churches and killing priests that howl "blasphemy" at the Old Ways. Their end is nearer than they may realise as the Church plans to organise a military response to the "pagan guerrillas" that haunt the woods of Connaught.

Typical House Ailill members are filled with hatred for humans and Dwarves, swearing vengeance for the murder of their founder and for the rape of the Earth. Always armed, they are ready for combat at a moment's notice, even against heavily armed knights. Few make friends outside of their own House, and they run their House based on that of Ailill's kingdom. Respect for one's superiors and courtesy to those beneath you is all typically learned from an early age.

Belenus

Belenus was a god of healing, associated with the Greek god Apollo by the Romans, and renowned for his healing. Unlike Bran and his followers, Belenus practised healing through fire, both for spiritual and physical ailments. The Elves still follow this practise today.

Celtic religion had a major festival to Belenus, known as Beltane (the fires of Bel), in which cattle were driven between two large bonfires to rid them of disease and evil spirits. The healers of House Belenus still make use of a similar ritual to cleanse the spirits of Elves and they are highly skilled in the art of cauterisation.

Villages infested by disease are visited by members of the House, who ritually burn the houses of the infected in order to cleanse them of their taint. Likewise, those who fall to disease are burnt, for to bury them would only taint the Earth and the animals and trees that rely on her for sustenance.

Although the members of the House are spread across much of northern Europe, the House has its greatest holdings in the forests of northern Italy. Given their proximity to the strongholds of two Dwarven clans, it is not surprising that the Elves do not get on well with them. Secondary strongholds can be found in southern France and in Britain.

An average member of the House is deeply spiritual and cleanses his spirit as often as possible, for how can a healer who is sick heal someone else. Many carry arms, as they are not as pacifistic as their cousins of House Bran and no member is ever without a tinderbox and a supply of kindling, for they never know when a cleansing will be required. Few are without some form of scar from fires that have got out of control, but the members see this as a small price to pay for cleansing the Elven Nation of its taint.



MORRIGAN

The darkest Elven House, House Morrigan follows a twisted path that has alienated them from the rest of the Elven Nation. Morrigan herself was associated with battle but, rather than the aspects of glory and courage, she was the aspect of death and her crows feasted on the flesh of the fallen. Despised by the Celts, the crow has taken on a dark aspect amongst the Elven Houses.

Able fighters against the goblinoids, who they attack with relish, the House has also given itself another objective, to purge the Elven Nation of the elderly, sick, and undesirable elements. Their goal, so they voice openly, is to counter the Blight by maintaining the position of Elves by force of arms. More so, they live a regime that they claim all Elves should follow, enduring great hardship and tests of character saying that if only all followed their way then the taint would be removed from all Elvenkind.

In Scandinavia, the House has taken the unprecedented step of renaming itself to follow Freyr. Such an act causes a number of Elves to worry, for they know both from their own records and from human legends that Freyr was always friendly to the Dwarves. Many believe the House has turned away from the Elven Nation and seeks to destroy it by allying themselves with the Dwarves. The true reason behind this is currently unknown.

The House now has two major territories. The official chief domain is in southern England and the second is in Scandinavia, mainly in the colder northern regions of Norway, although many have crossed into Sweden in order to rid themselves of the Dwarves that inhabit the mountains near their homes.



An average member of the House is morbid to the point of disgusting other Elves. All members firmly believe that it is their duty to purge the Elven Nation of the weak and undesirable, so purifying the bloodline. Also many members can be seen accompanied by specially trained crows, which was Morrigan's patron animal.

MANANNAN

The Elves of House Manannan Mac Lyr, to give it its full name, are an oddity amongst the Elven Nation for they spend much of their time by the sea, preferring to avoid inland areas. Named after their Faerie Lord, the Celtic god of the seas, the House produces the only sailors amongst the Elven Nation. Manannan himself was a powerful lord, as seen by the quantity of magical treasures he owned, such as a self powered ship, a magical chariot, a magical cauldron, and, in Welsh legend, a cloak of invisibility. Whilst the Elves do not possess anything so grand, they do wield powerful magical artifacts.

The members of the House, especially those of Pure Blood, know from secret records that a great continent lies across the Atlantic Ocean. In this fertile and open land may lie their salvation, for the land resembles their lost home, and those who could reach it may be free from the Blight. Associated with Atlantis, the Elves have launched many voyages of discovery to find the new land, but few have returned and those that have speak of sea monsters and colossal waves that swamped their ships. Expedition after expedition brings no sight of the land and the Half Bloods have relegated the story to legend, a wishful hope for a dying breed.

Many humans believe that there exists a race of aquatic Elves, who possess webbed hands and feet and who make their homes beneath the waters. Whilst House Manannan often wishes such were true, they know that the legends are misunderstandings of their own race's affinity with water. Virtually every member can swim to some degree and the experienced mariners can hold their breath for several minutes when the need arises. The House is also one of the few that eats meat on a regular basis, dining on fish and shellfish almost daily.

Whilst their more inland cousins are facing ever increasing human expansion, Manannan has not yet suffered any great losses. Humans do not yet fish in large fleets and the seas are big enough to sail without encountering one of their vessels. Still, many a human pirate has bitten off more than he can chew by attacking one of their vessels.

Although the House has its main stronghold on the eastern coast of Ireland, they also maintain a strong presence in Wales, especially near Anglesey, where the Druids once ruled supreme. Here, in forests that hug the coast, they live and work, tending the forests and the surrounding waters in boats carved from ancient trees and more seagoing than any human vessel of the period. Whilst humans prefer to sail coast-huggers, fearing the wide-open sea, the Elves are happy to sail into the void, exploring and charting new waters.

A typical member of the House is most comfortable either at sea or within sight of it. Few have the ability to travel more than a few dozen leagues inland, fearing goblinoids and Dwarven retribution. At sea they are the most marvellous of sailors, capable of handling their boats in rough weather seemingly without effort.



LUGH

House Lugh is a fragmented House, containing Elves from three separate geographical areas of Europe that follow three versions of the same Faerie Lord. From Gaul there are those who follow Lugus, the founder of Lyons; from Britain are the followers of Lleu Law Gyffes, a cultural hero; and finally in Ireland, there are those who follow Lugh Lamh Fada, a member of the Tuatha de Danann. All represent the same noble, best known as Lugh (and the name we will use in this text).

Irish legend records that Lugh was the commander of the forces of the Tuatha de Danann at the battle of Mag Tuireadh, where they defeated the Fomori invaders under the leadership of Balor of the One Eye. Elven history records that it was the members of House Lugh who lead a coalition of Elves against a marauding army of goblinoids, under the command of a powerful king by the name of Balor. Whatever the truth, the goblinoids (or Fomori) have never been a strong force in Ireland since and the Elves that inhabit the island have an easier time than most against such goblinoid encroachments.

House Lugh has always maintained a neutral relationship with the Dwarves, who they view as wayward cousins. Both the Dwarves and the Elves of this House produce excellent crafters of metal, and even though the rift has caused tension, the two races still meet to trade and swap secrets of metalworking, but always far from prying eyes.

As befits a shattered House, there are three separate locations that claim to be the central stronghold of the House. Firstly, there are the forests of central Wales, where the wilderness is still virtually untouched by humans. Secondly, there are the forests of southern Ireland and thirdly there are the woods of southern France, where, claim the members that dwell there, there is constant communication with their lord through Faerie diplomats. Other Houses regard the latter as fiction, stating that no Elf has had contact with his lord since the Fall. Few other Houses can agree on which location represents the true seat of power, and to many this is a moot point. The House reflects the whole of the Elven Nation, broken, fighting amongst themselves, and prone to flights of fancy to avoid facing the truth.

Average members of the House are fairly outspoken, especially when it comes to other factions within the House. About the only fact they can agree on is that their House produces some of the finest crafters in the Elven Nation, especially when it comes to weaponry and armour. Not a skill Elves normally excel at, the Elves of the House have maintained their ancestral skills at the expense of some of their other duties and as such areas controlled by the House are more run down than those of other Houses.

BRAN

Bran was an Irish Faerie Lord, best remembered for his magical cauldron, which has the reputed power of being able to bring the dead back to life. Such an artefact in the hands of the Elves may cure the Blight, but centuries of searching have produced nothing. Irish myth tells of how Bran invaded Ireland to rescue his sister from her abusive husband. The attack was a failure and Bran was killed

in battle, his head being carried to England and buried on Tower Hill in London. The tale actually describes the arrival of the members of House Bran, who initially settled in Ireland, but were forced to England by the Elves who were already inhabiting the crowded isle.

The followers of Bran see themselves as the healers of the Elven Nation, spiritually as well as physically. Aside from their knowledge of the healing arts, they believe that they can cure the Blight, if only they could find Bran's cauldron. Every year dozens are despatched across Europe to seek any clues that may lead to its discovery. Even humans, mainly those, who still follow the Old Ways, are employed for the task, but none has ever come close to finding it. To the Elves the cauldron represents the Holy Grail, a mystical artefact capable of healing their wounds and re-bonding them with their original purpose as guardians of the Earth.

Humans relate the stories of King Arthur, and how he sought the Grail to heal the land. Whilst there can be no doubting that a man such as Arthur did exist in the 5th or 6th century, the Grail legend is Elven in nature and records their efforts to find the cauldron of Bran. Merlin, Arthur's advisor and a powerful druid, was a supporter of the House and aided them as best he could.

In latter days the Church christianised the legend, aiming to make Arthur the perfect king; a king blessed by god and who had the best interests of the people at heart.

The House, expelled from Ireland, makes its home in Sherwood Forest in England, where they co-ordinate the search for the cauldron. Stories of Robin Hood, whilst based on an English outlaw, contain more than an element of Elven in them, especially with regards to his prowess with the longbow. Tales of monsters living in the woods are true though, for the Elves fiercely defend their home against any human invaders.

Typical House members are softly spoken, well versed in the arts of healing, especially with regard to salves and unguents, and prefer to negotiate rather than fight. Most are willing to heal other Elves or wounded animals, but few would waste their efforts on a human, and none would even consider aiding a goblinoid.

BORVO

A relatively minor House as far as the Great Houses go and even smaller since the Blight, the followers of this House follow Borvo, a Celtic god of hot springs and metalworking. Although not great Weaponsmiths and Armourers like their cousins in House Lugh, those of House Borvo excel at producing jewellery and fine metalworking, preferring to use their skills to create works of beauty rather than tools of war.

They maintain an uneasy peace with the Dwarven Clans, trading foodstuffs for raw gold and silver. The Dwarven religious approach to metals forbids them to keep the metal for more than a few decades before returning it to the Earth. The Elves of Borvo once understood this, but are breaking the agreement with more regularity and current tensions are higher than they have been since the races first fell out.



The House maintains its stronghold in the Brecon Beacons in Wales, where gold and silver can still be found in small quantities. However, most of their resources come from trading with humans and Dwarves, although the latter grows more and more infrequent.

House members are noted for the jewellery they wear, a rarity amongst the Elven Nation, who hold little value in material wealth. Many of those who have practised their art for more than a few decades are short-sighted and hunched as a result of their working conditions. With an eye for detail, the members are always ready to trade or purchase fine works of jewellery, often at exorbitant prices.

EPONA

Epona is the name of a Faerie Lord worshipped by the ancient Celts of central France, who saw her as a goddess with special powers over horses. The Elves of this House are often referred to as flighty, never seeming to keep their minds on any tasks unless it involves horses. Such is their dedication to the beasts that they neglect their other duties, something that the other Houses do not look kindly upon.

Regardless of this, they do possess the best cavalry known to the Elven Nation, which would not normally mean much seeing as how Elves fight on foot, but they are capable of besting most human knights in battle. Sadly, they lack the numbers to do so, but their presence against goblins can often swing the tide of battle in the Elves' favour, even when outnumbered. Unlike human knights, the Elves do not fight in close formation with lances, but use their horses' speed and mobility to harass the enemy with longbows, which they have learned to use on horseback with ease.

The Blight has not just affected the Elves. The House has noticed that more and more horses are being born with different pigments, no matter how selective they are with the breeding. Horses with brown and black markings are almost the norm in some areas and in southern France the taint became so great that the House stopped breeding them altogether.

All Elves possess a certain amount of hardiness and many can run for hours without rest and they can avoid sleep for a few days, but when news must travel fast it is to House Epona that the others turn. Their horses can outpace any Elf and, like their masters, do not tire easily.

The House still maintains its greatest presence in central France, where they breed the horses commonly referred to as Elven Steeds by humans (see *Appendix B – Bestiary*). These beasts are almost always pure white, are exceptionally fast, and are always of slender build. Sought by nobles and commoners alike, few Elves ever sell their horses and any human spotted riding an Elven horse will immediately be stopped and questioned as to how he acquired it. Wrong answers often lead to a swift death.

A typical member of House Epona is never seen without his horse, assuming he owns one since with the effects of the Blight increasing the horses are becoming fewer and fewer. They also seem to live in a dream world, losing track of conversations and forgetting the tasks they were working on. Many other Elves see them as daydreamers, lost in their own world where only they and horses live.





CERNUNNOS

A Celtic horned god, rarely depicted in murals or on ornamentation, Cernunnos is strongly associated with animals and may be the basis for the English legend of Herne the Hunter. Whatever the truth, the Elves of this House are more closely attuned to the animal world than any other, although House Epona has a greater mastery over horses.

Like their former lord, these Elves are somewhat mysterious, living as they do in the vast forests that still swath northern Europe. Many make temporary homes near to human habitats, especially rural villages, where they can keep an eye on the number of animals the humans are killing for food or sport. Nobles who over exercise their right to hunt often suffer an Elven revenge attack, either through an animal attack or direct Elven confrontation. The few villages that still follow the Old Ways are given special protection, and the Elves make sure that wolves do not take too many livestock, especially when winter looks hard. They have no love for city dwellers or those who mistreat animals.

Given their love of animals, it is perhaps not surprising that the majority of House members are vegetarians, eating meat only once or twice each year, as their diet requires. Few like the taste of animal flesh, stating that it has the texture of bark and the aroma of scorched flesh. Fur cloaks and other adornments are only worn by a select few, and they are often made from the skins of their deceased animal companions; a way of keeping their memory alive through the years.



Although amongst the most nomadic of the Houses, House Cernunnos does possess a fixed stronghold, hidden deep within the Black Forest in Germany. Although their god was never strong here, the forest is immense and there are few humans to disturb the native wildlife.

A standard member of the House prefers to live amongst the beasts of the forests rather than in permanent settlements. Few are seen without some form of animal companion, whether it is a lowly sparrow or a mighty bear. Although the House has no greater magical aptitude with regards to animals, they do possess the highest number of Elves who can communicate with beasts and are generally not attacked by wild animals unless they provoke them. Also, this House trains the most ferocious Elven dogs.

TARANIS

Taranis is one of the least known Houses of the Elven Nation, although their reputation is legendary. Taranis was a Celtic thunder god and his followers have taken its message to its most literal. The House sees itself as the "Thunder of the Elves", the warriors who will destroy everything that stands against the Elven Nation in a cacophony of violence and noise. Like their god, who can be heard across the globe when he is angry, the Elves tend to make their thunder known to all goblinoids and Dwarves.

Although small, the House is extremely aggressive, warring against goblinoids, Dwarves, and humans without regard for their own safety. Of all the Houses, Taranis hates the Dwarves with the most vehemence and there has been a blood feud between the House and the Dwarven Dölghvari clan that dates back to the earliest days of the rift between the two races. No conflict between them is ever settled with words or surrender.

The House is basically nomadic, travelling to where they are needed the most and as such, the House has no central area of control. However, when they encounter a goblinoid army in force more permanent settlements will be created, to be used so long as the threat remains in the area.

All House members are well versed in multiple forms of combat and members of the House are recognisable by the multitude of weapons they carry. Few carry less than three, and some carry as many as six. Never ones for humour, the dour Elves take little delight in their duties, fighting for their survival rather than because of any bloodlust. The Blight has given the House renewed purpose, driving them to "fight the good fight" at every opportunity. The destiny for most members is a short but extremely glorious death in the service of the Elven Nation.

OGMIOS

The Celtic deity known as Ogmios, or Oghma, was in Irish mythology, the chief of the Tuatha de Danann and the god of literature. The Faerie Lord Ogmios is one of the most powerful members of the Tuatha and those that follow him are renowned for their knowledge.

When the Elves departed from the lands of Faerie, few could read or write their own tongue and virtually none had any knowledge of the Earth or its inhabitants. They knew the passing of the seasons and of arcane lore, but more simple lores, such as healing or farming,



where unknown to them. Within a few decades of the Fall, House Ogmios has become the *de facto* tutors of the fledgling Elven Nation, passing on their knowledge of literature and worldly wisdom. The *status quo* lasted for many centuries, until all the Elves possessed similar knowledge.

Once the Elven Nation was knowledgeable in all these skills, the leaders of House Ogmios met in secret council to discuss their fate. Now that they had passed on all of their knowledge they were weakened, no longer having a hold over the others due to their knowledge. With only a narrow majority it was decided that the House would present itself as the rightful leaders of the Elven Nation and would assume total and complete control of the other Houses.

At the next meeting of the Thirteen Great Houses, House Ogmios stated its argument; did they not follow the greatest leader of the Tuatha, did they not possess the knowledge that enabled the Elves to survive in the first years; did they not willingly pass on this knowledge? Now, they said, it was time to be paid, by allowing the House to rule the Elven Nation as it was destined to. What should have been a bloodless coup turned into a blood bath. Enraged by the House's claims, the rest of the Council refused outright and a short, but bloody war, began. To most Elves who have even heard of this war, it is known as the *Elleneirlir* (literally "Time of Bad Blood"). No one is sure how many Elves died, but the numbers were not fantastically high. Outnumbered by the other Houses, who all combined to fight House Ogmios' claim, the House was sorely beaten and retreated to lick its wounds. Humiliated, the House did not recover for almost a thousand years.

As befits their heritage, the House maintains its central holdings in Ireland, in a sacred wood at the edge of a deep and almost forgotten loch. Here the leaders plot and plan the next coup for all its members remain convinced that only through strong effective leadership can the Elven Nation recover and return to its former glory. Many have begun to tread a dangerous path, dealing with demons and otherworldly spirits in a quest for the answer to their plight.

A typical member of House Ogmios believes he was born to lead. Regardless of rank, they are haughty and arrogant, pushing others around when they can and plotting to remove their influence when they can not. Most are well skilled in several lores and they actively seek new knowledge with which they can hold power over the other Houses. Once proud and righteous, the House has crumbled into decadence and Machiavellian scheming.

DIANECHT

Like their master, the Elves of House Dianecht are amongst the most skilled proponents of the art of medicine. Dianecht, the Irish Celtic god of medicine, was at the legendary battle against the Fomori under Balor of the One-Eye and healed the wounded in a stream reputed to possess healing powers.

When the Elves entered the mortal realms the followers of Dianecht were the final group to come through. Unknown to any of the other Houses, even after all this time, is that these Elves did not wish to leave but were ordered to. When the Fall became inevitable the Tuatha de Danann met in secret council to discuss the problem. After much debating, in which open warfare was discussed as an



option to keep the Elves in line, Dianecht spoke up and addressed his peers. The Fall, he said, was fated to happen. Trying to prevent it would achieve nothing but spreading discord and hatred. It was surely better, he proposed, to let them go in peace but to keep a watch upon their activities. Since the Elves had little knowledge of the mortal world there would be times when they would make mistakes that would cost lives. The Elves of House Dianecht were amongst the greatest healers of the Elves and would go with them, to heal their wounds, both physical and spiritual, and to act as the eyes of the Tuatha de Danann. Given time, he further argued, his Elves might be able to heal the rift between the Tuatha and the Fallen.

Since that time, the Elves of House Dianecht have helped the other Houses with their healing arts, surpassing the skills of the followers of Houses Bran and Belenus, who were seen as little more than wayward upstarts. Before the Blight their skills were highly sought after, as they did not pass on much of their knowledge, preferring to remain useful and not suffer the same fate as House Ogmios.

Until the onset of the Blight there was little the Tuatha de Danann did not know of Elven politics and affairs. Anything said around a member of the House would eventually end up back in the lands of Faerie and be passed on to the Tuatha de Danann. No matter how noble or foolish the Elves behaved the Tuatha did nothing to interfere with their wayward children. A strict policy of observation was enforced and would only be broken if the entire Elven Nation asked for forgiveness and to return to their bosom.



The Blight did cause concern amongst the Tuatha, but they have problems of their own to deal with. Not only are the Elves suffering, but fewer gateways to Faerie are usable, blocked by some mystical force beyond their comprehension. Faeries are less common on Earth and their wisdom is no longer imparted to humans.

House Dianecht was given its last orders only a few centuries after the Blight began. No matter the cost or the road that must be travelled, House Dianecht must maintain the purity of the Elven Nation. Some members took this to mean searching for a cure, others took a more militant approach and began searching for those who broke the Codex, slaying them to remove their taint from the gene pool. Although the orders were given to aid the Elves, the Blight has twisted their meaning and further added to the Elves downfall.

The House maintains no single stronghold, preferring to live the nomadic life the Elves were meant to. This way they can reach the other Houses and tend to their needs, as well as continuing their search for a cure. The House has its greatest numbers in Ireland, England, and Central France.

A typical member of the House carries dozens of herbs, salves, balms, and potions, covering virtually every medical ill known to the Elven Nation. Willing to aid any Elf, they strive to convince the Elven Nation to return to the old ways and to the lands of Faerie. The more militant are armed with spells and weapons, only too ready to purge the gene pool at a moment's notice.

BRIGIT

House Brigit follows the dual path of pen and sword. Renowned for their artistic skills, they are also possessed by an undying fire that drives them to fight the goblinoid tribes wherever they find them. Brigit herself was a goddess associated with fire, the hearth and poetry. Her followers rarely live a nomadic lifestyle, preferring to dwell in a fixed settlement they can call home.

Brigit was also the daughter of Dagda, head of the Tuatha de Danann, and her followers are proud of their heritage. Although they rarely make a point of rubbing this in the other Houses' noses they can be quite arrogant if they feel the need. The fire that fills them with hatred for the goblinoids also gives them a fierce temper and they are prone to angry outbursts over trifling incidents. Many other Houses say that their souls are restless and they need to find an inner peace. The Elves of the House, if given a choice, would rather stay on Earth fighting to the last than return to the comfort of the Faerie lands. Other Elves find this trait unsettling to say the least.

The House maintains its stronghold in the forests of southern Ireland, from where it launches strikes against goblinoids across Europe. Large outposts are situated near heavy concentrations of goblinoids and reinforcements are always quick to arrive if called for.

A typical member of House Brigit is always armed and always ready to fight the foes of the Elven Nation. When not fighting, they can often be found painting or singing, and their subjects are commonly about non-combat related topics. Some say that the Elves of the House Brigit possess the most romantic souls.

ELVEN HOUSES IN MARAKUSH

When the Elves found themselves in Marakush (see *Appendix D – Elves of Marakush*), they still maintained the House structure. After the Sundering, however, the Houses became split and representatives of each house can be found amongst the Tylwyth Teg, Tylwyth Myndd and the Tylwyth Du.

The major differences between the representatives of the Houses on Marakush are as follows:

Ailill	The majority of this House became the Tylwyth Myndd although small numbers remained as part of the Tylwyth Teg and none stayed with the Tylwyth Du. If this House is rolled when generating Tylwyth Du characters treat as House Morrigan.
Belenus	This House divided itself equally after the Sundering.
Morrigan	Most of this House joined the Tylwyth Du. Treat any Tylwyth Teg character rolling this house as part of House Taranis and Tylwyth Myndd as being from House Ailill.
Lugh	This House divided itself equally after the Sundering.
Manannan	The majority of this House became the Tylwyth Teg although it has become a small House now, with only very minor numbers living near the coast. If this House is rolled when generating Tylwyth Myndd or Tylwyth Du characters treat as House Epona.
Bran	The majority of this House became the Tylwyth Teg although small numbers travelled to the Carlegg Mountains and became part of the Tylwyth Myndd, none stayed with the Tylwyth Du. If this House is rolled when generating Tylwyth Du characters treat as House Morrigan.
Borvo	The majority of this House became the Tylwyth Myndd although small numbers remained as part of the Tylwyth Teg and none stayed with the Tylwyth Du. If this House is rolled when generating Tylwyth Du characters treat as House Lugh.
Cernunnos	This House divided itself equally after the Sundering.
Epona	This House divided itself equally amongst the factions after the Sundering, although the Tylwyth Myndd House is quite small as they have little use for Elven Steeds in the mountains.
Taranis	The majority of this House became the Tylwyth Teg although small numbers travelled to the Carlegg Mountains and became part of the Tylwyth Myndd. None stayed with the Tylwyth Du. If this House is rolled when generating Tylwyth Du characters treat as House Morrigan.
Ogmios	This house divided itself equally after the Sundering.
Dianecht	The majority of this House became the Tylwyth Myndd although small numbers remained as part of the Tylwyth Teg and none stayed with the Tylwyth Du. If this House is rolled when generating Tylwyth Du characters treat as House Morrigan.
Brigit	This house divided itself equally after the Sundering.





LIFESTYLE & CUSTOMS

HABITAT

The rumour that Elves live in trees is not completely unfounded. Virtually all Elven settlements are in areas of dense forest, generally in the heart where humans rarely travel. In the early days all Elves were nomadic, travelling from one area of the great forests to another, stopping for a year or two to tend the area and revitalise it. Nowadays more permanent structures are being built and the Elves are settling down; and the world is suffering for it.

Elves now use two types of houses, permanent and temporary. Temporary houses are those used by Elves who still follow their original nomadic lifestyle. Built from little more than a few planks of wood, they are simple platforms with a sloped roof constructed in the branches of a tree. Leather groundsheets are strung up to provide protection from the elements, and the houses are reached by means of a rope ladder or climbing the tree. They have no home comforts, such as carpets or fireplaces.

In such temporary camps the Elves build their homes in a circular pattern, with the homes of warriors on the edges and those of the elderly or families with young children in the centre, where it is safer. A central area is marked off with rope, and is used by all of the Elves

as a communal meeting area. It also contains the fire pits for communal cooking. Privacy is virtually unknown to these Elves, sharing instead a group spirit where one looks after one's neighbours as if they were family.

The Great and True Elves of these nomadic tribes live in similar conditions to their Half-Blood kin, although their homes resemble log cabins and are built on the ground near the communal area. Often comprising of several rooms, there is space for several people to sleep, work areas for the females, a playroom for the children, and an audience chamber where they can deal with matters of "state".

In permanent settlements the houses are built entirely from logs and roofed with weather proofed wooden tiles. They are simple and quick to construct, taking the average family no more than a few days with the help of friends and neighbours. Inside they follow a standard pattern, with the house being divided into rooms of varying sizes.

The largest room, and the one entered through the front door, is the main hall, where the family lives, eats, and performs any crafts they are skilled at. A fire place, normally little more than a clay-lined pit in the centre of the room, provides light and warmth, as well as acting as a cooking fire, with the smoke rising through a hole cut in the roof. When the fire is not lit the hole can be sealed with a wooden plug to prevent rain or animals from entering. Leading off this room are smaller rooms, used for storage and bedrooms. A typical house has a master bedroom with adjoining smaller bedrooms for any children. One room is often set aside as a play area for children, so they do not bother any parent that works from home.

Elven homes do not have locks, and a heavy wooden beam is used to "lock" the door at night. Windows are nothing more than holes in the walls sealed by heavy wooden shutters.

All furniture in an Elven home is crafted from local wood and contains few ornamental designs, since it is designed for practical use rather than for show. Few Elves bother with portraits, ornaments, or statues, instead using flowers to decorate the home and make it comfortable.

Great Elves generally possess either much larger wooden homes consisting of as many as twenty rooms, or have smaller houses constructed from stone. As well as the common areas found in Half Blood houses, they have rooms for their servants, as well as rooms set aside as studies and libraries.

True Elves care even less for material goods, knowing that throughout their long lives many items crafted by hand will perish through age. They maintain large stone palaces crafted entirely through the use of magic, where nothing fades or ages.





If they require an additional room, they simply create one, fully furnished and ready to use. Elven palaces generally comprise of fifty or more rooms, all decorated with sumptuous, if illusionary, tapestries, statues, and works of art.

A standard permanent Elven settlement has the True Elf's palace in the centre, surrounded by the houses of the Great Elves and trees of great age and natural beauty. The Half Bloods are grouped further away in small districts. Generally grouped by trade, a visitor would find districts comprised entirely of Plant Tenders, merchants, and craftsmen. Occupations with few practitioners, such as healers or entertainers, make their homes where they can. Military barracks, where such exist beyond militia units, are located on the approaches to the settlement so giving the defenders ample opportunity to stop attackers before they enter the main area of habitation.

The settlement contains no paved roads, merely forest trails of varying widths leading from one location to another. In times of attack, Elven magicians can make these trails vanish or lead in circles, confusing the enemy and given the defenders an advantage.

FAMILY UNIT

The highest unit of Elven society is the *lanalir* (plural *lanaliri*; literally "House"). There are thirteen great *lanaliri* within the Elven Nation, each ruled by a Pure Blood Elf who can trace his ancestry unbroken back to days before the Fall, when the Elves were part of Faerie. Only True Elves may use their House name as their surname, for others to do so is deemed an insult to the True Elves of the House and their Faerie ancestors and constitutes a *Lirarilian Alion* (literally "Crime of the Spirit").

Each *lanalir* is comprised of extended family units known as *laflurini* (singular *laflurin*; literally "branches"), which are similar to human and Dwarven families. These comprise of families of Elves whose ancestry is tied to that of the House. Great Elves are nearer the top of the branch, and Half Bloods may be several steps removed. *Laflurin* members refer to themselves as so-and-so (first and surname) of a particular House, to show that they are House members but do not rule. Within any given *lanalir* there will be several *laflurini* of differing social status, representing how the blood of the *lanalir* has fared since the Fall.

Within each *laflurin* or branch there are individual families, generally comprised of two adults and one or more offspring, including adopted children, bonded together by common blood and marriage. With the effects of the Blight increasing, it is not uncommon for True Elf parents to have Half Blood children, which causes something of a dilemma. The Codex of Laws states that only a True Elf can use his House as a surname, and yet the direct children of such Elves may not legally be able to do so. In such an instance the Elf inserts the word *Elnar* (literally "fallen child") after his first name, to show his reduced status. Although of noble birth, he cannot wield power in the same way as his parents and is usually apprenticed in a Half Blood trade.

The young remain with their family until they reach the age of adulthood, generally around 30 in human years, at which point it is customary for them to leave and form their own household. Elderly Elves rarely move in with their children, preferring to maintain their own home until they become too infirm to support themselves, at which point they may elect to undertake the Final Journey (see *Chapter 6 – Religion*).

NAMES

In general, Elven names contain as many vowels as consonants. The consonants used are pronounced softly and are never stressed. The name rolls off the tongue, rather than being forced out, as is common with Dwarves and their guttural tongue. There is very little differentiation between male and female names, save that female names always end with an "a".

Elven names reflect their social caste and impart such knowledge to those they introduce themselves to. True Elves use the name of their House as their personal surname, Great Elves use the name of their *laflurin*, and Half Bloods use that of their *laflurin* and *lanalir*.

Examples include a Half Blood called Alith from the Sinaenorasnar branch of House Manannan would refer to himself as "Alith, son of Sinaenorasnar of *Lanalir* Manannan", whilst a Great Elf with the personal name Linaela of the same branch and House would introduce herself as "Linaela Sinaenorasnar of *Lanalir* Manannan". However, a True Elf with the name Aereirnar is simply "Aereirnar Manannan". This may be long-winded, but Elves thrive on formality.

It should be noted that the more important Elves have shorter names than those of common stock, this is because the name of an Elf's *lanalir* is worth more than that of his *laflurin* and using it as a surname imparts purity of ancestry immediately. The further an Elf is from his ancestor the more he must tell another Elf so he can judge his position in society.

Rules Point:

To create a random Elven name use the following system, remembering to add an "a" for female names.

Step One

Roll a single D10 to determine the make up of the Elf's first name, and compare the result to *Table 3.1 – Elven First Names*.

1D10	Result
1	The name begins with a single letter – roll against <i>Table 3.3 – Single Letter</i> .
2 – 5	The name contains a first and last syllable – roll against <i>Table 3.4 – First Syllable</i> and <i>Table 3.6 – Last Syllable</i> respectively.
7 – 9	The name contains a first, middle and last syllable and these should be rolled against <i>Table 3.4 – First Syllable</i> , <i>Table 3.5 – Middle Syllable</i> and <i>Table 3.6 – Last Syllable</i> in order.
10	The name contains one first, two middle and one last syllable and these should be rolled in order against <i>Table 3.4 – First Syllable</i> once, <i>Table 3.5 – Middle Syllable</i> twice and <i>Table 3.6 – Last Syllable</i> once.

TABLE 3.1 – ELVEN FIRST NAMES

**Step Two**

Roll a single D10 to determine the make up of the Elf's branch name, and compare the result to *Table 3.2 – Elven Branch Names*.

1D10	Result
1 - 5	The name contains a first, middle and last syllable and these should be rolled against <i>Table 3.4 – First Syllable</i> , <i>Table 3.5 – Middle Syllable</i> and <i>Table 3.6 – Last Syllable</i> in order.
6 - 9	The name contains one first, two middle and one last syllable and these should be rolled in order against <i>Table 3.4 – First Syllable</i> once, <i>Table 3.5 – Middle Syllable</i> twice and <i>Table 3.6 – Last Syllable</i> once.
10	The name contains one first, D10 / 2 middle and one last syllable and these should be rolled in order against <i>Table 3.4 – First Syllable</i> once, <i>Table 3.5 – Middle Syllable</i> D10 / 2 times <i>Table 3.6 – Last Syllable</i> once.

TABLE 3.2 – ELVEN BRANCH NAMES

1D10	Syllable
1 - 5	A
6 - 8	E
9 - 10	Ea

TABLE 3.3 – SINGLE LETTER

1D10	Syllable
1	EI
2	Lin
3	Ril
4	Sil
5	Ael
6	Aer
7	Al
8	Sin
9	Lir
10	Mel

TABLE 3.4 – FIRST SYLLABLE

1D10	Syllable
1	ar
2	or
3	al
4	Ir
5	In
6	aen
7	eir
8	il
9	ri
10	ril

TABLE 3.5 – MIDDLE SYLLABLE

2D10	Syllable	2D10	Syllable
2	nar	11	nil
3	nil	12	I
4	rieth	13	ni
5	lan	14	ial
6	al	15	ael
7	nar	16	ien
8	lith	17	lir
9	nal	18	ian
10	en	19	ion
		20	ae

TABLE 3.6 – LAST SYLLABLE**CLOTHING**

Elven clothing is noted for its finery and also for its hard-wearing nature. Most clothing produced by Elves is constructed from soft leather and finely spun wool, although high quality garments spun from spiders' webs are not unknown amongst the True Elves. Regardless of social rank, Elves prefer soft, natural hues, with greens and browns being the most common. Light blues and greys are worn on occasion, but harsher colours like red and yellow are rarely used.

The standard Half Blood wears trousers made from leather or wool, tied at the waist and ankle with a leather draw-cord. Those that work in outdoor professions have reinforced knee and rear areas, to save wear and tear on the garment. Leather boots, often worn to mid-calf, protect the feet but many workers wear only ankle-high boots of sturdier leather. Loose woollen shirts, worn tucked into the belt, cover the torso and arms. Woollen cloaks, often thick and used as blankets at night, are worn in the winter months and when away from the settlement for any length of time. Although most Elves are not fond of jewellery, the cloak is fastened with a brooch at the shoulder, allowing easy access to weapons.

Few Elves wear hats of any kind, save for those that are part of a suit of armour. Leather gloves are worn by workers to protect their hands whilst thick woollen gloves protect from cold in winter.

Female dress is similar to that of male Elves, although women working indoors often wear a light woollen skirt, similar in design to a kilt.

Great and True Elves wear richer clothes than their less pure cousins, preferring loose robes that cover the entire body from neck to feet and tied only at the waist by a leather sash. Their boots are of the softest leather and generally extend to the knee. Nobles do not wear any form of hat, but headbands, decorated with their House's crest and coloured according to rank, are commonly worn as a mark of their status within society. When trousers and shirts are worn they are of the best quality and cut, often created from spiders' silk, and coloured by magic to suit the wearer's mood. Their dislike of material wealth causes them to shun normal jewellery, but illusionary rings and earrings adorn their personages as a symbol of their power and "wealth".

Aside from the common clothing worn daily, Elves possess two special items, referred to by humans as Elven cloaks and Elven boots. Many magical powers have been attributed to these garments and non-Elves have always been eager to acquire such items as a sign of power, wealth, or prestige. Non-Elves caught with such items are questioned as to how they acquired them and thieves can expect instant punishment.

An Elven cloak is similar to a normal cloak save that it is coloured with special pigments that actually alter its hue to match that of the background foliage. No effort is needed on the part of the wearer, the cloak shifts colour automatically. When worn, the wearer has an increased chance to remain unseen in natural surroundings and even when he reveals himself much of his body is ill defined as the cloak shifts pattern to provide the best protection. Elven cloaks are extremely light, seemingly being made almost from air, but are resistant to damage.



Rules Point:

An Elven cloak provides a **+26% PSF** bonus to the wearer's **Blending into Surroundings** skill, so long as he is in an area of foliage. In addition the cloak provides an additional **2 points** of protection to the body and arms of the wearer.

Elven boots are crafted from the finest kidskin leather and are waterproof, hard-wearing, and extremely supple. Valued the most by scouts and Goblin Hunters, the wearer exerts little ground pressure when he wears them and can walk over dry twigs with only a slim chance of actually making any discernible sound. Tracks made by the boots are only light indentations, easily removed by a light down-pour or a few days of time.

Rules Point:

Elven boots grant a **+26% PSF** bonus to the wearer's **Forester's Stealth** skill. Anyone trying to track a person wearing such boots has a **-13%** penalty to his roll. Elven boots provide the wearer with an additional **1 point** of protection to the lower legs and feet.

To humans such items are obviously magical whereas to Elves these are perfectly natural, if somewhat rare, garments created to serve a specific purpose.

DIET

Contrary to popular belief, Elves are not pure vegetarians. Although vegetables do constitute the greater part of their dietary requirements, they also need a little meat to survive. The main part of an Elf's diet comprises of nuts and berries, either grown on family plots or foraged from the local forest. A wide variety of fruits, including apples, pears, grapes, peaches and oranges, are also grown for consumption. Much of the time these are eaten raw, although cakes and preserves created from these ingredients are very popular and dried fruits are eaten as a snack by workers and travellers who do not wish to carry bulky amounts of fresh goods. Honey, normally foraged from the hives of wild bees, is used as a sweetener in cooking and in beverages.

Of the foods grown on the communal farms in permanent settlements, aside from nuts, berries and fruits, vegetables form the greatest part and all varieties known to humans are grown. Most of the time the vegetables are boiled for a short time until just tender, but frying, sautéing, pureeing, and roasting are all used to prepare them. Although Elves do not grow potatoes, they do have a tuber-like vegetable similar to it. Wheat and corn are grown by Elves, from which they make a type of unleavened sweet bread.

When meat is required, it is in the form of hunted game. Rabbits, wild boar, and deer are all used in Elven cooking. Cattle, poultry, pigs, and sheep are occasionally raised on farms, but this is not the norm. Normally roasted over an open fire and seasoned with a sauce of berries and fruits, meat forms only a small part of their diet and their metabolism requires that it be eaten only a few times a year.

Elves use all kinds of herbs to flavour their food, preferring those with a delicate aroma and taste to anything too pungent or overwhelming. The more subtle the flavour, the more it is valued as a seasoning.

Beverages are normally mildly alcoholic in nature and most take the form of wines brewed from fruits and plants. When drunk with a meal or during the day, these are watered down with spring water, it is only when at a social event that they are drunk undiluted. Elven wine is normally around 8% in strength, although the best wines can be as high as 15%. Elves do not brew beer, but mead is commonly drunk by True Elves. Elven brewers know how to make spirits and this is normally a form of grain alcohol with a volume of around 60%. Drunk in small quantities it is intoxicating, in larger quantities it can lead to a form of paralysis.

LANGUAGE & LITERACY

The Elven language is known to them as *Sanieli* (literally "the True Tongue") but is simply called Elven by humans and other sentient races. Unlike Dwarven, it has no direct links to any human tongue, although some Celtic tongues bare a distant resemblance. The number of vowels makes it hard for humans to learn and pronounce correctly.

The language is a remnant from the Fall and has links to ancient Faerie tongues, although it has evolved over the aeons into a separate and distinct language. When spoken by a native it is a rapid language, spoken quickly and without pausing for breath.

Elves are literate, to a degree. It is unusual for Half Bloods to learn how to read and write. Most do not have the time, and of the nomadic Elves none feel the need. It is in decline as is the culture that created it. A few professions are taught the script, but these are uncommon in Elven society.

Elven script, known as *Elasnil*, (literally "the Word") is extremely hard to read, consisting of long, narrow pen strokes that flow together to form a continuous line of text, similar to Arabic. Unlike the Dwarves, Elves maintain large volumes of written material, using paper made from the leaves of certain plants and natural inks. These are rolled into scrolls or bound into books. The ink used is made from natural dyes found in berries and tree sap, producing a gold or silver colour that Elves find pleasing to look at.

Humans who have taken the time to learn the spoken language are given a degree of respect by all Elves. However, those who learn to write the Elven script are mistrusted by Great Elves and despised by True Elves, who see it as a slight to their race's heritage.

RECREATION

Work occupies much of a Half Blood's waking time, giving them little opportunity to enjoy other parts of their long lives. Religious festivals provide a respite from the routine of daily life, but few have the time to take up hobbies. Music, dancing, and singing, often songs depicting better times, form the greater part of their entertainment, although games such as "Hunter and Goblins" (similar to "Hide and Seek") and word games are popular.





Archery practise is mandatory and practised for two hours a day, every day. Half Bloods are expected to fight when called to arms but a small professional army, along with noble guards and Goblin Hunters, is maintained for the almost daily war waged against the Elves enemies, who vary House by House and settlement by settlement.

Great Elves have more leisure time in their day. They spend much of it hunting, playing riddle games, creating songs, and playing a form of chess that involves an Elven side fighting against either a goblinoid, human or Dwarven side (depending on the Elf's view on either race) on a board with different terrain squares. Most practise archery a few times a week, but it is not an obligation they must fulfil.

True Elves have even more leisure time, but tend to spend it either in long philosophical discussion on the fate of their race and in mourning the lost glory of their past. The Blight has sapped their will for much creativity, knowledge of certain extinction leaves them little time for frivolity.

CURRENCY

Elven society is based around either a nomadic tribe or a permanent settlement. Within either all property is considered to belong to the community, although no Elf would take something from another's house without first asking permission. Food, clothing, weapons (except the longbow) and furniture are all there to serve the community as a whole. Only the longbow remains personal, as it is a physical symbol of the Earth's link to any given Elf and is therefore his special property.

If an Elven family has no food it approaches the communal stores and asks for some. As long as the family has worked hard and has fallen on hard times through no fault of their own then food is given to them. Theoretically, all food from a harvest is stored in communal areas and distributed equally amongst the families. In reality the Great and True Elves take more, but the Half Bloods are generally content as long as there is enough to feed them properly. Famine causes strife within Elven communities, for although the noble Elves are of a purer form, many Half Bloods know that they have little chance of producing a non-Half Blood child and so should suffer as much as they do.

When dealing with humans or Dwarves, the Elves barter with food and herbs rather than with coins. They have no love of the Underearth, preferring to leave that dark and dismal realm to the Dwarves, nor do they wish to strip away the Earth's surface to reach the minerals that lie beneath it. Any metal they use for weapons, armour, or other utensils is bought rather than mined.

TRADE

Elven merchants were once fairly common, travelling between human settlements and Elven lands, trading food, herbs and furs in return for metal items. Once humans learned the art of agriculture the balance tipped out of the Elves favour and trade diminished. The Elves still needed metal, but the humans only sought rarer items, preferring to grow common foodstuffs themselves and hold on to their metal items. Elves and Dwarves once traded together, but since their split this has become infrequent and only a few Dwarven Clans will deal with the Elven Nation on peaceful terms.

When humans and Elves do trade it is through merchants, Half Bloods skilled at negotiation and bartering. The goods they sell are the communal property of the settlement and so any goods bought back are also communal goods. Although the Great or True Elf ruler of a settlement decides how much is to be traded and for what, he often consults with his subjects, for generally they know what items are required more readily than he does.

Because the notion of personal property is unknown to many Elves, little is ever stolen or bartered for personal gain. Elves sometimes buy compulsively, trading fruit for a trinket, but it is still done for the community. Such Elves soon lose their status as merchants, but the goods are nonetheless delivered back to the communal storage areas to be shared.

A force of Goblin Hunters from the community, assuming there are any to spare always guards Elven merchant caravans. Such caravans comprise of horse-drawn carts laden with goods. Trade is normally conducted when a nomadic tribe is in an area of land that is close to that of humans, so any Goblin Hunters can be recalled quickly if the tribe is in any danger. Elves from permanent villages will trade when they need to, even though it may leave them low on defences.

LAW AND ORDER

The Elven Nation is governed by an ancient text known as the Codex of Law. The *Elinrilrilenrieth* (literally "Codex of Laws") is an ancient text that spans back to the days shortly after The Fall, when the Elves first entered the mortal realms. The Codex is not a single tome, such a book would be far too massive to open, let alone carry around. Instead it is broken down into sections, each covering a specific topic, such as marriage, assault, fraud, blasphemy, and so on. Within each *Melasion* (literally "Addendum"), as the smaller books are known, there are lists of crimes, the typical penalties for committing such crimes, and historical examples. The largest section covers **Crimes of the Spirit**, such as interbreeding with another race, spreading impurities amongst the race, consorting with goblinoids, killing another Elf, and so on. These crimes carry the heaviest sentences.

Only the True Elf in control of a House can add or remove laws from the Codex and even then these laws only relate to their own House. **House Laws**, as they are commonly known, become effective immediately, although they cannot be used to punish someone retroactively. **Universal Laws** are created at the Gathering of the Thirteen, which occurs only once per century.

Those responsible for upholding the Law are the Lawgivers. These are Great Elves with the power of judge, jury and executioner over Half Bloods. Every Elven settlement generally contains one Lawgiver, although in remote areas one may have to service two or three small villages. Answerable only to the True Elf that controls the realm, the Lawgiver is given a free hand to dispense justice as he sees fit, so long as he follows the guidelines laid down within the Codex. While he can punish Half Bloods on the spot, Great Elves who break the law must be reported to the Lawgiver's True Elf overlord.



A Great Elf accused of a crime is brought under guard before his True Elf overseer and asked to explain their actions. After an often lengthy and formal hearing, the True Elf passes judgement, which is then carried out by one of his Lawgivers. True Elves can only be accused of a crime by another True Elf, a rare event unless a power struggle is taking place within a House, and then only Crimes of the Spirit can be brought against them. Murder, theft, arson, and other "mundane" crimes carry no penalty for True Elves. All True Elves answer only to their House ruler and are rarely punished, unless the crime was too heinous to ignore (such as interbreeding with another House or another race). The current system of law has evolved to give the few remaining True Elves more privileges, and protect them from "petty" legal squabbles. This in itself can cause some resentment between the Half Bloods and the True Elves since many Half Bloods do not see why True Elves should be virtually above the law.

There is no appeal system within Elven society, once you have been sentenced there is no chance of a reprieve.

The family of a Half Blood criminal is often implicated in his crimes. For minor offences they must undergo the *Rilillan* (literally "fine of starvation"), but for major offences they are often forced into exile as Lost Bloods in order to help cleanse their race of the taint they have acquired. Typical sentences for crimes range from fines through physical punishment to exile. Most fines are in the form of food, forcing a family to exist on meagre rations for a predetermined period. Lengthy sentences often result in the young and elderly of a family suffering great deprivation, but the True Elves say "it purifies the race". Physical punishment often involves public flogging and occasionally branding, although this form of punishment covers only serious crimes. The two most serious punishments are being exiled, generally reserved for serious Crimes of the Spirit, and the more common *Niellan Rilriorlan* (literally "Sacrifice of Purification").

A criminal forced into exile status undergoes the *Aelion Aelilion* (literally "Rite of Exile") and then becomes a Lost Blood, his ties to his heritage severed forever. The *Niellan Rilriorlan* or Sacrifice of Purification is a chance for the accused to prove his family's purity by locating and destroying a force of goblinoids, generally a force made up of far superior numbers. None have ever survived the punishment, but their death cleanses their family's bloodline of the crime. A Half Blood committing a crime against a Great Elf is generally sentenced to enact the Sacrifice of Purification. A crime against a True Elf is punished by the criminal having to enact the Sacrifice of Purification to restore the honour of the True Elf, before undergoing the *Aelion Aelilion* should he survive.

Elven law may sound particularly harsh but they are designed to be. With their race in decline, the Elves need to make sure that no further taint is introduced into their already weakened racial purity. The vast majority of Elves are law-abiding and major crimes are fairly rare. The effect of seeing a Lawgiver in the village is often enough to convince most minor criminals of the error of their ways and the few who undergo a heavy fine, especially those who lose family members, rarely repeat their mistakes. Lawgivers are generally not despots, they uphold the law, for better or worse, and do not go around punishing Half Bloods out of spite.

The Lawgivers subject non-Elves who break the law within Elven lands to the heaviest sentence possible, with death by beheading replacing exile and the Sacrifice of Purification. Ignorance is not an excuse to most Lawgivers.

THE GATHERING OF THE THIRTEEN

Although True Elves can run their domains as they see fit, there is a legislative body greater than them. Known as *Niellenaenial Meraenrilir* (literally "The Gathering of the Thirteen Ruling Houses"), the ruling council of the Elves is comprised of the Pure Blood rulers of each of the Thirteen Great Elven Houses, hence its name.

Meeting only once every century, and always on the first moonless night of the century, the *Niellenaenial* or the Thirteen Great Ruling Houses are responsible for guiding the Elven Nation to its destiny. They make and repeal laws for the *Elinrililenrieth* or Codex of Laws", the sacred Elven laws, and they determine the action to be taken against the goblinoid races for the next hundred years. At the council they also hear petitions from other True Elves, meet with the rulers of the lands of the Faerie, and, on exceptionally rare occasions, they entertain diplomats from the Dwarven clans. The latter only tends to happen when the goblinoids have had recent successes in warfare and a drastic change of strategy is required. Better the Devil you know or so the saying goes!

The Thirteen always meet in a sacred grove within the Black Forest in Germany. Only the members of the council and their most trusted bodyguards know the location of the grove, and it is the guards' duty to prevent outsiders, including other Elves, from entering the grove. As well as wood and steel, the guards employ traps and powerful magic spells to safeguard their masters' privacy. Without exception, death awaits anyone foolish enough to try and eavesdrop on the council.

The Gathering is shrouded in ritual, with each member reciting his lineage back to his original ancestor. This can often take hours to complete, but for Pure Blood Elves it is important since it emphasises their heritage in an age when their race is dying before their eyes. Once the lineages have been recited, the members sit at a great oak table, measuring some 30 feet across and carved from a single piece of oak. Business is conducted in a polite manner, with each member receiving a chance to put his views before the Gathering. Once each member has put his opinions, a vote is taken with each member having a single vote to cast on any motion. The power of *veto* does not exist and abstaining is virtually unheard of.

WARFARE

There are three types of soldier within Elven society, these are the militia, comprised of every able-bodied male Elf in a settlement, the guards of Great and True Elves, and the Goblin Hunters, who are the most professional soldiers of the Elven Nation.

When forced to fight, the Elves do not use massed ranks, except for the occasional archer unit. They prefer to fight a skirmish war, with each soldier defending his own chosen ground using whatever method he wishes. Ambushes, withering missile fire, and traps are all commonly used tactics designed to weaken and demoralise foes.



When defending their home territories, magically animated War Trees (see *Appendix B – Bestiary*) are used to hamper enemy advancement and smash ranks of soldiers.

Elves rarely take prisoners and never do so amongst their racial foes, that is all goblinoid species and Elvbanes (and some say the Dwarves should be added as well). Prisoners that are taken are ransomed back in return for goods or services, to be specified at a later date. Inter-House warfare is not totally unknown and any Elves taken prisoner are treated according to their social rank.

All Elves are skilled in the use of the Elven longbow and train regularly almost from the age they can walk. Swords, javelins and spears are all favoured melee weapons, with the later two weapons doubling as missile weapons when needed. Shields are rarely used as they interfere with missile use, and heavier two-handed weapons generally prove much too unwieldy for the lightly framed Elves. Most Elves possess a sword or spear, and whilst they are not expected to be as proficient with it as the longbow, they must still maintain a reasonable skill.

Most Elves wear light armour, in the form of a leather cuirass or padded full-length suit. Heavier armour, such as chainmail or brigandine is reserved for Goblin Hunters who are going deep into enemy territory, especially as most Elves find its weight and restrictiveness uncomfortable for long periods. Shields are a personal choice, many prefer not to use one as it restricts the usage of the longbow, whilst others favour it as a back protector or for use in hand-to-hand combat.

VIEWS ON HUMANS

Humans have long proven an enigma to the Elves. Short-lived, by Elven standards, they have managed to become the dominant force on the planet. Their society varies from country to country and their rulers use different measures to rule their domains. They build cathedrals that take generations to finish, knowing that those who start the project will not live to see it completed. Their nobles try to remain within a certain lineage, but freely dally with women of lower classes, often producing illegitimate offspring. They war against each other over resources, land, and religious differences.

Humans have also shown little regard for the Elves' natural habitat. When mankind was in its infancy the Elves visited them and inspired humanity's gods, teaching them respect for the Earth and showing them how to live in harmony with it. To begin with everything went well, but once the humans developed metal tools and agriculture they began to expand. Instead of foraging from the forests, they cut huge swaths to make room for settlements and farms and to burn as firewood. The surface of the Earth became scarred as humans began to mine minerals from beneath its surface.

A few Houses now wish to wage war against the humans, labelling them as little better than the goblinoids that the Elves already wage a daily war against. The current situation is tense, with the Elves watching their numbers grow less as the humans reproduce at a rapid rate and destroy the Earth they are sworn to protect. Although the Elves do still trade with some humans, these are mainly in pagan lands, such as those controlled by the Slavs to the east, and in areas where Celtic tradition is still strong, such as Ireland and remote parts of Scotland.

VIEWS ON DWARVES

Although Elves and Dwarves share a common belief in Earth worship, the similarities are superficial. Dwarves believe that they are responsible for keeping the Earth healthy by sacrificing mineral wealth to her. The Elves, on the other hand, place the purity of the surface world highest on their list.

When mankind was young the Elves and Dwarves were much closer than they are today. Although the Elves tended to look down their noses at the Dwarves, they understood their basic religious beliefs and, whilst not agreeing with them, honoured them in spirit. When trade took place between the two races the Elves would honour the Dwarves requests and they would bury metal items back in the Earth after a given time. Likewise, the Dwarves planted new forests to appease the Elves. The races were not friends, but they had a healthy respect for each other.

Nothing good lasts forever, and around 7,500 years ago the fragile acquaintanceship collapsed. A goblinoid army, the likes of which had never been seen before and has never been seen since, burst forth from their underground lairs and threatened to destroy the surface world. While the Dwarves sent a large army to fight the goblinoids, the Elves watched and waited. As the terrible battle raged, the Dwarves who were badly outnumbered began to suffer heavy losses. Maintaining a disciplined and fighting withdraw, the Dwarves edged back towards an Elven forest and just as things looked desperate the Elves acted, slaying thousands of goblins with a withering rain of arrows from the sanctuary of their forest home. The goblins broke and the Dwarves counter-charged and the day was saved.

The Dwarven general, Frosti Ironmane, was furious when he heard that the Elves had intervened only when the forest was threatened by the goblins. Swearing that his people would never forget the Elves behaviour, Frosti and the remnants of this army left the field of battle and since that day the Elves and Dwarves have been enemies. Both sides can not afford a full-frontal war, especially with the goblinoids posing a threat to both races, but minor skirmishes and isolated attacks are not uncommon.

The truth of the matter is more complicated than the Dwarves realised. That the goblinoid army was approaching one of the Elves major holdings is not in doubt, but it is unlikely the goblins would have lasted long had they entered under the canopy of the dark forest. Elven Goblin Hunters were ready in large numbers, Wardens had animated War Trees, and all kind of traps had been laid to thwart the invaders. The Elves had nothing to fear from the goblinoids, especially after the Dwarves had weakened their army after the day-long battle.

The True Elf ruler of the domain, Merilalni Ogmios, had made a serious error of judgement. His plan was to spare Elven blood whilst sacrificing a little Dwarven blood. He had no wish for his own people to be butchered when he could use the Dwarves to do the job for him. Although the Blight was yet to take full effect, the Elves had noticed changes within their race. Instead, he allowed the Dwarves to be killed whilst he held his men back for a decisive moment. When that moment came, the Elves did indeed save the



day, but before he could approach the Dwarves, a band of Half Bloods arrived at the Dwarven camp. This group of Elves angry at the treatment of the Dwarves and their human allies arrived at the camp and told the Dwarven general that they were emissaries of Merilalni Ogmios. They told the Dwarven general that they had only intervened to save their home. Their plan was to have the Dwarves kill Merilalni there and then, but instead they unleashed centuries of hatred and distrust.

The Thirteen convened on the matter and created a story designed to save Elven face in the light of the Half Bloods' action. Thanks to some careful propaganda, few Elves will now deal openly with a Dwarf, preferring to ignore them at best and fight them at worst. The Elves feel they have been hard done by, especially as they saved the day. If anything, they say, they should have the Dwarves' thanks for their actions.

KEEPERS OF THE WRITTEN WORD

Mention should be made of this most sacred of tasks, the preservation of all that has been written in the Elven tongue. There are a number of vocations, which are involved in the task of recording the past history and other records of the Elves.

The first of these and the lowest of the roles are that of the Lore Keeper. This lowly role is filled by a Half Blood, but is a well-respected position. The Elf who fills this role is expected to be fully literate, not just in his own tongue but in the tongues of other races. His primary role is to maintain the scrolls and books that make up the repositories of Elven lore. He must insure that the scrolls do not deteriorate over the passage of time, and should a scroll or book show signs of wear, it is his job to copy the aforementioned text onto new parchment. The copying of such text must be one hundred percent accurate and is checked by a Lore Master.

Lore Keepers may also be called upon to translate texts from other races, especially treaties and these are then passed to the Lore Master for interpretation.

Next up the ladder are the roles of the Lawgivers and the Calendar Keepers, roles that are filled by Great Elves. The Lawgivers are responsible for carrying out the word of the law, and as such they have access to the previous records of law that record past judgements and the actual laws themselves, the Elinrililenrieth or "Codex of Law". Access to these written texts allows the Lawgivers to maintain the consistency of Elven law that has lasted for thousands of years. Whenever a Lawgiver passes judgement he records the details of the case, the law that has prevailed on the case and the reasoning behind the judgement. This record is then stored within the repository of law for the House concerned.

Lore Keepers meticulously copy these records for every other House so that a body of consistent law has been built up over the centuries. The same can be said for the Calendar Keepers, who record all of the calculations and movements of the stars, which they observe. They have access to the repositories in order for them to check back over ages of records to forecast the movements of heavenly bodies. In this way they are able to accurately forecast when the stars will be in the right positions for the various festivals and rituals that take place in Elven life. As with the records of legal judgements, the Lore Keepers insure that copies are made of these calculations and passed to the other Houses so that festivals are kept at the same time.

Above all of these, are the Lore Masters, True Elves who watch over the complete repositories of Lore. Each House maintains a number of Lore Masters who watch over the House Repositories. Each century each House elects one of their number to watch over the central body of Lore which contains copies of every single document.

Each Lore Master has a staff of Lore Keepers under his direct control while the Calendar Keepers and Lawgivers act as independents, answerable only to the head of the House. The Lore Master is responsible for the accurate copying of texts and accurate translation of non-Elven documents. He must be fully conversant in many languages and is commonly an Elven Mage. He has the power to pass punishments on incorrectly copied texts as dictated by law and within the bounds of the repositories acts as a Lawgiver.

The repositories themselves are always hidden, their locations only known to those who are allowed access, the Lore Keepers, Calendar Keepers, Lawgivers, Lore Masters and the Head of the House. They may be found in various locales, ranging from great caves to the hollowed out trunks of mighty oaks. For those who lead a nomadic existence the House repositories are widely scattered, with only the Elinrililenrieth carried in a caravan with the group. These repositories of Lore are guarded heavily by the Lore Keepers who have been known to be more ferocious than Goblin Hunters when it comes to the protection of the Lore.

It is rare indeed for any other Elf to be allowed access to these records and it would be considered sacrilegious for a non-Elf to have any kind of access.



MISCONCEPTIONS & TRUTHS

Elves have never mixed much with humans, preferring the company of any blooded Elf to humans, whose lives are measured in such short measures. Humans, as a race that tends to categorise and rationalise, have many myths and legends concerning Elves. Many times when a human does not understand something, he finds an explanation for it, no matter how bizarre it may seem. Rural-based humans know more about Elves than town dwellers, but even their knowledge is far from complete and prone to be mixed with human folklore and superstition.

The section that follows shows examples of typical misconceptions about Elves, along with the real explanation of how the Elves see things.



ELVEN BOWS

Ask any human to picture an Elf warrior and he always, always, has a longbow with him. The description might change, depending on whom you ask and what they know about archery and weapons, but as far as humans are concerned every Elven warrior carries a longbow. Elven longbows are attributed with many powers ranging from dramatically increased range, miraculous accuracy, homing arrows, and the ability to penetrate any armour as if it were cloth. Few are based on any fact.

To an Elf, his longbow is not just a weapon for hunting or warfare; it is part of his soul. When an Elf reaches the age of 15 (in Elven years), he is taken to a sacred grove deep within the forest in which he dwells. There he is presented before a tree of immense age and splendour, a tree that is not of any single type, but instead has a variety of leaves from all of the trees within the forest. These gestalt trees are the source of all true Elven longbows and have generally supplied many generations before them. These trees are extremely rare and their locations are a fiercely kept secret of the Elven Nation.

In a lengthy and complex ritual, the supplicant is required to ask the tree for its aid, a donation of a branch from which a longbow can be made. Often taking days, the ritual is witnessed by several other Elves who make sure that the tree willingly confers a branch and that the Elf does not merely cut one down. These observers are also the guardians of the tree, protecting it from harm with their lives and are normally Plant Tenders or Goblin Hunters.

If the Elf is successful in his task, the tree lowers a single branch to the ground. The Elf is then expected to cut off the branch using a ceremonial knife, presented to him by one of the guardians. Once the branch is removed the Elf must prick his finger and drip a few drops of blood onto the tree's wound, replenishing its lifeblood with some of his own. In this manner the Elf becomes one with the tree and a part of Elven society. The same ritual is used for male and female Elves.

The freshly cut branch is then taken to a bowyer who, over a period of seven days, shapes the branch into a longbow. Any remaining wood is used to make arrows, both for the Elf and for the community he belongs to. In this manner, all Elves from the community share in the tree's bounty.

Due to the bond between owner and weapon, few Elves would sell their longbow to a human. Such an act is considered a Crime of the Spirit and harshly punished. Some humans believe that a non-Elf touching an Elven longbow causes it to wither and die. Fortunately this is not true, although the weapon must be ritually cleansed to remove the taint of being touched by one not of Elven blood. This is done by washing the bow in spring water from the nearest spring to the gestalt tree which the bow was taken from. The greatest honour a Half Blood can have befall his longbow is to for a True Elf to touch it, for it shows great respect for the weapon and, therefore, the owner.



An Elven longbow is capable of firing a standard hunting arrow further than a human longbow, often by as much as 100 feet or more. As well as hunting arrows, Elves use war arrows. The Elven war arrows are three to six inches longer than human war arrows but go no further than human war arrows due to their weight in relation to the longbow.

Type of Arrow	-0% SR	-05% MR	-10% LR	-20% ER	-30% Max
Hunting Arrow	20'	60'	200'	450'	900'
War Arrow	20'	50'	150'	250'	600'
AP Arrow	20'	50'	125'	175'	450'

TABLE 4.1 – ELVEN LONGBOW RANGES

A few Elves are gifted with flint-tipped arrows that inflict **Faerie Stroke** on their targets. Any target that is hit by one of these special flint-tipped arrows (often called "Faerie Shot") is paralysed for a period of time equal to **(30 – CON) days**. These are normally given only to True Elves and Great Elves who have proved their worth to both Faeries and the Elven Nation.

The exact details of an Elven longbow vary with the wood it is crafted from. Although normally constructed from yew, other woods have special properties associated with them.

Special Powers of the Longbow

The Gamemaster should assume that all starting Elf characters receive a roll against *Table 4.2 – Elven Longbows*. There are no modifiers for racial type or profession and no points from the optional systems can be used to influence this roll. All special powers attributed to a given longbow can only be used if the weapon is held or carried in some manner. The powers do not function if the Elf loses contact with his bow or if he is not carrying it.

1D100	Longbow Material	Special Powers
01 – 65%	Yew longbow	The most common bow, there are no special powers associated with this weapon, aside from the slightly longer ranges compared with the human yew longbow.
66 – 73%	Pine longbow	An Elf who owns a bow constructed from pine has a +2 level bonus to all Athletic skills. This does not apply to Conditioning or Endurance , but does to all other skills in this category.
74 – 79%	Rowan longbow	Grants a bonus of +2 points of protection to all locations of the Elf who wields or carries this weapon. Against Unseelie Faeries the bow causes an additional +1 point of damage.
80 – 86%	Willow longbow	An Elf who possesses a longbow of this wood gains a +13% modifier to resist Fear , as well as granting an additional +1 point of protection to all body locations.
87 – 88%	Oak longbow	One of the rarest and most powerful longbows known to the Elves, this fearsome weapon causes +4 damage at all ranges and gives a +2 bonus to the Crit Die result.
89 – 94%	Ash longbow	An Elf with this weapon gains a +27% modifier to his Swimming skill and also has the longest range of any Elven longbow.
95 – 99%	Cypress longbow	Damage is increased by +2 at all ranges against undead or spirits. It also give +1 to the Crit Die result so inflicting serious wounds more often.
100%	No longbow	The Elf was refused a longbow. He loses 10 Status Points from his Social Status (the Elf must retain a minimum of 5 Status Points) and must prove himself to the Elven Nation before he may once more petition the sacred tree for one.

TABLE 4.2 – ELVEN LONGBOWS

Revised Weapon Chart for Elven Longbows

SP	Weapon	Attributes	-0% SR	-05% MR	-10% LR	-20% ER	-30% Max
L	Yew longbow	AGIL x 2	20'	60'	200'	450'	900'
L	Pine longbow	AGIL x 2	25'	70'	220'	480'	950'
L	Rowan longbow	AGIL x 2	20'	55'	180'	410'	850'
L	Willow longbow	AGIL x 2	20'	60'	190'	400'	800'
L	Oak longbow	AGIL x 2	30'	70'	250'	500'	950'
L	Ash longbow	AGIL x 2	40'	90'	300'	600'	1100'
L	Cypress longbow	AGIL x 2	15'	50'	150'	400'	800'

Note: These ranges are for Hunting Arrows **only**. War Arrow and Armour Piercing Arrow ranges are the same for each type of bow and are as shown in *Table 4.1 – Elven Longbow Ranges*.

TABLE 4.3 – REVISED WEAPONS CHART

FAERIES

To most humans, Elves are representatives of the Faerie, those enigmatic beings that live on the Other Side and visit Earth for reasons unknown. True, the Elves are more understandable and are definitely flesh and blood, but they are still related to the fey folk.

The truth is not that far from the human belief. The Elves were once members of the Faerie, but voluntarily chose to leave their mystical homeland to live on Earth and tend to its needs. Over the millennia since the Fall, as the Elves call their descent to Earth, they have lost many of their Faerie abilities and, aside from their magic, are little different to most humans. Many Half Bloods doubt the early legends of their own race and very few have ever seen the lands of Faerie.





Faeries and Elves still mix, although with less frequency than they once did. Once, before the Blight, the Elves and Faeries met frequently, partaking in feasts and joint celebrations. Now only a few Pure Blood and True Elves meet with the Faeries and seldom for festivities. The Blight is affecting both races and the Elves seek a cure before they are doomed. The Faeries also seek a cure, convinced that the Elves somehow hold the key.

SLEEP & MEDITATION

"He sleeps like an Elf" is a human expression referring to someone that requires little sleep and always seems active. Humans believe that Elves have no need for true sleep, but instead enter a meditative trance-like state that serves a similar purpose. This way, they hypothesise, Elves extend their lifespan.

Although Elves do enter a meditative trance, they cannot use this indefinitely as a substitute for sleep. When in this state, the Elf remains fully aware of his surroundings, although he cannot hear conversations with any clarity. They only know that a conversation is taking place. The Elf's heart rate is lowered, as is his breathing and his conscious mind drifts freely. Elves use this time to purify their spirit and to commune with the Earth. A few hours of this can leave an Elf fully refreshed and ready for a day's hard labour, but he can only postpone true sleep for a few days.

The exact time depends on how much strain he has placed on his body and mind during the day. Most Elves can last two days without sleep, but those trained to last longer, such as Goblin Hunters, who must often live in enemy territory for weeks, can last around six days before fatigue sets in.

Although partially nocturnal, Elves are more than capable of acting either in daylight or in near darkness. Their eyes are capable of working in lower light levels than humans and during the hours of daylight a thin film covers the eyes to protect it from the sun's glare. Elves prefer to work at night because it means that the forests they call home suffer fewer disturbances. Nocturnal animals are fewer in number than those who are active during the day and plants need time to feed from Brother Sun before they can be tended. Night is also the time when the Elves' major foes, the goblinoids, are most active.

Rules Point:

In game terms an Elf may meditate for two days without any problems, after this he must make a **Meditation** skill roll. So long as he succeeds he may continue to go without true sleep, but only for as many days as he has levels in the skill. To keep going past this, the Elf must roll a Critical Success each night.

HALF-ELVES

Humans mistrust those referred to as Half-Elves, seeing them as an ungodly mix of man and supernatural creature. They believe that an Elf used his strange magicks to seduce a woman, who then bore him a child. Shunned by humans as changelings, the Half-Elves are grudgingly accepted by Lost Blood Elves, as human males often acknowledge and accept their illegitimate children.

Rules Point:

Half-Elves always appear as long-lived humans (able to attain 200 years of age) with the following minimum attributes:

Appearance	14
Bardic Voice	12

They acquire **Fey Sight** from the Elven parent and generate their height and weight as for a Half Blood. Use of Half-Elves as Player Characters is at the Gamemaster's discretion, and if allowed they should be generated as if human with the above minimum attributes. Their father's social background should be generated as for an Elf and can be regarded as being either the vocation of the Elven father or the maternal Elven grandfather of the character. Background skills are as for the social background of the Elven parent.

Unfortunately, humans do not understand the Elven mindset. To Elves a Half-Elf is more of an abomination than he is to human society, and is normally cast out and becomes fostered by Lost Blood Elves. That an Elf would willingly seduce a human in order to breed is abhorrent and leads to immediate punishment if the culprit can be caught. Death is often the preferred punishment, as this stops the guilty party committing the act again. If an Elven woman has been impregnated by a human against her will, then a blood vengeance is needed for the desecration on that Elf's heritage.

The best any Half-Elf can hope for is tolerance of his presence within the Elven Nations, and then only if he has further aided the Elven cause. Whilst amongst humans he can gain prestige and respect, especially amongst nobles, who value them for their "strange talents", although the Church is likely to shun them as "minions of Satan".



CALENDAR

Although the Elven calendar is lunar it does not simply rely on the moon; it also relies on the sun and the movement of the entire celestial sphere. The movements of planets, stars, the appearance of comets and shooting stars are all used in complex equations to calculate the optimum time for planting crops, for True Elves to marry, to wage war, for having children etc. Little that affects Elven society is decided upon without first consulting the astronomical calculations of the Calendar Keepers.

The Calendar Keepers are Great Elves given the responsibility of calculating the movements of the heavenly bodies. They possess great knowledge of the heavens and are armed with a bewildering array of astronomical charts and scientific instruments including an astrolabe, although these valuable devices are kept in secure places. The Calendar Keepers carry a great burden of responsibility on their shoulders, for they alone decide when the stars are right.

HOURS & DAYS

The Elven calendar recognises a standard 24-hour day, starting at dawn and finishing just before dawn the next day. Although the rest of their calendar is out of sync by human reckoning, the day is the same length. The smallest period of time measured by Elves is the day, since they have no words to describe an hour or minute. The day and night are broken up into the position of the sun and moon.

During the day, the time is calculated by the position of the sun with reference to dawn, midday, and dusk. Elves within a given area know the path of the sun throughout the year and calculate the time with reference to how many hands or fingers the sun is away from a given point. This is measured by the Elf stretching out his arm and placing fingers between the middle of the sun and his reference point in the sky. For instance, "a finger after dawn" or "three fingers after midday" are commonly used and understood by all Elves within a geographical area. These terms are often shortened to "one" or "three", rather than use the whole expression. The same measurement is used at night, when the position of the moon is used.

The Elven word for "day" is *minile* and their word for "night" is *manila*.

WEEKS & MONTHS

An Elven week comprises seven days, with none of them being allocated as holidays. The Elves have called each day after a given phase of the moon, regardless of which phase is currently in view.

An Elven month is made up of four weeks, although because the Elves use a lunar calendar, there are 29 days to a month. The month is made up of four whole weeks plus an extra day at the end. This extra day is known as *lalon* (literally "empty") and is considered to be a holiday. This equates to one lunar month. In a manner similar to that of the Dwarven calendar, each week is given a name.

The 13 lunar months that make up the Elven year are named after the Thirteen Great Houses. The last month of the year, Brigit, is a floating month since it has no fixed place in the Elven calendar. The Calendar Keepers place the month where it is most appropriate, so if winter is especially long and hard the month falls in winter, likewise a good summer finds the month inserted there. This changes from year to year and until the Calendar Keepers make their announcement no Elf knows when it will fall. Although complex, it serves the Elven Nation well, helping to keep the Elves optimistic.

The Elven word for "week" is *lisimi*, and the word for "month" is *nisani*.

THE YEAR

The Elven year is split into 13 months of 29 days, giving a total year length of 377 days. Naturally, the Elven and human calendars are not in synchronisation and periodically the Elven calendar is so out of alignment that winter falls in the middle of summer! The Elves do not see this as a flaw, for they know the true seasons and that the names they give them are merely meaningless labels.

As with the human calendar, the Elven year has four seasons, and they are called *lilime* or spring, *osama* or summer, *lonaela* or autumn and *mimilal* or winter.

Each year is given as the number of years since the Fall, within an acceptable degree of margin. The full format would be day-week-month-year. The first day of the human year 1205 is therefore listed as *nunimel - en-lilime - Ailill - 16,438*.

The Elven word for "year" is *semuru* and the word for "season" is *methise*.

Day	Name	Translation	Month	Name
1 st	<i>nunimel</i>	Waxing crescent	1 st	Ailill
2 nd	<i>nunelim</i>	Waxing half	2 nd	Balder
3 rd	<i>nunluline</i>	Waxing gibbous	3 rd	Morrigan
4 th	<i>nanali</i>	Full	4 th	Lugh
5 th	<i>lanluline</i>	Waning gibbous	5 th	Manannan
6 th	<i>lanelim</i>	Waning half	6 th	Bran
7 th	<i>lanimel</i>	Waning crescent	7 th	Borvo
Week	Name	Translation	8 th	Cemunnos
1 st	<i>en-lilime</i>	Little spring	9 th	Epona
2 nd	<i>en-osama</i>	Little summer	10 th	Taranis
3 rd	<i>en-lonaela</i>	Little autumn	11 th	Ogmios
4 th	<i>en-mimilal</i>	Little winter	12 th	Dianeht
			13 th	Brigit

TABLE 5.1 – DAYS, WEEKS AND MONTHS



RELIGION

The Elven religion does not revolve around a central deity, nor does it follow the worship of ancestors, although heritage is important. Instead, the Elves worship the Earth, although in a manner different to that of Dwarves. Both races consider themselves the Earth's protectors, but their spiritual methods bear little resemblance to each other. The sun and moon are also key figures in Elven spiritual beliefs, often referred to as being relatives to the Elves and co-protectors of the Earth.

RELIGIOUS BELIEFS

Purity

The Elves are a dying race. The Blight has caused numbers to dwindle, and those that are born are likely to be of inferior Half Blood stock. Due to this, the Great and True Elves are becoming fascinated with maintaining their racial purity.

Across the globe, Elven scholars are studying ancient texts, both Elven and non-Elven, for a cure to the terrible plague that has beset them. They know that time is against them, but so far centuries of research have revealed nothing of use to the Elven Nation. As such, the Great and True Elves are going to great lengths to maintain their heritage and increase the chances of giving birth to non-Half Bloods.

Marriage arrangers, common in all Elven social castes, are being used to delve into a potential mate's past, searching for any sign that may make them an unsuitable mate for childbirth. Any blemish, no matter how small, to their heritage is enough to cause a potential marriage to be cancelled. Although this method has produced results, it is not guaranteed. The successes so far have been more by luck than judgement on the part of both parties.

This quest for purity has been taken to the extreme over the last few centuries. As a result of the True Elves paranoia, Elves no longer practise Chirurgery in any form and few practise anything more than simple first aid; potions and salves are the preferred form of curative arts. To an Elf, the purity of his heritage is everything and few would take the risk of having another's blood mix with their own, for fear of tainting their own spirit with that of the spirit within the blood. This is especially true amongst Great and True Elves, but less so with regards to Half Bloods, whose heritage is already weakened. Most noble Elves would rather bleed to death than risk pollution by Elves with no healing powers or non-Elven surgeons, regardless of their skill.

Rules Point:

No Elf character may begin the game with **Healing Arts I (Chirurgery)** and they may only learn the skill from non-Elf NPCs during the course of the game. Because it is so unnatural to Elves, even to Half Bloods, it is learned at **DF 6**. Second or third generation Lost Blood Elves do not suffer this penalty since it is considered that they have had fewer dealings with Elven culture. The skills of **Healing Arts I (Chirurgery)** are severely frowned upon in Elven society and their use may lead to criminal charges being brought against the character if he is not careful with its application.

This is another reason why Elves favour the longbow. When locked in close quarter combat there is a risk of wounded opponents tainting an Elf with their impure blood. An open wound on the Elf could lead to contamination of his blood with that of another Elf, or worse, another race. The longbow allows Elves to strike from a distance and flee to safety when their foes approach too close. However, this does not mean that Elves are cowards who only strike from a distance, when forced to fight in melee they are dangerous opponents.

Protecting the Earth

After the Fall, the Elves became the Earth's guardians; her antibodies against pollution, corruption, and imbalance of powers. For millennia they tended the great forests that covered the lands, fought back the encroaching creatures of the under earth, later to be known collectively as goblinoids, and kept nature in balance by culling animals.

When the Elves deserted the lands of the Faerie for a more mundane existence on Earth they became entwined with her, their life force inextricably linked. In those days the Earth was pure and virtually untouched by man's ancestors. The Elves were strong and performed their tasks without question or reward. The coming of the Blight was unforeseen by the Elves. Suddenly their numbers began to diminish; Great and True Elves were giving birth to a new race, destined to become the now populous Half Bloods and the Earth seemed in peril.

Although their numbers are seriously lowered, the vast majority of Elves continue to aid the Earth as their ancestors did. The nomadic Elves spend their lives travelling the great forests, tending the animal and plant life, sowing and reaping Nature's natural foods, and destroying the goblinoids that ravage the Earth's resources. A nomadic tribe generally contains one Elf of working age per square mile of forest, with associated children and elders bringing the actual number closer to three per square mile. Never staying for longer than three years in any given area, the Elves attempt to replenish the Earth with rituals and tender care.

Whilst far from being completely successful, the Elves are fighting an effective rearguard against human deforestation and goblinoid encroachment. Every year the task grows harder as the Earth suffers more harm and Elven numbers diminish in proportion. Elven scholars have calculated that by the 17th century (as measured in human terms) the Elven Nation will be all but extinct unless something can reverse the process.

The Ancestral Home

Although the Elven ancestral home is a physical reality, it is as remote as the Heaven of humans or the *Dvergheim* of the Dwarves. Once, the Elves were part of the Faerie, living in the mystical realms the fey folk still call home. They were effectively immortal, but gave up their heritage to live a material life on Earth. Many now regret the decision, wishing for better times.



Few Elves have been to the Faerie realms in recent times, finding it harder and harder to locate the once numerous entrances. Some blame the Blight, others blame the Church for causing the peasants to turn from ancient beliefs, creating a wall of doubt that affects the spiritual world, and a few believe that the Faeries have turned their backs on their cousins, refusing to take them back.

Half Bloods have little idea about the reality of their ancestral home, which they refer to as *Minina Thalilal* (literally "the forbidden garden"). Most imagine it as a verdant and virgin forest, located away from any goblinoids or humans, in a land only reachable by dedication to defending the Earth. After passing through almost impenetrable mountains, travellers enter a hidden valley where the Faeries live in large numbers. Here there is a plentiful supply of food, numerous animals, and spiritual riches beyond imagination. Although there are similarities to Christian stories of Eden, no Elven scholar has been able to determine where the story originated.

In truth, the Elves' ancestral home is still open to them, if only they would leave the Earth and return to their origins. No living Elf currently understands this and the Faeries have no reason to tell them, preferring to watch with mild amusement as the Elves fret over their inevitable fate.

Brother Sun and Sister Moon

The Elves do not follow gods. Although ancestors are revered they are not worshipped either. The Elves worship only two entities, known as *Silnilri* (literally "Brother Sun") and *Sinrilli* (literally "Sister Moon").

The sun is held in high esteem for his life-giving powers of heat and light, for without either the world and all that dwells on it would perish. Although at first it may seem strange, the sun rarely plays a part in Elven festivals. Instead, the Elves see their daily lives and their struggle for existence as suitable praise for the sun. His brilliant face sees every action they take during the day, and as long as they perform the wishes of their rulers the sun has no reason to be angry with them.

The moon, the sun's sister, governs darkness, wisdom, tides, lovers, and mysteries. Whereas the sun has one personality, the moon changes hers as she shifts through the various phases. Early Elves thought that the moon would periodically turn her head through a complete circle over the course of a month, so watching every corner of the universe. Modern Elves now see this as a symbol for the cycle of rebirth. Everything is born, everything dies, and is then reborn anew to start the cycle again. Sadly, it seems that the Elves have reached the end of their cycle and are facing certain extinction. She is more mysterious than the sun, as evidenced by the behaviour of lycanthropes, madmen, and lovers, and she features much more in Elven religious festivals and ceremonies.

The Afterlife

The two other major races, humans and Dwarves, both have a belief in an afterlife, a place where their souls or spirits go upon death. Humans also have a Hell, a place of eternal torment where sinners are punished for their crimes. The Elves have neither.

When an Elf dies, his body is buried within the Earth to decay. His flesh and bone is broken down and absorbed by the soil, and used to replenish the Earth's life. His spirit, a loose term at best when used to describe the Elven view, is drawn into the natural magical fields that protect the Earth, known to humans as ley lines. His very essence is channelled into these unseen fields of force that encircle the Earth. Although any individual identity is destroyed, the Elf retains the knowledge that his death has further aided the Earth.

This belief has caused the Elves to view ley lines as being almost part of themselves. They once built monuments on these lines, using them to focus the natural power and amplify it. When humans evolved from apes into primitive tribal people the Elves visited them in the guise of gods, instructing them on how to build more monuments and worship the Earth. For a short while, at least in Elven terms, the relationship was successful, but other human nations, such as the Romans, shattered the bond between the people and the land, driving the two apart through force. As mankind became more civilised, his belief in ley lines and the old ways diminished and is now all but extinguished. Now the Elves rarely visit their old monuments, for they know that humans use them to work magic, draining the Earth of its natural energy to fuel their own power.

The Elves have never been afraid of death, even though it means facing oblivion. Even in death they can continue to aid the Earth as they did in life, although in more limited ways. With such long natural lives, Elves do not dwell on immortality, seeing themselves as part of the great wheel that is nature, life and death forever twinned and inseparable. Although not suicidal, Elves have less concern for their own existence than other races, knowing that they must eventually perish and that in doing so they can continue their task. An Elf who dies protecting the Earth is sure to benefit her greatly in the "afterlife".

Earth Power

Once the Elves held great celebrations at the monuments that marked ley line nexus, even those constructed by Dwarves or humans, worshipping the Earth and their own dead in lengthy and elaborate rituals. Nowadays they are infrequent visitors, for they have learned a terrible secret; using the power of the ley lines to fuel spells weakens the Earth. The Elves view ley lines as the veins of the Earth, carrying life-giving energy across the globe. Those that tap it, draw vital energy away from the Earth, so speeding her demise.

At first the Elves tutored the druids in the proper rituals to maintain the energy flow, and how to replace lost energy by the ritual of sacrificing objects. When the Romans invaded Britain they were determined to shatter the power of the druids and eventually succeeded in doing so. The Elves lost valuable allies during these purges.

As time passed and human magic changed from aiding the Earth to a more personal form, they tried to convince the other races through negotiation and diplomacy, that using the ley lines was harming the Earth, finally turning to violence only when reason failed. Guarding the monuments was a massive drain on the limited Elven resources, even when they were strong and numerous, and as the goblinoid attacks grew more frequent it became clear to them that they would



have to allow the other races to use the Earth's energy. After much debate it decided that this was the most logical choice, sacrificing a small part of the Earth to save the greater. As human mages have grown more common, it seems to many Elves that they made a grievous mistake.

Rules Point:

An Elven mage gains a bonus to his TSC% when standing within the boundary of standing stones or touching a single stone. A single stone grants a **+3%** bonus, small rings (made up of up to twelve stones) grant a **+7%** bonus, and truly grand circles, such as Stonehenge or Amesbury, grant a **+13%** bonus. These bonuses are cumulative with any other bonuses the magus possesses. However, if another Elf witnesses such an act, the perpetrator loses **3 Status Points** from his Social Status for committing such an act and may face criminal charges (normally treason).

SPECIFIC RITUALS

Elven religion has many rituals within it; some are common, but most are personal to the individual believer. Some of the more common public rituals are detailed below.

Courtship & Marriage

As with much of Elven culture, marriages fall into two distinct categories; those of Half Bloods and those of Great and True Elves. Marriages are not so much a joining of two people or families, but of two bloodlines.

Half Blood courtship is much simpler than that of their noble cousins. Since they are tied to a feudal lord they do not have much cause for travel, and it is likely therefore that the girl or boy they marry is from the same settlement. Chances are that the two have been friends for some time before they fall in love. Once their intentions are known, commonly done by the male asking a marriage arranger to approach the girl's family and state his love for their daughter, courtship may begin.

As with other long-lived races, courtship tends to take place over a fairly lengthy period, and is designed to test character, loyalty, and love over a period of time. It is traditional that the couple only meets in public, where their family and friends can view their actions. This is often at night under the light of the moon. Elven couples are allowed a degree of freedom, and the holding of hands and kissing is permitted, so long as it is discreet and at least one family member from the girl's side is present to guarantee the romance goes further and the girl's honour is assured. Marriage arrangers do not delve deeply into a Half Blood's background, but are instead used as intermediaries during the early stages. After all, if your families have lived near each other for centuries you tend to have a good idea as to who it is you are courting.

The intention to actually marry is traditionally announced to the couple's feudal overseer before their parents, as he has the right to declare the marriage illegal, especially if the two families are too closely related. Normally the Great Elf has little care if Half Bloods further taint the race, as there is no chance that they will produce anything except a Half Blood, but tradition requires he is asked.

Once he has given his "blessing" both sets of parents can be told of his decision. It must be noted that although the Great Elf may have given his blessing, the parents still have the final authority over their offspring and can deny the couple permission to marry.

Assuming the parents agree to the union, the marriage is set for a given date in the near future, normally within the next five years. During this period, the female moves in with her husband-to-be and the couple live together as if they were married. Children born during this period are not treated as illegitimate, as once the marriage is announced it is rarely cancelled and the couple effectively has the same status as a fully married one.

The marriage itself is a joyous time for the families and their friends. Held in a sacred grove reserved for special occasions, the couple stand before their Great Elf overseer, who performs the ceremony, whilst the guests form a circle around them. The circle is not completed, as two spaces are left for the bride and groom. Elves do not have traditional marriage colours, preferring to marry in whatever clothes they find suitable and comfortable. The marriage ceremony itself can be fairly lengthy, with the fathers of the bride and groom reciting their lineage as far back as they can recall. Once completed the Great Elf overseer recites from the marriage section of the Codex of Law, reminding the couple of their responsibilities and obligations. Once done the bride and groom prick their thumbs and smear a few drops of blood on to each other's foreheads, symbolically tying their two bloodlines together. Once this final step is completed the couple join the circle, bringing it to completion. After prayers to their ancestors and the moon, they are pronounced man and wife.

Half Bloods commonly marry those of a different *lanalir* (house), bonding the Houses together. Great Elves and True Elves have a different form of courtship, although the final ritual is identical. Since racial purity has become paramount to these Elves, they cannot take the risk of marrying someone of "tainted spirit". For Great Elves this commonly means marrying from the same *laflurin* (family line) or *lanalir* (house), and for True Elves they only marry from their own *laflurin* (family line), great care taken to restrict the problem associated with inbreeding.

In order to guarantee the marriage is pure, special Great Elves, known as *Mothaeliel Lonathim* (literally "Marriage Arrangers"), are used. These Elves perform meticulous background checks on the families of the bride and groom, checking for spiritual purity as far back as possible, normally to the days shortly after the Fall for True Elves. Only when this is completed, a task that can take many decades, will the two Elves agree to marry. If any discrepancies are found the union is cancelled immediately.

Regardless of social caste, married Elves form a joint partnership, with both members having an equal share and equal rights. Although divorce is not unknown, it is uncommon, and requires the permission of both sets of parents and the True Elf ruler. A couple who divorce cannot marry again as they are still tied by spirit, a force more powerful than the Codex of Law.



Birth

Elven pregnancies last for 13 lunar months, one complete Elven year, but are not that common. On average, an Elven female only becomes fertile every fifteen to twenty years, and then only for a few months. Even with such long lifespans, Elven females only actually become pregnant once or twice in their lives; an effect of the Blight. Elves become sexually fertile at 40 years of age and this continues until they reach the age of around 200, although this is higher in Great and True Elves, who have extended lifespans.

As stated above, most Elven children born in the current era are Half Bloods. Half Blood children of Great Elves are raised by their natural family, whereas those born to True Elf parents are either kept with the family or adopted by Half Bloods, depending on the wishes of the parents.

All Elven children, even those born of two Half Blood parents, are checked to see if they are Great or True Elves. Disappointment is the common result, and is becoming more so as time passes. No amount of magic, prayer, or meditation has altered the odds of a non-Half Blood being born, and it never will. The Elves have yet to learn that their extinction is not tied to any mystical force but to the very life of the Earth.

Childhood is a time of wonder for most Elven children as they are introduced to the world and their lot in it. Although play is vital to any child, much of it is also instructional, preparing the Elf for a lifetime of service to the Earth. During the early years the Elf ages at a rate similar to human children and by the time an Elf reaches his 15th birthday he is ready to either become an apprentice to another Elf or to follow either of his parent's occupations.

After he reaches his 15th birthday his metabolism begins to change and his increased lifespan develops. The first result is that he advances more slowly than a human, effectively slowing his ageing to a fifth of that of a human. During this period he learns the skills that will serve him later in life and, given his long lifespan, he will need to make sure that he has a firm grasp of them.

By the age of 40 (18 in human years) he is considered a man and can leave his family and make his own way in the world. He has the full rights of an adult and the full responsibilities.

Death

Elves may have long lives but they are far from immortal. Old age, warfare, and disease are as common amongst the Elves as they are humans. The death of an Elf is a time of both joy and of sorrow. For although another Elf has joined the many that have died, so resulting in lower numbers because of the Blight's effect on Elven fertility, they know that he has not died in vain as his body and essence will be used to strengthen the Earth.

When an Elf passes on, his family carries his body through the settlement, wailing out loudly of his demise so that all the members of the community, the animals and trees that dwell nearby, and even the sun and moon, can hear the terrible news. As the procession moves through the village, mourners join the family, adding to the grieving. By the time the procession reaches the abode of their ruler, whether he be a Great or True Elf, most of the village is in attendance and the sound is unearthly. Tears are shed by males and females alike, with no social stigma attached, even if the Elf was a complete stranger.

The noble, often with tears of grief falling from his face, takes the body in his arms and carries it into the forest, followed by the mourners. At a sacred spot reserved for such occasions the body is placed in a deep grave and interred. No grave goods accompany him, as the Elven view of the afterlife gives him no need for such material trinkets. No marker is placed over the grave, for within a few months the Elf's body will be gone, absorbed into the Earth. When an Elf dies his longbow also dies, withering to a misshapen lump of wood and losing its special properties. Since the bow is effectively a living part of the Elf, it is buried with him. Other races are not welcome at these events, facing certain death if they try to attend.

Only once in Elven history has a non-Elf attended such a funeral. When the great diplomat Elion Lirorial of House Bran died his funeral was attended by the Dwarven king Kili Greybeard of Clan Dölghthvari, who had been a very close friend and who had suffered crippling wounds trying to rescue the Elf from an orc raiding party.

Family and friends often remain at the grave for several days afterwards, talking of the deeds the deceased did for the Elven Nation, hoping that their words will give him more power to bequest to the Earth. Social position means little in such circumstances, and a Half Blood's funeral may be attended by Great and True Elves, especially if he had greatly aided the Elven Nation whilst living.

The death of a Pure Blood is an extremely tragic affair and the resulting funeral is attended by many Pure Bloods of other Houses and even some Faerie lords. Such a loss is disheartening to the entire Elven Nation and Elves may mourn such a loss for many years. With newborn Pure Bloods now virtually unknown, such a loss is a deep wound to the Elves and speeds their demise. A Pure Blood killed by goblinoids, humans or Dwarves is avenged with blood. The last such Elf to be slain in such a manner was Linaenasion Epona, a Pure Blood magus from Scotland who was killed by orcs. The resulting vengeance saw Elves from right across Europe descend in a berserk swarm into the massive orc lair, resulting in the deaths of several thousand orcs and many hundreds of Elves. The goblinoids were dealt a crippling blow and it took many decades before they were strong enough to challenge Elves in that area.

"The Final Journey"

There comes a point in many Elves' lives when they are too old or infirm to continue aiding the Earth. Sickness, old age, or wounds can all contribute to this. Many Elves choose not to burden their fellows with caring for them, effectively taking from the Earth in the form of clothing and food whilst giving nothing back, but instead opt for a more permanent solution.

Although euthanasia in our modern world is a strongly debated and of a highly moral matter, it is far less so to the Elves. They understand that the continued existence of their race depends on the strength of the Earth and offering to die is seen as a highly noble act.

An Elf who wishes to take what is called *Rililinnar* (literally "the last step") or the Final Journey must approach his ruler and state his reasons for wishing to do so. An Elf who is still of use to society, whether as a crafter or a teacher is refused permission since it is viewed that his role in the world of the living is not yet over. Assuming the Elf is too infirm, the noble, after much thought and consultation with others, agrees to the request and informs the rest of the community.



Deep within a sacred grove at sunset, the Elf attended by the entire community he belongs to, prepares to give up his life to the Earth. The whole community all dressed in white, surround him in a circle. A circular mat, woven from spiders silk, is placed upon the ground, upon which the supplicant kneels, facing the setting sun. He pledges his body and essence to the Earth and using a specially blessed knife made from silver, the moon's metal, he ends his life with the ritual *Conna Treggh*, a cut designed to sever the jugular. As his life essence flows into the ground the mourners begin wailing for his passing and the terrible, yet haunting beautiful sound, fills the surrounding forest. When an Elf chooses to end his life in such a manner, it is said that many forest animals attend the ceremony, partly in grief and partly in thanks for the Elf's life force, which will help make them strong. No human can confirm this as none have ever witnessed, and many have never even heard of, this ritual.

Afterwards the Elf's body is buried in the traditional style and his name added to a sacred register, used for recording such noble sacrifices. The names in the register, known as the *Elaenael Nielaen Riarrilen* (literally "Book of Perfection and Truth"), are read during the *Lithonur Luthuli* (literally "Festival of New Life") so that their deed is not forgotten.

Rules Point:

It should be stressed that in game terms a player is **not** allowed to use this ritual as a means for surrendering an unwanted character. If a player has no desire to continue with an Elven character then that character should be turned over to the Gamemaster as an NPC. The Gamemaster should strictly control this ritual and only rarely apply it to player characters as concluding acts to epic adventures when such self sacrifice is deemed **absolutely necessary** to the final act.

MAJOR FESTIVALS

Only a handful of Elven festivals fall on the same day each year. Many are tied into celestial events that happen at varying intervals, so a festival may only take place every few decades or centuries and at different times of the year. Non-Elves are not welcome at these events, and physical violence is a constant threat to any interlopers who spy on an Elven celebration. Calendar Keepers are used to calculate and record the movement of the heavens. It is a profession of heavy burdens, as missing a festival may spell disaster for the Elves in this troubled time.

A list of the major festivals is given below, but Elven society knows many more. Amongst those not listed are those that occur at the same time every year, mainly those of the equinoxes and solstices. During these relatively minor festivals the Elves celebrate different aspects of life (birth in spring, adulthood in summer, old age in autumn, and death in winter).

Lithonur Thoreli (Festival of the Scorched Moon)

Held during a full lunar eclipse, when the Earth's shadow causes the moon to turn a dark red colour over a period of hours, the festival begins at the first sign of the darkening of the moon. Also known as the *Lithonur Elieloli* or Festival of the Blood Moon, it is a time for the Elves to weep for their dead and to prepare for forthcoming wars against their foes, mainly the goblinoid tribes.

An auspicious time for warriors, many take this time to swear oaths on how many enemy heads they will take over the next year. Many young Elves see this as the best time to join warrior professions, hoping the moon will see their action and smile benevolently upon them during their career. The settlement's ruler provides a large feast, and this along with much singing and dancing, helps the Elves while away the late hours. As soon as the last tinge of red is gone from the moon's surface the festival ends and the revellers either retire to their beds or remain outside talking quietly about what the future holds.

Lithonur Manufli (Festival of the Falling Star)

The comet that will one day be known as Halley's Comet, but known to Elves as *Thoffenli Mamuelal* (literally "The Moon's Tear"), passes by the Earth every 74 years as it orbits the sun. Seen by humans as a bad omen, Elves see it as a reminder that the moon watches over them and weeps for their fall from grace.

The comet is visible for several days and while it is in the night sky the Elves refrain from any work or pleasurable activity, spending their time in prayer and meditation, asking the moon to forgive them their sins and cleanse their race of the Blight. True Elves pray more, for they know that their survival depends on their purity. Every time it passes a handful of Half Bloods breakdown under the sight of its constant gaze and either go insane or commit suicide. Elven scholars have long debated the reason for this, but most put it down to their grief of the death Elven Nation being too much to bare.

The True Elves have unsuccessfully tried to ban this ritual many times, fearing that so much grief can only further harm their plight. Each time, the Half Bloods have risen against their overlords and rescinding the ruling has been the only thing to avert civil war.

Lithonur Salili (Festival of the Morning Star)

The Elves believe that a new star came into being in their year 11,833 (roughly 2500 BC in human terms). Known to humans as Venus, the star is actually a planet and can best be viewed just before dawn or shortly after dusk, when it stands out brightly against the dimly lit sky. The Elves believed that the emergence of the new star signalled a new era in their history, a sign that they were soon to re-strengthened and the Blight weakened.

Held every seventy-two years, the festival is a time for great celebration, with dancing, singing, feasting, and general revelry filling the day and night. Many Faeries attend the feasts, and even senior Faerie nobles have been known to partake in such merriment. The True Elves firmly believe that their salvation cannot be far away and that re-worshipping the new star can only aid their cause. The Half Bloods merely enjoy the festivities and forget about the routine of their daily lives.

Lithonur Luthuli (Festival of New Life)

This is an annual festival that marks the end of winter and the start of spring. As the last snows melt and flowers begin to bloom the Elves hold a great feast, sacrificing much food and drink to the forest they call home as an incentive for it to bloom quickly. At the beginning of the feast there are prayers to Brother Sun and a toast is made to the Elves who have taken the "Final Journey". Their names being recited from the *Elaenael Nielaen Riarrilen* or the Book of Perfection and Truth.



Males and females wear garlands of spring flowers and this is considered a fortuitous time for mating, as the Elves believe any child conceived during the festival will be exceptionally healthy spiritually.

Lithonur Roflethuli (Festival of the Joining)

Every two or three centuries, a given point on the Earth's surface will witness a full solar eclipse. The moon passes between the Earth and the sun and its disc completely fills that of the sun's, sending the area into darkness equal to that of night. During the few minutes of absolute darkness that mark the climax of the eclipse animals fall asleep, the wind rises, shadows disappear into the general blackness, and the temperature drops slightly. All in all, the entire spectacle lasts for roughly two hours.

Many humans are convinced that such an event signals the end of the world, the moon having swallowed the sun. The Elves do not hold to such superstitions. They believe that the moon, mother of all wisdom, has allowed the sun a chance to be reborn, a sure sign that their time is approaching. The outcome of their union is continued existence, for the Elves hold true that their well being is maintained by the direct enlightenment of the sun.

During the two hours the event takes, Elves fall silent, praying that the moon finds the sun suitable for reincarnation. Partial eclipses are a disappointment to Elves, who see the sun as unworthy to be accepted by the moon. The Calendar Keepers mark the passage of such events, knowing that a great cosmic cycle will bring the sun into favour again.

If the rebirth is complete, it is a fortuitous time for marriage and many Elven couples refrain from marriage if they know such an event is imminent. True Elves see the eclipse as a powerful omen, knowing that the time is right to reproduce and sire a True Elf child.

MARAKUSH FESTIVALS

In addition to the festivals already mentioned, the Elves of Marakush also celebrate a number of other festivals including the following major festival of the Tylwyth Teg and Tylwyth Myndd.

Lithonur Sanethuli (Festival of the Fallen Heroes)

Both the Tylwyth Myndd and the Tylwyth Teg celebrate this festival when the new moon occurs at the Winter Solstice. It remembers the Tylwyth who fell during the Sundering. It normally takes place in three locations in Marakush. In Tan Plasgwyn the Tylwyth Teg have formed an Amphitheatre for the festival within the ruins of their city. In Tatharyn the Tylwyth Teg have a sacred grove a short walk outside the walls of Tan Galorn while the Tylwyth Myndd celebrate in a sanctified cavern deep within the Eyrie.

In all cases the ceremony consists of every Tylwyth in the community gathering in a large circle around a mass of candles. The candles vary in size and represent the numbers from each *Lafurin* or Branch who died during the Sundering. The candles are also coloured to represent Tylwyth Gwir, Tylwyth Brwnt and Hanneri-Gwaed.

The ceremony starts at dusk when the lit candles are brought into the circle in a procession held aloft by representatives of each House. They are placed in the heart of the circle where a mournful lay is chanted until the new moon reaches its zenith when the chanting stops. The head of each House then turns to the candles and slowly in silence extinguishes the flames of those candles representing their House.

The community then turns and silently processes back to their homes. The following morning the head of each House returns and the remnants of the candles are carefully buried within the sacred grove, amphitheatre or cavern. The only difference between Tylwyth Myndd have to this service is that they invite their Dwarvern friends to join them and the local Dwarven King brings a candle representing the Dwarven emissaries slain by the Tylwyth Du.





ELVEN MAGICK

The Elves practise a form of magic that allows them to manipulate the raw energy fields of the Earth. Their knowledge of plants and herbs allows them to manipulate the energy they contain in ways humans cannot imagine. Their knowledge of the Plant Mode of Magick is second to none. Elves can learn spells from books or from masters, gaining ancient knowledge in return for favours, but due to the effects of the Blight they can no longer create spells and no Elf may ever learn the skill **Spell Research**.

HERBS & PLANTS

Elves have long been associated with trees and plants, and they have made good use of their heritage. Whilst humans can use herbs and plants to aid in their spells, none possess the knowledge of an Elf. When using herbs or plants to aid a spell, an Elven sorcerer **doubles** the benefits associated with them. The same is true of wood, although Elves must still craft an item from it in order to gain the benefit.

The secret knowledge of plants Elves possess also allows them to reduce the **Magic Resistance Factor (MRF)** of any plant, herb, or wood by one level immediately, making it easier and quicker for them to reduce the MRF to zero. This makes them extremely efficient with Plant Magick and greatly respected amongst magical races.

ELVEN MAGES

Elven society recognises two distinct forms of magician: the Elven Mage and the Warden. Each has its own special strengths and weaknesses and they are detailed separately below.

Wardens Mage Mode

Difficulty Factor: DF4

Attributes: Intellect & Agility

Wardens are those responsible for the care of the forests where the Elves live and they also act as healers. The position is only open to Half Bloods, the nobles take advantage of their ability with higher levels of magic to benefit the Elven Nation. The Wardens are limited to using the Plant Method of Magick, although they have full access to all ten levels of spells. For unknown reasons, the Blight has removed their ability to cast any spells except for Plant Magick, at which they excel.

Even though Wardens are Half Bloods, they have a heavy burden to carry. They are responsible for the well-being of the Earth, the care of the land owned by a community, aiding in the defence of the forest through direct spells and the animation of War Trees, and the healing of the wounded. Experts in their field, a known and trusted Warden often has direct access to his Great Elf lord, especially when matters under his jurisdiction are involved.

Elven Mage Mode

Difficulty Factor: DF6

Attributes: Intellect & Agility

Elven Mages span the entire social spectrum, although there is no equality between them. Those of purer blood have access to a greater range of spells, as detailed in *Table 7.1 – Magick Methods*. The Blight is slowly reducing the Elves' channels to magic. The Half Bloods have been hit the hardest, losing access to a great many spells. The Great and True Elves have fared better, but they are still weaker than they once were.

Elven Mages, while not as versatile as human Generalists, gain advantages from using herbs and plants in their magical workings. Few Elven Mages would be caught without several pouches of mixed herbs and plants on their person.

The Methods an Elven Mage may use are shown in *Table 7.1 – Magick Methods*. All costs, whether for Mode or Method, are identical to those in the standard **Chivalry & Sorcery** rules.

For further information on these vocations see *Appendix A – Vocations*.

NEW SPELLS

Aside from the common spells known to all the races, ancient Elven mages, before the Blight attacked the Elven Nations, created a few spells specific to the needs of their people. Each spell is listed below, in order of its respective Magick Method.

DIVINATION SPELLS

Level 7 - Detect Blood Purity

Type: Hex

Resisted: Willpower – PSF of caster

Range: 5 ft x ML

Duration: 2 minutes x ML

Commonly used by Marriage Arrangers, this spell allows the caster to spot taints within an Elf's heritage. Commonly seen as a dark aura over the Elf's heart, the aura is larger the worse the taint. Once the spell is cast, the amount of information gained is based on the Crit Die of the caster (see *Table 7.2 – Spell Outcome*). Although of little concern to the average Half Blood, such taint is avoided by True Elves.

The exact outcome of the spell must be determined by the individual Gamemaster to suit his adventure. As a brief guideline, if an Elf's ancestor betrayed his people to goblinoids the taint would be extremely noticeable, no matter how long ago the crime. However, an Elf whose ancestor once stole something from another Elf would barely register.



Spell Rank	Command	Divination	Illusion	Plant	Summon	Transcendental	Transmutation
1	1	1	1	1	1	1	1
2	2	2	2	2	2	2	2
3	3	3	3	3	3	3	4
4	5	5	4	4	5	5	6 ¹
5	6	6 ¹	5	5	6 ¹	6 ¹	8 ¹
6	7	7 ¹	6 ¹	6	7 ¹	7 ¹	10 ¹
7	8 ¹	9 ²	7 ¹	7	9 ¹	9 ¹	*
8	9 ¹	10 ²	8 ²	8	10 ²	10 ²	*
9	10 ²	*	9 ²	9	*	*	*
10	*	*	10 ²	10	*	*	*

¹Restricted to Great or True Elves
²Restricted to True Elves only

TABLE 7.1 – MAGICK METHODS

Level 9 - Rite of Exile

Type: Ritual
Resisted: No
Range: Touch
Duration: Permanent

The Rite of Exile is never cast lightly for it means that an Elf is forever banished from his people and his name removed from all records. The subject need not be willing, but his crime **must be** worthy of such punishment or the spell instantly fails, no matter how powerful the caster.

The casting requires the victim to sacrifice bodily fluids, which are then burned rather than allowed to strike the ground. This symbolises his removal from Elven society, since his blood is no longer deemed to be usable by the Earth for fear of sickening it. His foul deed is then spoken aloud by the caster while scribes remove his name from every record. When the ritual is completed, Goblin Hunters escort the Elf from Elven lands and the Elf is left to make his own way in the world. His longbow remains with him, as it shares his crime.

PLANT SPELLS**Levels 3, 5, 7 & 9 - Animate War Tree**

Type: Ritual
Resisted: No
Range: Touch
Duration: 1 hour x ML

One of the most powerful weapons at an Elf's disposal is the animation of the very forest in which he lives. Cast only when the forest is in danger, this spell animates a tree, generally one of some age, and imbues it with the ability to move, strike foes, and even think, although it is far from sentient. In order to awaken the spirit of the tree the Elf must sacrifice some of his own blood, usually by making a small incision in a finger and dripping a few drops of blood into a wooden bowl containing enchanted spring water. This is then used to draw mystical symbols on the tree. Once the necessary symbols are drawn the tree animates and will follow the orders of any blooded Elf (i.e. this excludes Lost Bloods or the Corrupted but includes Half Blood, Great and True Elves).

The Level 3 spell summons a Type I war Tree, the Level 5 spell a Type II, and so forth. For the full statistics on these fearsome weapons see *Appendix B – Bestiary*.

Success Crit Die	Result	Failure Crit Die	Result
10	Any taint, regardless of how remote, can be detected by the caster	10 - 09	The caster can detect taint gained within the last two generations and then only if it is a strong taint
09	The caster can detect taint gained within the last fifty generations, regardless of the strength	05 - 08	The caster can detect taint gained within the last generation and then only if it is an extremely strong taint
07 - 08	The caster can detect taint gained within the last twenty generations, so long as it is of medium strength or worse	03 - 04	The caster can detect taint gained by that target and then only if it is a strong taint
03 - 06	The caster can detect taint gained within the last ten generations if it is of medium strength or worse	2	The caster can gain no information of any use from the reading, no matter how strong the target's taint
01 - 02	The caster can detect taint gained within the last five generations only if it is of medium strength or worse	1	The caster completely misreads the aura, giving the target either a clean bill of health or accusing them of vile crimes

TABLE 7.2 – SPELL OUTCOME





APPENDIX A - VOCATIONS

Whilst the standard vocations are suitable for humans, they are not very "Elven" and new vocations, specifically tailored to Elves, have been created. They are used in the same manner as those of standard *Chivalry & Sorcery* characters.



WARRIOR VOCATIONS

Guardian

Primary Attribute: **Agility (AGIL)**
Secondary Attribute: **Strength (STR)**

Guardians are warriors who specialise in protecting an Elven settlement from attack. The Goblin Hunters specialise in routing out and destroying goblinoids, whereas the Guardians remain near the settlement, keeping away any hostile force. Less well trained than their more glorious cousins, they are nonetheless an effective fighting force. Guardians often work with Wardens when combat arises.

Vocational Skills (-1 DF to learn)	Secondary Skills (-1 DF if for Mastery)
Archery (Elven Longbows) Local Geographic Lore Forester's Stealth Wear Light Armour Slashing Swords Blending into Surroundings	Setting and Disarming Snares First Aid Any Combat Skills ¹ Any Athletic Skills Covering Tracks Any background skills
¹ Combat Skill excludes Knight only skills	

TABLE A.1 - GUARDIAN

Goblin Hunter

Primary Attribute: **Agility (AGIL)**
Secondary Attribute: **Intellect (INT)**

Amongst the ranks of the Half Bloods are those who dedicate their waking moments to the extinction of the goblinoid tribes that plague the world. Goblin Hunters are full-time soldiers, well trained in the arts necessary to stalk and kill goblins. Masters of stealth and camouflage, experts with the Elven longbow, and trained in the customs and languages of their foes, the Goblin Hunter is relentless in his quest and merciless to his enemy. Often away from their homeland for weeks at a time, Goblin Hunters go wherever they are needed to fight the growing threat of the goblinoid races.

Vocational Skills (-1 DF to learn)	Secondary Skills (-1 DF if for Mastery)
Archery (Elven Longbows) Tracking Prey Forester's Stealth Wear Light Armour Slashing Swords Blending into Surroundings	Monster Tongues Magical Races Lore (Materia Magica) Any Combat Skills ¹ Any Athletic Skills Any Outdoor Skills First Aid Any background skills
¹ Combat Skill excludes Knight only skills	

TABLE A.2 - GOBLIN HUNTER



Master of the Hunt

Primary Attribute: **Agility (AGIL)**
Secondary Attribute: **Intellect (INT)**

Masters of the Hunt are the leaders of the Goblin Hunter bands that roam the forests of Europe. As well as receiving the same training as the Goblin Hunters they command, they learn a wider variety of weapon skills, and are also trained to act as nobles, for such is their rank. Only Great Elves may hold this post and many see it as a better alternative to sitting in a manor commanding a few villages. Masters of the Hunt not only lead from the front but also by example, since none would wish take second place to a Half Blood Goblin Hunter.

Vocational Skills (-1 DF to learn)	Secondary Skills (-1 DF if for Mastery)
Archery (Elven Longbows) Leadership Forester's Stealth Wear Light Armour Slashing Swords Any Combat Skills ¹ Any Noble Skills	Monster Tongues Magical & Enchanted Races Lore (Materia Magica) Any "Knight only" Combat Skill Any Athletic Skills Any Outdoor Skills First Aid Any background skills

¹A Master of the Hunt begins with 4 Combat Skills (excludes Knight only skills) at Level 1

TABLE A.3 – MASTER OF THE HUNT



OVERSEER

Primary Attribute: **Intellect (INT)**
Secondary Attribute: **Bardic Voice (BV)**

Overseers are the feudal lords of the Elven Nation, governing anything from a single village to several dozen. Always of Great or True Elf birth, they are responsible for making sure their lands run smoothly and that quotas and tithes are met. Few actually do much work, preferring to leave that to their subordinates. Whereas human lords would be expected to lead their troops into battle, Overseers maintain dedicated generals known as War Leaders for that task. The epitome of everything foul in Elven society, Overseers often produce nothing but take everything.

Vocational Skills (-1 DF to learn)	Secondary Skills (-1 DF if for Mastery)
Leadership Courty Manners Diplomacy & Politics Riding Horse Any 2 Lore Historical Any Charismatic Skills Any background skills	Any Combat Skills ¹ Any Noble Skills Any 2 Languages (Spoken) Any 2 Languages (Written) Any 3 Lore

¹Combat Skills exclude Knight only skills

TABLE A.4 - OVERSEER

MAGE VOCATIONS

Elven Mage

Primary Attribute: **Intellect (INT)**
Secondary Attribute: **Bardic Voice (BV)**

Elven society has three distinct types of mages. Half Bloods have their Seers (Wardens are effectively a separate class), Great Elves their Mages, and True Elves their Lore Masters. Regardless of their social rank, all mages undergo similar training, preparing them for a life of magic in the service of the Earth. Although each type of mage is limited in the spells it can learn, an effect of the Blight, there is common ground between them all.

Vocational Skills (-1 DF to learn)	Secondary Skills (-1 DF if for Mastery)
Elven Mode (Materia Magica) Plant Mode (Materia Magica) Illusion Mode (Materia Magica) Command Mode (Materia Magica) Mage Speech Herbalism Any 1 Materia Magica ¹ Any 2 Lore Historical Skills Any 1 Charismatic Skill	Divination Mode (Materia Magica) Summon Mode (Materia Magica) Transcendental Mode (Materia Magica) Transmutation Mode (Materia Magica) Any 2 Lore Historical Skills Any 2 Materia Magica ¹ Any 2 Craft or Metalworking Skills Any 3 Lore Skills Any background skills

¹Excludes **Spell Research**. This is due to the Blight, the Elves have lost the ability to research spells on their own and must now rely on spells taught by others.

TABLE A.5 - ELVEN MAGE



ELVEN WEAPONCRAFTERS

In Elven communities weapons and armour are made by the Elven Bowyer. His main artifacts are of course bows and arrows but he also manufactures the swords and armour used by those who follow vocations such as the Goblin Hunter. In most cases the apprentice Elven Bowyer is trained in the art of Bow Magick and ultimately becomes an Elven Bowyer Magus.

Note: If this vocation is to be used fully then the **Armourers Companion** is required, as this supplement covers all the Armourer Magus spells and rules for constructing Magical Weapons and Armour.

Elven Bowyer Magus

Primary Attribute: **Strength (STR)**
Secondary Attribute: **Constitution (CON)**

Note: This vocation requires pre-requisites of Strength (STR) 14+, Constitution (CON) 13+, Agility (AGIL) 13+, Intellect (INT) 12+ and Discipline (DISC) 10+

Vocational Skills (-1 DF to learn)	Secondary Skills (-1 DF if for mastery)
Engraving Blacksmithing Bowery & Fletching (-2 DF to learn) Weaponsmithing Bow Magick Method ¹ Forge Magick Method ¹ Enchant Metals ¹ Armoury Fire Magick Method Divination Method Earth Magick Method Any 3 Combat Skills	Any Combat Skills Conditioning Endurance Foundryman Any 3 Lore Any Background skills
¹ These skills are detailed in the Armourers Companion. The first Mastery Slots must be given over to Bowery & Fletching and Bow Magick Method.	

TABLE A.7 - ELVEN BOWYER MAGUS

To calculate the Personal Magic Factor (PMF) for an Elven Bowyer Magus, average the PSF% for **Bowery & Fletching, Armoury and Weaponsmithing** and add to this a bonus of 10%.

WARDEN

Primary Attribute: **Intellect (INT)**
Secondary Attribute: **Agility (AGIL)**

Wardens are the most common form of Half Blood mages but are restricted to learning only the Plant Method of Magick. Their responsibility is the care of the forests in which the Elves make their homes. They are skilled in herbalism and also understand the language of plants, something unknown to many other Elves. In everyday life their work is fairly dull and boring, pruning here, planting there and removing snares left by human hunters. However, when the forest is threatened they have the power and authority to awaken the mighty War Trees that reside in Elven forests. Through their magic they also act as healers.

Vocational Skills (-1 DF to learn)	Secondary Skills (-1 DF if for Mastery)
Warden Mode (Materia Magica) Plant Method (Materia Magica) Herbalism Plant Speech Detecting Snares Setting & Disarming Snares	Any 2 Agriculture Skills Local Geographical Lore Any 3 Lores Any other 2 Outdoor Skills Any 2 Athletic Skills Any background skills

TABLE A.6 - WARDEN

Spell Rank	Bow Magick	Forge Magick	Fire Magick	Divination Magick	Earth Magick
1	1	1	1	1	1
2	2	2	2	2	2
3	3	3	4	3	3
4	4	4	6	5	4
5	5	5	8	7	6
6	6	6	10	10	8
7	7	7	n/a	n/a	10
8	8	8	n/a	n/a	n/a
9	9	9	n/a	n/a	n/a
10	10	10	n/a	n/a	n/a

TABLE A.8 - ELVEN BOWYER MAGUS SPELL ACCESS LEVELS



WAR TREES

Type	I	II	III	IV
EXP. Award	2000	3000	3500	4200
AGIL/AR	17/82%	15/76%	12/66%	10/58%
CON/AR	22/94%	23/96%	24/98%	25/99%
DISC/AR	11/62%	14/73%	14/73%	16/79%
INT/AR	13/70%	15/76%	15/76%	15/76%
STR/AR	21/92%	23/96%	25/99%	27/99%
Height	10'	14'	16'	18'
Weight (lbs)	800	2200	3250	4050
CCAP (lbs)	2350	6850	9900	12,250
Body	75	88	101	115
Fatigue	48	55	60	67
Mov	17	16	13	10
Walk	4'/3.8 mph	4'/3.8 mph	4'/3.8 mph	4'/3.8 mph
Dbl Time	8'/7.6 mph	8'/7.6 mph	8'/7.6 mph	8'/7.6 mph
Sprint	16'/22 mph	16'/22 mph	16'/22 mph	16'/22 mph
BMR	15	15	15	15
Dodge 40%+	5 PSF	0 PSF	0 PSF	0 PSF
Stamina 40%+	50 PSF	60 PSF	65 PSF	75 PSF
Will 40%+	25 PSF	30 PSF	45 PSF	55 PSF
Sight 05%+	25 PSF	23 PSF	23 PSF	23 PSF
Sound 05%+	20 PSF	15 PSF	15 PSF	15 PSF
ATTACKS:				
Branches 50%+ Damage	34 PSF HC: 12 + 9	40 PSF HC: 12 + 12	47 PSF HC: 12 + 15	55 PSF HC: 12 + 18
Trample 40%+ Damage	12 PSF HC: 12 + 14	20 PSF HC: 12 + 17	25 PSF HC: 12 + 20	32 PSF HC: 12 + 23
ARMOUR:	Bark	Bark	Bark	Bark
vs Slash	13	15	17	19
vs Crush	14	16	18	20
vs Pierce	10	12	14	16
vs Missile	12	14	16	18
vs Energy	9	11	13	15
SPECIAL ABILITIES:				
Knock-Down: Due to the War Tree's immense strength and size, any foe struck for more damage in one blow than he has Fatigue Points, before armour reductions, is knocked back 1D10 feet and ends up flat on his back. The Knock Down is normally followed by a Trample.				
LIMITATIONS:				
Vulnerability: Fire, magical or otherwise, does double normal damage to War Trees. They fear fire and will attack anyone using fire in preference to other foes.				
Swimming & Climbing: War Trees can neither swim nor climb, although they do not fear water, and will wade through any stream or lake that is shallower than their own height.				

DESCRIPTION

War Trees are the product of spells cast by Elven Mages, spells designed to awake the innate spirit within mighty trees, allowing movement and some simple intelligence. The trees thus awakened may be commanded by any Half Blood, Great or True Elf but not by Lost Bloods or Corrupted. (In Marakush the Tylwyth Du may only command trees of the Maurveld or Darken Forests, while Tylwyth Myndd may only command trees that grow upon the sides of mountains 1,500 feet above sea level.)



War Trees look no different from ordinary trees but do have keen senses allowing them to move quite freely within a forest. The trees so animated only have a simple intellect (INT 05, AR 35%) unless they fully awaken. This occurs in 5% of trees and once awoken have the intellect as indicated in the table. When the spell is cast, if a Crit Die result of 10 occurs then the tree fully awakens and remains animated even when the spell effects expire. If this occurs the War Tree will obey commands during the duration of the spell. Afterwards the tree will need to be persuaded to follow orders (consider the social status of the tree to be equal to one fifth of its Body, in other words, 15, 18, 20 and 23 respectively) and carry out tasks. These sentient trees can be considered cousins of the Faerie Tree and become Tree Shepherds of the forests they reside in.

If the spell casting was a failure and the Crit Die result is a 1, then the tree is a fully animated sentient tree, with the indicated intellect, but is rogue, and will never accept orders from anyone, whether using persuasion or otherwise. They will rampage through forests destroying anything or anyone they regard as being harmful to the well being of the forest they reside in.

MAGICAL MATERIALS:

1D10 quantities of wood can be obtained from any slain War Tree, although none can be recovered from one that has been burnt. The MRF is dependent on the type of War Tree: Type I is MRF 4, Type II is MRF 3, Type III is MRF 2 and Type IV is MRF 1. They are all Element Earth and count as 2 materials when used in an enchanted device containing Plant Magick spells. Value is **1 Cr** per quantity.



ELVEN STEED

Type	Male	Female
EXP. Award	1500	1250
AGIL/AR	25/99%	24/98%
CON/AR	23/96%	20/90%
DISC/AR	18/85%	13/70%
INT/AR	14/73%	14/73%
STR/AR	21/92%	17/82%
Height	5' 9"	5' 7"
Weight (lbs)	1100	900
CCAP (lbs)	300	250
Body	90	87
Fatigue	46	41
Mov	24	22
Walk	4'/5.2 mph	4'/4.9 mph
Dbl Time	12'/15.8 mph	12'/14.7 mph
Sprint	24'/37.1 mph	24'/34.9 mph
Jump	13' + 2D10	12' + 2D10
BMR	25	25
Dodge 40%+	24 PSF	18 PSF
Stamina 40%+	30 PSF	24 PSF
Will 40%+	30 PSF	25 PSF
Sight 05%+	24 PSF	21 PSF
Sound 05%+	33 PSF	33 PSF
ATTACKS:		
Bite 40%+	20 PSF	12 PSF
Damage	LS: 1 + 1	LC: 1
Hooves 50%+	30 PSF	19 PSF
Damage	HC: 12 + 9	HC: 12 + 7
ARMOUR:	Hide	Hide
vs Slash	2	2
vs Crush	3	1
vs Pierce	1	1
vs Missile	2	2
vs Energy	4	2
SPECIAL ABILITIES:		
Heightened Senses: +10% PSF to Alertness – Sight and Alertness - Sound.		
Runs like the Wind , plus also able to sense any magical forces.		
Longevity: The Elven Steed lives double the lifespan of a normal horse.		
When stationary, able to blend into the surroundings becoming almost invisible.		
High Intelligence		
LIMITATIONS:		
Cannot wear armour or barding.		
Suffers double Fatigue Loss when Sprinting, Galloping, Charging or Running like the Wind when ridden by non-Elves or non-Faerie.		
Cannot be hitched (to wagon etc.).		
Will always shy from fire.		

DESCRIPTION

Bred from the very best stock, these light war-horses are the steed of choice for Elven warriors. Due to careful breeding, selection and training these horses are uniform in their appearance and suitability for the tasks they undertake. Invariably white in colour with a long flowing mane, the Elven steed stands nearly 6 foot at the shoulder and is very light for its size (due to having a very narrow chest and body).



While bred for their intelligence, they are blessed with exceptional senses making them almost impossible to surprise. They are able to move incredibly quickly for short periods and are sure of foot, so ideal for use in the forests that the Elves call home. While unsuitable for large-scale heavy cavalry actions (due to their narrow chests and light build) they are perfect for scouting missions and the hit-and-run tactics most favoured by the Elves.

The Elves link to nature enables them to train the horses expertly and to get the very best from them. Elven steeds are trained from a very young age with a special emphasis placed on heightening the horses' natural abilities of blending into their surroundings and magical sensing.

Early in the steeds' training they are introduced to their future riders and this connection is strengthened during the training period, with lasts for at least two years. This results in a bond that endures for the whole of the Elven steed's life and means that the horse will accept no one else and will fight to protect its rider (even at the cost of its own life).

The light build of the Elven Steed means that it cannot wear any form of protection (i.e. barding) and also means that the horses are highly unsuitable for use by humans (suffering **double** fatigue loss at all speeds). This makes it useless as a beast of burden, its intelligence also means that it would be highly unlikely to agree to being used in this way.

Elven Steeds' greatest known weakness is their preternatural fear of fire, which no training is able to cure. They will always avoid going near fire and anything larger than a campfire will cause them to shy.

MAGICAL MATERIALS

7+1D10 quantities of hide may be obtained from the body of a slain Elven Steed. These are all rated at MRF 0 Element: Earth and count as 2 materials when used in the manufacture of enchanted scrolls.



ELVEN CROW

Type	Male	Female
EXP. Award	2000	3000
AGIL/AR	17/82%	17/82%
CON/AR	06/40%	07/45%
DISC/AR	13/70%	13/70%
INT/AR	17/82%	19/88%
STR/AR	06/40%	06/40%
Length/Wingspan	10" / 24"	16" / 33"
Weight (lbs)	1	2
CCAP (lbs)	-	-
Body	3	3
Fatigue	6	7
Mov	22	24
Walk	1'/1.2 mph	1'/1.3 mph
Flight: Cruise	25/30.7 mph	25/33 mph
Flight: Sprint	60/87 mph	65/100 mph
Flight: Stoop	120/175 mph	155/240 mph
BMR	50	60
Dodge 40%+	27 PSF	27 PSF
Stamina 40%+	3 PSF	3 PSF
Will 40%+	6 PSF	6 PSF
Sight 05%+	53 PSF	56 PSF
Sound 05%+	12 PSF	12 PSF
ATTACKS:		
Beak 40%+	10 PSF	10 PSF
Damage	LS: 1	LS: 1
Talons 40%+	24 PSF	24 PSF
Damage	LS: 1 + 2	LS: 1 + 3
ARMOUR:	Enchanted Feathers	Enchanted Feathers
vs Slash	8	8
vs Crush	6	6
vs Pierce	8	8
vs Missile	7	7
vs Energy	12	12
SPECIAL ABILITIES:		
Heightened Senses: Keen eyesight (similar level to hawk) and hearing, plus the ability to detect hidden, invisible, supernatural and Faerie creatures. This extends to seeing though illusions (as per the Rank 9 Divination Magick spell True Sight).		
"Limitless" Endurance: They are able to travel at remarkable speeds due to skill of shifting to and travelling through Faerie Realm, reappearing close to their desired location. This causes them to suffer no Fatigue, no matter how far travelled. Able to blend into the surrounds (when stationary), becoming invisible at will. High Intelligence		
LIMITATIONS:		
Suffers double damage from cold iron weapons, +3 to Crit Die result.		
Will never cross over/travel into sanctified ground nor will they enter Rowan forests.		
Can be spotted, if hiding, if looked for through a stone with a natural hole through it.		
They can only rest, recuperate and feed in the Faerie Realm. If captured, can be held secure within an iron cage but will eventually die due to an inability to eat.		

DESCRIPTION

These birds look like a mixture of hawk and crow and are slightly smaller than a raven. They are always an icy, cold white in colour. They have no natural habitat in the mortal realm. The Elven Crow is a creature of the Faerie world and is trained for use as hunting



scouts and messengers by the Unseelie and Seelie Courts respectively. It is because of their origin that they gain their special abilities. Due to their "other-worldly" connection they are viewed as birds of ill omen by all mortals and feared greatly when seen (probably due to their use by the Wild Hunt as scouts for suitable "victims"). They are seen very rarely and if spotted, it is either while working on behalf of the Seelie/Unseelie Courts, or in the presence of an Elven Mage. It is because of this link that the bird is now generally known as an Elven Crow.

The only race who do not view these birds as doom-bringers are Elves, probably due to their better understanding of and closer links with the Faerie races. This understanding has also enabled some Elven Mages to train a Crow for use as a Familiar, a much-desired status symbol. In very rare cases, a high-ranking member of the Faerie Courts may give a Crow to an Elf as a reward for services rendered.

An Elf who commands the service of one of these creatures gains a permanent mental link with the bird and thus the ability to communicate with it and "see" through its eyes. Once the link is established, the crow becomes a faithful servant, undertaking any task other than one that would result in its own death. This link is maintained whatever the distance between them, only temporarily breaking if and when the bird is in the Faerie Realm.

However, the close mental link between the Crow and its master comes at a price. A Mage may only ever have one Crow Familiar. If the creature is ever captured then the Mage is wracked by severe headaches until the bird is freed. These are sufficiently bad to cause the Mage to suffer a loss of **2 Fatigue Points** when undertaking any mental task (including spell casting). Also, should the Crow ever die then the Mage is immediately struck unconscious, permanently reducing his Intellect by **-1**. Finally, all members of the Faerie Courts will view the Elf who allowed the Crow to die with animosity, especially if the Crow was a gift.

MAGICAL MATERIALS

The Flight Feathers are valuable magical materials, they are MRF 0 Element: Air and count as 4 materials when used in the making of any magical device containing spells of either Divination or Air Magick.



APPENDIX C - ELVES FOR C&S LIGHT

The following sections are changes from the main text and are designed for use with **Chivalry & Sorcery Light**. These sections replace all standard **Chivalry & Sorcery Light** rules that pertain to them, all other sections remain as written.

CHARACTER GENERATION

This sourcebook can also be used with **Chivalry & Sorcery Light**. The character generation section that follows replaces the one in the **Chivalry & Sorcery Light** rules for generating Elven characters.

Elves are not allowed access to the standard Vocations, but instead receive skills based on their social rank, as given below, and also for their House.

Half Blood or Wood Elves

Half Blood or Wood Elf attributes remain the same as in **Chivalry & Sorcery Light**. Aside from **30 Skill Points** to spend, Elves receive the following starting skills: **Archery (Elven Longbow)** at Level 2, **Forester** (this includes all the **Forester** sub-skills at Level 1 with no cost), **Geography** at Level 1 and one Bardic Voice skill. Also, **Archery (Elven Longbow)** is considered to be a Mastered skill and is learnt at **-1 DF** before being considered as a Vocational Skill.

Great or Noble Elves

Great or Noble Elf attributes remain the same as in **Chivalry & Sorcery Light**, but when the Attributes are finalised they receive a bonus of **+2** to Agility (AGIL), Bardic Voice (BV) and Appearance (APP). Aside from **25 Skill Points** to spend, Great Elves receive the following starting skills: **Archery (Elven Longbow)** at Level 2, **Forester** (this includes all the **Forester** sub-skills at Level 1 with no cost), **Geography**, **Swords**, **Reading/Writing** and **Leadership** at Level 1 and one Bardic Voice skill. Also, **Archery (Elven Longbow)** is considered to be a Mastered skill and is learnt at **-1 DF** before being considered as a Vocational Skill.

1D100	House	Skill Category
01 – 06%	Ailill	Oratory
07 – 14%	Belenus	Healing Arts
15 – 22%	Morrigan	Combat
23 – 30%	Lugh	Crafts
31 – 38%	Manannan	Swimming
39 – 45%	Bran	Healing Arts
46 – 53%	Borvo	Crafts
54 – 61%	Cernunnos	Animal Skill
63 – 69%	Epona	Animal Skill
70 – 77%	Taranis	Any Weapon Skill
78 – 85%	Ogmios	Charm
86 – 94%	Dianeicht	Healing Arts
95 – 100%	Brigit	Arts & Entertainment

TABLE C.1 – ELVEN HOUSES

True or Royal Elves

True or Roayl Elf attributes remain the same as in **Chivalry & Sorcery Light**, but when the Attributes are finalised they receive a bonus of **+4** to Agility (AGIL), Bardic Voice (BV) and Appearance (APP). Aside from **25 Skill Points** to spend, True Elves receive the following starting skills: **Archery (Elven Longbow)** at Level 2, **Forester** (this includes all the **Forester** sub-skills at Level 1 with no cost), **Geography**, **Swords**, **Reading/Writing**, **Leadership** and **Lore (Faeries)** at Level 1 and one Bardic Voice skill. Also, **Archery (Elven Longbow)** is considered to be a Mastered skill and is learnt at **-1 DF** before being considered as a Vocational Skill.

House Table

Every Elven character must roll against *Table C.1 – Elven Houses*, after checking his background, in order to determine his House. Masteries gained must be applied immediately and cannot be held until a later step in character generation. The table lists the Thirteen Great Elven Houses. It is recommended that multiple Elven characters come from the same clan, this presents an easy reason for them to be together and builds a certain amount of instant camaraderie.

Unless otherwise stated all skills shown in *Table C.1 – Elven Houses*, represent a free level and a **-1 DF** modifier, which must be taken before Skill Points are spent.

ELVEN MAGES

Elven mages only practise the Witchcraft Mode and can only learn the following Methods at the ranks listed below. This is a change to the normal rules for magic. Elven Warders do not exist in **Chivalry & Sorcery Light**.

Method	Max Level	Notes
Command	3	-
Divination	2	-
Illusion	3	-
Plant	4	Elves also receive a -2 DF modifier to this Method

TABLE C.2 – ELVEN MAGES

EQUIPPING YOUR CHARACTER

Although Elves do not possess any lesser wealth than other characters in terms of money, they generally have fewer personal material possessions.

Father's Social Class	PC's Basic Purse
Half Blood (Wood Elf)	BV x 2 Silver Shillings
Great (Noble Elf)	BV x 4 Silver Shillings
True (Royal Elf)	BV x Gold Crowns

TABLE C.3 – STARTING FUNDS



ELVES OF MARAKUSH

"Well met dear friend, it has been a while since you last called upon Ralersin to offer you knowledge of the Dragon Reaches."

"So you wish to learn more about the Tylwyth of the Realms, whom some call Elves. Let me take you back into the misty years of the past when the Tylwyth first came to Marakush".

"When those whom you call Elves first decided to leave the Faerie Realms for another world they had discovered, many actually found themselves in a completely different world to the one they expected. They quickly found that the world of the Fey touched many worlds and they discovered that it was not guaranteed that leaving the Fey took you to the world you wished. That being said, the world they found was to their liking and they decided to call themselves the Tylwyth Hen in one of the many dialects of the fey folk, which means "Beautiful People". (This dialect is similar to Cymraeg a Brythonic Celt language, other Fey languages are of course the diverse Goedelic Celt tongues. Another Brythonic language that can be used as a further dialect is of course Cornish.)

They called the world Marakush and began to keep records of their time in the world. These records start in what is now recorded as 11,792 BU (Before the foundation of Urtind) and is now known as Bethrin's History of Marakush. The actual records are in sections known as Ages with the dating system added in the margins."

"Now allow Ralersin to reveal to you some of that hidden lore for your better education into the Tylwyth."

FIRST AGE

It is recorded that the Elves first lived in the Maurveld Forest in the far east of what they called the Dragon Reaches. It was so called after the dragons that resided on an isle to the north (the Dragon Isle). Some 2,500 years later they first encountered mankind (the year 9210 BU), who had arrived on the Dragon Isle a thousand years earlier, and had carved a kingdom for themselves after befriending the dragons that lived there. These humans became captivated by the Tylwyth Hen's otherworldly appearance. The Tylwyth Hen were blessed with great longevity, almost being immortal as the Blight had not yet touched them, which added to their almost godlike appearance, and so they became worshipped as Gods.

The Tylwyth Hen acted as teachers to these early humans and passed on the knowledge of cultivating crops and animal husbandry. Some of these humans then journeyed south and founded the early civilisations of Maincia, Partean and Tylonia which grew to rival the Empire of the Dragon Isle, whilst others began to settle the mainland forming colonies and so creating the first human Empire.

Records that follow mainly describe the various trade treaties between the Tylwyth Hen and the new human kingdoms, but slowly a certain amount of discord begins to creep in. Records go on to show that the Great Council begins to discuss how they should treat humans, the majority of the council siding with the concept of remaining teachers, while a smaller faction raises the idea of actually ruling the humans.

About 1,500 years after the Tylwyth Hen first encountered mankind, goblins begin to attack the Dragon Isle, and it is shortly after this that the humans call upon the Tylwyth Hen for aid, which they give, helping to push the goblins back underground. This helped to cement relations between the two races but a faction remained hidden, sworn to raising the idea of domination over the more numerous races. The First Age ends after records tell of a second war between the Dragon Isle and the goblins, ending when volcanic activity destroys part of the isle.

SECOND AGE

The records of the Second Age are mostly of no real interest until they reach what is now known as 3076 BU. At this moment in the history of the Tylwyth Hen, a group decided to journey further west and settled the forests, which covered the central regions of the Dragon Reaches. They founded the settlements of Tan Galorn in what is now known as Tathryn and the settlement of Tan Plasgwyn in the Jars Forest close to the border of Darken Forest.

The next item of note is the rising of goblins and orcs in the Maurveld Forest, which the Tylwyth Hen tried to stop. As the goblins and orcs increase in numbers the Tylwyth Hen first begin to notice the effects of the Blight. Delayed for centuries, it finally begins to take effect and the first of the weakened offspring begin to appear. Fewer Tylwyth Gwir (the "Pure Kindred" or True Elves) are born, in their place are born what are named Tylwyth Brwnt (the "Impure Kindred" or Great Elves). As the war with the goblins and orcs lengthens, there are even less Tylwyth Brwnt born even as the war reaches its climax.

As the goblinoids call upon their gods to deliver them victory, the war ends in their defeat by the Southern Kingdoms, and it is then that the still weaker Tylwyth Hen start to appear. Called the Tylwyth Hanneri-Gwaed (the "Half Blood Kindred" or Wood Elves), these Tylwyth Hen are smaller than their cousins, and their lifespan is greatly shortened.

The Tylwyth Hanneri-Gwaed appear just before the end of the war with the goblinoids and this heralded the start of the Council of Gwyll which ended the Second Age.

THE COUNCIL OF GWYLL AND THE SUNDERING

This council lasted for a whole year while arguments swept the Tylwyth Hen. During the war with the goblins, the faction supporting the rulership of the lesser races had grown strong and had been visited by members of the Unseelie Court. The emissaries promised the Dark Faction the means to secure the future of the Tylwyth Hen if they joined forces. They showed that the Unseelie Court had the same goals as the Dark Faction of the Tylwyth Hen and that they had backed the goblinoids in order to meet this goal. The Unseelie Court now revealed to the Dark Faction that they now knew that to succeed it required the additional might of the Tylwyth Hen.



Using guile and persuasion the Unseelie Court sullied the hearts of those Tylwyth Hen who sought domination. Providing goblin cohorts to assist, the faction calling itself the Plaid Gwir or Pure Side declared itself the rulers of the Tylwyth Hen and declared that the rulership of the other races was the true place of them all. The Tylwyth Hen became split into two and civil war broke out.

The Sundering split houses and families, the Plaid Gwir becoming the Tylwyth Du and their opposition the Tylwyth Teg. A small group tried to mediate and even called for the Dwarves to assist as neutral parties but it was all to no avail. The Tylwyth Teg refused to recognise their right to participate, whilst the Tylwyth Du killed them as intruders.

The small group of peacemakers disappeared from the Maurveld, later to reappear as the Tylwyth Myndd after befriending the Dwarves of the Carlegg Mountains.

The battles within the Maurveld became fierce with the Tylwyth Teg on the losing side. Somehow the Tylwyth Du were producing more young, and although not pure, they appeared stronger than the Half Bloods being born to the Tylwyth Teg.

The Unseelie Court had kept a promise of sorts. The Tylwyth Du had introduced goblinoid blood into their race and this had strengthened their line but at a cost. No longer would they have the racial purity, but they had a faster growing race that was physically stronger.

"What! You find this distasteful, that goblins and Tylwyth would join together. Do not underestimate the persuasion of those of the Unseelie Court. Yes, this very act went against all the previous laws of the Tylwyth but do not forget that they were offered power. The mere promise of power is often enough to corrupt even those who are pure of heart. To our sorrow we of the Tylwyth Teg realised that at this very moment our cousins were lost to us, and all we could do was fight for our own survival."

THE THIRD AGE

With defeat facing them, the remaining Tylwyth Teg fled to the west leaving the Maurveld Forest to the domination of the Tylwyth Du.

The start of the Third Age also bought the founding of the Kingdom of Urtind, which comes to encompass both the realms of Tan Galorn and Tan Plasgwyn. The first monarch, Bara Ursine welcomes the Tylwyth Teg as wise teachers and promises to offer aid whenever they require it. So it came to pass that the Realm of Tatharyn remained a secure haven for the Tylwyth Teg, the last pure remaining lines of the Tylwyth Hen Houses that had left the lands of Faerie.

Meanwhile, in the west the few Tylwyth Hen who had fled to the Carlegg Mountains during the Sundering had befriended Dwarves. Calling themselves the Tylwyth Myndd (literally "Mountain Kindred"), they too had discovered a means of maintaining the future of their lines. They gave their blessing to Tylwyth/Dwarven marriages. Although few in number to begin with, the offspring were expected to be shorter but in fact they have bred a line of taller, lighter-built Tylwyth, who are hardier. Also the slightly higher population rate, with the mingling of Dwarvish blood within the veins of the Tylwyth, has led to a suspension in the effects of the Blight, it may even have led to a decrease.

"Yes, we learnt of this corruption of another branch of our cousins, but this mingling at least had the blessings of the Seelie Court. So we view these cousins of allies of sorts, though they keep themselves to themselves and have yet to help us in our fight against the Tylwyth Du."

THE PRESENT

The present is considered to be year 610 AU, the sixteenth year of the reign of King Karonus of Urtind.

The Tylwyth Teg

Following the Sundering the Tylwyth Teg continued to live in their two great settlements. The greatest was regarded to be Tan Plasgwyn, a fair city containing a great palace and a mighty gatehouse. Built during the early years by Dwarves, it claimed to have the greatest defences ever built. Indeed the gatehouse itself was regarded as a fortress in its own right. Unfortunately Tan Plasgwyn is no more, ravaged by the brood of Shugaloth (the Dragon ruler of Darken) many years past, all that remains are its ghostly overgrown ruins, and its once great gatehouse.

The ruined gatehouse provides the home for what remains of the Tylwyth Teg that once lived here. Their numbers now dwindled to less than 300 and they are ruled over by Prince Rhys ap Aneirin one of the last of the Tylwyth Gwir who once resided here. He leads his people in the defence of what was once their domain, shunning mankind and guarding the borders against the raids from Darken. The Goblin Hunters of what is now known as Glasadfail (the new name for the ruins of Tan Plasgwyn) are feared throughout this region as hardened hunters. Skilled in the art of the forester, the Heliwr or Goblin Hunters wear clothing which allows them to blend into the forest and continue to track they quarry until dealt with permanently.

Meanwhile, in Tatharyn, the main enclave of the Tylwyth Teg, under the rulership of King Dalvanar XXVI, is Tan Galorn. At its heart is the royal citadel, built on a rocky outcrop, the highest point within the forest. Its stone walls are melded into the very bedrock, its slender towers, built with the help of magic, rise over sixty feet above the base rock, the central palace towering forty feet above these. Covering the walls is a pure white enchanted limewash, resplendent in sunlight, whilst at sunset and sunrise the walls glow a rosy hue, casting a strange reddish light throughout the nearby trees.

Surrounding the royal citadel are the homes of the permanent inhabitants, the artisans who provide the goods for the settlement. The enclave is roughly circular in shape, divided like spokes of a wheel, each area inhabited by one of the Thirteen Houses. At the outer perimeter of this area lie the workshops of the Houses where goods can be sold to other Tylwyth Teg or the occasional human or Dwarven merchant. Each House has a large lodge, circular in shape, a hundred feet in diameter, its towering roof thatched leaving a small opening at its peak for the smoke from the central hearth below, built towards the inner region of their land, close to the royal citadel. The rest of the House's land is populated by the smaller family lodges, each with its own plot of land.



Each family usually has at least one or two trees planted in their land so the enclave appears as a series of houses amongst a light wooded area.

Surrounding the whole enclave is a great wall, fifty feet in height and fifteen feet thick, guarded by circular towers every fifty feet. Tylwyth Teg warriors patrol this wall, armed with bow and sword, wearing the shimmering light chain mail, beloved of the Tylwyth Teg and created by the Bowyer Magus' within the enclave.

About half of the population of Tatharyn reside in Tan Galorn, the remainder live in scattered small communities amongst the forest, some building lodges amongst the branches of the sturdiest trees, others in clearings within the forest. These communities may be a mixture of House members, or consist of members from one House. The common factor they all have is that all communities have a group of Goblin Hunters who ensure that Tatharyn remains safe for the rest of the populace.

The Tylwyth Myndd

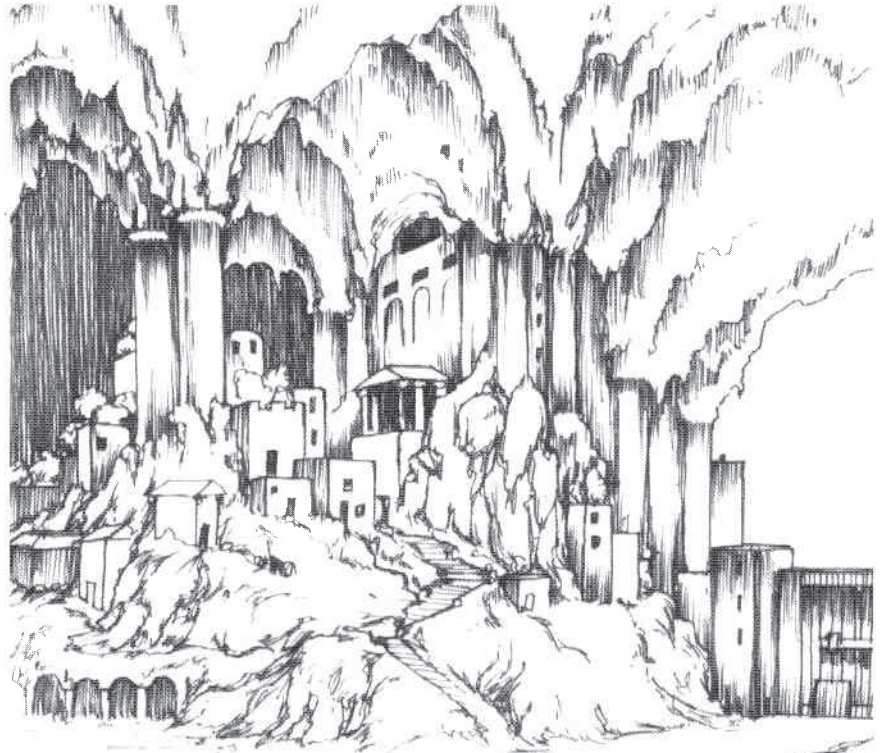
When the Sundering took place the Tylwyth Myndd had tried and failed to act as peacemakers. Travelling further westwards they climbed the great heights of the Carlegg Mountains where they encountered a Dwarven mansion.

Befriending the Dwarves they explained what had occurred, with the Dwarves offering to act as emissaries on their behalf. These emissaries were rebuffed by the Tylwyth Teg, and this even now causes embarrassment to some of the Tylwyth Teg's Half Bloods when dealing with Dwarves, whilst the Tylwyth Du killed them on the spot. This action has led to the Dwarves declaring a blood feud with the Tylwyth Du.

The Dwarves of the Carleggs, continuing to support their new friends, offered to help them build new cities within the mountains. They accepted after first finding a large cave, leading into an even larger cavern, which the Dwarves created into a city, the mysterious Eyrie. The Dwarves assisted the Tylwyth Myndd by finding further caverns with large cave entrance's and building other settlements.

A few years later the Tylwyth Myndd befriended a race of giant eagles which they trained to act as guardians. As the Blight grew stronger amongst them, some of the Tylwyth Brwnt took Dwarves as partners. The resulting offspring suddenly showed some returning to the Fey. Although mixed marriages have continued, the newer race of Tylwyth Myndd continued true, so today the majority has Dwarven blood running through their veins.

The results of this joining has led to a taller and lighter race, which has meant that by breeding a slightly larger and stronger eagle, they can now use them as steeds. Anyone venturing too close to a dwelling of the Tylwyth Myndd may be frightened away by aerial warriors, for the Tylwyth Myndd value their privacy, along with the many ancient documents that they retained from the days before the Sundering.



The Tylwyth Du

The greatest of the three races of the Tylwyth are the Tylwyth Du, the Dark Elves of Marakush. Successful in the battles of the Sundering, they managed to all but wipe out their cousins. Supported by members of the Unseelie Court, they seek the domination of the world of Marakush with rulership over the other races, not just the Tylwyth.

As part of their pact with the Unseelie Court they accepted partnerships with members of the goblinoid races since it was deemed necessary to their survival. Although not all were willing, some considering it a sacrilege to their heritage, but the Unseelie Court were highly persuasive. The offspring produced have quickly dominated, and now it is rare for the variant True Elf and Great Elf offspring to be produced. The majority of the Tylwyth Du live in the Maurveld Forest, living a nomadic existence. The settlements they build only last a couple of generations at the most before they decide to move on, these settlements being temporary shelters built on platforms which are secured upon the strongest branches of the greatest trees in any particular area.

The Tylwyth Du are fond of farming the great forest spiders that can be found on Marakush, and they often weave light clothing from the silk produced by these spiders. This has become a major industry for the Tylwyth Du who reside in Darken Forest. The Tylwyth Du who live in Darken have formed more permanent settlements and have become the upper echelons of the common society above the humans, orcs and goblins. The nobility still remain the Dragon brood of Queen Shugaloth. (*Further details will be disclosed in the **Darken** kingdom sourcebook.*)

To all intents and purposes they still follow the customs and lifestyles as described in the rest of this guide, and they still follow the same laws and festivals albeit with a twist, replacing goblins with humans for their targets (with the exception of Canus cult worshippers).

The Tylwyth Du are also the main backers for the Canus Cult, a cult originated to overthrow the major human powers within the Dragon Reaches, and pass power to the Tylwyth Du. The worship of Canus originated shortly after the pact with the Unseelie Court with their blessing. Many of the Tylwyth Du outside of Darken eagerly put forward the philosophy of Chaos which Canus represents, as a means to them wresting ultimate rulership of Marakush. To aid this the Unseelie Court have assisted by the introduction of Lycanthropy amongst the human priesthood, an act that the Tylwyth Du have promoted as a god given blessing.

Although the Cult has suffered many setbacks over the years, it has always been the human worshippers that have borne the brunt of any religious persecution. The Tylwyth Du remain ever strong and always ready to refortify the Cult, the tool which they see as bringing about the final demise of their cousins.

“So now you know enough for now about the many races of the Tylwyth walking the Dragon Reaches. When you have gained in stature I may yet divulge more of the hidden lore, but for now this must do to sate your thirst for knowledge. Suffice it to say that be ever watchful for the Canus Cult, the tool by which the Tylwyth Du strive to take over and gain dominion over us all.”

Ralersin

Loremaster to King Dalvanar XXVI, The Kingdom of Tatharyn

CHARACTER GENERATION

The Elves of Marakush follow the rules as shown within the rest of this supplement with the exceptions as shown below. Each subdivision of the Elves has members of each House within it, and all the various vocations are available to each type of Elf. Lost Bloods should be regarded as in the main rules in this supplement. It is recommended that if a player wishes to play a Tylwyth Du, he plays the offspring of a Lost Blood, one who has forgone the path of domination of the other races.

Social Class	Points Cost	Tylwyth Teg	Tylwyth Myndd	Tylwyth Du
Lost Blood ¹	+15	01-05	01-10	01-15
Half Blood (Wood Elf)	0	06-70	11-85	16-90
Great Elf (Noble Elf)	-15	71-95	86-95	91-98
True Elf (Royal Elf)	-30	96-100	96-100	99-100

¹Roll again to determine former type for purposes of initial racial skills, height, weight and appearance. If this roll gives a result between 01-05% assume that the character is a Lost Blood Wood Elf.

TABLE D.1 – SOCIAL CLASS

The bonuses enjoyed to attributes are reflected in *Tables D.2 – D.4 – Minimum and Maximum Attributes*. Tylwyth Teg are generated as depicted in the rest of this sourcebook.

All Tylwyth Du and Tylwyth Myndd characters purchase their attributes at a cost of **1 point** per attribute until 14, except for Agility for the Tylwyth Du and Constitution for the Tylwyth Myndd. These can be purchased at **1 point** per attribute to 20 and then at **2 points** per attribute per point beyond 20 until the racial maximum is reached. With the exception of Agility (or Constitution for the Tylwyth Myndd) the maximum level of attribute that can be purchased is 20 for a Tylwyth Teg, 19 for Tylwyth Du and 21 for Tylwyth Myndd.

Attribute	Tylwyth Gwir		TylwythBrwnt		Hanneri-Gwaed	
	Min	Max	Min	Max	Min	Max
Agility	17	27	15	27	13	25
Strength	02	20	02	20	02	20
Constitution	02	20	02	20	02	20
Intellect	02	20	02	20	02	20
Wisdom	02	20	02	20	02	20
Discipline	02	15	02	15	02	15
Bardic Voice	14	24	12	22	10	20
Appearance	18	24	16	22	14	20
Piety	02	15	02	15	02	15

TABLE D.2 - MINIMUM AND MAXIMUM ATTRIBUTES - TYLWYTH TEG

Attribute	Tylwyth Gwir		TylwythBrwnt		Hanneri-Gwaed	
	Min	Max	Min	Max	Min	Max
Agility	19	25	17	23	15	21
Strength	11	21	11	21	11	21
Constitution	14	25	14	25	14	25
Intellect	02	21	02	21	02	21
Wisdom	02	21	02	21	02	21
Discipline	12	15	12	15	12	15
Bardic Voice	14	25	12	23	10	21
Appearance	18	25	16	23	14	21
Piety	02	16	02	16	02	16

TABLE D.3 - MINIMUM AND MAXIMUM ATTRIBUTES - TYLWYTH MYND D

The Tylwyth Myndd also start with Basic Knowledge in **Climbing** (-2 DF modifier), **Animal Training: Exotic Animals (Giant Eagles)** (-1 DF modifier) and **Animal Riding: Exotic Animals (Giant Eagles)** (-1 DF modifier)



Attribute	Tylwyth Gwir		Tylwyth Brwnt		Hanneri-Gwaed	
	Min	Max	Min	Max	Min	Max
Agility	19	29	17	27	15	25
Strength	12	19	12	19	12	19
Constitution	14	19	14	19	14	19
Intellect	02	19	02	19	02	19
Wisdom	02	19	02	19	02	19
Discipline	02	15	02	15	02	15
Bardic Voice	06	12	04	10	02	08
Appearance	06	16	04	14	02	12
Piety	02	10	02	10	02	10

TABLE D.4 - MINIMUM AND MAXIMUM ATTRIBUTES - TYLWYTH DU

The Tylwyth Du also start with Basic Knowledge in **Intimidation** (-1 DF modifier) and **Demon Lore** (-1 DF modifier).

HEIGHT AND WEIGHT

Use Table D.5 - Height and Build to calculate the height and build for Tylwyth Teg characters. For the weight modification use Table 1.7 - Weight Modifiers from Chapter 1 - Character Generation.

LIFESPAN

The age categories from the main rules apply for starting characters, however, their actual lifespans are far greater than humans on Marakush, for further details see Table D.6 - Lifespan. The years given are as standard earth years.

	Tylwyth Gwir	Tylwyth Brwnt	Hanneri-Gwaed
Tylwyth Teg	800 years	650 years	500 years
Tylwyth Myndd	1,000 years	800 years	600 years
Tylwyth Du	600 years	500 years	400 years

TABLE D.6 - LIFESPAN

VOCATIONS

The Tylwyth of Marakush normally take the vocations as shown in Table D.7 - Vocations.

Tylwyth Teg	Tylwyth Myndd	Tylwyth Du
Bowyer Magus	Bowyer Magus	Bowyer Magus
Elven Bowyer	Elven Bowyer	Elven Bowyer
Enchanter	Enchanter	Enchanter
Goblin Hunter	Goblin Hunter	Human Hunter
Guardian	Knight ¹	Guardian
Knight ¹	Mage	Knight ²
Mage	Master of the Hunt ³	Mage
Master of the Hunt ³	Overseer ¹	Master of the Hunt ³
Overseer ¹	Warden	Necromancer
Warden		Overseer ¹
		Warden

¹Gwir or Brwnt only
²Gwir only
³Brwnt only

TABLE D.7 - VOCATIONS

Type of Player Character	Height Dice	Range of Height Factors	Average PC Height	Build Die	Range of Build Factors	Average PC Build
Tylwyth Teg:						
Elf Half Blood Male	2D10+56	58 - 76	67 = 5' 7"	1D10-1	0 - 09	04 = Average
Elf Half Blood Female	2D10+53	55 - 73	64 = 5' 4"	1D10-2	0 - 08	03 = Light
Great Elf Male	2D10+64	66 - 84	75 = 6' 3"	1D10-1	0 - 09	04 = Average
Great Elf Female	2D10+59	61 - 79	70 = 5' 10"	1D10-2	0 - 08	03 = Light
True Elf Male	2D10+71	73 - 91	82 = 6' 10"	1D10-1	0 - 09	04 = Light
True Elf Female	2D10+66	68 - 86	77 = 6' 5"	1D10-2	0 - 08	03 = Light
Tylwyth Myndd:						
Elf Half Blood Male	2D10+58	60 - 78	69 = 5' 9"	1D10-2	0 - 08	03 = Light
Elf Half Blood Female	2D10+55	57 - 75	66 = 5' 6"	1D10-3	0 - 07	02 = Light
Great Elf Male	2D10+66	68 - 86	77 = 6' 5"	1D10-2	0 - 08	03 = Light
Great Elf Female	2D10+61	63 - 79	72 = 6' 0"	1D10-3	0 - 07	02 = Light
True Elf Male	2D10+73	75 - 93	84 = 7' 0"	1D10-3	0 - 07	02 = Light
True Elf Female	2D10+68	70 - 86	79 = 6' 7"	1D10-4	0 - 06	01 = Very Light
Tylwyth Du:						
Elf Half Blood Male	2D10+52	54 - 72	63 = 5' 3"	1D10-1	0 - 09	04 = Average
Elf Half Blood Female	2D10+49	51 - 69	60 = 5' 0"	1D10-2	0 - 08	03 = Light
Great Elf Male	2D10+60	62 - 80	71 = 5' 11"	1D10-1	0 - 09	04 = Average
Great Elf Female	2D10+55	57 - 75	66 = 5' 6"	1D10-2	0 - 08	03 = Light
True Elf Male	2D10+67	69 - 87	78 = 6' 6"	1D10-1	0 - 09	04 = Light
True Elf Female	2D10+62	64 - 82	73 = 6' 1"	1D10-2	0 - 08	03 = Light

TABLE D.5 - HEIGHT & BUILD



SCENARIOS

The following scenarios are deliberately sketchy to allow Gamemasters to tailor them to fit their own campaign. One is set in the Dragon Reaches of Marakush and the other in a historical Europe.

“To Touch A Unicorn”

BACKGROUND

The Prince of Tan Plasgwyn has a new heir, a son and a Pure Blood, the first in fifty or so years. However, a strange malady has afflicted his son shortly after he had reached the stage of walking unaided and lies now in a fitful slumber, accepting food and water but unable to remain active during the day. At night he is able to sit and converse but as soon as dawn breaks he falls once more into a deep slumber.

His father has discovered that a curse has been laid upon his son and only the touch of a living unicorn's horn upon his brow can lift the curse. The curse has been cast by a Tylwyth Du Necromancer from Darken, who seeks to weaken the young prince to such a point he can be commanded to do the will of the Necromancer.

A band of Elven adventurers has been drawn together to track down a unicorn, capture it peacefully and return to Tan Plasgwyn to cure the Prince. In addition should the opportunity arise they are to discover the Necromancer and neutralise him or her permanently.

CHARACTERS

The party should consist of 4 to 8 Tylwyth Teg characters, depending on level and opposition. The Gamemaster should decide upon this. It is recommended the group be led by a Master of the Hunt and the group contain a Warden and at least one Goblin Hunter.

LOCATION

The adventure begins in the Jars Forest, which lies north of Militas and on the border between Urtind and Darken. Between the borders of Jars Forest and Darken lies an expanse of heath land, which is farmed by sparse human populations.

The Jars Forest is made up mainly of old oak trees with lime, sycamore and silver birch scattered amongst them. The undergrowth is mainly fern and bracken which rises to a height of four feet except where animal trails have trodden them down. These trails are no more than two feet wide and are usually sparse of any vegetation other than an odd few patches of grass.

Darken Forest is a dark impenetrable forest of various trees densely packed together, and inhabited by the populace of Queen Shugaloth, Tylwyth Du, orcs, goblins and humans, amongst other dark forest denizens such as giant spiders and their ilk.

In between these two forests lies the fiefdom of Clan Alonda, which has its capital at the hill fortress of Caer Alonda and has settlements at Cheitro, Ernajend, Goltind and Hadal. The Clan farms these lands, the fields being close to the settlements and the remaining terrain being mostly rolling heath land, covered in fine purple flowering heather.

The region is famous for “Grugmel”, a type of mead brewed from honey and heather and quite potent and loved by the human warbands, who often drink some before battles to work themselves up into a frenzy.

THE ADVENTURE

The party is assembled before the Prince, read or paraphrase the following.

Listen and heed my words well. My son lies cursed but my seers have revealed to me the manner in which it may be removed. I require the capture of a living unicorn, seek out one for me and bring it back here alive. Do not return until this task is done. Be on your guard for the one who cast this abominable curse remains at large. Should you have the misfortune to cross his path you may gain my pleasure by bringing back his head, alive or dead. You may identify him by the scar in the shape of an oak leaf that mars his left cheek. Now make you haste for my son still lies ill with his malaise.

Allow the party reasonable equipment to carry out their task. It is known that only three unicorns reside in this area, the modifier for spotting any tracks is **-50%** to TSC.

The party will also be dogged by a Goblin warband, sent by the Necromancer, Sinarlan, to track the party's progress. They will seize any opportunity to harass the party while avoiding outright direct confrontation. The Gamemaster should decide upon the strength of this warband, but he should bear in mind the comparative strength of the party.

If the party manages to spot some tracks it will take 5 days to finally catch up with a unicorn. The unicorn will not be amused if the party use force to capture it, and will use all its powers to evade capture. If on the other hand the unicorn can be persuaded that the task is just, then it will consider accompanying the party as a companion.

If the party succeed in travelling back with a unicorn, then Sinarlan will appear personally to deal with them. If he gets injured he will make his escape but become a sworn enemy of the characters.



The unicorn may wander across the human farmlands, the Jars Forest or even venture into Darken. The Gamemaster may add as much detail as he wishes in order to fit this adventure into his campaign. Also the party may encounter other denizens of the forests, such as wolves, spiders, orcs and goblins in Darken, human farmers and even human foresters. Some may assist and others may hinder the party, this is the domain of each individual Gamemaster.

As a final note this adventure could be followed by the adventure **"Where Heroes Fear to Tread"** which takes place in the same region, and sees the party hired by the Fighting Orders of Marakush. If Sinarlan has not been defeated, he may return in this adventure as the characters' nemesis.

Sinarlan should be detailed as the Gamemaster decides, but we recommend that he is a minimum of 2 levels higher than the characters.

SEARCH FOR THE SON

BACKGROUND

Ruadhri Seamaster is the True Blood Elf Earl of Caithness, the Orkneys, Ross and Sutherland. His son and heir, the Lord Merlinnion is in the habit of ranging far and wide with his cronies, although of late he has been visiting the Elf lands of Norway to consort with several friendly Elf maidens.

The last time he did not return from his trip to Norway, although one of his friends, Niaruagh, did manage to return, in a condition near to death. He told the court of the Elf Earl that the party had been set upon by nisser, the foul goblins that have plagued Elfkind these past few centuries. Whilst most were slain, a couple, including Merlinnion were carried off. That is as much as Niaruagh knows before he passed out due to his wounds.

What Niarugh does not know is that the visits to the Norwegian lands have not gone unnoticed. In Norway, the local Jarl of the Dwarves, Albstern Forkbeard, is the descendant of a Jarl betrayed, as he sees it, by the Elves all those centuries ago, and he had the Lord Merlinnion kidnapped as an act of revenge. He is not sure what he is going to do with the heir, but you can be sure that it will not be pleasant.

Obviously Ruadhri wants to storm off and rescue his son, but he is worried by other rumours of nisser activity to the south, and that this might be a diversion before a nisser attack. Instead he summons a number of his most trusted Elves to go to Merlinnion's rescue.

CHARACTERS

The party should consist of at least 4 characters of mid level of experience as determined by the Gamemaster.

LOCATION

The adventure takes place amongst the Isles of the north coast of Scotland and involves making a sea journey to Norway.

ADVENTURE

You have been called to attend the court of Earl Ruadhri Seamaster, Lord of much of the Elflands of Northern Scotland. The court is bare of most of its usual folk, his guards are in attendance, along with his advisor Lauchan Ceanmor, but the only other person present is a severely wounded Elf. The Elf's face is bandaged and one of his hands is missing, however, you can tell that he not a prisoner by the fresh clothes and the couch upon which he rests.

Ruadhri speaks. Read or paraphrase the following.

"You are known to me as capable elves, true to our heritage and ways yet skilled also in dealings with the other races. I have a grievous problem, see before you now Niarugh Silverarrow, most renowned archer at court and friend to my son and see the wounds done to him. Niarugh, tell us again what happened."

"We went to visit Niarliol and her sisters, maidens we know over the sea in Norway. We have been there before and come to no harm but this time, as we beached our ship we were beset by nisser. The goblins swarmed around us and cut most of us down, but I saw them carry off Merlinnion before I fell unconscious."

"I awoke, and saw the bodies though as well as Merlinnion the bodies of Tuarlin and Belenios were gone. I could not handle the ship on my own, but managed to steal a small boat from a human village, raise the sails into the wind and to sail here. This was three days ago."

Ruadhri turns to you and continued, "If I could I would arm all my warrior and ride across the sea to find my son or avenge his death. But scouts report activity by the nisser to the south, and I must marshal my hosts in case they attack. You, however, I must spare from this, for you will take a ship across to the beach where this occurred, Niarugh will show you, and find my son."

The party may wish to question Niarugh. He has the answers to the following questions:

1. *How many Elves were there?*
There were 12 in the party.
2. *How many Nisser attacked?*
More than twice the number of Elves
3. *Why did you lose consciousness?*
I was hit from behind. I had already lost blood from my face and then I lost my hand.
4. *Where do Niarliol and her sisters live?*
A little over two leagues inland from the beach, around two or three hours walk.



THE SEA JOURNEY

In order to sail to Norway, Ruadhri makes available an Elven boat and a crew of two. This ship will make the crossing in one night using the spells that the crew possess and can cast. The boat reaches the coastline as dawn approaches. Read or paraphrase the following:

Imric, the Elf in charge of the boat, asks, "Do you want to go straight to the same beach, or elsewhere. There is a human village further up the sea-loch, fjords they call them, or I can land you further up or down the coast."

The party decide on the advice of Niarugh to go directly to the beach since it is normally deserted.

THE BEACH

The beach is a little inlet at the head of the fjord, hidden by a fold in the rock and the spray, but if you know where you are going sculling in is not difficult.

The ship is beached and the crew stay with the ship whilst Niarugh runs up the beach.

When they arrive read or paraphrase the following

Despite his injuries Niarugh vaults over the side of the ship with his good hand and runs up the beach. You hear him cry in despair and stagger down. He gestures back up to the lip of the beach and continues until he gets to the ship and collapses.

Over the lip of the slope are the bodies of the elves. The flies are swarming on them and the smell is ripe.

On examination of the scene the following items can be seen:

1. The Elves are neither mutilated nor robbed. This is unusual for nisser.
2. There is a goblin helmet on the ground. If examined closely by someone with the **Weaponsmithing** skill they might notice (on a Critical roll) that the crudity of the workmanship is actually carefully worked. On a second Critical examination they might find a red hair trapped in one of the joins.
3. There is a trail inland towards a river.

The Human Village

The humans of this Norse village do not seem totally surprised to meet Elves but, if there are females present in the party, there may be some boorish types who will try and proposition them.

Upon investigation the following things can be seen:

1. There is evidence of trade with Dwarves in the area. Some of the metalworking is of their quality.
2. If someone asks if there are nisser in the area then the Norse will laugh and say, "Not if they want to stay alive". If pushed then they will say that the local Dwarven noble keeps their numbers down.

The Nisser Camp

There is a small camp of nisser. They have no Elves and no boats, though it is unlikely that they will treat visiting Elves with friendliness.

This camp is a travelling one, they are heading from one area to another. They might have knowledge of nisser affairs in Scotland if that suits your campaign. They **do** know of the location of a small Dwarven fort in the area.

The Gamemaster should use his discretion at the size of the group but it should be compative to the size and strength of the party.

The Dwarven Fort

This is a ruined fort that Albstern has occupied whilst he makes up his mind what to do. His main hold is a couple of days travel away. The walls are mostly destroyed and he only has his closest guards with him, although Dwarves do not like Elves most do not want to start a war with them.

That's it, the rest is up to you.



GLOSSARY

<i>Elven Word</i>	<i>English Translation and Explanation</i>	<i>Elven Word</i>	<i>English Translation and Explanation</i>
Aelion Aelilion	Rite of Exile; a magical ritual used as punishment for heinous crimes	Nanali	Full
Aerinrilael	Half-Blood; the race known as Wood Elves to other races	Nielaenallenrillan	Paradise Island; island colony in the Atlantic Ocean sunk by natural disaster.
Aleiraslith	Great Elves; a weakened form of True Elf, but still purer to the original form that the Wood Elves	Niellan Rilriorlan	Sacrifice of Purification; a punishment involving a suicidal mission against goblinoids
Alinnil	True Elf; an Elf who is almost true to the original form	Niellenaenial	The thirteen houses
Eaial	Pure Blood; a rare Elf who is identical to the original form	Niellenaenial Meraenrilir	The Gathering of the Thirteen Great Houses; the Elven supreme council
Elaenaël Nielaen Riarrilen	Book of Perfection and Truth; a register of all the Elves who have taken the Final Journey	Nisani	Month; an Elven month of four weeks
Elasinil	The Word; the Elven written script	Nunelim	Waxing Half
Elinrilrilenrieth	Codex of Laws; the Elven ancestral laws	Nunimel	Waxing Crescent
Elitharin	The Guardians; the Elven name for their race	Nunluline	Waxing Gibbous
Elleneirlir	Time of Bad Blood; a short but brutal Elven civil war	Osama	Summer
Elnar	Fallen Child	Rililinnar	Last Step; a form of euthanasia
Enar	To be in front; an Elven term for a War Leader	Rilillan	Fine of Starvation; a form of punishment
En-lilime	Little Spring	Sanieli	The True Tongue; the Elven language
En-lonaela	Little Autumn	Semuru	Year; an Elven year of 377 days
En-Mimilal	Little Winter	Silnilri	Brother Sun; the Elven name for the Sun
En-osama	Little Summer	Sininaenion	the Blight; the curse that has befallen the Elven Nation, resulting in weakened numbers and more Half Bloods
Laflurin	Branch; a specific family line within a House	Sinrilli	Sister Moon; the Elven name for the Moon
Laflurini	Branches	Thoflenli Mamuelan	Festival of the Moons Tear
Lalon	Empty		
Lanalir	House; the ancestry family of an Elf		
Lanelim	Waning Half		
Lanimel	Waning Crescent		
Lanluline	Waning Gibbous		
Lilime	Spring		
Lirarilian Alion	Crime of the Spirit		
Lisimi	Week; an Elven week of seven days		
Lithonur Elieloli	Festival of the Blood Moon		
Lithonur Luthuli	Festival of New Life		
Lithonur Manufli	Festival of the Fallen Star		
Lithonur Rofflethuil	Festival of the Joining		
Lithonur Salili	Festival of the Morning Star		
Lithonur Sanethuli	Festival of the Fallen Heroes		
Lithonur Thoreli	Festival of the Scorched Moon		
Lonaela	Autumn		
Manila	Night; the hours of night		
Melasion	Addendum; a section of the Codex of Law		
Methise	Season; a quarter of the year		
Mimilal	Winter		
Minila	Night		
Minile	Day; the hours of daylight		
Minina Thalilal	Forbidden Garden; Half-Blood term for the lands of the Faeries		
Mothaeliel Lonathim	Marriage Arranger; an Elven who arranges marriages between families		

Pronunciation of some Marakush words:

Gwyll	Goo-ill
Hanneri-Gwaed	Anneri-Goo-aye-d
Heliwr	Hel-i-oo-r
Plaid Gwir	Played Goo-irr
Tan Galorn	Tan Gal-orn
Tan Plasgwyn	Tan Plas-goo-in
Tatharyn	Tath-a-reen
Tylwyth	Til-oo-h-eeth
Tylwyth Brwnt	Til-oo-h-eeth Broont
Tylwyth Du	Til-oo-h-eeth Dee
Tylwyth Gwir	Til-oo-h-eeth Goo-irr
Tylwyth Hen	Til-oo-h-eeth Hen
Tylwyth Myndd	Til-oo-h-eeth Minth
Tylwyth Teg	Til-oo-h-eeth Teg



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