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ELVES

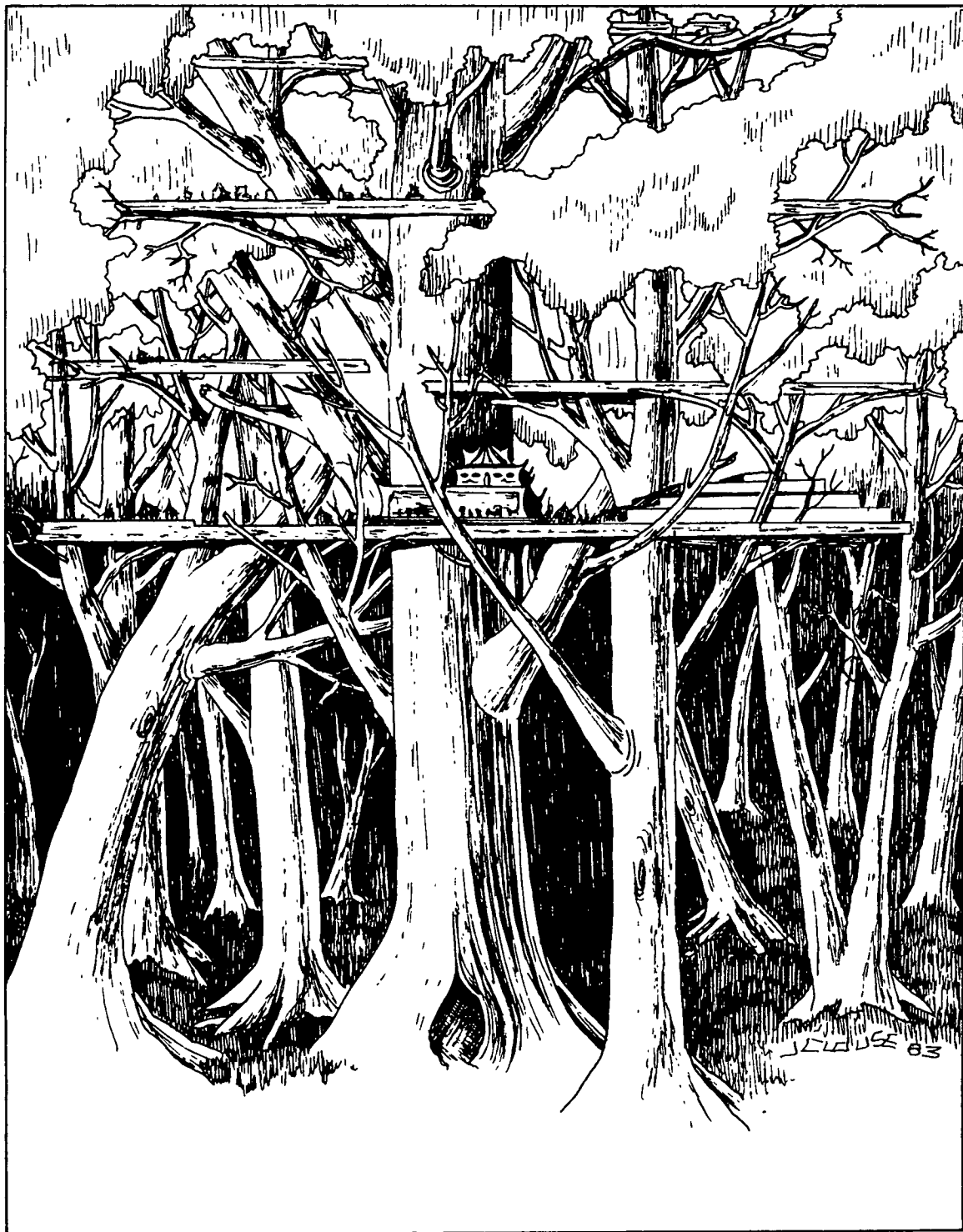
BY CHERON FITZGERALD AND DEL CARR



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ELVES



ELVES

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, Elwyn Quessedil, having lived long and traveled widely, decided at last to return to my birthplace and write the history of my people. I have seen much in my years abroad, and realized the histories of the Elven races have not always been accurate. Ignorance, as well as errors in translation and copying, have lost or distorted many facts.

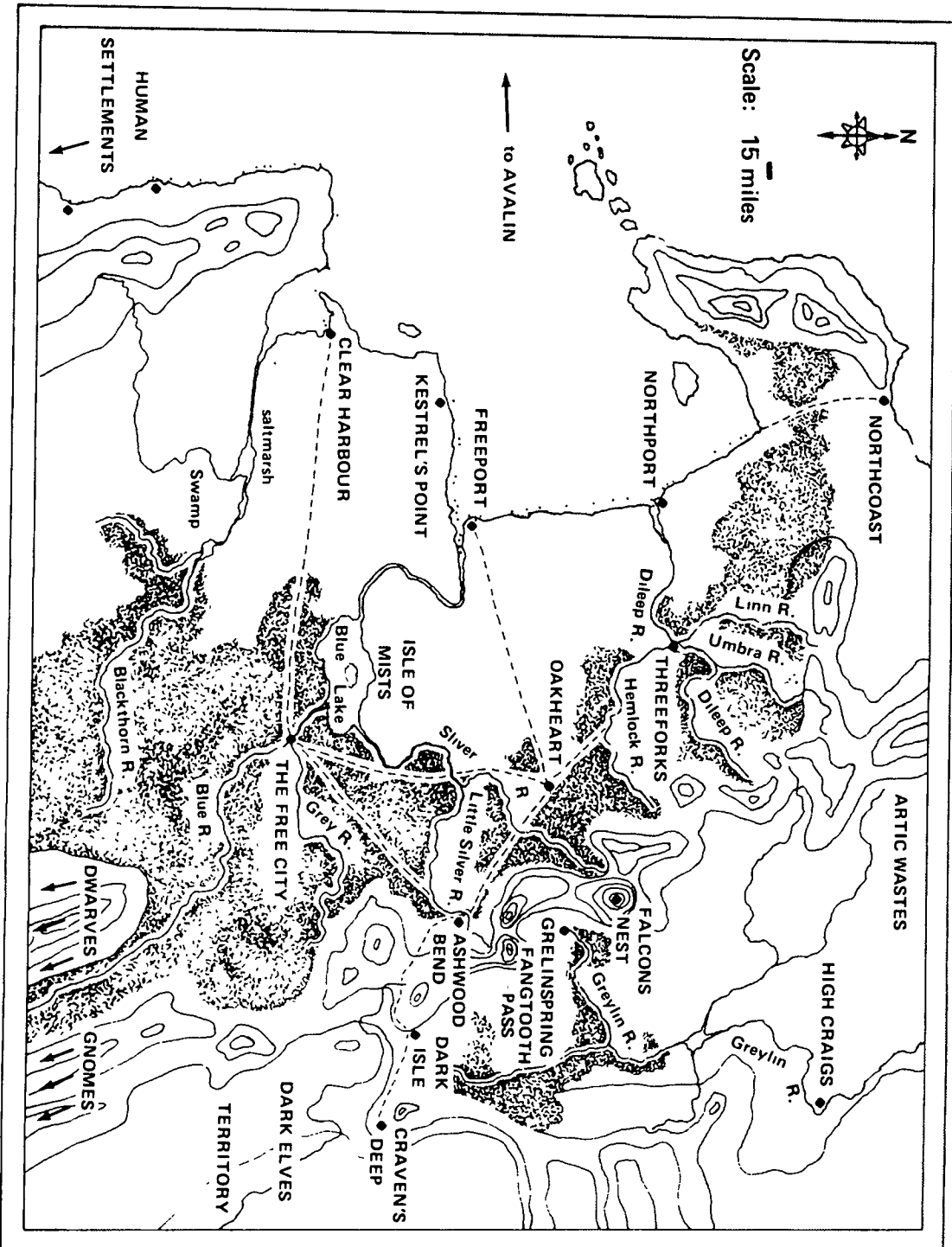
I feel that my heritage, coupled with the long years I have spent with the other races, gives me the qualifications to write this chronicle from the point of view of the Elves. But for the younger races' eyes. I shall, of course, begin at the beginning . . .

Elwyn Quessedil
Dragonfriend

Member of the High Council of the Free City

EDITOR'S NOTE: The above is a facsimile of the frontispiece of the most well known of all Elven historians, Elwyn Quessedil of Ashwood Bend. It is upon her extensive writings about the Elven peoples that the following articles, stories, maps, and adventures are based.

THE REALM OF ELF'S HOLD



The Time Before Time

This Creation of the World tale is traditionally told among the Wood and the Ice Elves, passing from Elder to child virtually unchanged since before the Dim Time. The Grey Elves version is quite similar; but in the Dark Elves' tale more glory is given to Morda, and the Gods are pictured as fools greedy for power. All that I have left out, much to my regret, is the melody to which the story is usually chanted.

Elwyn Quessedal

How the World came into being

Before any was, there was One.

One existed in Void, as darkness and silence.

One presently became lonely, and to soothe his loneliness, split into Many. And each part was unto the others the same, and yet different.

And the Many each took unto itself a name, that they might know One Another.

And the names they took were Treac, Thoris, Timar and Klotra, Obri, Kesti, Maigyn, and Em'rel. And They took council among Themselves and decided to create a World.

So the Many, who became the Gods, created the World and all the plants and animals therein, and They were pleased.

Again They took council, and Treac was given dominion over the waters, and Thoris over the earth.

To Timar was given control of the Airs, and Klotra the fire.

Over Those-That-Fly was set Hobri, over Those-That-Swim was Maigyn.

Kesti took charge of Those-That-Run, and Em'rel chose to guard Those-That-Do-Not-Move.

And the Gods were content.

But there was one of the Many who did not take part in the creation of the world, and he was not content. He was Morda, the Dark One, he was the spawn of the Void. He saw the world and all that was in it, and coveted these things for Himself.

So He came to the world and hid Himself, and the Gods neither saw nor knew Him. Morda hid in the deep earth under the land where He found the Darkness. He became the Lord of the Dark, enjoying in it the absence of Light and creatures. Morda sought to spread the Darkness and take the Gods' creations as His own.

Soon, the Gods decided that the world was not complete. None but Themselves could enjoy its beauties. So the Children of the Gods were created. The Elder Brethren, the Tuatha de Dananna, from whom sprang the Elves and the Faeries and all of their kin were born. Next came the Younger Brethren, the Dag'dan Alta, from whom sprang the Humans, the Dwarves and all of their kindred.

Morda sulked in his hiding place. Each thing that brought more joy to the Gods made him more bitter. He decided to make the world to be like His home, the Void. He determined one day to make it so. He saw the children of the Gods and wished to have children of His own. But rather than create His own, Morda sought ways to subvert the Gods' children to His ways of Darkness. But the Gods and Their Children were joyous and content and dwelt peacefully in the Dawn of the World.

The War of Light and Darkness

At first, there was no true Light or Darkness, only a kind of glow, like that of the dawn before sunrise. One day, however, Thoris, the smith, created wonder. It was a crystal sphere, filled with the light of Klotra's fires, but magnified a millionfold by the multitude of facets on the sphere's surface. The crystal was placed on a large pillar near the center of the land, so all could see it. Thus there was light in the world for the first time.

Morda saw this great wonder, and He was determined to destroy the Great Crystal, so others could not enjoy its beauty. After a time, wherein He gathered His courage, Morda made an attack on the fragile-seeming sphere. He found it impossible to destroy, so He retreated to His lair. Much time passed, and Morda learned by various means that it would be impossible for Him to destroy the Great Crystal. It could only be broken by the hand of Thoris, who had made it.

Morda once again gathered His courage, and His power, and He stole the Great Crystal, hiding it in the deepest places of the earth, of which only He knew. Thus began the War of Light and Darkness.

After Morda had retreated into the darkness of the earth, he began trying to subvert the Children of the Gods to His side, sundering the races, and dividing brother against brother. Those Elves who aided the gods became known as the *Elves of the Light*, and all others were deemed the *Elves of Darkness*. The groups who were neutral in the struggle were called the Grey Tribes, many class them with the Dark Tribes, because of their refusal to aid the Gods. Indeed, the Gods took unto themselves the name of *Lords of Light* or *Powers of Light*, in opposition to Morda self proclaimed title, *Lord of Darkness*.

The first great battle to reclaim the Great Crystal took place before Morda had fully organized his forces. It was an extremely hard fought battle, with many casualties on both sides. Gradually, however, the forces of Gods began to prevail. Morda retreated to His stronghold, but could not prevent the Powers of Light from breaching it. The Crystal was found but not retaken. As the Powers of Light were about to recapture the Crystal, one of the missiles thrown by Thoris was deflected, hitting the sphere and shattering it. Thus the researches of Morda were born out—only its creator could destroy the Great Crystal Sphere.

Morda's minions took heart from the destruction, and rallied to beat back the Gods and their allies. The shards of the Great Crystal were gathered up and locked away in a cavern in the depths of Morda's domain, for they still radiated light, which was painful to eyes bred for darkness.

The Second Battle

Then followed a series of minor clashes between the allies of the Lords of Light and the Dark Lord. During this time, Morda perfected the use of his best weapons—treachery and deceit. By the time of the second great battle, Morda was fully prepared, or

so He thought. But the Gods learned quickly, and used one of His own weapons against Him.

One of the soldiers guarding the citadel of the Lord of the Dark was persuaded to permit a small band of Elven heroes to slip inside the stronghold. While the Gods and their forces fought the Second Battle of the War of Light and Darkness outside Mordra's fortress, the leader of the band, an Elf named Annoc, was able to obtain the case containing the still glowing fragments of the Crystal from the treasure room in Mordra's quarters.

But betrayal is a two-edged weapon, and it is as likely to twist and wound the hand that wields it as easily as it strikes the intended target. Annoc and his band were attacked as they attempted to flee with their prize. Only Annoc, who carried four artifacts given him by the Gods, survived to return the precious crystal chips to Thoris. Mordra was badly beaten in the battle and crawled away to lick his wounds and plot revenge on those who had humiliated him.

The Third Battle

Now in possession of the Crystal fragments, Thoris was able to forge two magical shields using their power. The shields gave off a brilliant light, though less than had the Great Crystal before it was shattered. These shields were given to the Lady of the Air, Timar, who bestowed one upon Annoc.

Mordra attacked the Powers of Light shortly after the shields were completed, and thus began the Third Great Battle of Light and Darkness. In this confrontation, the shields of Annoc and Timar were of great aid, for the minions of Darkness could not face their light. Only Mordra, who had for a time possessed the Crystal, was able to face the shield of Annoc.

At one point during the battle, Mordra's lust for vengeance became so great, He attempted to wrest the shield from the Elven hero and was severely burned by its power. But so great was the power of the Void in Mordra, and so strong was His spirit, that his touch was able to dim the radiance of the shield. Mordra's action allowed his minions to face and attack Annoc.

Annoc took a mortal wound in that combat, the last of the Wars of Light and Darkness. But he did not die, for the Lady Timar came to him, touched him and healed his grievous injury. Then she also made him as one of the Gods, but lesser.

The forces of the Light defeated Mordra. The Gods combined Their elemental forces, bound the Dark One, and cast Him beyond the ends of the World. There he will endure in the Darkness of the Void, hopefully for all time. Then the Gods destroyed His stronghold of Darkness deep within the earth by raising it up into the light leaving only remnants and cave entrances in which Mordra's forces sought shelter. Thus was ended the War of Light and Darkness.



Placing the Sun, the Moon, and the Stars

After the battle, the Gods took the shields of Timar and Annoc, and the remaining softly glowing fragments of the Crystal, and placed them in the sky to give light to the world. The shield of Timar became the sun and ruled the sky during the day. The splinters and chips of the Great Crystal became the stars. They shared the night sky with the shield of Annoc, which became the moon. The marks of Mordra's hands remain visible on its surface to this day.

In the night sky, the moon and stars serve as guards for the Powers of Light against the return of Mordra's Darkness and as reminders that no matter how dark the world is, the sun will soon come again to dispel the evil.

The History of Elves

Even though the great evil of Mordra was vanquished, the history of Elves is fraught with blood and sorrow. The Elves and the other races have made war upon each other until all civilization fell apart like a house coming down on the heads of its owners. Thus the history of the Elves is the history of all races, for all were drawn into the same whirlpool of violence and change.

Elwyn Quessedil

The Counting of Time

The placing of the sun and moon in the sky began the counting of Time. With the completion of their task of ordering the heavens, the Gods left the lands to the Elder and Younger Brethren. They took Themselves and a few of the Tuatha de Dannana to the realm of the Faerie. There they still dwell in a timeless age, in the Dawn of the World

To Annoc's sons were given his sword, helm, cloak, and belt, all magic items of great power. The legends say that his heirs (in the direct line of descent) may summon him in the time of dire need by using these items.

The legends infer that the cloak was able to make Annoc invisible, which enabled him to survive the ambush in Mordra's

stronghold when he escaped with the fragments of the Crystal. The belt was rumored to give Annoc skin as hard as metal; and the helm allowed him to know the thoughts of his enemies. The sword was enchanted against the Darkness, giving Annoc the ability to slay Morda's minions whenever he struck one. According to the legends, these powers can only be used by one of the members of the House of Annoc.

The Dove Time

For a long time the Elves and other children of the Gods lived in peace and contentment. This was called the Dove Time; and it lasted for twenty generations of Elves (longer than three hundred generations in the counting of the lives of men—over 9,000 years). During this time, the land once again became fertile and the seas replenished themselves. Trading and farming prospered. The oceans calmed, travel resumed. Soon, no scars of the Great Battles could be easily recognized. The War of Light and Darkness became a tale for children.

In about the Sixtieth Great Year of the World, the first Human bands began moving north, into lands formerly held by the Elves. This expansion was slow but steady, helped by the Humans' faster birthrate.

Many bands of Elves, not wishing to contest the younger and harder race, Moved far north, all the way to the edge of the Arctic terrain. There, many died, but many more survived by use of magic, and adapted to life in the snowy terrain. These were the progenitors of the Ice Elves, who today can walk in the most frigid winds, clad only in light clothes.

The War of the Races

Other tribes of Elves did not let themselves be pushed northward so easily, and fought back. The Sixty-third Great Year of the World, is generally accepted as the date of the outbreak of the War of the Races. In that year, a band of marauding Humans burned a small forest village, killing many of the Elven inhabitants, and making slaves of the rest.

The War of the Races was mostly a guerrilla action, with both sides making hit and run raids on farms and villages. The Elves began to build strongholds in the mountains, and surrounded their villages with a magical glamour so the Humans would be unable to see them. Certain tribes (who quickly evolved into Wood Elves) built their homes among the treetops deep in the forest. Wood Elves retain this habit, long after the need which prompted it has vanished.

The Founding of Falcon's Nest

The Grey Elves' stronghold of Falcon's Nest was founded in the Sixty-fifth Great Year of the World. It was discovered by the Humans in the Seventy-second Great Year, and besieged by them for the latter half of that period. The siege was finally broken with the aid of an army of Wood Elves, but when the Humans returned to Falcon's Nest early in the Seventy-third Great Year, it was empty and abandoned, and there was not a clue to where the populace had gone, or why. The Humans believed the place was haunted and did not occupy it. Gradually, it fell into ruin and before long even its location was forgotten.

During the War of the Races, the artifacts of Annoc were distributed to the various sub-races of the Elves to prevent the Humans from capturing all four in one raid. The Cloak and Annoc's Belt were given to the Ice Elves. The Sword of Light was left in the custody of the Grey Elves. The Helm was sent to the High Elves.

The Dim Time

The War of the Races drove most of the Elves and Humans out of their towns and cities, severely depopulating the region. Most of the remaining people became wandering hunter-gatherers. This was the beginning of the period known as the Dim Time, when all records are lost. No one knows how long the time lasted, but it is believed to have continued for 8 to 10 generations of

Elves, even longer in the counting of the Humans. During this time, the lifespan of the Elves diminished, as they lost magical means of extending the body's life. The present span is less than half of what it once was, although still more than five times the length of a Human's life.

The Founding of Free City

The Dim Time lasted until the Wood Elves founded the Free City, near the forks of the Blue and Grey Rivers. With the city's establishment, the Elves began again to count the Great years: the Second Great Counting of the Years of the Free City. This method of numbering the years has lasted to the present.

But in those days, the Elves were attempting to merely create a sanctuary deep in the forest where they could be free of the warfare between the races, not found a great city. Free City was far from the Dwarves, Gnomes, and Humans to the south and far enough into the forest that it could not be easily discovered.

The city is located on the tree tops of seven giant trees that are magically protected and strengthened. The Blue River provides the Free City's link to the outside world. The Elves succeeded in their aims; Free City became a refuge for the Wood Elves. Soon the population increased and expansion became necessary. Other communities of Wood Elves appeared or were rediscovered within the forest. Free City became the leading trade center for the region.

The Elves Reunite

Contact with the remaining Grey Elves to the north was re-established when Menendal, the great explorer, sought safety in a mountain cave during a winter blizzard. There he came face to face with Bethil, a Grey Elven female, also seeking refuge. Through the Grey Elves, the existence of the Ice Elves in the Arctic wastes was learned. Also, the presence of the Dark Elves to the east was confirmed when their raiding parties pillaged the outlying settlements.

The Grey and Wood Elves established fishing communities on the western coast, North Port and Freeport, but the western lands between Free City and the two ports were in turmoil with isolated communities of both Elves and Humans claiming territorial rights.

With the gradual cessation of hostilities among the races, peaceful trading resumed between the Elves and Humans. North Port and Freeport became the centers of this new relationship. Free City, due to location and its being the oldest Elven City in the area, became the seat of government for the Elven tribes.

The High Elves are Discovered

In the 30th Year of the City, Zargos, a Grey Elf trader from Freeport, rediscovered the High Elven refuge on the Isle of Glass. This happened accidentally when the Grey Elf's ship was blown off course during a storm. Once again, all the Elven Races were in contact with each other. A few years later, the High King of the Elves, Maroc, wished to solidify his royal position. He sent his son, Rilec, to Free City and call the first Council of the Elven nations.

Representative members came from all of the larger towns of the Wood, Grey, and Demi-Elves, as well as from the Ice Elven cities of North Coast and High Crag. Presiding was Rilec of the High Elves of Avalin. He was the third son of Maroc, son of Annoc II, High King of the Elves.

The Council was convened to found the realm of Elf's Hold, a sanctuary for Elven people. By treaty with the other races, there would be no new non-Elven settlements established within a certain defined area, though the neighboring Human and Dwarven communities would be allowed access and trade rights. Their representatives even sat on the Council.

The Library at Falcon's Nest.

In the 55th Year of the City, a band of Grey Elven explorers discovered the ruins of Falcon's Nest. Over the next several centuries, it was explored, cleared, and rendered habitable once more. The new inhabitants were not bothered by hauntings, as the Humans who had once tried to settle Falcon's Nest were. Perhaps they were immune because they are of the same race as the original occupants of the city, or possibly there never were spirits haunting Falcon's Nest.

The Library

In the 68th Year of the City, six children, exploring the long disused passages of Falcon's Nest, discovered a locked door. They managed to open it, and found a vast library, perfectly preserved, dating from before the Dim Time. Sages visited it and determined that as long as the books remained in the confines of the magically protected room they would not age. The few tomes taken from the chamber crumbled to dust within minutes.

The Library contains the History of the World, from the Creation until the abandonment of Falcon's Nest during the War of the Races.

Information contained in the Library confirmed that the lifespan of both Elves and Men had indeed dwindled during the Dim Time. The books, however, did not reveal the secret of magically extending the Elven lifespan.

Other frustrating facts and half facts were found. The original whereabouts of the four Artifacts of Annoc (confirming that they indeed exist) were mentioned, but the geographic reference points had long since vanished.

The rediscovery of the Library at Falcon's Nest and the information concerning the Artifacts of Annoc, sparked a new interest in the study of ancient lore and a search for the artifacts.

Scholars from all over Elf's Hold came to Falcon's Nest to study the secrets of magically extending the Elven lifespan and over knowledge contained in the ancient books. Explorers also came, seeking clues to the whereabouts of the Artifacts and other lost Elven treasures. Due to the influx of these scholars, Falcon's Nest became the leading center of learning for all of Elf's Hold.

In the 70th Year of the City, a group of scholars located the Sword of Annoc. The whereabouts of the other artifacts are still unknown. Legend has it that the Helm of Annoc never reached the High Elves.

The Dark Elves' Quest

The Dark Elves also benefited from this time of peace. They accidentally discovered a connection between the Artifacts of Annoc and the binding of Morda to the Void. This startling information was discovered when Lithdar, a Wood Elf scholar, was captured by a Dark Elf raiding party. Lithdar had just finished an extensive survey of the literature on the artifacts and had filled three chapbooks with his notes. With these notes, the Dark Elves discovered how Morda was bound to the Void. They learned that only the destruction of all four artifacts will free the Dark Lord.

Based on this information, the Dark Elves have started their own quest for the recovery of the artifacts. To this end, they have placed spies at Falcon's Nest to keep them informed about any new discoveries concerning Annoc's treasures.

Twenty years ago, there was an abortive attempt by the Dark Elves to steal the Sword of Annoc from Falcon's Nest. They were repulsed in the battle of Fangtooth Pass.

The Gods of the Elves

I have never made a secret of my affiliation with the clerics of the Lady Em'rel. My studies of the Elven races were often used in the service of my Lady, but I hope I can give an unprejudiced appraisal of the other members of the pantheon.

Elwyn Quessedil

An Overview:

The Gods and Goddesses of the Elves are personifications of the Elemental Spirit of Nature. Each has His/Her own sphere of influence, though there is some overlapping. Most of the Elves will have one patron diety whom they trust to guard and guide them through life; but Elves will also pray to whichever member of the pantheon rules the given situation. A person who normally worships Timar, Goddess of Air, might sacrifice to Thon, Patron of Sailors, before undertaking a sea voyage.

Some of the more enlightened sages have realized that the individual Gods are but facets of the One that Was and they pay homage to the All, rather than to an individual.

As the Gods are part of the Elemental Spirit of Nature, they are usually involved in running the universe and rarely come to aid of worshippers in person. They have been known to send messengers or manifestations of the Elemental Spirit to favored members of their flocks. These messengers frequently take the form of their master or mistress and some Elves have believed they have talked with or seen the actual god.

In fact, most of these messengers can be used to channel a god's power. Servants can never be hurt by the elemental force that their god controls and most have the same powers as the god,

(only on a personal scale; not the scale of controlling an entire world's plants, but only a single group of plant at a time). A God who entered the Prime Material Plane would have infinite statistics. His mere *presence* would be enough to awe the most evil cleric and the most powerful mage into submission.

Most of the gods in this pantheon, with the exception of Morda, are peaceful, striving to maintain the harmony and balance of nature. They will not go into combat for a follower. They *will* teleport a follower in mortal danger to a place of safety, grant healing or other aid or give the mortal the use of one of the powers outlined below. They will never personally intervene, unless Morda has been released and threatens the world with darkness.

A listing of the five Greater Gods, the four Lesser Gods, and four of the Demigods is included. The hit points and armor class listed are for the manifestations of the god's *servants* (except for Annoc and Klotra's daughters, Leiho and Flumon). The gods themselves have infinite and incomprehensible statistics. They would never appear on the prime material plane except in the most dire emergencies.

Treac: God of Water

Treac (or more likely one of his servants) will usually appear as a powerful Elf with greenish skin and hair, dressed in robes of flowing water. If the manifestation issues from a body of water, the being's feet and legs will be merged with the water.

Other appearances of Treac's messengers are mer-people, pillars of water, or fountains. Treac is the God of Water and has dominion over all of the waters of the world. His temples are always located near a large body of water, and will have a fountain or stream inside. His largest group of worshippers are the Demi-Elves on the western coast of Elf's Hold. In times of need, Treac has been known to grant the abilities of waterwalking and water breathing to favored devotees.

Treac has delegated some of His authority to his son and daughter, Thon and Regnan. They may occasionally appear for him, if the situation is within their spheres of authority.

THON, son of Treac and Maigyn, is the protector of all who venture onto the seas. He is worshiped jointly with his father, at a smaller shrine in the same temple. He will be able to bestow the same blessings as his sire, but prefers to grant smaller favors, the most common being to keep the ship afloat in a storm.

REGNAN, daughter of Treac and Maigyn, is the mistress of the freshwater springs, streams, rivers and lakes. By agreement with her mother and the Lady Em'el, she is also responsible for the creatures which dwell in the freshwaters of the world. Her powers are aligned toward protecting and preserving the ecology of her domain. She has appeared as a comely nymph of the water, with silver hair and silver eyes. She will be able to purify stagnant or brackish water for her followers. She occasionally assists travelers in crossing deep, wide, or swift rivers.

Treac: God of Water

AC: -2, **HTK:** 275, **M:** Infinite (in water), 48" (on land)
Stats: Intellect: 24, Dexterity: 25, Appeal: 24
Special: as other messengers of the gods.

Thon

AC: 1, **HTK:** 130, **M:** Infinite (in water), 48" (on land)
Stats: Intellect: 20, Dexterity: 20, Appeal: 20
Special: see above

Regnan

AC: 2, **HTK:** 110, **M:** Infinite (in water), 48" (on land)
Stats: Insight: 20, Appeal: 21
Special: See above

Maigyn: Lady of Those-that-Swim

Maigyn usually appears as a beautiful woman, with glittering scales covering all but her face. She is the Goddess of All Sea-Dwelling Creatures. Maigyn can summon, talk with, and command any water-dwelling creatures. She has permitted worshippers to exercise a limited version of this power. The power is generally limited to one specific species of animal. Occasionally, Maigyn will send a servant in the form of a bottle-nosed dolphin, or a small-toothed whale (such as an orca). Such servants are generally used to pull drowning people from the water, and carry them to safety.

Maigyn: Lady of Those-That-Swim

AC: 0, **HTK:** 285, **M:** 96" (in water)
Stats: Dexterity: 23, Insight: 20, Appeal: 19
Special: As per other messengers and as above.

Dolphin

AC: 4, **HTK:** 100, **M:** 36"
Special: May attack only if life of passenger is threatened for one attack at 3-24. Strikes as a 16 die monster.

Hobri: Lord of Those-that-Fly

Hobri appears in several forms, the most common being a huge owl with an Elven face. Other forms taken by him or his avatars include a winged man, a huge butterfly, or a hummingbird. Hobri commands and protects all of the creatures that fly, and they will obey his wishes.

Temples and shrines to Hobri are common among the Wood Elves, and there is a particularly lovely example that exists in Falcon's Nest, where he is the patron of that city.

Occasionally appearing for Timar, Hobri frequently gives worshippers the ability to permanently call on, and command, one species of flying creature.

Hobri: Lord of Those-that-Fly

AC: 0, **HTK:** 295, **M:** 96" (in air), 48" (on land)
Stats: Dexterity: 21, Insight: 24, Intellect: 23
Special: As per other messengers and as above, Flight

Kesti: Lady of Those-that-Run

Kesti is the personification of the spirits of the animals. As such, She is most honored by the hunting groups among the Wood Elves and Grey Elves. She will appear as a large white doe, or as a woman dressed in white robes. She has the power to call, communicate with, and command any of the animals that move upon the earth. It is to her that the spirit returns when an animal dies.

Most of the Elven hunters ask her permission before going on a hunt, and apologize to the spirit of the animal after it is killed. Hunters often recite a little rhyme that politely asks the slain creature to "Return to your Mistress." Without these rites, many feel, the animal's spirit would not be reborn into another animal's body. Eventually, the world would run out of animals. Kesti is able to influence the luck of the hunt, and infrequently has permitted worshippers the ability to run as fast as a galloping horse, without tiring.

Kesti: Lady of Those-that-Run

AC: 1, **HTK:** 295, **M:** 36"
Stats: Dexterity: 25, Strength: 22, Insight: 19
Special: As other servants and as above

Em'el: Lady of Those-that-Do-Not-Move

Em'el (or her servants) will appear either as a Dryad, with green hair and eyes, or as an animated tree. In her domain are all of the plants in the World. Gardners and farmers are her special worshippers, for she can make a field be fertile or barren, as she chooses.

Other blessings conferred by her upon the faithful are the ability to easily pass through tangled plants (brambles, vines, thorns, etc.), or the power to step within a living tree and remain there, safe and undetected, for one day.

Em'el: Lady of Those-that-Do-Not-Move

AC: -2, **HTK:** 275, **M:** 24"
Stats: Intellect: 20, Insight: 24, Stamina: 22
Special: As other servants and as above.

Annoc: Ascended Elven Hero

Annoc was a member of the High-Elven race who fought with Timar and the other Gods against Morda to regain the shards of the Great Crystal. In the final battle, he was killed, but his spirit was permitted to pass upward into the realm of the Gods, and he is honored as one of them today. His direct line

decendants are the current ruling house of the High Elves, and therefore, of all Elvenkind.

When Annoc departed, he gave to his eldest son, Hyjar, four prized magical items. These are the magical Cloak, Belt, Sword, and Helm: the Four Heirlooms of the line of Annoc. The legends say that in times of greatest need, the current King of the Elves can, with the use of these Four Heirlooms, summon Annoc back to earth (this has never been done, however).

Annoc: Elven Hero (Skill 15 Fighter)

AC: -1, HTK: 110, M: 12"

Stats: S: 20, IT: 15, IN: 17, SM: 19, D: 18, A: 18

Morda: Lord of Nothing

Also known as the Lord of the Void, Lord of Darkness, and the Dark One, Morda's title "Lord of Nothing" is a typical Elvish pun. Spawned by the Void (the cosmic apathy), he was deposed, banished, and imprisoned outside the universe after the War of Light and Darkness. He therefore has nothing over which to rule.

He is worshipped secretly by some of the Grey Elves, and openly by the Dark Elves. This causes some High-Elven sages concern, for if Morda's worshippers gain enough power, there is a chance they will release him from his bondage and return Morda to the earth. If this happens, the world will have to undergo a repetition of the War of Light and Darkness, with an uncertain outcome.

When Morda was on Earth, he appeared as a man-sized and -shaped figure of darkness. Morda is asexual, but referred to as "he" for convenience's sake. Other shapes Morda has assumed include a large black bird of prey, or a swarm of black rats (which brought a terrible plague to an Elven town).

Morda's growing power is evidenced by his ability to send manifestations of his force to the material world for brief periods. Due to his inherent hatred of the Light since the Great War, these servants appear only at night, during the dark of the moon. Morda's servants appeared only to certain Dark Elven priests, while conducting services to Morda. A freshly-dead spirit is needed to enable them to materialize, and the resulting form is the same as the animal (or person) sacrificed.

These minions will have the same hit points and armor class as the sacrificial being had in life. They also have the same knowledge as the victim and can perfectly mimic his voice and characteristics. They are usually called upon to extract information that a stubborn prisoner has denied the Dark Elves. They cannot use the spell powers of a victim, or use magic items that are specifically designed for a person whose body they inhabit.

Morda's servants flee the body at sunrise, and the priests are left with an empty corpse. (The spirits of the people used as sacrifices are gone into the Void forever, and thus the person cannot be resurrected or reincarnated. They are dead. Forever.)

Morda's worshippers are reputed to hold services on the top of Bald Mountain on nights with no moon. They gather in an open plain, surrounded by stone pillars. Here, legend states, they sacrifice victims to Morda to enable him to appear from the Void.

Morda's Servants

AC: (same as sacrifice), HTK: (same as sacrifice)

Att: (same as sacrifice—at least one), Dm: (same as sacrifice—at least 1D4).

Special: Morda's servants are extremely intelligent and try to use guile and manipulation to achieve their aims rather than direct force.

Spells (usable once per night): Darkness 10' r, Phantasmal Force, Charm, Suggestion, Silence, Sleep.

Klotra: Goddess of Fire

Klotra's usual manifestation is a tall, generously proportioned woman clad in living flame. Her head is crowned by a fiery mop of "hair" which falls to her shoulders. Her dominion is, of course, Fire and Light. Her messengers manifest themselves as small flames when she chooses to give them a shape other than hers. Shrines of Klotra are found throughout Elf's Hold. No special center of worship exists. The main feature of her temples is a constantly lit oil lamp. The gift often bestowed on her followers is the ability to work with (and in some cases walk through) fire without being burned.

Klotra has two daughters, Leihos and Flumon, who were given dominion over the sun and moon, respectively. If they are sent by Klotra (30% chance when Divine Intervention roll is made) to succor a worshipper, they will appear as a miniature version of their planetary body. Depending on the circumstances, the two sisters can grant the ability to become invisible, heal all wounds (only when worshipper is mortally wounded), or give a small lamp that throws a Continual Light.

Klotra: Goddess of Fire

AC: -2, HTK: 169, M: 48"

Stats: Strength: 23, Insight: 22, Appeal: 20

Special: As with the other servants, Klotra's will not fight when attacked, and cannot be hurt by spells involving fire.

Flame Servants (Fire Elemental):

AC: 2, HTK: 16D8, M: 12"

Att: 1, Dm: 3-24, Special: -1 on attacks to water-based creatures, +2 or better weapons needed to hit.

Leihos or Flumon

AC: -2, HTK: Infinite, M: Infinite

Special: As the daughters of gods, these demigods are some of the most powerful beings that will manifest on earth. Anyone who attacks them will instantly be cursed and will lose one point off all his stats for every round he attacks either of the two sisters. The two sisters cannot be hurt by any weapon made on earth. However, a single blow by a weapon forged by the gods will slay either one (and anger Klotra).

Thoris: God of Earth

Thoris, or his servant, generally appears as a tall Elf, made of animated stone. He has shoulder length shaggy hair and an impressive beard which covers most of his chest. His limbs are massive; his muscular arms could easily support the entire weight of the earth. His skin is the color of granite and is as hard. The realm over which he has dominion is the entire elemental earth. He is the foundation of the world.

The principle centers of His worship are the Grey Elven cavern-cities. His temples are always below ground, and usually carved out of living rock. He is regarded as the patron of all who live or travel underground, as well as miners, smiths and metalworkers (it was He who forged the Great Crystal in the Beginning Time). Thoris will grant to his devout followers the ability to walk through solid rock as though it were air, without leaving a tunnel behind them. Usually, this is granted just once, or with a 24 hour time limit.

Thoris: God Of Earth

Armor Class: 1 Hits to Kill 165, M: 48"

Stats: Strength: 25, Stamina: 23, Appeal: 21

Special: Thoris' servants can never be hurt with blunt weapons, nor can spells involving earth or soil work on them. If attacked, they will never fight back.

Timar: Goddess of Air

Timar usually appears as an stunningly beautiful female Elf. Her hair is extremely long, reaching almost to her ankles. It is in constant motion as though tugged by gentle breezes. Her feet never touch the ground. Other forms in which she (or her envoys) appear include misty insubstantial figures of fog or vapor, usually with a vaguely feminine outline. Her realm is Air. She moves the winds and causes the storms.

The major center of her worship is the Isle of Glass among the High Elves, although shrines to her can be found throughout Elf's Hold. It was she, aided by Annoc, who defeated and bound Morda, and cast him back into the Void from which he was spawned. All of the places sacred to her worship have one thing in common—they are roofless and open to the sky. Frequently, she is prevailed upon by devoted followers to withhold an impending storm, at least for an hour or two. In times of dire

emergency, especially devoted followers have been given the ability to Walk On Winds once.

Timar: Goddess of Air

AC: 0, **HTK:** 176, **M:** 48"

Stats: Dexterity: 25, Appeal: 25

Special: Timar's servants cannot be hurt by spells involving the air or air creatures (i.e. including Aerial Servant). If attacked, they will not fight back.

The gods can also send less powerful servants from the dominion of elemental forces they command. All servants are gated in (and out) by their gods and are in constant communication with the deity.

The physical statistics of messengers should be considered to be the highest possible a being can achieve (18 for humanoid manifestations with maximum Hit To Kill), unless stated otherwise.

Elven Life

Having been one of the few to travel to all the Elven lands, I have found that the lowliest of Elves are more civilized than the highest bred Humans and Dwarves. But no one, Elf or Human, can match the exquisite beauty and peace that exists with the Tuatha de Dananna in the land of Faerie. Many still think that these ancient Elves do not exist. They are wrong. I am one of the few who has been to Faerie and returned, and I can factually state that they do exist.

Elwyn Quesedil

Elven Racial Types

Many factors have played a part in the shaping of the sub-races of the Elves in the world today. Foremost is, of course, evolution. Even beings as long-lived as Elves evolve over the course of several millennia. But the Powers of Light and Darkness have had their collective hands in shaping Elven racial stocks. Morda selectively bred the Dark Elves to his foul purposes; and the Gods were responsible for some of the changes in the High Elves.

The third factor in the diversification of the Elven races is the magic inherent in the Elves themselves. The use of magic was the only thing which enabled the Ice Elves to adapt in such a short time to environmental conditions which otherwise should have obliterated them.

Elves of Light/Elves of Dark

The Elves are divided by most historians into two main groupings, the Elves of the Light and the Elves of the Darkness. This reflects the affiliations of the tribes during the War of Light and Darkness.

In the first category are the Tuatha de Dananna, the High Elves, the Wood Elves, and (by descent—as they evolved later) the Ice Elves. The Elves of the Darkness include the Dark Elves and the Grey Elves. The Grey Elves were neutral in the conflict which nearly destroyed the world, but are classed on the side of Darkness because they did not aid the Powers of Light. Most modern Elves feel that time has removed the onus of their fence-sitting, and few people treat them any longer as second class citizens

Tuatha de Dananna

The Tuatha de Dananna are the Eldest of the Elder Brethren. They are virtually unchanged from the progenitor race, as created by the Gods in the Time before Time. They do not live in

the realms of mortals, but in a separate world called Faerie or Aelfland.

Access to this plane of existence is difficult and complicated. The gateways to Faerie are through certain monolithic stone structures, and open only when the moon and stars are in the right conjunction. Most of the entrances are useable no more often than once or twice per century, and then only to those who know the correct incantations to open the portals.

This inaccessibility has led most historians to conclude that the Tuatha de Dananna are but a myth or, at least, an extinct race from the older days. Tales of their exploits describe the Tuatha de Dananna as much taller than the other races of Elves, about 6 to 8 feet tall, with reddish or brown hair, blue or green eyes, and fair skin. In many stories they are referred to as the Tall Elves.

They are almost never seen in the lands of mortals, as they would not be able to survive long here. This world lacks the intrinsic magic which is in the very air that is breathed in the realm of Faerie.

High Elves

The High Elves are descended from those who were the personal companions and servants to the Gods in the elder times. Long exposure to the concentrated mana of the Lords of Light has subtly altered the structure of their beings, making them semi-divine. Their lifespan is over a thousand years long, but they have such a low birthrate that their population is slowly dwindling. Skin tones are very pale to tan, hair color ranges from blonde and silver through to red—but always the palest shades. Pale blue, hazel, or violet eyes are the norm, but silver and gold do occur, especially in the ruling house. The average height is slightly over 6 feet, and most are lightly-built.

They cannot interbreed with any other Elven race, and prolonged inbreeding within the small population has produced a variety of problems, the most tragic of which is sterility.

About ten percent of High Elves are out of touch with reality, and believe they are still living in the age of the Gods, at the Dawn of the World.

Among the slowly decaying gene pool, one family's bloodline has remained sound. These are the members of the ruling house, the descendants of Annoc, who found favor with the Gods and became as one himself. The High King of all of the Elves is the direct lineal descendant of Annoc, and it is to him that the High Council answers.

Ice Elves

The Ice Elves, also called the White or Snow Elves, are the offspring of those Wood-Elven tribes who were pushed north by the Human expansion. They are comparatively short, rarely exceeding 5 feet. Skin tones are of the palest shades, and hair color is usually silver. They have adapted themselves to living in the colder arctic climate, and have discovered the secrets of building houses with ice and constructing greenhouses to grow food during the brief summer.

In addition to growing their own vegetables, the Ice Elves have domesticated several species of animals, including the white wolves, which they use as hunting companions, and the shaggy reindeer, from whom they obtain meat, milk, and wool.

Even with these adaptations, the Ice Elves population continues to decline. The high mortality rate among the younger hunters and fishers, the inability to breed with other Elven races, and their altered metabolism, which makes it difficult for them to survive in the warmer southern climate, all take their toll on the population.

Wood Elves

The Wood Elves, occasionally called the Green Elves, are one of the two most commonly encountered sub-races. They are of medium height, with fair or ruddy complexions. Hair colors range from gold to brown, with a peculiar greenish shade occurring in about five percent of the population. Most dwell in forest communities. They are expert archers, and developed techniques of making the special *Elven Bow*.

Wood Elves weigh less than other Elves, (some say their bones are hollow), and they are less sturdy than Humans or their Grey Elf cousins. Wood Elves are attuned to nature, and are good at training and domesticating animals. Their flocks of sheep and goats, and their herds of cattle, supply most of the meat used by the inhabitants of their cities. Wood Elves were the first to capture and train horses, although they are rarely used nowadays except as pack animals.

Wood Elves can and do interbreed with both the Grey Elves and Humans. The resulting children look less like Wood Elves than Humans or Grey Elves. The number of these interbred tribes are slowly increasing.

Grey Elves

The Grey Elves are the children of the Elder Brethren who chose to remain neutral in the struggle between Light and Darkness. They are quite common. Grey Elves are of medium height, slightly shorter than Wood Elves, but definitely taller than either the Dark or Ice Elves. They have brown or black hair, grey or brown eyes, and coppery or olive skin tones. They can and do intermarry with both the Wood and (amazingly) Dark Elves. The offspring tend to look like their Grey Elven parent. When they intermarry with Humans, however, the children are a definite cross, midway in appearance between their Elven and their Human parent.

The Grey Elves inhabit small villages of stone and wood usually in the middle of a forest. They are attuned to earth and stone more than to trees and plants. Grey Elves are the smiths, miners, and metal workers of the Elven nation, turning out

excellent swords and armor. They grow quite a bit of their own food, raising various vegetable and grain crops, as well as grapes (from which they make an excellent wine). They also run flocks of sheep and goats on the gentler slopes of the Spine-of-the-World mountains. Grey Elves are also the only people who have mastered the art of glassmaking, and the techniques are a closely guarded secret.

Dark Elves

The Dark Elves are the spawn of the servants of Morda, and it was he who "adapted" them to an underground life in the darkness. Glossy black skins, predominantly dark hair (although silver, white, and gold show up occasionally in the noble houses), and brown or black eyes make them practically invisible at night. The eyes of a Dark Elf are larger and more light-sensitive (so that they couldn't revert to a daylight existence and betray Morda) than normal. They have a much better sense of direction underground than most Elves having the inherent abilities of the Dwarven races.

Dark Elves tend to be shorter than most Elves, about 4 to 7 feet tall. Most dwell in subterranean halls, usually natural caverns which they enlarge. They do some hunting at night, and also raise several types of plants and edible fungus below ground. Only the Grey Elves and the Dwarves to the south will trade with them. Dark Elves are not adverse to raiding anyone they find.

The Dark Elves' great purpose is to free Morda. A large percentage of their tribe are clerics who devote their energies to bringing Morda back to this world. The clerics are well skilled in Morda's use of deceit and treachery, using any means to further their knowledge of unbinding the Dark Lord.

Apparently, they have been successful in identifying the need to recapture the four heirlooms of Annoc. More importantly, they have found Morda in his place of banishment and developed the means to speak with him. The Dark Elves have even managed to open a way for Morda to send messengers and bestow minor spells and blessings on this plane to further his machinations (see section in Gods of Elves on Morda's Servants).

Demi-Elves

Demi-Elves are the offspring of generations of cross-breeding between the original Elven inhabitants of the western coastal lands and the Human traders, merchants and fishermen who have settled there in recent centuries. The people of the cities of Freeport, North Port, and Clear Harbour are predominately of this mixed racial stock. Except for recent immigrants, there are few if any who are clearly of one race or another. Most have some of the physical traits of each race, tending toward average height, with hair and eye colors anywhere along the spectrum.

Elven Physiology

Unlike the races of men, who live almost entirely in the physical world, Elves partially project through the physical into the extra-dimensional worlds of magic and the supernatural. In other words, Elves are a race of beings that exist in both the Material and the Ethereal planes.

The ancient race of Elder Brethren were composed almost entirely of Ether (the delicate magical substance that makes up the Ethereal Plane), and had almost no connection to the solid world the Gods created. As time passed, the children of these Elder Elves became sharply divided over how to live in the world the Gods built. Some thought the physical world was the true gift of the Gods, and to fully appreciate it, they must immerse themselves in its glories. Others thought that doing so would cause them to lose touch with the Ethereal world, and that would be an insult to the Gods.

The argument proved irreconcilable, and both sides continued to worship the Gods in their own way. Soon the first group, the Elves, began to take on physical form, and their connection to the

Ethereal world began to lessen. The second group, the Faeries, remained strongly bound to the Ethereal, and never gained a true physical form.

As a result, Elves maintain ties to the Ethereal plane through worship of their Gods, but are able to enjoy physical sensation as well. There are limitations: unlike their cousins—the Faeries—Elves are bound by physical laws.

Elven Senses

Elves have all the normal senses of the physical, mortal races, and a little touch of the ability to sense the Ethereal world. Thus they not only see shapes and colors, but also “see” a tiny glimmering of the Ethereal Patterns behind and within the shapes and colors. This allows Elves to see farther and with greater clarity than mortals. In darkness, their normal sight is useless, but they can still see into the Ethereal Element of Fire, noting heat variation (sometimes called the infra-red spectrum). This allows them to see minor details (like secret doors) that others would ignore. Elven hearing is also supplemented by the ability to sense the Ethereal. Elven ears sense vibrations in the Ether as well as in physical matter and air. Thus, their hearing is more acute than that of most other races. Touch, taste and smell are similarly enhanced.

Elven Lifespan

All creatures of the physical, material world are tied to cycles of creation, growth, decline and destruction that make up the Pattern of Life. The creatures in the Ethereal world are aware of this Pattern, but are not bound to it. Ethereal beings flow through the cycles, but only the greater cycles of growth and decline affect them. They have no understanding of the lesser cycles of birth or death.

Through their link to the Ethereal, Elves can resist the lesser cycle of death and prolong their lives by tremendous lengths. Their bodies, being physical, can be destroyed, however. For instance, when a High Elf has lived 2,000 years or more, he/she often wishes to complete the cycle of life, experiencing decline and death. Thus, 2,000 years is considered by many to be the true life-span of the High Elves.

Other Elves have lesser life-spans, though all Elves have the potential to live as long as High Elves. Most Elves live 500 years or about 50 Years of the Free City. Ice Elves’ life-span is about 400 due to the harsh conditions under which they live. On the other hand, many Wood Elves have lived past 600. Demi-Elves live precisely one-half as long as other Elf tribes, though they make up the brevity of their existence with a birthrate double that of other Elves.

Elven Physiology

Elves are made of flesh and blood as all mortal races are, but their bodies also contain substance from the Ethereal world and are partially connected to the Ethereal patterns that flow through the physical world. Thus, when an Elf moves, he moves not only through the world of crude matter, but slips through the Ether as well. This Ethereal motion can be extremely quiet, as Elves do not ever step fully on the material ground.

The Ethereal Pattern of Life is so strong in areas of dense vegetation that Wood Elves can blend the Ether of their bodies with it, becoming almost invisible. Dark and Grey Elves can do the same with mountain terrain and Plains Demi-Elves have been known to suddenly appear out of nowhere in the middle of a open plain.

The Ethereal Patterns have less interference than those in the patterns of the material world. The purer form is reflected by the Elven races. Elves do not have human imperfections like wrinkles. Their bodies are not susceptible to many diseases and are resistant to decay and decrepitude. Elves almost never suffer from old age. Elven bodies move freer, and with more grace, than a mortals form as they have perfectly functioning joints and muscles.

Elven Weaponry

The adaption of Elves to their different cultures did not change the special relationship that occurs between an Elf and his chosen weapon. This relationship is only hinted at in the Human descriptions of Elves having a bonus with their special weaponry.

Because of the ethereal pattern link that still exists for the Elves, they can actually see into the Ethereal plane. This “second” sight allows them to see weak points in their opponent’s defense and aim their blows with a greater accuracy than normal humanoids. The weapon must be especially made for this, and shorter weapons work better since the shorter the weapon, the stronger the link to the non-physical plane. Thus with short swords (and rapiers), daggers, and short bows, the Elves are especially proficient.

Each racial type has adapted weaponry for their own use. Ice Elves use great ice crystal spears and axes.

Wood Elves prefer the bow and the short sword. They shun armor and usually will not wear more than leather in battle.

Demi-Elves *never* wear armor, although they carry a wood or leather shield embossed with their totem or tribal symbol. They are the only Elves which use the horse extensively and their weapons reflect this. Demi-Elves use the short bow, lance, and their own version of a throwing hand axe. Tactics tend towards charging on horseback, stopping short of the enemy’s position, and letting loose a hail of arrows, stones, lances, and hand axes. Then the Demi-Elf warriors would finish the job with a massed charge carrying a heavy lance with a steel or iron tip called a *stam-rac*.

Dark Elves tend toward the bow, the rapier, and a slim throwing dagger called a *kam-chack*. The kam-chack has a groove along the blade which is often filled with a sticky poison manufactured from mushrooms. Dark Elf weapons are encrusted with jewels and precious metals. A Dark Elf will wear as much armor as possible, even if it slows his movement to a crawl.

The Grey Elves use hammers and picks, generally made from stone or a hard mineral. The two-handed war hammer is the special weapon of the elite Grey Guards.

The Guards enlist Elves who have won one of the many competitions which the Guards sponsor. The competitors must test their strength by lifting boulders and running while carrying tree trunks or sacks of stones. They also must split huge rocks and drive iron spikes through 3” steel plate. Those that win the competition are eligible for membership in the Guards and are allowed to wear the distinctive grey and silver plate armor and shield.

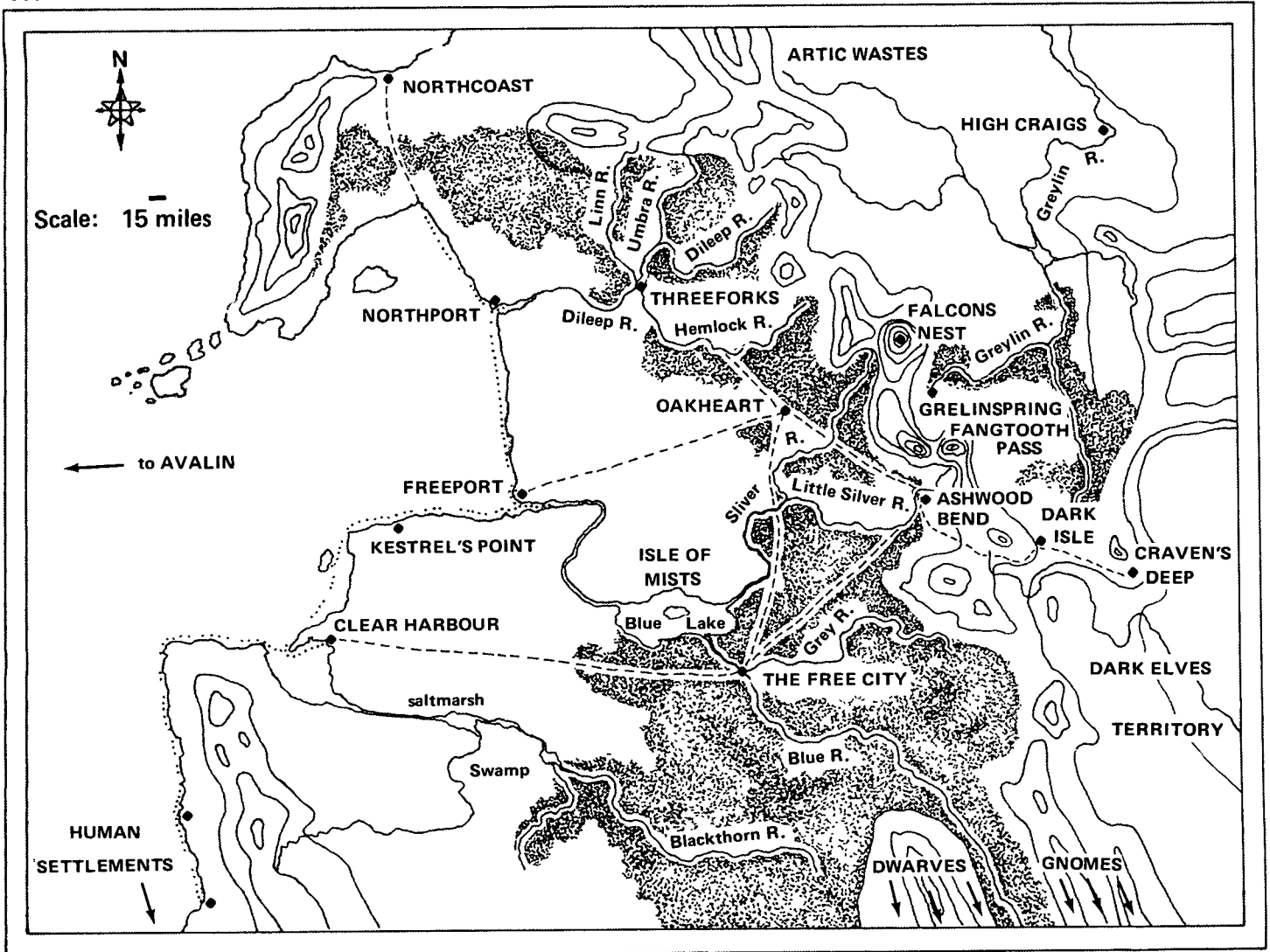
High Elves use magic exclusively and gain no benefit with a weapon, but receive a bonus when casting magic in combat.

Political Structure

The acknowledged sovereign of the realm of Elf’s Hold is the King in the High Elf city of Avalin. However, his involvement in the governing of the races is almost non-existent. The King is kept informed of events by his advisor on the High Council.

The High Council meets at the beginning of every Year of the City (every ten Human years) in the Free City. There are eight members selected from the representatives of the Great Council. (See Free City adventure for make-up of current High Council.) The High Council is the effective governing body of Elf’s Hold. It is this council that decides affairs of state, deals with the other non-Elf races, and decides on policy recommended by the Great Council. It is also the only council to which the High Elves send a delegate.

THE REALM OF ELF'S HOLD



Elven Language

As with all things in the Elven lands, there is a pattern to the different languages that Elves speak. To begin with, there was the Faerie tongue, which was essentially pattern speech. Communication occurred by setting up a series of patterns that conveyed meaning and content between the speakers. The patterns would often reflect into the Prime Material world as a ball of changing colored light. Faerie speakers could carry on a conversation and as they spoke weave a complete symphony of color. Indeed, oratory contests and debates were truly a feast for the mind and the eye.

When the split between the ethereal Faeries and the physical Elves occurred, Elven language became more physical. The Elven tongue tried to reflect the meanings and graceful beauty of pattern communication, but all that would occur was poetry—a somewhat pale imitation of the beauty found in pattern speech. Only the most carefully constructed poem, with multiple levels of meaning, could approach the pattern speech.

As the Elves were split apart after the War of the Races, their different locations and isolation further fragmented their languages. The pattern speech of the Faeries was modified by each environment in a unique manner. Thus, each race has a racial tongue that is unique and special.

After the reunification of the Elven races, the nation that arose needed a common tongue. The linguists of the Grey Elves, with the help of the pattern masters of the High Elves, eventually

developed *Common Elven*. They also adapted the Elvish speech patterns so that the language of humans, *Human Common* was close enough in structure that the Elves could learn both languages with a minimum of difficulty.

Racial Confusions

Occasionally, there are those who confuse the Elven races with other humanoid races which have adapted to the same environment. For example, some have confused the Grey Elves with Dwarves. Grey Elves are, of course, much smarter than the average Dwarf, and physically they are still tall and graceful compared to the short and squat Dwarves. In addition, the Grey Elves are mineralists. Rather than being obsessed with gold and mithral as the dwarves are, they delight in all forms of minerals and rock forms. The Grey

Elves will be especially insulted at any comparison, as they consider Dwarves to be an especially stupid variety of humanoid.

Ice Elves are not the berserkers that the human Northmen have become. Since the Elven Gods are not preoccupied with war as the Northmen pantheon seems to be, the Elves have not built up the berserk practices of their humanoid cousins. Also, as with Grey Elves, Elves are still Elves, and therefore much different

physically from the Northmen. Ice Elves are not insulted at the comparison, however, since they admire the warlike nature of their Human brethren from across the trackless wastes

Finally, Demi-Elves are often confused with the plains Humans who also form tribal clans. This comparison is especially insidious as the Demi-Elves are actually divided into three groups, including the rancher gentry and the guilded townsmen. Overall, the plains Demi-Elves are much more warlike than their rather sedate Human counterparts.

Local Political Structure

The political structure within the Elven races varies with each race adopting their own system of government. The Wood and Grey Elves are generally democratic, although there are remnants of a clan organization still viable among the Wood Elves.

The Demi-Elves' council is comprised of members reflecting their three separate cultures. The plains Demi-Elves are organized along tribal lines, those in the cities have adopted a guild structure and the ranchers have evolved as a hybrid of the two.

The Ice and High Elves are ruled by aristocracies. The High Elves are the descendants of the nobility that ruled the Elves before the War of the Races when the High Elves fled to the Isle of Glass. While the other Elven races acknowledge the King and the High Elves as the nobles of their race, the High Elves maintain no contact with the lives of the other races, leaving them free to govern themselves.

The two Ice Elven kings have evolved from a tribal structure during the Dim Time when the Elven races lost contact with one another

The Dark Elves are ruled by the *Eldar Brethren* who interpret the words of Morda for the priests of Morda. The Eldar prefer to remain in the background except among the Dark Elves so the other races view the priests of Morda as the rulers of the Dark Elves.

The Great Council, which meets ten times during a Year of the City (once every Human year) in Free City, is responsible for the internal government of Elf's Hold. Its representatives are selected by all the Elven races. The number of members of the Great Council varies as the Wood, Grey and reflecting their three cultures. Demi-Elves delegates are selected on the basis of population estimates, since most of its members don't stand still for counting. Obviously, the City Demi-Elves control the delegations. The Ice Elf representatives are all nobility. Every community of 500 or more Elves is entitled to at least one representative.

Currently, the council numbers approximately 300, with the Wood and Grey Elves combining into a majority party. The Great Council attempts to resolve internal border disputes, decides and implements internal trade policy, and enforces policies decided by the High Council. The Great Council also serves as a forum for the Elven races to work out their internal conflicts and maintain communication among each other. This often fails when dealing with the Demi-Elves.

Between sessions of the High Council, the Great Council handles external relations with the other races based on the decisions of the High Council. This governing structure is accepted and supported by all Elven races but the Dark Elves. The Dark Elves have ignored the Elven councils, viewing their attempts at government as silly.

The Free City

WOOD ELVEN TOWN

The Tree Complex

The Free City is built largely beneath seven large trees grown and shaped with the aid of magic. The trees themselves are similar to the modern banyan with out-thrust buttressed roots. The trees retain their leaves until the new growth in the spring pushes the old ones out.

One central trunk is surrounded by six others arranged in an elongated hexagon. About 60 feet from the ground, the center trunk splits into four sections, each about 30' in diameter. These branchings run horizontally to the nearest four surrounding trunks. They grow into the other trees and it is on the broad foundation that the main platform of the city is built.

The first level is the ground level. Hidden among the gnarled roots of the trunks in a state ranging from darkness to a dim twilight are a series of small shops, taverns, inns, and so on. Also located here are the "honored guest" quarters for those races who feel more at home underground than in a tree. From a point about 10' above the ground surface to a point about 30' below it, ramps, rope walkways, buildings, etc, make a very tangled maze. Only the official sections are well-constructed and well-lighted. The tangled warrens of the "lower city" are not even completely mapped.

Further out from the trunks, but still beneath the broad canopy of leaves, are the weavers and spinners workshops. It is here that the legendary *Elvin Silk* is manufactured.

The second level of the city is built on a platform of planking and intertwined boughs some 75 feet above the ground level. Small branches and limbs grow through the flooring (not shown on the map), serving to brace the structures above. It is not unusual to see a limb three or four inches in diameter forming the corner post of a house or shop.

The ceilings and roofs of the dwellings on this level are of branches woven or shaped into planks with thatching above. Internal walls in the private dwellings are usually screens of heavy paper. In the inns and taverns, the walls and internal partitions are made of wood.

Recently (50 years ago) the second level was expanded to make room for the growing population and increasing merchant trade. People still refer to this expansion as the "New Circle."

About 30 feet above the 2nd level platform, the smaller branches and major limbs from the main and secondary support trunks start to meet and interweave. They will eventually grow together in the center, reforming the central trunk. The woven mass of wood and leaves forms a roof for the second level and also serves as the floor for the third level.

The third level is similar in construction to the second, but most of the buildings are private dwellings. Other private dwellings occupy isolated platforms higher in the tree. They are inhabited mostly by sages and other people who value their privacy above the convenience of living inside one of the levels

In the top of the trees above all of the dwellings are great cisterns full of water. These are kept full by means of a small Water Elemental used as a pump to raise water from the nearby river. (Water Elementals serve ten years and are then replaced). The tanks also collect rain water. This system provides a gravity-fed system of running water in most of the homes on the second and third levels as well as in the "official" section of the first level. There are also several public fountains on each level from which water can be drawn to supply those places which do not have the indoor taps.

Sanitation is provided in a similar fashion with waste flowing down large pipes (within the tree trunks) and eventually going to fertilize and water the trees. The Free City is therefore one of the cleanest cities of the world. The sewer pipes empty out at least 50 feet underground where the trees' roots can make use of the nutrients. Thus the tree and the Elves benefit from the symbiotic relationship.

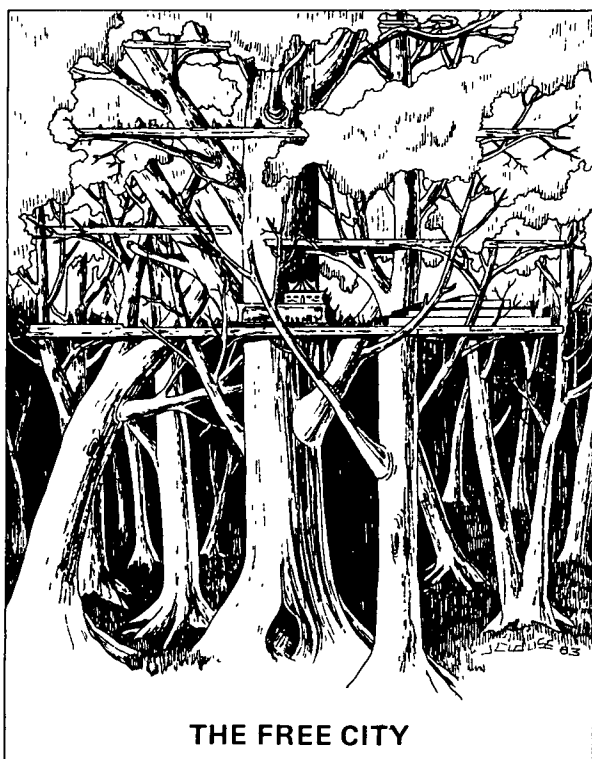
Access to the upper levels is via rope staircases located in the secondary trunks. These staircases may be drawn up to the upper levels in time of danger. Large amounts of cargo are moved by means of block-and-tackle winches powered by draft animals or by magical means. Most of the major trading, as carried out by the caravans, is conducted on the ground level with items stored on the second and third levels.

PRIVATE
LEVELS

LEVEL 3

LEVEL 2

MAIN
PLATFORM



THE FREE CITY

Main Level

G GUARD STATIONS Those at the stairways contain two or three fighters of third or fourth skill.

These men have several years of experience and are at "sitdown" posts, relieving them from the necessity of walking a beat. Those stations near the council center complex are staffed with an honor guard consisting of three enlisted men (skill level 1 or 2) and one officer (skill level 6). The statistics for these guards are:

Stair Guards

AC: 7, HTK: 3D10 to 4D10, M: 9"

Weapons: Short Sword (1D6) and Spear (1D6)

Armor: Leather and Small Shield

Skill Level: 3 (70%) or 4 (30%), Statistics: Average

Honor Guard (Enlisted Men)

AC: 6, HTK: (1 or 2 D10), M: 9"

Weapons: Longsword (1D8), Ceremonial Halberd (1D6)

Armor: Ceremonial Light Chainmail

Level: 1 (60%), or 2 (40%), Statistics: Average

Honor Guard (Officer)

AC: 6, HTK: 6D10, M: 9"

Weapons: Longsword (1D8), Ceremonial Halberd (1D6)

Armor: Ceremonial Light Chainmail

Level: 6, Stats: Above Average

G1 OFFICER BARRACKS This is the barracks area for the officers of the guard. It is divided into two main rooms plus a common room and mess area. One of the main sleeping rooms is for the female officers (comprising 15% of the total). The larger is for the male officers. The building houses 32 people and 1D12 are in the building or within 1D10 rounds nearby at a given time. (30% of the ones "nearby" are drunk at the Boar & Eagle tavern

G2 ENLISTED MEN BARRACKS This is the barracks for the enlisted members of the guard. Most live with their families elsewhere in the town but the building houses 57 people of whom 3D12 will be here or nearby. There are two buildings: the larger for the men, the smaller for the women.

G3: THE KITCHEN This kitchen also serves as the mess hall for all of the members of the guard. There will always be at least 4 cooks on duty at any time. The number increases to 6 at the noon and sundown meals. Food is available around the clock for members of the guard.

Patrols There are five patrols of guards who roam the city. During the daylight hours there is a skill 1 fighter per patrol. He is AC: 7 and has 1D10 HTK. He is armed with shortsword and spear, as above. At night the patrols consist of two skill 1 fighters. Two patrols are on the ground and main levels and one is on the third-level residential section. There is one additional patrol not assigned to any section. This is two skill 2 guards and one skill 4 sergeant. Statistics are as stair guards above. There is a 05% chance per turn of encountering the standard patrols, the fifth patrol is usually assigned to shadow or watch specific people while they are in the City.

CLOTHMAKER'S CORNER

1a DYER'S SHOP Buildings 1a, b and c are run by the Clothmaker's Guild. This is the dyer's shop run by Laigra Rainbowhand. She is the Master Dyer for the Guild. In her shop one can buy most kinds of dyestuffs and pigments along with the fixatives necessary to make them stay in the cloth. Custom dyeing is available at reasonable prices—1D6x10 gp per 10 x 10 foot area. Laigra's hands and arms are stained to the elbow with the products of her craft.

1b SPINNER'S SHOP This shop sells all kinds of yarns and threads including wool, cotton, linen, and silk. The yarn can be purchased in its natural shade or dyed. These sales are to private individuals only. Commercial customers are asked to see the Guild representative on the ground level. Hirom Wormcrusher is the owner-proprietor.

1c WEAVER'S SHOP Sells finished goods and materials of all kinds, from plain undyed weaves to fancy embroidery and brocades with dyed or printed materials available. The shop stocks mostly wools, linens, and cotton or blends of these, but silks are available at an inflated place. Iocruk Goodlady runs the shop aided by her daughter Selene (16 Appeal).

2 TAILOR'S SHOP The seamstress, Melora Needle-tongue, will make garments to order from her stock of cloth or from your own material. As the party enters, she will be reprimanding one of her apprentices and the party will see how she got her name—her tongue is as sharp as her sewing needles.

FARMER'S MARKET This consists of a series of stalls surrounding two of the main trunks of the support trees. Elven farmers come here to sell their foodstuffs. Occasionally, they will also have some unique or hard-to-find item (i.e. Pegasus' hair, Dragon Scales, etc.). There is a 10% chance per week of a Farmer finding (and selling) an unusual item. These men are not stupid and are usually well aware of the value of any item found.

3a LEATHER GOODS Sells small leather goods, gloves, shoes, sandals, boots, and so on. Lots of ornamental tooling—and the price reflects the extra work. Can do repairs on armor and clothes for 5 silver pieces per garment.

3b STATIONERS All kinds of parchment, inks, quills, and sealing wax is for sale. There is no scribe, letter-writer or reader on the premises.

3c FOODSTUFFS Baked goods and pastries of all kinds including lots of sweets. Not baked on premises, but they are baked fresh daily on the ground level. The owner, Harom Hairnet, is unscrupulous and if he sees an obvious outlander party will attempt to sell them ordinary bread as some fabulous "Elven Bread" for 10 gp a loaf!

3d WOODCARVER Small woodcarvings of various types are sold here. Some are inlaid with metals or enamel. The prices are about 10% higher than they should be, but Skeedro Sladman will bargain. A special order for a cleric sits in one corner of the stall gathering dust (unbeknownst to Skeedro, the poor cleric *is* dust). The wooden carving is a magical holy symbol for a cleric of the Greek Pantheon (and only for a cleric from the Greek Pantheon) which adds one to the die roll for turning undead. Skeedro doesn't realize the wood was magicked and will sell the item for 5 silver.

3e PRODUCE Fresh vegetables and fruits. Occasional fresh eggs are available depending upon how the hens have been laying.

3f FOOD Small meat pies, sausage, and cold sliced meats on bread are available from Semay Ocrar, the owner.

3g FISH Fish of all kinds, dried and salted are sold here. A large tank contains live fresh-water fish and shellfish caught locally. The proprietor, Russu Frogfoot, is a Demi-Elf from the coast.

3h LIGHT SHOP This stall sells candles, lamps, oil, wicks, lanterns, and one unusual item. It is a small globe of blueish glass upon the inside of which a Continual Light spell has been cast (The spell will last as long as the globe does, but it is not as bright as full daylight). Price for these items: 125 gold pieces—and worth it—glass is extremely rare. The proprietor is a Skill 4 magic user named Walnum the Bald.

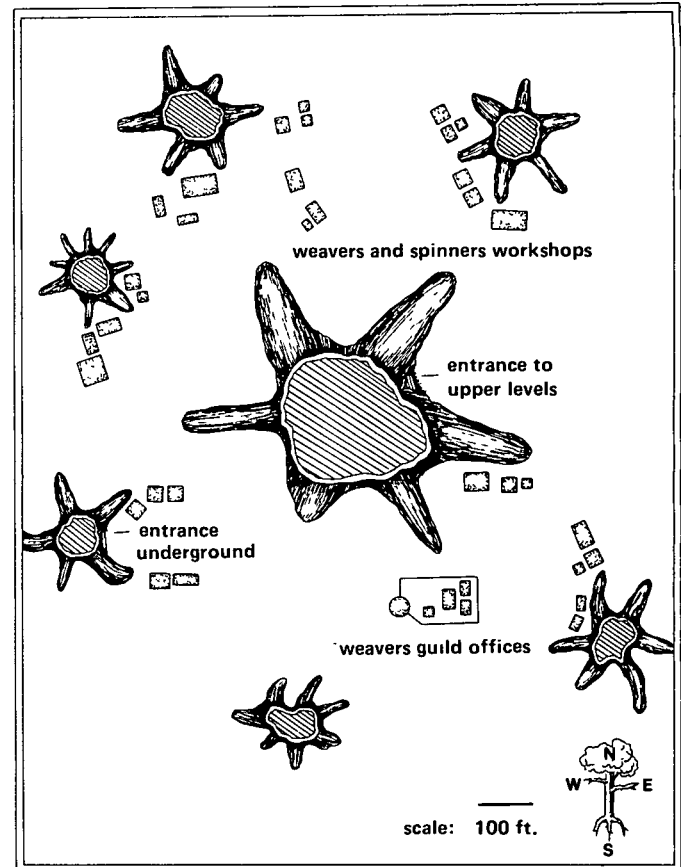
3i METALWORKERS Copper and pewter handicrafts including some silver and brass work. Rings, bracelets, candleholders, buckles, and combs are the stock in trade.

3j PRODUCE Fresh fruits and vegetables are sold here by Alraen Boldtrader. There are even some fruits imported from the Demi-Elven lands to the west—tangerines and lemons.

3k FOOD This stall sells bits of marinated meat cooked on skewers, along with a flat bread to soak up the juices. Recently, Stom Glinteyes bought some tainted meat. Anyone eating his food must save vs. poison or be sick 1D4 days (-1 to Hit and Damage, +1 to saving throw).

FREE CITY

GROUND LEVEL



3l GIFT SHOP Mary Flamehair (Appeal: 17) sells a variety of cheap ornaments, including ribbons, pewter hand-mirrors, glass beads, and river-polished pebbles, and the like.

3m PRODUCE Fresh fruits and vegetables. Specializes in unusual vegetables from both the northern and southern lands, as well as having a stock of locally-grown produce.

4 PROVISIONER The proprietor, Madam Genna Relstor, sells anything a traveller needs. Included are fresh, dried, and smoked meats, ale, beer, and wine packed in skins, and a small stock of torches, spikes, ropes, etc.

5 COUNCIL CENTER This area houses the council and its offices. Appointments are made here, private meetings with High Council members may be arranged (for a suitable bribe of 50 gp) by talking to Hibrey of Oakheart. The city Guards have a station house here with one skill 4 sergeant on duty. His name is Geodal Longarm (Day shift).

Night shift: 2 Skill 2 guards and one Skill 3 Sergeant (Thom Bicep)

(2) Guards

AC: 7, HTK: 2D10, M: 9"

Weapons: Shortsword and Spear

Armor: Leather with small Shield

Sergeants

AC: 7, M: 9"

Weapons: Shortsword and Spear

Armor: Leather with small Shield

Geodal Longarm

Skill 4 Fighter

HTK: 25

Stats: ST: 16, IT: 13, IN: 09, SM: 12, D: 16, A: 15

Thom Bleep

Skill 3 Fighter

HTK: 19

Stats: ST: 15, IT: 14, IN: 09, SM: 15, D: 12, A: 14

6 CLOAK SHOP Holly Darkshadow sells cloaks of all kinds, including fur-lined, wool, and silk. She has four Cloaks of Elvenkind in stock (1500 gp each). Holly is required to register with the Council to whom she sells the Cloaks of Elvenkind. Any customer must complete a form that requires name, address, alignment, and (if an adventurer) destination. There is a warning on the back of the form that states if you lie, the penalties are severe, but there is no enforcement of this rule. There is a small amount of other ready-to-wear clothing available.

7 HERBALIST/APOTHECARY Shogda of Clamont runs this shop, which sells most common healing herbs, culinary herbs and spices, spell components, and simple home remedies (comfrey tea, etc.). The stock is not limited to herbs: powdered bone, sulphur, charcoal, bats wings, and dried honey are on the shelves. There is a 50% chance he will have any one spell component for up to 7 level spells.

He also carries a small stock of level 4 poisons (under-the-counter, of course) at 100 gp (a use). There are rumors that he is allied with the Guild of Thieves and Assassins. (Note: there has been no official confirmation of this rumor, but the city guards [through the fifth patrol] are keeping an eye on him, and his contacts.)

8 THE WETTED WHISTLE TAVERN Caters to traveling Elves and the occasional Human. Iflay of Hiramus runs an upper-class establishment: neat and clean, with comfortable beds (1 gp per night), and good food (2 silver pieces per meal). His prices reflect this—they are at least 20% higher than the average for the area.

9 KNOTT'S SHOP Johnannes Knott owns and runs this store which sells rope and cordage of every kind. He is an elderly Human, who moved north to get away from a nagging wife and nine grown children. He sells every kind of rope, from a fine silk thread to a 2" diameter hemp rope. His specialty is a very strong silk line, so thin as to be almost invisible (1/8" in diameter). A 50' length of this line (100 gp) can support 200 lb. (G.M. Note: Johanes supplies quite a bit of this line to the Thieves Guild, a fact which the Guard does not yet know.)

10 FLETCHER'S ROOST This shop sells bows, arrows, and a few crossbows. The owner, Robin of the Cowl, can arrange to have an Elven bow grown for any character of at least 50% Elven blood. Two hours with the mage tomorrow, and you can pick the weapon up in thirteen months. Cost is 600 gp plus some bribe for the mage (teach him a spell he doesn't know, some minor magic item, etc.).

11 THE DANCING SWORD Jaebu Quickblade sells knives, swords, and other bladed weapons. There is a 10% chance that he has a magical weapon (+1, no better) in stock. Cost per magical blade is 1,000 gp.

12 HAIR OF THE DOG An inn and tavern that caters to the visiting Humans and Demi-Elves. The owner, Karl of Freft, will tolerate no brawling. He has in his employ a Human bouncer named Massive Mastiff who stands 6'5" and weighs 250 lbs. The Mastiff has a Strength rating of 18/83.

13 FIVE SILVER STARS An inn run by a one-eyed Wood Elf Aarolyn Clenturk. It is frequented mainly by Grey and Wood Elves. Prices are about 5% lower than the average in the area. It is an unofficial meeting place for members of the Guild of Thieves and Assassins. There is a 20% chance each hour of a member of the Guild showing up for a brew. Guild-members can be distinguished by a tatoo on their upper forearm of a snake stealing eggs from a eagle's nest.

14 THE CRIMSON TORCH A House of Joy. Madam Circe and her staff of ten Daughters of Bliss await to make tonight the most memorable of your life. Cost is 10 gp per 20 minutes. Although more money can be spent as an adventurer desires. There is a 15% chance of contracting a wasting disease.

15 LIGHTS AND SHADOWS This shop, operated by Moikle Roundears, sells lanterns, candles, oil, wicks, and so on. A popular item is "Father Brien's Coin," a bronze coin in a leather pouch. The coin is enchanted with a Continual Light spell. It costs 119 gp. If you want a silver one, it will cost 150 gp (the silver coin will affect undead like a regular Continual Light)

THE FREE CITY**MAIN LEVEL**

TRUNK AND LIMBS
STAIRWAY
PLATFORM STEPS

Scale: 100 ft.

16 POTTERY SHOP Glazed earthen- and stone-ware plates, bowls, cups, mugs, and so on. Crocks and jars are also available from Jaelin Clayhand, a Demi-Elf from Kestrel's Point.

17 THE TANNED HIDE A leatherworker's shop, owned by Criacosh of Great Falls. He specializes in larger items of leather, such as saddles, backpacks, and animal harnesses. His daughter, Amanda, plaits and sells riding whips to earn money for her dowry.

18 THE BOXWOOD TREE This store is owned and operated by Averon Limrunner. He makes and sells large items of wood—furniture, chests, shelves, and the like. Excellent craftsmanship, reasonable prices.

19 PLANT SHOP This shop sells live potted plants. It includes common cooking herbs, as well as ornamental flowering plants. Cut flowers are also available, but as the Wood Elves prefer not to kill plants for their blossoms, there is little market for them.

20 SILKS AND SAILS This shop, which sells every kind of fabric from embroidered and brocaded silks to heavy sailcloth, is not run by the Clothmakers Guild of the city. The prices are about 5% lower than in the Guild stores, but so is the quality. (Most people won't notice the 5% difference in quality, until after quite a bit of wear.)

21 KNIVES Ninfingers operates this shop, which sells household cutlery of all kinds. He does sell a few edged weapons, mostly ornamental daggers and swords. Blades may be sharpened for 10 copper pieces.

22 GENERAL STORE This store caters mostly to the resident population of Wood Elves, having mostly dry goods and no trail supplies or iron rations.

23 PRIVATE RESIDENCE The owner-operator of the General Store (#22) lives here, with his wife and 5 children. One or another of the children is usually sitting on the front stoop studying. He/she will answer questions or run errands for a copper or two. The children know of a secret exit from the city that is used by the Thieves Guild to smuggle out stolen goods and smuggle in contraband.

24 TAILOR'S SHOP Run by Jamu Quickneedle, an elderly Wood Elf who has been working with cloth since he was a child, he is the best tailor in the Free City, and his prices are a surprisingly reasonable.

25 THE WHITE MAIDEN The White Maiden is a tavern (not an inn) frequented by the local residents, as well as a few off-duty city guardsmen. A dart game is usually going on in one corner of the room.

26 NETS TO YOU This shop sells cordage and nets. Most of the nets are either circular weighted nets for hunting, or the longer ones which are stretched across a stream or river to catch the upward migration of salmon and shad.

27 PHRENOLOGIST Greflu Roxenhed is a phrenologist, one who claims to be able to tell a person's future and past by examining the lumps and hollows in the skull. He is right about 30% of the time, but only in very vague terms.

28 THE BOOTS Run by Kevin Goodfellow, this shop sells all kinds of ready-made shoes, sandals, and boots. Custom orders are taken for 20 gp for basic work plus 20% more for every special item.

29 BUTCHER SHOP Fresh meats and locally-caught fish are available here. Game, mutton, beef, pork, and so on are kept fresh in a special insulated box enchanted with cooling spells. Vilser Sharpcleaver is the owner.

30 THE HOLLOW TREE A bakery run by Kesti Isenoam, specializing in sweet cakes and cookies. He makes a very good journey-bread, which is quite nutritious, and keeps a long time.

31 THE STRONG LOCK This is a security shop run by Brettio Gaolerson. He sells locks, strongboxes, chests, and various traps for same. Basic work is 10 gold pieces plus 50% for each special addition and 50 gold pieces for a simple needle trap (poison *not* included). **G.M. NOTE:** he is a member of the Thieves Guild, and he opens locks as a Skill 10 thief. Will sell master keys and lockpicks to a brother thief.

32 THE DRAGON'S KNEE A tavern catering to transient Elves of all races, including Demi-Elves. The food and accommodations go for about 15 silver pieces a night.

33 BARBER A hairdresser-barber shop. Wigs are also sold and made here. Hair dyeing is a speciality of the house. Female characters with long hair in good condition can sell their hair, for 1 to 4 silver pieces, depending upon the length.

34 PAPER PLACE This shop sells parchment, paper (low quality), inks, quills, and so on. There is a much larger selection here than elsewhere in the city. There are two scribes on duty, Zeroc's writing is better than Sauven's.

35 BARRELS Alair Barrelhead runs this cooper's shop. In addition to barrels, casks, kegs, and so forth, he also sells basic tavern supplies, such as wooden buckets, tankards, and trenchers. His warehouse is in the undercity. In the shop are just display models of the larger items.

36 FURS BY FINBAR Most of Finbar's furs are locally trapped small mammals—beavers, rabbits, racoon, etc. There is a small stock of white furs from the Ice Elves to the north. Finbar expects a new shipment within a week. He is always expecting a new shipment within a week.

37 Vacant—a sign says to see Finbar at the Furrier's (#36) for rental information.

38 NIMBLEFINGERS This is the money changer's office. Jafe Nimblefingers charges the going rate on exchanging volumes of coinage: 4% on transactions less than 50 gold, 2% from 50 to 200 gold, 1% from 200 to 500, and whatever the traffic will bear on amounts larger than 500 gp.

39 FURNITURE AND WOODWORKING Pollard Skysong, a Master Joiner, sells every kind of household furniture here. He and his 3 apprentices sell highest quality items at rates only slightly above the average.

40 THE GOLDEN LION A medium-class inn serving Elves and Humans passing through the Free City. Ludlow Brompton is a garrulous fool who tells many tales. About 05% is fact, the rest is the product of his fertile imagination.

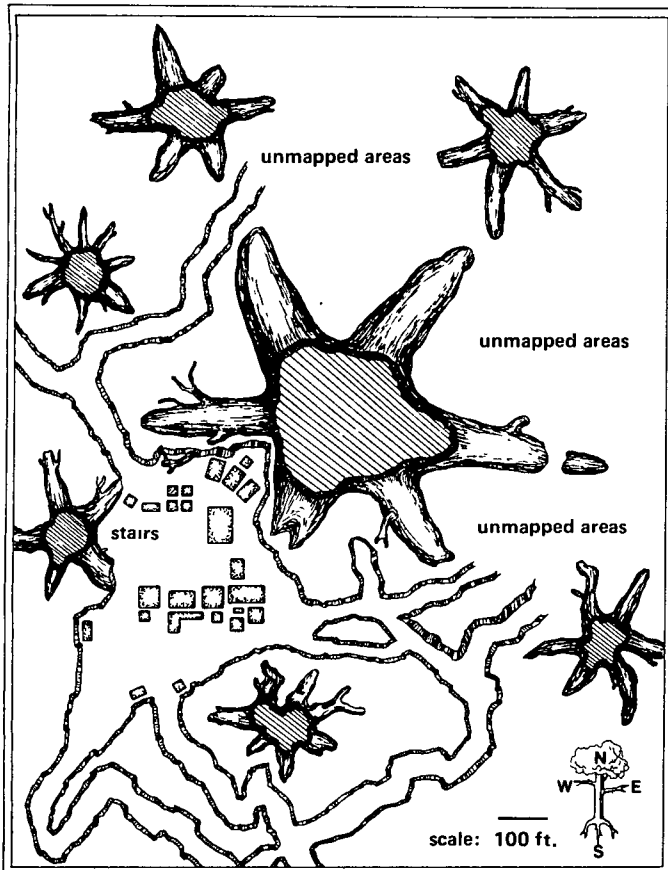
41 THE UNICORN'S GATE A nightclub of sorts. There are singers, dancers, and other entertainments available, as well as first quality ale and wine from Ashwood Bend. It may be possible to obtain the services of the dancers for the right number of gold pieces.

42 SCRIBE Naom dePlume is a first-quality scribe, and will write letters and documents at the dictation of those who are unable to write themselves. He will also read items for illiterate characters who have received messages. Through his contacts in the High Council he has been passing information to the Dark Elves.

43 THE SILVER EAGLE An upper-class inn, which serves the local residents. Wildon Orlec, the owner and a Skill 4 Magic User, will tolerate no rowdy behavior, and demands that weapons be checked at the door.

FREE CITY

UNDERGROUND AREA



44 BATHHOUSE It has its own cistern above the city, filled by magical means when the rains have been short. There are public (1 silver piece) and private (5 sp) bathing rooms, with a masseuse and two barbers on the premises (1 gp). The barbers are twin brothers named Jilet and Shek Closeshave.

45 BATHHOUSE On the other side of the city platform, it is essentially similar to that listed above. It caters mostly to local residents, however.

46 MONEYCHANGER AND GEM DEALER Osyth Grommorg is a very sharp lady. She can tell to within a quarter-ounce the weight of a pouch of coins, and knows their value. She can detect gold-covered copper coins by their weight, and it is impossible to fool her with them. (G.M. NOTE: Osyth is a fence for the Thieves Guild).

47 PRODUCE This shop sells fruit and vegetables in season, also arranges for delivery of fresh milk, eggs, or other produce for those who are interested.

48 TEMPLE OF EM'REL The altar is simply a thick section of tree-trunk. The temple is staffed by one cleric of the 10th skill, 3 of between 7th and 9th skill, 6 from 4th and 6th, and 10 acolytes below the third skill. All are AC 10, and have their skill number of eight-sided dice as hit dice. The clerics will be helpful to the party if any of their number is a Ranger or a Druid. Otherwise, they will be polite, but distant.

49 LEATHER SHOP Wendelyn and Tychonn Tanner sell leather armor, and clothing of many types—coats, boots, belts, and so on. Will do repairs for 5 silver pieces per garment. Can stud and boil leather for 30 gp per garment. Tychonn was a leather worker for the Wood Elven Army for 40 years.

50 SOOTHSAYER Sister Kendrah reads fortunes in the cards, tea leaves, or other items (65% accurate). Treat as an Divination spell.

51 WINESELLERS This shop sells mostly in bulk to inns, taverns, and the like, although smaller sales to individuals are possible.

This is also the main smuggling operation of the Thieves Guild. There is a 10% chance if the characters enter this shop they will notice that some of the barrels have false bottoms. See Thieves Guild adventure at the end of this section for result of discovery.

52 GENERAL STORE Sells everything from fresh fruits and vegetables to ropes, cheeses, children's toys, candles, and cups.

53 THE BOAR AND THE EAGLE This tavern is closest to the Guard's barracks, and is frequented by off-duty members of the Guard. Needless to say, there is not a great deal of rowdiness permitted here. There will usually be 1D12 Guards here at any time of the night or day. All will be armed, but not armored.

54 MAGES SUPPLY HOUSE Run by Dyoedda Estwald, a mage of the 6th skill (retired), this shop contains anything that a mage might want or need—from chalk, ink, and magic parchment to various arcane spell components and potion bottles. There is a 95% of having any spell component (including crushed gems). Estwald can have items enchanted for the usual fees quoted in the rule book. The mage also runs a magical item identification service which will identify any magic item (G.M. NOTE: 45% chance of success, 30% of failure, 25% of giving wrong information). The service costs 1,000 gp per item (payable *only* in gems).

UNLABELED BUILDINGS Any un-labeled buildings are private residences, as is most of the second and third levels. There are a few exceptions, such as local stores and greengrocers on the upper level, but they will probably not concern an adventuring party. The Undercity is largely unmapped, due to the complex structural arrangements created by the flying-buttress type of roots peculiar to the trees. The accompanying map of the Undercity gives general locations for large areas, such as the spinner's and weaver's workshops, and so on.

THE THIEVES GUILD The Guild of Thieves and Cutthroats is currently trying to consolidate its power in Free City. The Guild has 50 members including 35 Thieves, 10 Fighters, and the rest miscellaneous. The head of the Guild is a Grey Elf named Rasputian. His wife (Drusilla) is a Dark Elf and a spy for the Eldar Brethern. She is using her husband's thief network to spy on the Council.

In other areas, the Thieves Guild is illegally exporting 100,000 gold pieces of silk and 70,000 gp of wine from Free City every year. The Council and city government have vowed to stop the smuggling, but so far all efforts have met with little success.

If any of shops that have dealings with the Thieves Guild are questioned, they will all direct the party to the THE FIVE SILVER STARS (#13). There the party will not find anyone who is part of the Thieves Guild, but in the back room, they will find a few kegs from WINESELLERS (#51) with false bottoms.

Beneath WINESELLERS are three 10' x 10' x 10' rooms connected together by a 10' x 10' x 10' hallway. All the rooms are locked and filled with silks and bottles of wine.

Room One has a trap on the door which will release one of the wooden beams that span the hallway. The huge wooden beam will land right in front of the door and do 6D6 HTK.

Room Two's door is 50% harder to pick than normal. Once the door is opened, ten spears will shoot out of the corridor behind the party.

Room Three has an Ochre Jelly in it. If the door is opened, an alarm will sound which will bring Rasputian and 3 guards in 1D6 rounds. The alarm cannot be disarmed (although it can be magically dispelled)

Ochre Jelly

AC: 8, HTK: 48, M: 3"

Att: 1, Dm: 3-12, *Special*: lightning or striking an Ochre Jelly has no effect.

(3) Guards

Skill 3 Elven Fighters

AC: 7, HTK: 18, 19, 22, M: 12"

Weapons: Longswords and Throwing Daggers (level 4 poison)

Armor: Leather

Stats: All have 16 ST (+1 to hit), all other stats average.

Special: All carry *bonded* weapons (+1 to hit)

Rasputian

Grey Elf, Skill 12 Thief

AC: -1, HTK: 54, M: 14"

Stats: ST: 12, IT: 16, IN: 11, SM: 18, D: 16, A: 17

Weapons: +1 Throwing Dagger, +3 Short Sword (bonded to him), Boots of Silence.

Special: Rasputian has Bracers of Armor Class 2 and he has been permanently Blessed by a Skill 15 Cleric of Morda which reduces his armor class even more. The Bless may be Dispelled. He also has a pet, a small (6 HTK) Flying Snake with a poison bite (level 3). The Snake is fast (AC: 3), but not very accurate (strikes as a ½ die monster)

Uncovering the smuggling operation will severely set the Thieves Guild back and force Rasputian and his wife (if he survives the party's attack) to flee for their lives. Failure isn't tolerated in the Thieves Guild—even by its leaders.

If Rasputian survives, he will vow to destroy the party (giving the party a good nemesis that could pop up again and again). Drusilla will be met later on the road to Oakheart (see the first adventure)

The Wood Elves

My own Elven race is difficult for me to describe without my feelings of pride showing through. The Wood Elves have done much to make the dream of Elf's Hold a reality. Our closeness to the forest and its inhabitants is not shared by any other of the Elven races. In all my travels, I have found no other race having the reverence we do for growing things. The humans abuse the woods, chopping down great trees, trampling and burning the undergrowth, and stripping the land for their plantations and farms.

Elwyn Quessedil

Culture and Customs

Wood Elves inhabit the forests on the western slopes of the mountain range known as the Spine-of-the-World. They have extended northward nearly to the Arctic Circle, and southward to the borders of the Dwarven Lands. They are a gentle, peaceful people, usually of good alignment.

Wood Elves are of average height, rarely exceeding 6 feet, but never less than six feet. They are lighter than other Elves due to genetic adaptations for tree-dwelling. There are considerable individual variations, however. Certain Wood Elves have been seen who are quite obese. Skin tones range from tan to cream, with greenish tints not uncommon. Hair colors can range from white to blond, with gold, green, and greenish-gold found within the normal range. Eye colors are predominately hazel, green, and brown, and especially gold and silver which shows up in nearly a quarter of the population.

They are very closely attuned to nature and the forests, living as much as possible within the ecological system and taking only what they need from their surroundings. They are fantastic spinners and weavers. Only these Elves have mastered the art of producing and working successfully with the rare silks made from the cocoons of certain caterpillars. Indeed, the material has

become known as *Elvyn Silk* in the surrounding lands. Wood Elves are also great archers and have developed the technique of creating a bond between the bowman and the sapling from which his bow will be made.

Government

Each community, be it a city, town, village, or merely a group of homes, is governed by a council made up from members of that community. In theory, the wisest and most learned members of the community are selected to be members of the council, but this varies in practice.

In the larger cities especially, the members of the council are the most influential persons in the local area. They are selected due to their money, their ability with chant and spell, or merely the position held by their families in the social structure. In the smaller communities, which are usually extended families living in a cluster of homes, the spirit of the council system prevails. In these family clusters, the members of the council are the eldest members of the clan, and they make the major decisions which affect that family.

Every village of more than 500 people is entitled to send one representative to the Great Council. Sometimes several family-clusters with less than the required number of people combine

temporarily and declare themselves to be a "village" for the duration of the Great Council meeting so that they can be represented.

Occupations

Wood Elves are largely self-sufficient, producing most of their own food, clothing, and shelter. Only forged metals are not in their realm of expertise. Half the population produces the food for the entire community. Wood Elves are farmers, herders, hunters, and gather naturally-occurring wild plants and fruits. Villages located on one of the larger rivers will also have one or more families of fishermen who spread nets to catch the seasonal migration of shad, salmon, and other fishes.

Most of Wood Elves not involved in producing food, are are craftsmen; spinners, weavers, and woodworkers the most common. Communities tend to specialize in the production of a particular item. The Free City being the expert cloth and thread makers.



The Family

Wood Elven society is mostly family-oriented. The family usually consists of the father, mother, and from one to three children. Most of the women know special spells to insure that children are conceived only when they are wanted.

Single births are the general rule, but twins do occur, and occasionally triplets. In that case, all of the children of a multiple birth are considered one child for the purposes of law and inheritance. Both are compelled to marry at the same time, and they usually die within a few days of each other (the rare exception who survives the loss of a twin will usually become slightly deranged, either seeking vengeance on the twin's killer or going into solitary retreat).

A girl-child has no status until she becomes a wife, and is effectively the property of her father. There are numerous cases of a younger daughter of a large family being indentured for a term of service (usually 3 to 10 years) and the wages going to her father to form her dowry. After marriage, the woman is recognized as a full citizen with the same rights as a man.

Religion

The majority of the Wood Elves worship Em'Rel, the Lady of Those-that-Do-Not-Move. She is the patron of all plants and Wood Elves feel that to ignore her would be to invite her to remove her protection from their trees and crops.

However, hardly a village of any size is without shrines to the other gods and goddesses, the most commonly worshiped being Klotra, the God of Fire, (to whom they pray so that he does not get angry and set the forest afire), and Regnan, the Lady of the Rivers and Streams (to whom they pray to help prevent damaging floods).

The clerics of Em'rel may opt to join a temple and to wander the forests wherever they are needed. These wandering clerics are effectively druids, and get spells from the druid lists. These druids are not normally player-characters, but at the referee's option may be.

Wood Elves are closely attuned to the forest. Their holidays celebrate the cycles of the seasons. In the spring, the Wood Elves plant young saplings to celebrate the birth of new life. They hold great feasts to honor Em'rel for having brought the forest back to life. In the summer, they work hard in repairing and shaping of trees of their villages and cities. In the fall, the Elves work diligently to harvest their crops and store them for winter. In Fall, one of their biggest celebrations is held to mark the passing of the season of life.

Cities and Towns

The Wood Elves still build their entire cities by shaping the trees into platforms and supports on which they construct their homes. The traditional manner of house building is to grow the limbs of a tree together into a thin plank to make the living floors of their houses. Branches and bushes are woven together to form the walls and ceiling if they are needed, although Wood Elves don't like to live in enclosed places.

Traditionally, they have little concern for personal privacy. They have strived to live in the forest as other forest animals do, open to the elements and aware of their surroundings. Wood Elves have felt that to build walls for a dwelling is to cut oneself off from the forest and the watchful eyes of the Gods.

In more recent times, however, the large and increasing influx of outside transients such as merchants and adventurers has brought new ideas into the old culture. The Elves needed to build enclosed structures for the new people. They do not have enough time to use the traditional tree shaping techniques (which can take as much as two or three growing seasons for a large dwelling platforms). The Elves use the deadwood from an area instead. And when it is used up, some younger Elves have begun cutting down live trees and using the lumber for construction!

This practice resulted in one of the most violent debates in Wood Elven history. The priests of Em'rel say it is the ultimate sacrilege against the forest and the animals who live there. The younger Elves chortle a bit and explain that there are plenty of trees in the forest and that cutting down a few will make no difference.

Wood Elves and The Patterns

All Wood Elves can commune with the elemental forces of the forest. They do this by melding a ethereal pattern in their minds with the pattern of elemental forces in the forest. By attuning themselves with the flow of the pattern around them, Elves are able to glide through the forest without leaving a trace. The Wood Elves are reputed to be master hunters and capable of approaching an animal and capturing it without a fight.

The Elder masters have so developed this ability, they can move silently and invisibly across an open field in broad daylight. They can communicate over great distances using the spirits of the trees. Some can speak with the animals; others can look at the plants and immediately know all that has transpired in that area of the forest. The Elders look after the forest and ensure that no evil befalls it.

Wood Elf Magic Items

Elven Bows

Elven Bows are produced by all Elves, although they are especially favored by Wood Elves and the plains Demi-Elves. It is rare for an Ice Elf to have an Elven Bow.

Elven Bows are not made in the normal sense, but grown from saplings. A mage and the prospective user meet in a grove where a suitable sapling is selected and then transplanted to a spot near the mage's work area. As it is replanted, spells are cast with the blood of the user as one of the components. Both the mage and the bowman must chant the final spell in unison. The sapling is then left undisturbed for a full year, except for periodic visits by the mage to monitor the tree's growth. The Elf who will be using the bow cannot cut his/her hair in the ensuing year.

After the year is up, and the sapling is the proper size, it is cut and fashioned into a bow in the normal way. The bowman's hair is now cut to the accompaniment of chanting. The Elf's cut hair is plaited into one or more bowstrings, depending on the length and amount, to be used with his/her new weapon.

The resulting weapon can be used only by the person for whom it was created. It is +2 to hit and damage, if the Elf also *bonds* the weapon to him the result is a bow with a +3 to hit and +2 to damage. Wood Elf's, with their natural +1 to hit with a bow often bond and Elven Bow to them and receive a total of a +4 to hit and +2 to damage. It is no wonder that an Wood Elven archer is respected in many lands!

Elven bows can only be grown for those of full or partial Elven blood (at least 50% elven). Any non-Elf who touches an Elven bow will take 1D6 points of damage to his nervous system per round until released. Any Elf attempting to use another's bow will be -2 to hit with it.

Elven Cloak

An Elven Cloak owes its intrinsic magic to the methods of creation as much as to the spells cast upon them. Simply casting the appropriate spells on a normal cloak will not give one a Cloak of Elvenkind.

Elven Cloaks are made from a special material known as *Elven Silk*. The inherent properties of the silk, when combined with the proper enchantments, enable the wearer to blend in with his/her surroundings. Elven Silk is woven from several different materials, predominately the silk from the cocoons of a caterpillar that lives only on the trees of the Free City. Other components include gossamer, Elf's hair and, according to rumor, hairs from the tails of Pegasi (or Nightmares—for Dark Elven Cloaks).

Silk that is destined for the magical cloaks is spun and woven beneath the canopy of leaves of the Free City. The eternal twilight, or *halfnight*, of the inner city is somehow woven into the fabric. It is said that if direct sunlight touches the thread or cloth before the cloak is finished, it will be spoiled. The cloaks are, however, exposed to the light of the full moon as part of the process of enchantment, before being worn for the first time. The Free City produces only 10 to 30 cloaks per year, of which only three or four ever reach the outside world.

Silk not intended for magical cloaks is also spun and woven under the trees, but the precautions are not observed so strictly. This silk is used for gowns, tunics and other clothing. It is dyed embroidered and worked as other precious cloth. Silk left in the raw state, undyed and unbleached, reflects all colors of the spectrum in its sheen. Such a cloak appears alive with pastel shimmers and shadows. It is speculated that a Robe of Shimmering

Colors is made from this material (with great enchantments to bring out the scintillating color changes).

The silk is woven by members of the weavers guild. Most of the spinners and weavers are female. In general, female fingers are more nimble and can produce the intricate weave of the cloth. The material for the magical Elven Cloaks is woven by elder guild members specially trained for the task. The ordinary silk, not intended for enchantments, is woven by any member of the guild.

After the Elven Silk is woven, cut and sewn into a cloak, it is heavily enchanted by a mage of at least fifth level. The enchantments take three to four weeks to perform and any interruption will force the mage to start over from the beginning. The mage must have specialized in this aspect of magic use, usually as an apprentice to another special mage for a period not less than 10 years.

Once the Cloak is made, the user will be able to blend seamlessly into his surroundings almost all the time. The chances of discovery are 05% per turn while in woods, mountains, or out-of-doors and 10% if indoors in a well-lit room, or underground. Only a Truesight spell will reveal a character hiding in an Elven Cloak. The garment will cloak the user while he is moving slowly, but not if he is running or making a violent action.

There is no time lag for the blending effect, the moment a character stops moving, he becomes merged with his surroundings.

The Artifacts of Annoc

The four items of Annoc have special properties that a direct descendant of Annoc can wield against Morda. The party can use three of the items and their properties during the adventure.

The Helm of Annoc enables the wearer to read the thoughts of another creature within a 10 foot radius. The wearer must concentrate on the creature's thoughts. If the creature's language is not known by the wearer then only the emotions of the creature can be discerned. A descendant of Annoc will be able to use the helm to read the thoughts of Morda. He will not be restricted by lack of knowledge of a language.

If the party uses **The Cloak of Annoc**, they will find it is a Cloak of Invisibility. This invisibility is different from the usual in that the user does not turn visible when violent action is taken. Annoc's descendant will be able to use it as a Cloak of Invisibility even from the Truesight of Morda.

The Belt of Annoc protects the wearer with the equivalent of armor class 2 without the equivalent encumbrance. (However, use of plate mail by a mage is still not allowed) No dexterity modifiers are allowed, however, while using the belt—but unlike plate, the Belt won't clank. The descendants of Annoc can also use the belt as a Belt of Regeneration, gaining 5 hit points per round.

The party *cannot* use the **Sword of Annoc**. When the party recovers the sword they will also discover other swords that they can take and use on the adventure (See the Swordquest adventure)

GM'S NOTE: The four artifacts of Annoc were given to him by the goddess Timar to aid him in the recovery of the crystal shards stolen and hidden by Morda. The items enable him to fight Morda by countering some of Morda's natural abilities, otherwise the odds would be hopeless.

Remember, Morda is a *God* not some 150 hit point weaking, but the awesome and encompassing power of evil. No adventuring band could stand a chance with him.

The Adventure

THE FREE CITY

The Elves' Search

It is the seven hundred twentieth meeting of the Council of Elf's Hold. The time is early autumn, just after the equinox, the harvest is almost in and it is festival time. The occasion is the 71st meeting of the High Council.

The city is full of people. Merchants and traders are camped at their caravan sites with their wares; farmers have brought the best of their fruits and produce. Traveling minstrels and entertainers abound. The general atmosphere is one of happy confusion.

Outside the Free City's shadow, a series of temporary hostels have been erected to provide the travelers with food, drink, and a place to sleep. Near the caravan wells is an impromptu marketplace/bazaar filled with everything from arrows and apples to zithers and zucchinis for sale.

The city guard has been doubled to cope with the influx of people. There are signs posted warning that troublemakers will be imprisoned until the courts of justice reconvenes—not until after the festival.

The big highlight of the festival is the grand procession of the High Council and the Temple of Em'rel (the patron god of the city). The entire city will be closed down in order to attend the festival, so the characters will have nothing else to do but attend. In any case, the adventure starts at the festival.

The parade is quite spectacular, with the members of the council, the city honor guard, and the priests and priestesses of Em'rel resplendent in their best robes and uniforms. A huge wooden statue of Em'rel is carried through the city's third level, down to the ground, out through the caravan camps and temporary village, and back up to the main (first) level. (Transfer between levels is accomplished by Levitation spells—for the whole procession). Back on the main level it is returned to the temple amid the clatter of thousands of hunting horns.

As the procession passes the party members, each will experience a strange feeling, as if someone is looking over his/her shoulder. One Elf in the parade, dressed in the uniform of a scribe of the council, will pause, look each character in the face and hand the character a small scroll before disappearing into the crowd.

The scroll contains a politely worded command to attend a special meeting of the council in two hours time. The characters will only have to present the invitation to the guards at the north gate for admission. (Characters who decline to show up will be fetched by the guards—forcibly if necessary).

At the north gate the characters will be met by Corval, a pompous Elf, about 5 and a half feet tall, early middle age, dressed in the ceremonial uniform of the Honor Guard of the High Council. He will be quite officious in his manner, asking to see passes and sending runners to the Council to verify that these invitations are genuine. The red tape serves to delay the players for about fifteen minutes, giving the characters a chance to introduce themselves if they are not traveling in a group.

Corval is very much a by-the-book type of person, and will insist on inspecting all of the character's packs, cloaks, etc., and will also ask that all weapons be left in the guard section. It is then that a randomly picked character will realize that one of his favorite (or most powerful) weapons is missing. He has been a victim of the notorious Thieves Guild of the Free City!

Five minutes before the time set for the meeting, the inner door to the guard station will open, and the commander of the guard will step through. He will begin giving Sergeant Corval the most severe dressing down that any of the characters have ever heard, comparing his intelligence and personal initiative to those of a senile toad. Then he will apologize to the characters for the wait, ask them to gather up their possessions (including weapons) and follow him.

After passing through a labyrinth of corridors, he will open a door and usher them into the High Council meeting hall. It is a fairly large room, containing a horseshoe shaped table set on a raised dais. Behind the table are eight chairs, one of which is empty. The other seven contain the members of the high council.

Members of the High Council of the Free City

ELWYN QUESSEDIL

Wood Elf, Skill 10 Cleric

This female Elf appears to be in the early 30's. She speaks Dwarf, Halfling, Gnome languages as well as various Elvish dialects and the common language. She is the representative from Three Forks, a large Elven trading center doing business with all races. This may account for her familiarity and interest in other cultures. A well known and widely respected scholar, Elwyn has traveled extensively to increase her knowledge. She has visited the Library at Falcon's Nest. She has even, it is rumored, seen the Tuatha de Dananna and returned from the Aelflands. It is she who will address the party.

KELIN GABALDEN

Grey Elf, Skill 12 Mage

Kelin, a sandy haired Elf who looks to be a well-preserved Elf in his 80's, is very quiet. Has a 10% chance per hour (cumulative) of falling asleep during the meeting. He is a last minute substitute for Laralin, the regular Falcon's Nest delegate. He will appear confused and uncertain.

SHAWEN MANDRONAL

Grey Elf, Skill 12 Ranger

Mandronal has a great respect for nature. He is concerned with the rumors of the Dark Elf's attempts to free Morda. As the delegate from Free City, he has access to the most current political situation. He is surprised to see the type of party the Lady Em'rel has chosen, viewing them as too weak to survive their task.

SKENDAR GOLDENFIELD

Demi-Elf Skill 7 Fighter/ Skill 8 Cleric

Goldenfield has spent several years traveling among the Humans to the south. He appears to be in his early 30's. Skendar is the member from Kestrel's Point, a trading and fishing port.

MENDEL GREENHAND

Wood Elf, Skill 9 Magic User, Skill 8 Cleric

Although Mendel is the delegate from Aswood Bend, she spends most of her time in the Free City. She is one of the Elves responsible for the maintenance of the trees of the City. Her

attention will wander if discussions get too long or boring for she is anxious to return to her trees. She spends most of her time gardening.

KAVIN WAVE—RUNNER

Demi-Elf, Skill 7 Fighter (retired)

Wave-runner travels extensively as a merchant/sailor. He commands a fleet of merchant vessels in Clear Harbour. Gruff and impatient in manner, Kevin appears troubled. As the party enters, he has just finished a long angry tirade and will be just barely under control. Once Elwyn begins to speak, he will become calmer. As the session continues, his usual forthright manner returns. He will also be disappointed in the Lady Em'el's choice of adventurers.

When an appropriate moment comes, he will offer the name of Tagron, a merchant in Northport, who can be trusted to aid the party should they require his services.

ALTHON ANNOCSO

High Elf, Skill 8 Illusionist

Althon's age is indeterminable. He has the face of a young man, but shoulder-length white hair. He is of the royal house, but not in line for the throne. Althon is the Council head. He rarely speaks, but when he does he is listened to and obeyed. As a cousin of the High King, he expects deferential treatment.

GLAIN ICEWALKER

Ice Elf, Skill 9 Ranger

Not present. His absence is noted with puzzlement by his fellows, as Glain is known to be serious in his duties to the Council. Even more surprising, no message has arrived explaining Glain's absence. No one present is aware of any events in Ice Elf territory that would explain his inattentance.

The Council's Request

Elwin Quessedil will speak to the group and outline the problem. (**GM NOTE:** read to the characters):

"Back in the beginning of time," She says, "there was a great battle, as you all know. The Dark Lord, Morda, was cast out of the world and bound for all time. The Dark Elves have discovered how to break that binding and bring him to this plane. If they are successful, the War of Light and Darkness will begin anew.

"The sages in the High Elven city of Avalin have determined from an escaped prisoner that they have already been able to relax Morda's bonds somewhat, permitting him to manifest himself on this plain for brief periods of time. The only way in which the bindings can be renewed is to find and return to the city of Avalin the four items of Annoc, the hero. These items will enable the priests to use their power to recall Annoc from the land of the Gods and rebind Morda."

"You have been chosen by the Goddess Em'el to carry out this task. As her image passed in the procession, a glowing rune appeared on the foreheads of each of you, visible only to the one who handed you our summons, and to the priestess herself. You should not refuse this task. Your band has been chosen for a hero's task. Although some here may find Em'Rel's choice disturbing, I am sure her reasons for selecting you will be shown to be correct.

"We will give you what aid we can, but our information is slight. Except for the Sword of Annoc, we do not know where any of the other artifacts lie. The Sword of Annoc resides at Falcon's Nest where it is safe for the present. We suggest that you seek out the Lady of the Lake, one day's ride to the northwest of the Free City. It may be that she has more information for you. If you go to Avalin with the items you will be richly rewarded."

Help (Do not read to characters)

The GM should give the characters the main map of Elf's Hold and ask them how the Council might aid them. They will regret that one character lost an item to the Thieves Guild, but will not be able to give any assistance to recover the stolen item.

The characters may ask for anything they might feel useful and for any information they need. Elwyn knows quite a lot about the gods and customs of other Elven tribes, so any general questions on the Elves or their magic items can be answered. Only questions about the adventures themselves cannot be answered by the Council. The GM can, if he likes, even xerox sections on the different Elves for the players to read (but not the maps of the cities or towns).

If the players ask, characters will be provisioned, provided with horses, and even given a squad of 10 mounted Skill 2 Wood Elf archers (each with his own bonded Elven Bow and Cloak of Elvenkind) or a troop of 20 Skill 1 Grey Guards each with a War Hammer and Plate Mail, but not mounted. (All Grey Guards have a strength of at least 16).

The Lady of the Blue Lake

The lake is situated about 50 miles (two day's travel) to the northwest of the Free City, and is fed by the Blue and Silver Rivers. It is approximately 90 miles long (east-west) and 35 miles broad. The southern and southeastern shores are tree covered, with silver birches and sugar maples providing quite a spectacle bedecked in their fall colors. Blue Lake is always calm, reflecting the trees and sky. To the north and west, the lake is bordered by gently rolling meadows and grassland. No matter what the weather conditions, the center of the lake is always obscured by mists.

Traveling to the Isle of the Mists

Travel on horses is 25 miles a day over roads or clear terrain. In difficult terrain, like swamps or mountain paths, the pace slows to 15 miles a day. On foot, the distances traveled are 15 miles in clear terrain and 5 miles a day in rough areas.

The trip to the Blue Lake will have no special surprises, but be sure to roll regular encounter rolls (once per day). All farmers, troops, and general citizens of the realm will be polite and friendly with the adventurers.

Local residents in the Blue Lake area, will be available for questioning, they will say that the mists are dangerous, and should be avoided. The mists distort time and one can disappear in them, returning to the real world weeks or months later. The saying is that no one goes to the center of the lake unless the Lady wants them to come.

At the lake shore, the party will find a flat-bottomed barge large enough for them and their horses. It is apparently waiting for them, although no one is in sight. After the party is on board, the barge will glide sedately off towards the mists near the center of the lake. There is no visible means of propulsion on the barge, but mages will notice a strong magical aura in the area of the bow. The trip will take about one hour, or so the party thinks.

Inside the bank of vapors lies the Isle of Mists, the home of the Lady of the Lake. The island measures 15 miles by 7 miles, and is formed of a single rock outcropping that rises to a maximum height of 25 feet above the water. The island is heavily clad in hardwood trees, mostly oak, ash, elder and blackthorn, with an occasional silver birch or maple.

The mists lie in a belt around the island, about one hundred yards from the shore. They are caused by the interface of The Lady of the Lake's domain with the "real" world and enhanced by her magic as an effective concealment.

The boat will bring the characters to a cove on the eastern shore where a footpath snakes into a grove of trees. At the end of the footpath, is a grotto, the home of the Lady of the Lake. The travelers will be met here by the Lady's servant, Sarietta, and invited into the grove to rest and refresh themselves. The grove contains a spring of sweet water, and an enclosure to accommodate their horses, complete with fresh grass and a manger of oats. The next morning, after the party has rested, they will be ushered into the presence of the Lady.

The Lady of the Lake

High Elf, Skill 20 Seeress

The Lady of the Lake, who apparently has no other name, is an extremely ancient high Elf. She is dressed in a green tunic and white fur cape. Her long hair is snow white and her eyes are like pale opals due to cataracts. To all appearances she is totally blind. However, she seems to see, turning to face each person as she talks, commenting on the physical appearance of the party members, and noting items worn or carried.

In her own realm, The Lady of the Lake can use most of the beneficial spells of cleric, mage or witch at the 20th level of ability and with maximum effect. (Cure Serious Wounds will restore 18 points of damage, etc.) Any information gathering spells are available to her with no chance of failure or garbled information. Remember, she has had over 2000 years of practice at these magics.

After an half an hour of small talk, she will say—with only the slightest of smiles:

"But you are here for a great purpose, and you have other things to be doing than talking with an old woman. You wish to know the location of the objects you seek."

She will light a green candle, throw some aromatic herbs on the brazier next to her, inhale the smoke deeply, and go into a trance. The smoke will have no effect on the others in the room. After six or seven minutes, she will start to mutter in a unknown tongue. Spells will not work to translate it. Then she will begin to chant in a weird, high pitched voice.

*"Follow the Star of the Dawn
It will show the mantle you seek.
Locked in ice, a cloak and a crown.
Beware of the Cold Drake's reek."*

*"The Fanged Teeth you cannot pass
They are unsafe, elude them north
Pass through the Heart of the Oak
It is warded. Sleep. Then go forth."*

*"There at the Crag one smiles
From a countenance fair and young.
Beware; The heart holds death
And the smile hides a serpent's tongue."*

After a bit more mumbling (the only words of which can be heard are "Annoc" and "Morda"), she will slump forward in her chair. Immediately, Sarietta will be at her side, offering her a drink from the wooden goblet in her hand. Stating that the Lady must rest, she will ask the party to return to the grove until the Lady summons them.

She will politely refuse all offers of assistance, and strangely, the characters will not feel like insisting. As the party leaves, they may catch a glimpse of Sarietta lifting the Lady as if she were a small child.

About noon, all the players at the grove will hear a voice in their minds saying, "Please return I would speak with you further." The Lady will only vaguely remember her prophecy and will not try to interpret it, beyond the fact that what they seek lies to north and east. She will answer any other general questions about terrain, the history of the artifacts, the area, or the Elves.

The adventurers will be invited to stay for dinner and spend the night although it is early afternoon. The Seeress will insist that it is too late to start out that day. If the party decides to accept the invitation, they will be well-fed though no meat is served. There are no animals on the island.

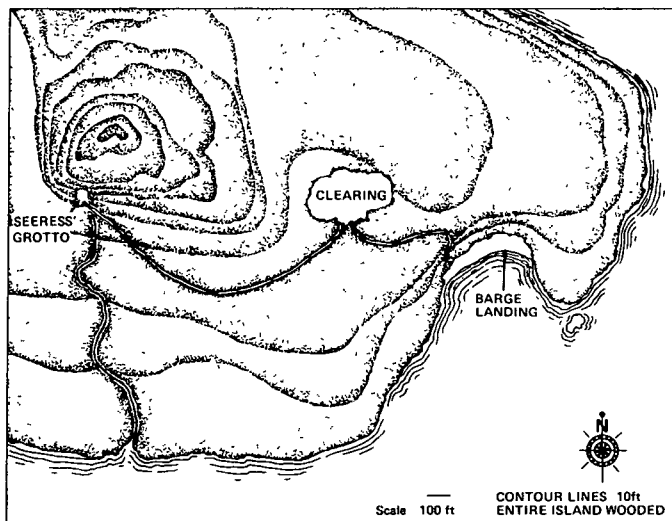
The dinner beverage will be a clear liquid tasting like spring water, but with a fragrance of clover. Though the beverage appears to have no "kick," the party finds themselves feeling quite nice, laughing, talking and singing happily. They will eventually be escorted back to the grove where they will enjoy one of the best sleeps of their lives, awakening at sunrise completely refreshed.

After the party has awakened, Sarietta will escort them back to the barge, explaining that it will take them to the mouth of the Silver River, several miles north of their point of entrance to the lake. She advises them to follow that river upstream until it crosses the caravan road and take the road northward.

That night, supposedly the fourth night of the journey, the characters have a chance (3 x Intellect on percentile dice) of noticing that the moon, which had been full when they started, is now in its third quarter. An entire week has passed.

GM NOTE: The best way of handling this is just mention that the party sees the crescent moon rising as they pitch camp. If no one catches the difference, have them make saving throws vs. their intelligence, druids and rangers especially. If the party does not accept the offer of dinner, they will experience no time slippage.

ISLE OF MISTS



The Seeress' Prophecy

Obviously, this section cannot be read to the players. Basically, if the adventurers look at the map the seeress' words will become clear. The Dawn star is the sun rising in the east (travel east) toward the ice (the Ice Elven lands) to find Annoc's Cloak. A Cold Drake is a cousin to a White Dragon.

The Fanged Teeth are, of course, Fangtooth pass which is continually watched by the Dark Elves and will alert their superiors if the party ventures through. Heart of the Oak (Oakheart), however, is free of spies and will be easy to pass through.

Crag refers to the city of High Crag and the Ice Elf adventure. A countenance fair and young refers to the encounter with Derala, a Mage/Assassin at High Crag.

The Mischevious Minstrel

On the way to Oakheart, the characters should roll on the standard encounter tables. It will take seven days of hard traveling to reach Oakheart. Besides the normal encounters there is a 30% per day of meeting a hunting party of (1-8) Wood Elves, who will invite the characters to share their camp for the night. A hunting-party will be able to give local area information and directions to their home village.

While at the ford over the Silver River, however, there will be a small trading boat bedecked with colorful fabrics and touting a huge red and green wooden sign: *The Mischevious Minstrel*

One end of the boat has been converted to a floating stage complete with backdrops and lights. As the characters approach, a show will be in progress. A misshapen dwarf will be on stage chasing a pretty woman around with a huge yellow stick painted red at the top.

If the characters avoid the play, nothing will happen that night, but the next day—as they approach Oakheart—a wagon with the same red and green sign will be seen broken down by the side of the road. The misshapen dwarf and pretty girl are now joined by a huge strong man and a lithe little red-haired man carrying a slim pearl-handled cane.

These players are a group of Dark Elven spies who are traveling to Oakheart. With them is Drusilla (see Free City Thieves Guild), who is hiding in the wagon. She left her husband (whether the characters attacked the Thieves Guild or not), to check out the rumors of a group trying to find all the artifacts of Annoc.

If the characters do approach the group, either while at the Silver River ford or later, on the road to Oakheart, the same encounter will happen.

The young girl will plead with the character's to help them fix their wagon. One wheel (rutter) has obviously fallen off and the group is having trouble replacing it.

If the group helps the actors, they will ask to travel on with the player characters for safety. Their conveyance, the Mischievous Minstrel, needs no horses to move it, it just seems to rumble along on its own. The actors will avoid all explanations about this magical wagon.

If any detection spells are thrown, the acting group will detect as Lawful Good. They are, in fact, all Chaotic Evil, but a powerful magic sphere inside the wagon distorts all detection spells within a 300 foot radius of the wagon to their opposite pole. This works on all detection spells, not just those thrown on the Dark Elf spies (i.e. a Detect Magic spell will make everything *but* magic items glow with an intense light). This is one way for the player characters to discover the true identity of the acting troupe. The Dark Elves will never willingly move beyond the 300' protection of their wagon.

The night after the player characters encounter the group, all the player characters must make their saving throw vs. Charm with a -4 to saving throw. If the saving throw is made, the character's will feel the attempt of a mind probe and will resist it. If the saving throw is unsuccessful, the characters will feel nothing, just a slight headache in the morning.

The powerful mind probe will not hurt the characters, but will reveal their mission to the Dark Elf spies. (If all the characters make their saving throw, the acting troupe will disappear the next day.) If attacked or threatened, the Dark Elves will swear they know nothing (and a Detect Lie spell—affected by the Sphere's power—will bear them out).

The next night, the Dark Elves will attack. The Dark Elves will try to split the party apart either through seduction, friendship, or guile. If they are successful in splitting the party into groups of one or two, they will attack each group individually. If pressed, they will attack the whole party at once.

The Acting Troupe

Wanda Truly

Dark Elf, Skill 6 Thief

Stats: ST: 12, IT: 15, IN: 12, SM: 09, D: 17, A: 16

HTK: 12, AC: 8

Wanda usually works by guile and stealth rather than direct action. She will quickly seduce one of your Grey/Wood Elf Guard—if they have come with the party. The seduced guard will help her fight you. Otherwise, she will attempt to get close enough to a player to attack with a poisoned kam-chack, a slim dagger with a groove for poison. If she is allowed to get close (within 3 feet), Wanda has a

+5 to hit with the dagger. The poison is powerful: 2 is subtracted from the character's save versus poison. The poison will instantly incapacitate a player character and kill him in three rounds.

Bos Renwell

Dark Elf, Skill 8 Fighter

Stats: ST: 18 (56), IT: 06, IN: 12, SM: 18, D: 15, A: 12

HTK: 80, AC: 0

Appearing as a typical carnival strongman down to the hollow dumbbells, Bos Renwell is actually a powerful fighter. If prepared, he will wear +2 Plate Armor and helm and fight with a +1 Sword of Darkness. If struck by the sword, a victim must make his save versus magic or be blinded for 1D4 melee rounds. Affects of the sword are not cumulative. The Sword is Chaotic Evil and will give Good characters who attempt to wield it 2D12 points of damage.

Vegan

Dwarf, Skill 4 Fighter

Stats: ST: 15, IT: 09, IN: 13, SM: 16, D: 12, A: 07

HTK: 16, AC: 6

Vegan will dress in a ratty chain mail coat if he has the chance. Otherwise his armor class is 8. Vegan is not much of a fighter, but he is a mutant dwarf who, as he fights, becomes increasingly angrier and angrier. As he gets madder his strength increases thusly:

After one round of fighting: ST 18

After two rounds of fighting: ST 18 (50)

After three rounds: ST: 18 (76)

After four rounds: ST: 18 (99)

After five rounds: ST: 18 (00)

After six rounds: Hill Giant Strength

After seven rounds: Cloud Giant Strength

After eight rounds: Storm Giant Strength

If at any time, for any reason, the Dwarf stops fighting, his strength instantly returns to normal and he must start over again. To progress to Storm Giant strength, the Dwarf must remain in combat for 9 sustained rounds. After he reaches Storm Giant Strength he stays at that level until the fight is over. **GM NOTE:** once he begins his progression, he will not stop fighting voluntarily until all his enemies are vanquished.

Vegan uses a War Hammer until his strength destroys it.

Mr. Dark

Dark Elf, Skill 5 Magic User

Stats: ST: 06, IT: 17, IN: 15, SM: 07, D: 10, A: 17

HTK: 15, AC: 9

Mr. Dark is the nominal head of the group and he will not attack the group directly, but try to charm one of the party's members (or a member of the player character's henchmen). His cane is a magical item which can store and fire up to 20 Magic Missiles a day. He can fire the Missiles in bursts of up to 5 a round.

Drusilla

Dark Elf, Skill 3 Cleric

Stats: ST: 12, IT: 15, IN: 17, SM: 09, D: 12, A: 16

HTK: 11, AC: 9

Drusilla has a disease which she cannot cure. This disease has forced her to bed and has cut her off from his spell regeneration. It is also highly contagious and she has a 10% of infecting anyone who comes within 10' of her. The rest of the Dark Elf spies know this and stay away. The disease will

not immediately become apparent, but 1D12 days after being infected the character will begin to lose one hit point a day until dead. Furthermore, if the victim is a spell caster, he will not be able to regenerate his spells. The lost hit points cannot be healed until the disease is destroyed. To destroy the disease, a Cure Disease must be cast on the character by a Skill 10 or higher Cleric.

GM NOTE: The entire acting troupe (but not Drusilla) has been chemically and magically altered so they can stand the light of day. Except for high noon, they will suffer no affects if standing in daylight. At high noon, all the actors will retire to the wagon "for a siesta."

The process of alteration has also changed their physical characteristics to those of Wood Elves (though they receive none of the benefits that Wood Elves get).

The transformation procedure was so horrible, however, that it permanently turned their alignment to Chaotic Evil. Although they have been trained to act as Lawful Good, there is a 30% chance per day that one of them will slip and his/her true nature will manifest itself for a few moments. The slip could be anything, from callously killing a small dog to lashing out in a tirade against some Lawful Good diety. The other actors will attempt to cover up any changes in character.

The Mischievous Minstrel

The conveyance the Dark Elves travel in is a wondrous magical machine. Inside the wagon is a Power Sphere which cloaks the Dark Elves' true alignment. The Power Sphere cannot be reset. Next to the Sphere are three buttons. The button on the left turns the wagon into a boat. The button in the middle, turns the Mischievous Minstrel into a wagon and the button on the right turns the ship into a Hot Air Balloon.

In all cases, the vehicle can carry 10 men with provisions. The wagon moves on its own power as if pulled by a team of oxen (5 miles an hour). The boat version of the vehicle moves as if propelled by light winds (about 6 miles an hour), and as a Hot Air Balloon the ship can move about 150 miles a day. The Mischievous Minstrel can move for about 10 hours a day and then stop.

Furthermore, while the ship is in its Hot Air Balloon phase, one can look into the Power Sphere and visualize where you want to go—and the Balloon will take you there. There is a 10% chance per day that a storm will force the balloon down for an entire day. There is a 5% chance that the balloon will be damaged beyond repair (but the party will be unhurt—though stranded).

With the balloon the player characters can cross the Spine-of-the-World mountains in less than three days. Without the balloon, the mountain journey will take three weeks.

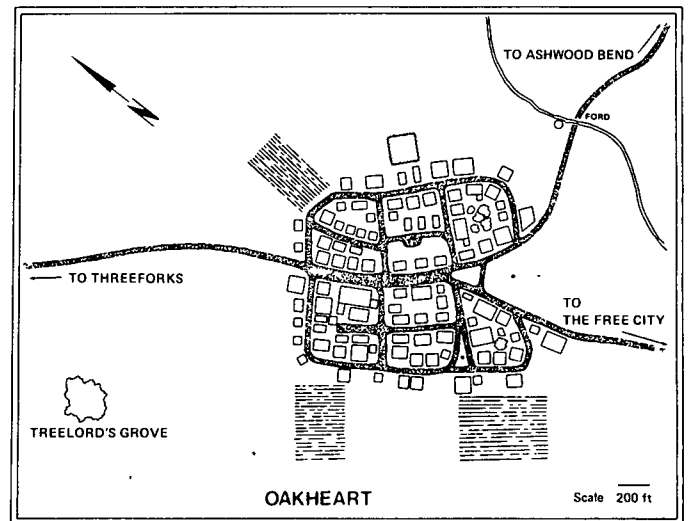
Destroy the Power Sphere and the Mischievous Minstrel will immediately fall apart.

GM NOTE: Remember that the Power Sphere will reverse detection spells. Lawful Good members of the party will detect as *Chaotic Evil*. This might be important in the following adventures.

Oakheart Village

Oakheart village takes its name from the fact that it is situated in an immense forest of oak trees. It is a small town of perhaps 375 people, situated at the point where the major north-south caravan road spurs off towards Ashwood Bend. There are about 80 to 90 buildings, not counting sheds and other small shacks.

Most of the people in the village are farmers, hunters, or craftsmen of one sort or another. The majority of craftsmen's dwellings have a workshop on the ground floor and family quarters on the second floor. The exceptions have the family quarters constructed in the branches of a nearby tree.



The Wood Elves of Oakheart have, for the most part, abandoned living in the trees in favor of living on the ground among the trees. The village population consists of 5 master carpenter/joiners, their journeymen, apprentices, and families; 3 master weavers, their apprentices, journeymen, and families; 1 blacksmith/farrier, 1 scribe, 1 leatherworker/tanner, with his apprentice, and family; 4 innkeepers and families; 2 tavernkeepers and family; 2 merchants operating general trading posts, a tailor, baker, butcher, and the six clerics at the temple to Em'el; numerous hunters, farmers, and animal herdsman live within a 30 mile radius of the village.

To the south of the town, as the two roads fork, are the caravan camps and open-air market. This area is centered around the two wells provided for the trading caravans which regularly pass through Oakheart. At Oakheart they trade for various wood products, as well as foodstuffs, cloth, and pulp for paper. In return, the residents buy forged metal items, leather goods, glassware, furs, and other goods.

This town is similar to dozens of villages located in or near the trade routes, its chief claim to fame is that it is located at the juncture of the two roads. For this reason, there are two or three large warehouses located near the caravan grounds for the benefit of traders who wish to store goods here and send them east or south.

The Forest of the Treelords and the Dryads

As the party enters the town, they will be asked to come before the Council of Elders. When the party arrives, the Council will greet the characters with a mixture of fear and awe—not because of the fight with the Dark Elves, but because of the statues.

Three wooden statues, likeness of the founders of the town, have changed their likeness into the three of the player characters. Furthermore, all three of the statues are now pointing towards an ancient wood about half a mile from the town.

Thoron Strongarm claims it is the Treelords doing, and the party best be respectful. The other Council members aren't as sure, but they do know *something* wants you in that forest.

If asked, the Council will say that the Treelords are a sentient form of trees that are extremely old and extremely powerful (and not always that friendly).

The Treelords' forest is park-like with very little underbrush around the huge trees, many over 100 feet tall. Few sounds will be heard, although wildlife is seen occasionally. A Wood Elf, druid, or ranger will feel the overwhelming power of the ancient life forces dwelling here and realize that this is not a normal wood

The two elemental forces present here are the Treelords and the Dryads. The Treelords are best described as sentient trees. With long, splayed root-like feet, gnarled branch-like arms, barkish skin, and masses of leafy growth atop their trunk like frames, they can pass easily for trees. If they stand still and close their eyes they will be extremely hard to spot. Druids, rangers, and Wood Elves have a 20% chance. The rest of the party has a 10% chance.

After the party has entered their forest, they will come to a clearing with a clear spring brook and huge strawberry bushes. If the party stops and rests, they will hear in a deep rumbling from behind them.

"Well! How do you like the strawberries?"

The party will not see anyone behind them. The Treelord is standing right next to them staring down at them from above. If the party answers the Treelord's query, there will be a long pause of about 30 seconds before the Treelord answers. After all, they are in no rush.

Once the party meets the Treelord, others will seem to suddenly appear around them. For giant trees, they seem to move almost silently through the forest.

The Treelords view themselves as the guardians of the wood and will go to any length to protect their trees. They are also very curious about other races and will be happy to converse with the party. Many of their questions will seem strange to the adventurers, but remember how an intelligent tree would view the short-lived races and the passage of time.

(8) *Treelords*

AC: 2 HTK: 10D8, M: 3"

Att: 2, Dm: 3D6, *Special*: They can cause normal trees to awaken and animate. The trees get 1 attack per round for 2D6. Treelords take double damage from fire attacks.

The Treelords will tell the party that they felt their presence because of the sign of Em'el on their forehead. They will also say they that they have spoken to the stones and to the wind and they



have found one of the items the party seeks.

Then they will produce the Belt of Annoc.

There is no trick here. The group can merely stuff the belt into their knapsack with the blessings of the Treelords and go on their way.

The Ice Elves

The land of the Ice Elves is the starkest I have ever seen. The freezing cold of Ice Elf territory was always my major concern during my visit, even the beauty of the ice homes and sculptures could not push the cold from my mind. My tribal escort consisted of six warriors clad only in fur tunics, their lower legs wrapped in cloth and laced to just cover their leather boots. In appearance, the warriors seemed as ferocious as some of the great bears they hunted. I was very grateful for the brevity of the trip as the cold was almost unbearable. The warriors seemed oblivious, saying I was lucky to be able to visit during the warm season.

Elwyn Quessedil

The Warriors of the North

The Ice Elves claim most the land North of the Arctic Circle, from the Great Ocean in the West to the Impassible Mountains in the East. They are a hardy, rugged people, well adapted to the severe conditions in which they live.

Ice Elves are generally short, rarely topping four feet, and are usually heavy-set. This is due to the amount of heat loss in a cold climate. Skin tones are uniformly very pale, with hair colors likewise. Eye color ranges from silver to blue and violet, with gold encountered occasionally.

Ice Elves are the offspring of bands of Wood Elves who fled north during the War of the Races. Magic and natural selection have combined to create their unique abilities to withstand temperatures far colder than other Elves can resist. It has been

noted by travelers that they tend to wear only light robes at temperatures which would cause severe frostbite to others unless clad in the warmest furs. This is balanced, however, by their susceptibility to heat—a moderate summer day in temperate latitudes is quite likely to cause heat stroke for Ice Elves.

Most Ice Elves are semi-nomadic hunter/gatherers and herders. During the six-month day of the spring and summer, they follow the herds of reindeer to and from their feeding grounds and fish the open waters. During this time, they move to semi-permanent campsites to which they return season after season, erecting felt tents or building new ice houses as the season requires.

With the waning of the light in the fall, the Elves set up their

winter camps on the great ice floes which seal the open water. Secure in their camps, Ice Elves hunt white-furred northern animals such as seals, and walrus, go through their elaborate social rituals, and prepare for the summer hunting season.

The Flight to High Crag

As stated in the Seeress' poem, the Cloak of Annoc is in the Ice Elves' Realm. The characters must travel there over the Spine-of-the-World mountains. It is a long and difficult journey even on the best of routes and it is impossible now that the fall snows have closed the high passes. *The Mischievous Minstrel* is the obvious solution. Magical in nature, its hot air balloon phase can carry the group over the mountains without much trouble. With it the journey, some 475 miles, will take but three days.

However, if the balloon has been destroyed (or not discovered), the party will meet Jorel Greywing back at Oakheart. He has been sent by the Council of Elders in Falcon's Nest to assist the player characters. Falcon's Nest is an ancient Grey Elven city where the Sword of Annoc is kept. Since Em'el herself has picked the group, the Elders at Falcon's Nest feel they should be the ones to retrieve the Artifact.

Jorel will bring the party to Falcon's Nest. The journey will take seven days. (see *The Grey Elves Adventure*).

If the party has found the Mischievous Minstrel then proceed to the Ice Elves Adventure.

The Ice Elven Cities

The exceptions to this life style are the inhabitants of the two major cities, Northcoast and High Crag. These two cities, separated by the Spine-of-the-World, are the capitals of two independent kingdoms. The populations of these cities are made of artisans, craftsmen, learned scholars, and government officials. The civilized portion of the population shun the outback except when war is threatened. The population surrounding the city of High Crag is primarily fur hunters and herders; while the people inhabiting North Coast prefer fishing, including whaling and walrus-hunting.

The Monarchy

The Ice Elves are ruled by two hereditary kings, one in the Eastern Realm and one in the Western Realm. The royal houses are related, tracing their descent from twin brothers who saw the division of the kingdom as the only alternative to a blood feud. Each king is aided by a group of advisors whose power can vary depending on the King's whims. One of the King's advisors (or possibly a nephew) represents the kingdom at the Great Council meetings.

Ice Elven Life

Ice Elves are surprisingly self-sufficient, producing nearly 75% of their own food and all of their clothing and shelter. They trade furs, whale oil and ivory for fruits, grain, vegetables, wood products, and forged metals. They do manage to grow several kinds of plants, mostly vegetables, in specially-constructed greenhouses during the summer months when sunshine is plentiful. Milk and meat come from the herds of reindeer and fishing adds another important protein source to the diet.

Shelter is mostly constructed of magically formed and preserved ice. The outer wall ice is of remarkable transparency that lets light inside. The members of the hunting villages tend to erect tents of hides or felt during the summer months. These tents are supported on the long rib bones of the whales. Wood is too rare and precious to be used in construction. Only in the regions bordering the Spine-of-the-World is stone a frequent building material.

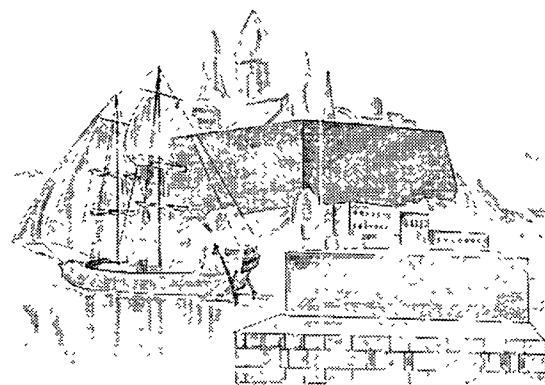
Major weapons include short composite bows of horn and sinew, javelins, short swords of Grey Elven make, harpoons of bone and horn, and ice adzes. The harpoons have a barbed, detachable head held in place by pressure (and occasionally a bit of wax). Once the weapon hits the target body, any backward

pressure of the shaft will cause the head to come loose and remain in the wound, doing further damage (1D6 for the harpoon and 1D4 for the barbed head). The ice adze is an adaptation of an axe-like handtool originally used for climbing and moving about on icy surfaces.

Family life is a bit more complicated here than elsewhere. Due to the comparatively high death rate among the young hunters and fishers, as well as the extended length of their journeys, children in a conventional two-parent family would be deprived of one or both parents most of the time. As a result, the Ice Elves have adopted a form of group marriage, usually consisting of three to five partners of each sex. One set of parents remains at home at all times, ensuring that the five to 20 children will be taken care of in the event of a disaster.

Religion

Most of the Ice Elves worship the minor Goddesses Maigyn and Kestri, the daughters of Those-That-Swim and Those-That-Run. These ladies are prayed to for luck in hunting and fishing. There are also many shrines to Timar, the Goddess of the Air. As it is she who causes the winds and storms, she is obviously important, especially in the winter months when the great storms roam over the barren country. The severe winter storms are called *Famunia* and they claim many Ice Elven lives.



City Life

The Ice Elves living in the cities are much more magically and technologically advanced than their nomadic relatives. They have built huge ice castles with soaring towers and crystal bridges. They have also developed Ice Schooners inspired by the ships of their southern neighbors. The ice ships are the size of galleons, but are built on large ivory and magical ice skis. They have all the speed and maneuverability of the ocean faring vessels when the wind catches them on an open stretch of ice or snow.

The city Ice Elves have been experimenting with magic ice sculptures capable of movement with the ability to change color or form. The sculptures are displayed in grand artistic exhibitions. When a famous sculptor presents a new work, the reception is attended by most of the royal court.

These Elves have also developed a number of martial uses for the ice sculpture including siege machines and ice weaponry that are as hard as iron. Many of the more learned officers can fashion a sword straight from the snow and need never carry a weapon as they march into battle.

Ice sculptures have also been used within the city to make self-opening doors and other conveniences. All throughout the city can be seen beautiful ice sculptures of widely diversified type. The richer residents compete with each other to see who can have the most lavish and outlandish sculpture on display in their front window or porch.

A ICE ELVEN VILLAGE

The Trading Place

Sitting on the edge of the icy plains of the north, about 125 miles north east of High Craig is the summer meeting place of the Ice Elven tribes of the north, Summer Place. This is the place where the Ice Elven tribes that live on the northern plains meet and trade for needed goods once a year during the summer season. There is an unwritten law among the tribes that there will be no fighting of any type within fifty miles of the village square, also called the Trading Place.

To the Trading Place come several traders from High Craig, North Port, and other cities to the south who set up their temporary tents and wagons. The traders bring metal goods, woven cloth, and many other finished goods not readily accessible to the tribes of the north.

The tribes bring the different furs of the animals of the north, some herbs that only grow on the ice plains of the north, ivory, whale oil, and an unusual gem that is found naturally upon the icy northern plains. It is called the Emerald of Ice because of its dark green luster.

There are only seven permanent structures in Summer Place. These are called the Inner Village. The rest are made of ice (which doesn't melt this far north even during the summer). Around the Inner Village is a wall of stone that protects the villagers from the icy winds and the fierce Fam-mias (storms) that blow through here during the winter—as well as the rare band of rogue Ice Elves who might pass by.

The Inner Village

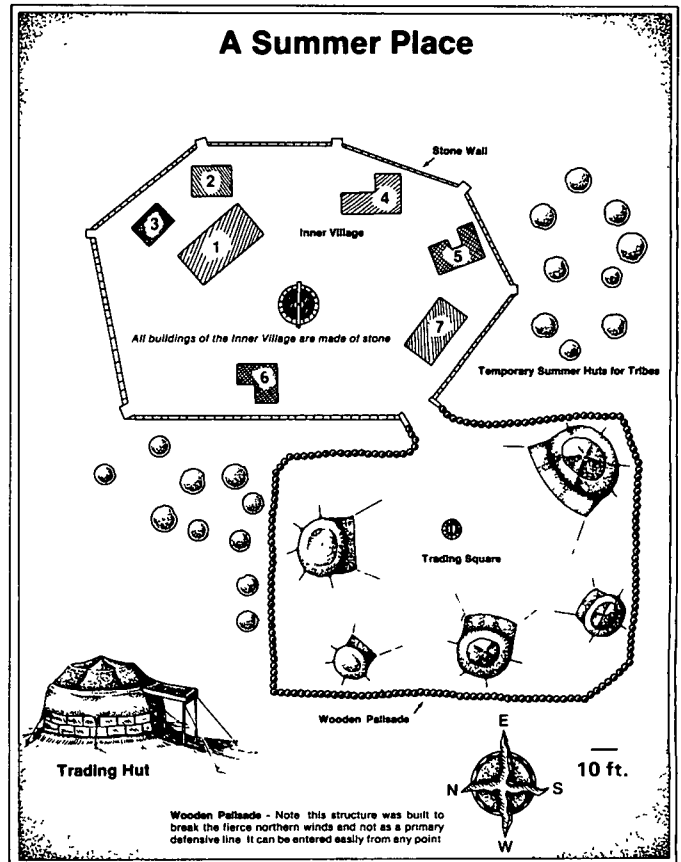
The Mary Ott: Run by Solpion, a middle aged Ice Elven male, and his family. This is where the traders stay while here for the summer's trading. Solpion used to be a trader in his younger years, but he saw the possibilities of setting up an inn here. He is becoming a very rich man.

The Inn is a surprisingly large building for this area, because it has 25 rooms not counting the kitchen or main room. Solpion and his family only use five of them. Solpion has been trading with the roving Ice Elven bands during the winter for many years and he has been able to put away quite a catch of Emeralds, including the largest one ever found. He will not sell it, as it is his pride and joy. In fact, he will not even let anyone see it.

Warehouses: Owned by Solpion. This is where the food and fuel is stored for the winter months. One section of warehouse has been turned into a natural deep freeze to keep the perishables.

The Smithy: Barabor "The Strong" is a middle aged Gray Elf male who has been on the run from the law for many years before he settled here and started this business. In reality, Barabor was pardoned many years ago, but he never stayed in one place long enough for any one to find him and tell him. His family in Oak Heart is still looking for him (his family is very rich and they will pay well for information as to his whereabouts). Besides being a good blacksmith, Barabor can repair metal weapons and armor.

The Art Shop: A middle aged Human named George Luck has set up an art supply store here in this isolated community. The residents of the village and the tribes of the plain all think that he is crazy. But, in fact, George makes a very good living by selling the paintings he makes of the scenes from all over the northern plains. These paintings sell at a great price in the south because of their great beauty and stark realism.



Furs: An Ice Elven ranger called Vonyor runs this little shop where he buys and sells furs. He will on occasion go out to the plains and hunt for some animals himself. On these occasions he will take his special bone composite bow which gives a person who is skilled with its use a better chance to hit (+4). Vonyor makes garments from the furs he has acquired and they are of exceptional quality.

General Store: Your typical general store where there is a 50/50 chance that any ordinary item that you may want will be available. The owner is Finor. He is an old Ice Elven male who has been here for many years. He sells Georges' paintings for him in his store. While he is out of the village he always gets a good price for them (200 to 500 gold). Zargos has been buying the paintings lately and would like to meet the painter.

High Crag

ICE ELVEN CITY

A City at the Top of the World

High Crag is the capital city of the Eastern clan of the Ice Elves. It is located on the Greylin River about 470 miles northeast of Oakheart. Situated between the steep cliffs and the river, the city is well protected from the *Fammia*, the winter storms which come from the northwest.

The city consists of a fortified inner area surrounded by outer districts of residences and shops. The inner keep is surrounded by a wall of stone 10' high, 6' wide at the base tapering to 3' wide at the top.

The wall is breached by four gates at the four cardinal points of the compass. They are called the Four Gates of The Winds. The western gate is made of a solid stone slab two feet thick. The north gate is made of solid iron and is six inches thick. The eastern gate is made of solid ice and is two feet thick. The southern gate is made of oaken planks of three feet thick and banded in iron. The four broad avenues that issue from these gates are named for them, ie The West Wind of Stone, The North Wind of Iron, etc.

Most of the other streets in the city are named for the guild which works there. Thus the north-eastern sector of the city is comprised of Bootmakers St., Leatherworkers St., Furrier's St., and Harnessmakers St.

The exceptions to this rule are the seven streets named for the seven martyrs of the *Fammia* storm: Alicia, Karros, Kesar, Ssantil, Tinial, Trajem, and Visse. These seven were mages who, in order to save the people from a particularly devastating *Fammia*, combined and expended all of their magical power to raise the cliff wall around the city.

Following is a description of the major shops in the city. Most are constructed of stone or imported wood and heated to their owner's comfort level:

1 WINES EXTRAORDINAIRE A little wine shop run by Hedwig "The Gray," an old Ice Elven female with silver gray hair. She imports all types of wines from all over the south.

2 WALL TO WALL Run by Gamto, a middle aged Ice Elven female, who specializes in making rugs and carpets from the hair of local animals.

3 BRENT'S TACK SHOP Tren Hern, a short, fat male Ice Elf, sells all of the supplies and equipment needed for the riding of reindeer or yoking of reindeer to a sled. Nobody knows why he calls the place *Brent's Tack Shop*.

4 REINDEER'S KEEP A place where reindeer are trained for the sled or riding by a young adult female Ice Elf named Alianore. Alianore is the daughter of Gamto and the wife of Milkar, who has not been seen since his departure on a short expedition to acquire some more reindeer for training over six months ago.

5 FATHER'S FODDER Operated by Bintee Eulath, a middle aged Ice Elven male who is a Skill 5 Cleric, with a specialized Create Reindeer Fodder spell. He uses the spell to raise money to procure needed supplies for his temple.

6 GREYBEARD'S TOOLBOX Run by Marginoth Greybeard, a male Dark Elf from the south. Greybeard has all the tools available for the cutting of ice, woodworking, and the limited agriculture of this area.

7 SCRIBE Owned and operated by Eestmin Codac, a kindly old male Ice Elf scribe, and his five apprentices, who can copy or translate all known Elven languages. He also supplies a public scribe service for those who can not read or write.

8 THE ARMORY A mature, Skill 10 Fighter (retired) Ice Elf called Ewan Estalimanti, produces all kinds of leather and bone armor for sale (AC. 5, 100 gp). All of his armor is of excellent quality and because of this he has a long term contract with the king to produce the armor for his personal guard.

In leather and bone armor a character can move at 9" instead of the usual 6" for a heavily armored character.

Ewan is presently courting Helsa (see #9) and would become very upset if he found out what Zargos was doing.

9 HELSAS' Helsa Winterwolf, a mature Ice Elven female, produces from this shop many different types of jewelry and finished gem stones. She also buys and sells gems and jewelry, but she will not knowingly buy or sell stolen merchandise. Helsa also produces the rare and beautiful Ice Gem, which always feels cool, but which will not melt—even in the middle of a hot fire. The gem costs 1,000 gold pieces per carat. Zargos Slewei of the House Of Jewels has offered a reward for the knowledge of how these gems are made.

10 THE HOUSER BROTHERS: Derrium Houser and his three brothers, Huro, Eric, and Siron, are renowned builders of structures made of ice and they will make any structure out of ice a person may desire—for a price. Siron's wife will usually be found in the office, since the brothers are usually out building a structure. All are Skill 5 Ice Mages (see sidebar).

11 WEAPON SHOP Georg Hugh, a mature (in age only) adult Ice Elf male with delusions of being a great fighter, is a collector and trader of all types of weapons. Georg will pay 100-500 gp for any type of exotic weapon that he does not have. At present he lacks a light crossbow, shield made of hides from animals that dwell in the south, and a war hammer or axe of Dwarven make.

12 SPICES This small and pleasant-smelling shop is run by Doli Darkwing, a young adult female Gray Elf (Appeal. 16), who imports rare and exotic spices and herbs from the south.

13 SILVERSMITHS A pair of cousins, Urid Fewring a male Ice Elf and Reebar Troper a female Ice Elf, produce finely crafted silver jewelry. They own a silver mine, whose location is a closely guarded secret.

14 LUMBER YARD Fatorat "The Greedy," a young adult male Ice Elf, is a lumberjack who fell into a lot of money when a friend of his died and left his business to him. He is the only

supplier of northern lumber in the area, primarily pine, and he usually charges about ten times the price charged in the south

15 HOUSE OF AMBERGRES The owner of this small quaint shop is Lafant Duvall, a very beautiful (Appeal: 17) mature Ice Elven female, and she sells and produces very unique Ice Elven perfume.

16 PLAYHOUSE OF HIGH CRAG Owned and operated by a young Ice Elven female actor and writer called Njeen Coralla. She and her company of 20 fellow actors put on plays, either dramas or comedies, that have been drawn from Elven history. They are presently preparing a play about the raising of the crag and it is rumored that the King will attend the opening performance.

17 PRODUCE An ancient male partially blind Ice Elf, Dairrell Aneralla, still runs this rather large food store with the help of five apprentices. When Dairrell was younger, he learned to preserve food by freeze-drying it.

18 THE ROYAL LIBRARY The Royal Scribe Pector Winosque, an incredibly old male Ice Elf, and the Royal Librarian Elvina Dawnsky, a very mature spinster female Ice Elf, maintain the Royal Library and the city records for the King. Elvina hates noise and insists that everyone wash their hands, in a small porcelain basin by the door, before they touch any of the library books. She even makes the King wash his hands.

19 FORTUNE TELLERS Allora "The Seer" Alirenthia, a blind adult Ice Elven female, and her invalid sister Allona. Together they run a fortune telling shop from their home. Allora has to touch the person whose fortune she is telling and Allona uses the Tarot Cards. Allona is slightly younger than Allora, but she is cursed with a pair of deformed legs due to an accident many years ago. They are both fairly accurate, about 25% of the time, in foretelling the near future (about a week to ten days hence).

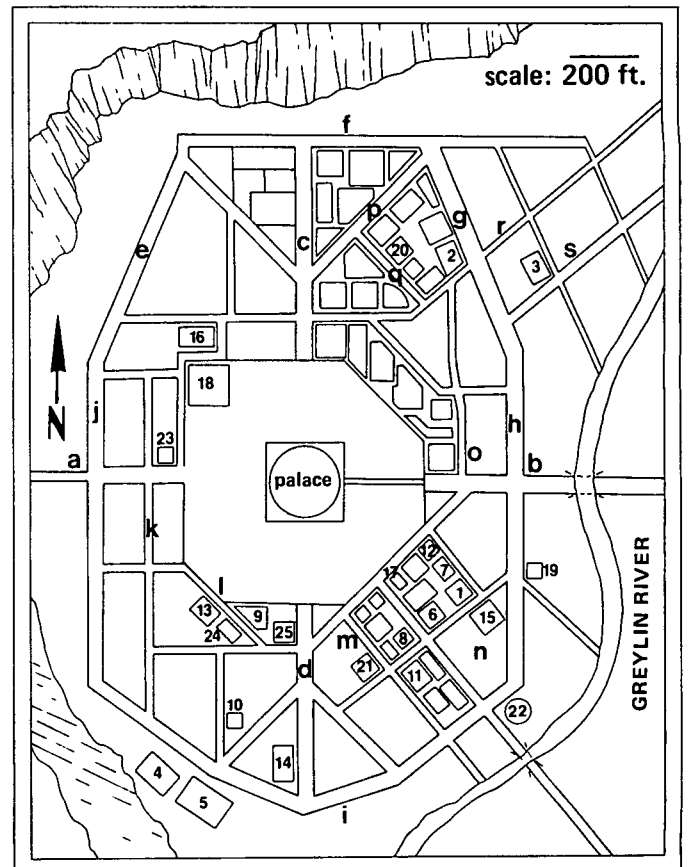
20 BOOT REPAIR Winella, a homely looking old female Ice Elf, runs this shop where she repairs and makes boots, shoes, and sandals of leather and bone. She has 2,000 gp hidden in the floor boards under her house. She is saving the money for her dowry.

21 STRAIGHT ARROW Will Yamtell, an old and balding Ice Elven male, makes excellent bows of bone, wood, and metal. He also makes excellent metal tipped arrows. Will knows the location of an ancient bow used by the great Ice Elven hunter Gelon, and he will pay well to have it brought back to him (1,000 gp).

22 HOUSE OF MANY PLEASURES This house is run by Emallia Sorallia, a middle aged but still quite beautiful female Ice Elf. The ladies in her employ will take care of one's every need (for 100 gp a night).

23 TRANSLATORS Raphiel and Verrell Noella, twin adult male Ice Elves, can translate any known Elven written or spoken language. The Noella brothers are the first set of twins born to an Ice Elven female since the twin Kings.

HIGH CRAIGS



a Westwind of Stone	h Street of Tinial	n Marketplace
b Eastwind of Ice	i Street of Visse	o Street of Clothiers
c Northwind of Iron	j Street of Aliva	p Furriers Street
e Street of Ssantil	k Street of Kesar	q Bootmakers Street
f Street of Karras	l Street of Jewelers	r Leatherworkers Street
g Street of Trajem	m Weaponsmiths Street	s Harnessmakers Street
d Southwind of the Forest		

24 HOUSE OF JEWELS Run by Zargos Slewei, a mature male Gray Elf, who will sell or trade all types of gems and jewelry. Zargos has an interesting sideline in that he is a fence for the Thieves Guild in Freeport. He would also pay dearly (1,000-6,000 gp) to acquire the secret for the making of Ice Gems, possessed by Helsa Winterwolf.

25 ICE AND IVORY Eauoi, a middle aged Human sculptress with a carved ivory leg, settled here and opened a studio here after many years of searching unsuccessfully for her long lost brother. One day while she was working on a large statue, it fell and crushed her right leg. She was not able to find a cleric in time to heal her, so she had the leg cut off below the knee and replaced it with a solid ivory one she carved from a whale bone.

Crossing the Border

The Adventure in the North

The Border Patrol

If the party has travelled by balloon, the cold will be so intense as they pass the treeline that the Mischievous Minstrel will be unable to fly. The heat exchange with the frigid air will be too great even for a magical vehicle. The party will have to travel on foot.

If the party is traveling to High Crag after the adventure at Falcon's Nest, then they will have a guide that will lead them to the edge of Grey Elven territory and give them directions to follow the caravan route to High Crag.

In either case, shortly after leaving the tree line, the party will enter the territory of the Ice Elves. Before them stretch the broken, irregular fields of ice and snow which form the home of the Northern Brethren (as they are referred to by the Elves of the South). Spirals of crystals and snow flakes are whipped by the winds around the jagged thrusts of ice and the rounded dome hills of snow. Occasionally, and always at a distance, some form of white furred animal will be glimpsed moving against the iron grey sky.

During their first day of travel after reaching the border, the party will hear in the distance the tinkling of bells. Shortly after, a group of riders will approach from the north. Their silhouettes against the eternally white background will seem strange, distorted. As they come closer it will be noted that the strangers are mounted on large reindeer.

This group is an Ice Elf border patrol. The bells, which are mounted on the leader's shield, are called *Peal Bells*. ("It's hard to surprise or trick someone with these on," the captain of the patrol will tell the adventurers.) The patrol will approach the party slowly and in the open. When hailing distance is reached, the leader will stand in his stirrups and call to the adventurers. He will introduce himself and announce his purpose.

After this, he will welcome the party to his country and ask if there is anything he can do to aid them. (**GM NOTE:** The friendly manner is part of the job and to some extent natural. But if the party acts hostile or suspicious, the leader will react quickly to subdue them and bring them in for questioning). He will offer the party shelter of a way-house which is about 30 minutes travel to the northeast.

Border Patrol

Lord Springbear

Ice Elf, Skill 4 Fighter

HTK: 31, AC: 4

Stats: ST: 17, IT: 12, IN: 16, SM: 16, D: 13, A: 16

Weapons & Armor: +1 light lance (Dm: 1D6+1 — +2 if charging), ice axe, splint mail, +1 shield

Physical: 5'4", 165 lbs., Iron grey hair and eyes, heavily built. Carries a huge horn. Lord Springbear is a jovial man who enjoys a good story. He is loyal to his Lord and King. During his sixty years of service on the border, he has won several decorations for exemplary conduct.

Harthall Whiteheart

Ice Elf, Skill 2 Fighter

HTK: 16, AC: 6

Weapons & Armor: light lance (+2 damage if charging) longsword, studded leather and shield.

Physical: 5'6", 140 lbs., White hair and pale blue eyes, slender build.

(5) Guardsmen

Ice Elves, Skill 1 Fighters

HTK: 8,5,4,9,7, AC: 7

Weapons & Armor: light lance (+2 damage if charging), long sword, studded leather and small shields

If the characters explain their quest and show him their credentials, Lord Springbear will insist on helping to speed their journey. If transport is needed, he will send a rider for sleds. If not, he will personally escort the party to the capital. He will explain that it is a ride of five days and that due to the terrain it is easy to become lost. His presence will help the party pass other guard points without delay.

If the party refuses his help, he will smile sheepishly and explain that he has orders to accompany them. He will be ready to leave as soon as they are rested. It will only take him a few moments to inform Harthall of the situation and transfer command of the patrol.

The Capital

On the fifth day of travel, the capital city of High Crag will be visible on the horizon. As the party approaches, they see it consists of a central fortified city surrounded by several districts. The central city is protected by a wall of rare stone. Above these parapets can be seen the graceful spires and towers of tinted ice which are the marvels of Ice Elven architecture. Outside this wall are extensive housing and merchant districts that fan out from the central city along the main trade routes.

A short distance from the city proper will be noted the felt and fur tents of a large army. The tents stand in orderly rows and moving among them are lines of drilling infantry and squads of reindeer cavalry. Just to the north of this camp stand several large ships with brightly colored sails.

GM NOTE: These ships are Ice Schooners. If examined from close range, they resemble southern galleys mounted on huge sled runners. Dual steering bars on the Captain's Deck allow these vessels to maneuver by changing the relative relationship of the runners. Also present on the captain's deck are two massive *drag oars* which are used to help stop the vessel and assist in executing sharp turns.

The great sails provide the only motive power, but considering the environment, calm winds are rarely a problem. In areas of open ice or snow these ships are as maneuverable as their southern counterparts of the seas. Lord Springbear has ridden the Ice Schooners several times and will be glad to explain their operation and construction, if asked.

Some nobility have Schooners which run off magical power sources, but Lord Springbear has never actually seen one.

Lord Springbear will guide the party down a wide roadway lined with the shops of furriers and leatherworkers. Several times he will stop to answer the questions of inquiring city guardsmen or to respond from a friendly shout from one of the stalls. Eventually, the roadway will lead to the gates of the central city and the Ice King's palace.

A Dark Time

The palace of the Ice King is a soaring collection of crystal spires braced with flying buttresses and elevated walkways. The interior walls are hung with expensive southern tapestries and carpeted with fur. The translucent walls create a gentle indirect light with few shadows. As the party travels through a series of halls, servants, rushing messengers, nobles in brilliant robes, and guards in armor will be moving to and fro in a bewildering bustle.

At the open throne room door, the young noble will halt and ask the party to please wait. At the far end of the great hall, the young King will be seen in animated conference with his counselors. He is dressed in a simple tunic and sandals. His face seems taut with tension, and bears the mark of sleeplessness. Hands clasped in his lap, he sits forward on his throne of exotic wood, listening to the debate of his advisors.

To the throne's right, a group of dignified Elves in ornate armor stand around a map table. In quiet tones they discuss the wooden counters and ivory ships which decorate the map's surface. Scattered about the chamber are other groups huddled in tense conference. Merchants, guild heads, priests, mages, and court officials are all present. Moving from group to group and rushing to and from the door is a constant stream of messengers.

After a few minutes, the King's Chamberlain will look up from his place near the throne. Upon noticing the party, he will excuse himself and glide across the chamber with the grace of long years at court. He is an old Elf and, surprisingly for the ever youthful Elves, has a face lined like parchment. In a thin voice he will ask the adventurers' business. He will listen politely, nodding occasionally, and finally ask to see their papers. As the group does so, he will say, "You have come at a fated moment, follow me please," and he will lead them into a group of courtiers. The gathered advisors will quickly move aside and the party will suddenly be before the throne.

The Chamberlain and the young monarch will hold a whispered conversation and then the Chamberlain will announce the party. With a weak smile, the boy King will welcome the adventurers as "a band of noble heroes."

"You have come at a dark time," The King will say, "the kingdom is torn by civil war. My uncle Evron masses his troops for a push to the coast. This will sever the northern provinces from the capital. We are attempting to gather a force to intercept him. If our plan works in three days time, Elf will kill Elf. It is not a good time . . .

"And the great item you seek," the King continues, "gladly would I give it to you, happily would I fulfill the oath of my fathers, but when Evron struck, his traitors attacked the vault and now Annoc's Cloak, along with much that is the crown's, now rests in his dark holding."

At this point his eyes will light up and new energy will seem to flow into his body. "Excuse me a moment," he will say, and bound off the throne. For several minutes the King will speak quietly, but excitedly to the old Elves. Then one by one they will nod or smile. One burly Elf in dented armour will clap the boy King on the back, and then, realizing the awkwardness of his familiarity, draw back into a dignified pose.

"Heroes and champions," the King will say, "you have brought an answer to our problem. Evron will certainly put all his strength into this assault. His stronghold will be empty. My army could dance with his for a few days, while a daring band such as yourselves could infiltrate the fortress, liberate the items of power, and maybe, just maybe, render his last retreat useless. Then with a push from us and without a prepared defense to fall back on, we might force his surrender. It will mean throwing away some of my soldiers' lives, but the prize is too sweet. What do you think?"

If the party accepts the basic idea of the attack, the next couple of hours will be spent with the generals and court in designing a final plan. The party, along with 2 or 3 local guides, will assault Evron's fortress in an attempt to liberate the stolen artifacts. The

King and council will only be able to furnish sketchy information on the stronghold (i.e., location, main entrances, etc.). The King has a Skill 10 Mage and a Skill 8 Cleric who can cast spells on the party *if they ask*, (but will not come on the adventure). Lord Springbear will be assigned to accompany the adventurers and men loyal to the King will act as guides.

If the party refuses the plan, the King will beg them to reconsider and ask them to stay a few days in the royal palace (and under a discreet royal guard). Privately, the advisors to the King will tell the player characters that chance for success without such a daring plan is slim. Evron has somehow joined together a number of Barons and Landholders. However, this attack might embarrass him enough to sway some of his allies to turn against him. It is the proverbial "only hope."

The Serpent's Tongue

After the council's plans are finalized, a small celebration will be held in the throne room. During the revelry the party will be introduced to Derala, the King's cousin.

Derala

Ice Elf, Skill 5/2, Mage/Assassin

Stats: ST: 15, IT: 17, IN: 14, SM: 14, D: 16, A: 17

*HTK: 16, AC: 9/6**

**Note: Armor Class 9 while at court, Armor Class 6 when in armour and operating as leader of the rebels.*

Weapons & Armor: poison dagger for 1D4 damage + level 5 poison

Magic Items: +1 Ring of Protection, +1 leather armor, Potion of Invisibility

Physical: 5'0", 95 lbs, silver hair and blue eyes, very attractive, slender build.

Derala is the cousin of the King and niece of Evron the traitor. She is a spy for her uncle in the King's court and leader of a small rebel band which operates inside High Craggs.

Using the "young-sheltered-girl-attracted-to-the-great-hero" act she will try and become intimate with either the party as a group or one particular adventurer. If she is able to learn of the assault on her uncle's stronghold, she and her band will ambush the party after they leave High Craggs. Having been raised in the court, she plays her role perfectly and none of her actions or words will give her away.

NOTE: If Derala is unable to learn the King's plans from the characters, there is still a 40% chance the knowledge will come from other sources.

It will be 2-3 days before the party is ready to move. They can purchase any supplies needed for their mission from the merchants in the town, at the King's expense.

During this time, Derala will attempt to work her evil charms. Aside from this, only one other encounter will occur. Rigart, the Chamberlain, will visit them in their rooms on the second night. He will give them the following information and a warning:

"Among those things stolen from the royal vault were two of great power," Rigart will say. "If these can be returned to the rightful king, then the civil war can be ended quickly.

"The first item is a blue crystal war hammer which will be found in a golden casket. The second item is a short sword, also of blue crystal, which was stored in a box of blackwood inlaid with fine ivory. These weapons were enchanted with powerful spells and focused to protect our race. In the hands of the true King, their powers may be combined to aid the whole nation. But due to their enhancement, only the King and his heir may handle them safely. If you return them, not only will the nation of the north be again at peace, but your saga will be sung for 10,000 years. Go with my blessings and may these help you."

Placing small pouches on the table he will quietly leave. Inside the pouches will be found magical Amulets of Warmth. Each amulet has 10 charges. One charge will allow a character to function normally for one day in the frigid environment with only minimal protection. They cannot be recharged.

The Serpent's Bite

Early on the third day, the party will set out into the eternal twilight accompanied by Lord Springbear and one other guide (at this time of year in the far north, evening/twilight lasts for slightly over a month.) They will be mounted on two large sleds pulled by ten reindeer each. The first part of their journey will transverse a wide plain of snow and will require most of the day. As the party travels further north, a jagged line of hills will appear on the horizon.

Gorlon Snowhawk

Ice Elf, Skill 3 Fighter

HTK: 21, AC: 5

Stats: ST: 16, IT: 13, IN: 16, SM: 14, D: 15, A: 15

Weapons & Armor: bow, (20) arrows, +2 ice axe (*bonded*—add and additional +1 to hit and damage), chainmail hauberk

Physical: 5'6", 140 lbs, grey hair and blue eyes, sturdy build, chain mail hauberk.

Gorlon is a distant cousin of Lord Springbear (though he is not royalty). He is athletic and outgoing with a good sense of humor. In the past he has won several local sled races and is a fine hunter.

When the band of adventurers enter the hills, they will find themselves in a maze of twisting ice valleys. Lord Springbear and Gorlon will pilot the sleds expertly through these tight passes.

If Derala has discovered their plan, Derala and her band of rebels will ambush them in a narrow ravine at this time. (Derala set out 2 hours before the party, her first idea was to alert the fortress. Seeing the party close behind, she decided on an ambush. She has not been able to alert her uncle.)

Each character will have a 10% chance of noticing something wrong as the party enters the valley. Druids, rangers and other outdoor types may add 5% per skill level to this roll. Lord Springbear and Gorlon have a 15% chance to notice anything amiss.

Derala and her group will wait until the party is in the ravine and then attack from concealed positions with arrows. Derala will use spells if possible. After 2 rounds of volley fire, her companions will draw swords and rush the party to finish them off.

(10) Ambushers

Ice Elf, Skill 2 Fighters

HTK: 2D10 each, AC: 7 (see below)

Stats: Average

Weapons & Armor: composite horn and sinew bow, (10) arrows, short sword, white leather armor—the white color of the armor makes them even harder to see and hit, subtract 2 from their armor class when not moving. Furthermore, their concealed positions subtract another 3 from their armor class. Their total armor class at the beginning of the fight is AC: 2.

Treasure: Each attacker will be carrying 20-70 gps in a small pouch, one has a +1 short sword and another has 10 +1 arrows. See description of Derala for her magic items. In addition she will be wearing 100 gp in jewelry.

GM'S NOTES: The assassin's reindeer mounts will be found in a small side valley. There will be 8 total, and they may be used to replace losses to the sled teams.

If the party has killed or incapacitated 50% or more of the attackers, they will break and run to their reindeer mounts. Derala will also try to flee (if she is alive). If she is allowed to escape, there is a 10% chance she will reach the castle before them. There is also a 10% chance she will become lost. Otherwise, she will rally her Elves and attempt to attack the party again one day later.

Around noon on the third day of travel, Gorlon will consult a rough map and announce that Evron's fortress is only about 3 hours travel due north. The GM may decide to have Lord Springbear and Gorlon stay behind at this point or continue towards Evron's Citadel of Ice.

AN ICE ELF ADVENTURE

General Description

The Ice Citadel is a tall jagged outcropping which stands alone on the plain. Erratic strong winds regularly blow clouds of snow around it's massive base. Evron's family long ago hollowed out sections to create their keep. As with most structures of this kind, areas were added as needed and older sections expanded or converted to new uses.

Examining the Crag from the hills will disclose only one entrance (the main gate shown on the map, area 2). The great openings for the Ice Schooners have been sealed over and water splashed on them to hide their existence (note as secret door, Ice Elves at +1). The party will also observe on the snow fields surrounding the Citadel the traces and remains of a large army which recently broke camp and moved on. If the characters continue to watch the Citadel for more than 2 hours, there is a 20% chance for each watcher of noticing the guard (area 1).

GM NOTES: As expected by the King and his generals, Evron has drawn all available troops into the upcoming battle. By the time the party arrives, only a minimum security force will be left to defend the Citadel.

Because of their situation, these individuals are quite nervous and alert. Most realize that their lord has committed himself to an all-or-nothing course of action which could easily spell their doom. They also realize that their small complement would be totally inadequate to defend the Citadel, if events do not go as their master planned. Those that are left will fight to the death, considering this more honorable than the humiliation of defeat.

If Derala has been able to alert the fortress, the character will be unable to surprise anyone in the fortress. Derala's warning will not have come more than a few hours before the adventurers appear. However, if they wait for more than a day before attacking the castle (and Derala has warned of their attack), reinforcements will reach the castle. The reinforcing column will consist of 50 Skill 1 Fighters, 5 Skill 2 Fighters, 1 Skill 5 Mage, and 1 Skill 8 Fighter all mounted on reindeer.

If Derala is at the castle, she will be conferring with Iva in area 20.

The Main Level

Area 1: The Guard

Stationed at this location is a guard. He is dressed in white and partially hidden by the Crag's irregular formations (subtract 4 from his armor class). If he notices the party's approach (98% unless precautions are taken) his first duty will be to alert the Citadel. He will do this by blowing his large bronze hunting horn. His next action will be to fire arrows to try and pin the adventurers down.

Trooper

Ice Elf, Skill 3 Fighter

HTK: 20, AC: 5/1—see above

Weapons & Armor: bonded Elven bow (+3 hit and +2 damage) and (10) arrows, harpoon, scale bone armor.

Area 2: The Main Gate

Two 20' doors of ice, barred with a wooden beam, block the main entrance. The watch in Area 3 periodically checks the outside through a small viewdoor with a wooden cover. There is a 10% chance each round that one of them will look through and spot the party. If alerted, they will raise the alarm immediately.

Area 3: Guard Post

In this area will be found a small guard station. Against the south wall is a desk and chair. To the north is a wooden table and six whale bone stools. Because of the present situation the guards are nervous and fidgety. They will constantly be checking the portal and listening for their companions horn. **GM NOTE:** If attacked, the noise of battle has a 1 in 6 chance each round of alerting the guards in Area 5.

(2) Guards

Ice Elf, Skill 2 Fighter

HTK: 12, 14, AC: 6

Weapons & Armor: spear, studded leather

Area 4: The Ambush

The wall separating the main hall from its parallel galleries has 4 arrow slits on both sides. These have been splashed with water to create thin concealing ice sheets (same chance to notice as a secret door). If the alarm has been given, the guards in Area 5 will station themselves behind these slits and commence firing as they hear the party pass.

After all commotion in the hallway has stopped, the animal handlers in Area 5 will open the doors and release their polar bears.

(8) Archers

Ice Elf, Skill 2 fighters

HTK: 8, 14, 19, 12, 15, 10, 11, 10, AC: 6 (see below)

Weapons & Armor: bow and (10) arrows, ice ax, studded leather and shield.

Special: Due to the narrowness of slits subtract 3 from armor class of Guards (effective armor class: 3). Also due to narrow slits, subtract 1 from the chance to hit for all guards arrow fire.

(2) Polar Bears

AC: 6, HTK: 29, 31 (6D6+6), M: 12"

Align: Neutral, Intell: Animal

Att: 3, Dm: 1-8, 1-8, 1-12, Special: hit of 18 or better also hugs for additional 2-16. Will continue to fight for 1-4 melee rounds after passing 0 HTK.

(2) Animal Handlers

Ice Elf, Skill 4 Fighters

HTK: 23, 18, AC: 8

Weapons & Armor: spear, leather

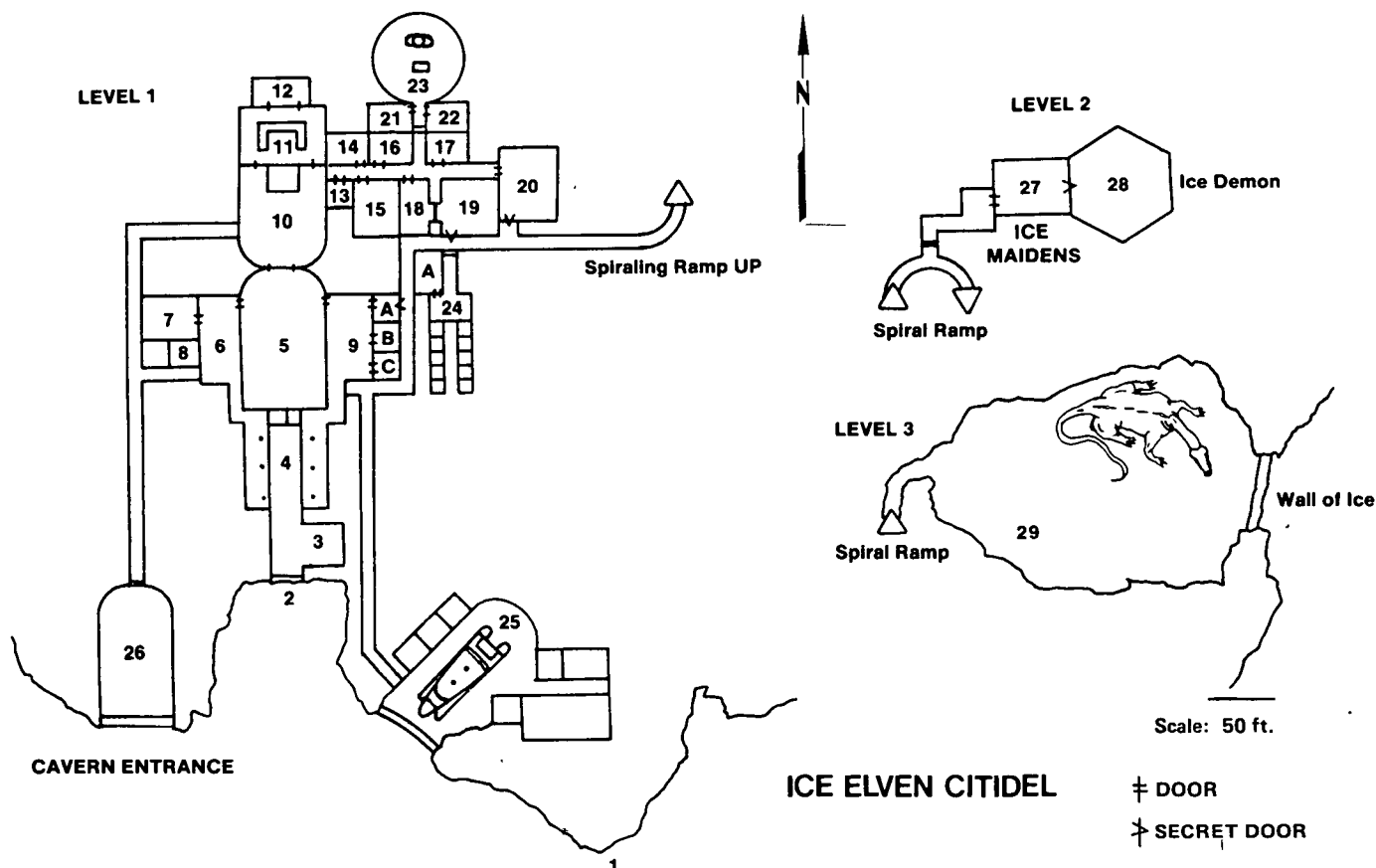
Area 5: Common Area/Parade Area

If the alarm has not been sounded, the eight archers will be lounging about in this area. The hall itself is a massive chamber of ice with a 60' high vaulted ceiling. On the walls and suspended from above are the banners and standards of Evron's clan. The floor has been raked and grooved to provide good footing.

Area 6, 7 and 8: Barracks Complex

This area is the barracks of Evron's private guard. Present are 30 double bunks in three parallel rows, each with standing lockers and chests. Nothing of value will be found if the area is searched, but any characters rolling under his/her intelligence on D20 will realize that the warriors stationed here normally are men of experience.

Just off the barracks proper is a small mess hall (Area 7) and kitchen/store room (Area 8). These areas are neat and clean. In the store room area are frozen meat and fish (in narrow ice lockers), sacks of southern grains, dried vegetables, and hogs heads of whale oil for the cook stove. Also in this area will be Andulus the cook.



Andlus

Ice Elf, Skill 5/1 Cook/Fighter

HTK: 8, AC: 9

Weapons & Armor: Large Wooden Paddle (1D6 +2 for strength)

Special: Strength 18 (25)

Andlus believes his lord possessed by some evil demon, but he will do his best to defend his kitchen and sound the alarm. Andlus is an older Elf and his rating as a fighter comes from his long association with some of Elfdom's best warriors.

Area 9: Barracks of the Beast Handlers

This large area is divided into two sections. To the right are the quarters of the beast handlers which consist of six single bunks with standing lockers and chests, along with a small table and several stools. The left side of the room is a large, open animal training area complete with drums, hoops, and various platforms. A search of this room will discover three ceramic potion bottles marked "Animal Control" (two are potions, one is really doctored water, the Elf was cheated but has not discovered the fact).

GM NOTE: all three are identical, only a Detect Magic will spot the phoney.) The bottles will be found wrapped in a blanket in the bottom of the second chest searched.

Area 10: Main Hall of Lord Evron

This huge chamber has a 80' high arched roof. The walls, floor and ceiling, of white crystalline ice have been fancifully carved to resemble the courts of the southern lords. Banners and trophies adorn the side walls.

On the northern wall hangs a great tapestry which displays the arms of Evron. Before this, on a dias of rare stone, stands the lord's wooden throne. Flanking the dias are ornately carved ice doors (which lead to Area 11). On a porch, next to the throne, are Evron's two white falcons.

When the party starts to open the hall doors, Althon, assistant to Evron's court mage, will be crossing the chamber on his way to the kitchens. If the party has made a lot of noise and alerted the mage, he will polymorph himself into a third white falcon and hide among the real birds before the party can enter. From this vantage point, he will observe the adventurers. He will take no action unless forced. If the party enters Area 11, he will immediately change back to human form and Wizard Lock both doors into that area. He will then attempt to gather the servants and guards from the personal quarters (Areas 13 to 20) to assist him in defeating the intruders.

On the other hand, if the party leaves area 10 by the south door, he will wait until they are out of sight, then turn invisible and follow. He will attack from behind and by surprise as soon as the party encounters another Citadel resident.

If the party has been quiet, they will be able to surprise Althon.

Althon

Assistant to Court Mage.

Ice Elf, Skill 10 Magic User

Stats: ST: 10, IT: 17, IN: 16, SM: 06, D: 15, A: 09

HTK: 28, AC: 2

Weapons & Armor: +3 Magic Dagger (see below), Bracers of Armor Class 2

Physical: Male, 5' 4" tall, 147 pounds

Althon is sly and cunning, and will use his intelligence to the fullest if attacked. He has a tendency to use lightning bolts due to the essential wildness of the energy release (30% of using lightning in any combat situation).

Spells: Magic Missile x3 (5d4+5), Invisibility, Fly, Polymorph Self, Lightning Bolt (10D6 damage, beware of distance travelled requirements), Cone of Cold (10D4+10 damage), Passwall, Wizard Lock x2.

Treasure: Bracers AC 2, Dagger +3—on a 19 or 20 save vs paralyzation or become paralyzed due to "the cold of the bones," 8 magical sapphires (100 gp each) set into a tooled leather belt. Each sapphire can be thrown by Althon and will become a triple strength ice ball (3-18 damage, 60' range). A power word must be spoke for the magic gem to work. Only Althon knows this, but any magical identify spell has a 20% chance of revealing the secret. The power word is Blitzen.

Althon must yell this word as he throws the gem. Once the gem is thrown it is destroyed and cannot be used again.

Areas 11 & 12 Feast Hall and Kitchen

The Feast Hall (Area 11) holds a display of Family Evron's wealth. Occupying the center of the chamber is a massive table of rare southern wood. Surrounding this are 40 wooden chairs inset with designs of walrus ivory in delicate filigrees. These filigrees also contain minute bits of diamond dust sprinkled into the ivory pieces, and the chairs sparkle beautifully. Each chair is worth 50 gp to traders in the southern countries. The walls are covered by rare tapestries, except one wall that is covered by a red tiled fireplace, and there is a case containing family relics and trophies (none magical and total worth perhaps 500 gp).

This room shows signs of recent use, the embers are still warm in the fireplace, chairs are out of place, stains are on the table cloth, and two half-filled goblets still rest on the table. Evron's servants have had little time to finish cleaning.



Area 13: Althon's Quarters

This room is a clutter of books, scrolls and tablets. (All non-magical but related to the arcane arts in some manner). This collection covers a four poster bed and a small table. If the room is searched, a small coffer will be found (trapped and locked. The trap is a Fire Trap, and is on the hasp, not the lock—15% harder to find.) Inside the coffer is 600 gold pieces.

Area 14, Servant's Quarters

This area is divided into six curtained alcoves. Each contains a sleeping pallet covered with furs and blankets, and a chest of personal possessions. (All of the clothes are feminine in nature.) A search will discover 12 pieces of very attractive and well made costume jewelry worth a total of 12 gp. One of the sleeping areas has a concealed space containing a potion bottle claiming in boastful terms to retard the physical effects of age (fake).

Normally the personal servants of Evron's household are quartered here. All but one, who was left behind to serve Lady Inva (Area 18), have followed the Lord. The remaining servant will be found combing her hair in the alcove to the immediate left of the door. She will not hear the adventurers enter. Upon seeing them she will faint. When awakened, the maid will scream for her mistress to run.

Lithan-de

Ice Elf, Skill 8/0, Courtesan/Fighter

HTK: 4, AC: 9

Stats: Average except—Appeal: 17

Lithan-de is the young daughter of the Claw Family, whose land belongs to Evron. She was sent to court to serve the Lady Inva. As her family chose not to join in Evron's rebellion, it was considered best to leave her behind. Lady Lithan-de will attempt to flee to room 18. If it is offered, she would accept a chance to leave the citadel and return to her family. She often takes advantage of her incredibly innocent appearance. Her past relationship with Evron, however, would disillusion anyone about her innocence. She is familiar with all of Level 1, except for area 24

Area 15, The Chamber of Court Mage, Curon

The heavy door of this room is Wizard Locked and anyone attempting to open it will be immediately struck by an electrical charge of 6D6 damage (save versus magic for half-damage). This will occur every other round for as long as someone is in contact with the door. Inanimate objects will not set off the trap unless there is living force within 10 feet, in which case the spell will expand to the entire 10 foot area around the door. The trap can be Dispelled with a spell or removed by at least a Skill 5 thief (subtract 25% of their Remove Trap percentage).

Inside the room is a narrow cot in the far right hand corner. Next to the cot, on the south wall and continuing along the east wall, is a collection of locked cabinets with wooden doors. Inside will be found many boxes, jars, and bottles containing all the materials used by a Skill 12 mage to cast the spells of an ice wizard. There is an 80% chance that any spell component named by a character will be present.

Stretching from the west wall well into the room's center is a massive stone work table. At present its surface is empty save for a neat stack of parchment and two quill pens. The parchment, if examined closely, is made of human, dwarf and hobbit skins stretched and molded into magic holding scrolls. The quill pens are actually Cockatrice feathers.

The mage, who presently is traveling with Evron's army, periodically sends his charmed Ice Imp back to the room to see if anything has been disturbed. The room is the mage's teleport location. There is a 20% chance (non-cumulative) every hour that the Ice Imp will show up. He will stay long enough to ascertain the numbers in the party and then disappear.

Ice Imp

AC: 5, HTK: 28 (4D8+4), M: 18"

Att: 3 or 1 magical ability, Dm: (1-4, 1-4, 1-6), Special: If the bite hits on a 20, save versus poison or lose 4 pts of strength for 1D12 turns.

Abilities: (cast each spell twice per day):

Mini-Cone of Cold 4D4+4 damage (range 30 ft)

Icy Surface 10' radius within a range of 120'. Those caught on the ice save on one-quarter of their dexterity to stay on their feet and at one-half of their dexterity to get up. Roll save every round for 2D6 rounds.

Teleport (no error). Note that the Imp appears here from his own plane, and so this arrival does not count against his two teleport charges per day.

The Ice Imp has one other ability. If threatened with death, he can open a portal to the plane of ice (the plane surrounds the great void of Morda) around him at the rate of one foot radius per melee round. Due to the intense cold,



characters in the area of effect are forced to take 5 hits per round regardless of saves. Killing the Imp only accelerates the opening of the portal to 2' per round, but it dissipates after 5 rounds.

Area 16: Taram's Room

Taram is Evron's nephew and heir. His room is richly furnished with wooden furniture and objects from several southern countries. He has two of the very best High Elven crafted magic chairs, which shift and glow with an unearthly light and color pattern. This is a subtle trap, since the pattern will hypnotize (no save) if the chair is sat upon. The character who sits in the chair will sleep for 1D20 turns; only magical methods can wake him before then. The chairs are worth 2,000 gp each to the right dealer.

A search of the room will discover little else of value. Taram's treasure chest is with him in his uncle's army, but an unfinished letter on the writing table speaks of "Evron's moodiness and irrationality becoming more pronounced. As if two minds controlled one body."

Area 17: Children's Room

This room was originally the quarters of Evron's three children. The furnishings and toys will reveal to the party that they are all girls. A search will show that the room has been long unused, and very few personal items are still present in original, usable form.

GM NOTE: Just before Evron's rebellion became a public matter, he sent his children to his brother's home for safekeeping. This home is far to the North and relatively safe. The room has been vacant for weeks.

Areas 18 & 19: Wives Quarters

The first chamber (Area 18) is a well appointed sitting room. Decorated with bright tapestries and rugs, it gives a feeling of comfort and luxuriousness. The tables and chairs are all covered in delicately and richly appointed leather. A leather working area has been set up against the west wall complete with specialized leatherworking tools.

The second room (Area 19) contains two curtained areas (sleeping alcoves), a large dressing area with several cabinets, and chests around a large silver mirror. The sleeping area to the south is neat and unused, while the northern area is rumpled with clothes strewn about. The rich sleeping furs and expensive silken garments on the floor attest to the status of the room's occupant.

Inva, Lord Evron's first wife and present commander of the garrison, will have just put on her armour after a short nap when the party enters area 10. Inva is a crafty fighter and a good commander of men. She is planning to eat and then go on an inspection tour of the defenses.

GM NOTE: If Derala has alerted the fortress, Inva will be talking with Derala, going over a plan to ambush the characters when they arrive.

The GM can juggle Inva's position in the citadel if any event occurs to attract her attention. Remember, as a commander she will leave any indefensible position and arrange an ambush later using her superior knowledge of the castle.

Althon seeking help, Lathan-de screaming, and/or the Imp yelling in pain will cause her and some guardsmen to investigate. Do not weight this one for the party. Let their actions determine their reward).

She is devoted to her husband, although a bit worried about his recent actions. Given this problem, she will probably prefer to capture rather than just slaughter the party. She will hold party members for personal questioning, and is not above using torture.

Inva "Snow Gull"

Half Grey Elf / Half Ice Elf, Skill 9 Fighter

Stats: ST: 16, IT: 15, IN: 17, SM: 12, D: 14, A: 16

HTK: 62, AC: 0, Align: Lawful Evil

Weapons & Armor: +2 battle axe, +2 chainmail, +2 shield, +3 white adamantite sword (Her favorite weapon and bounded to her for a extra +1 to hit—see below)

Physical: Female, 5' 5", 119 pounds. Black long hair, silver and unnerving eyes, middle aged.

Treasure: +2 chain with +2 shield, +2 battle axe

Amulet of Protection vs Fire +3, 1100 in small gems, 5000 gp in jewelry (all on her person) and 415 gold pieces in coins in a pouch in her dresser.

+3 white adamantite blade fixed to a ice devil bone handle. the blade is bond to her in the fashion of Elves and she receives and additional +1 to hit with it. Once per day, the Lawful Evil blade can call forth an Ice Devil. The summons takes one full turn to work.

Ice Devil

AC: -4, HTK: 49, M: 6"

Att: 4, Dm: 1-4, 1-4, 2-8, 3-12, Special: +2 or better weapons needed to hit, Magic Resistance 55%, regenerate one hit per turn, radiate Fear in 10' radius

Spells: (use once per turn or melee round)

Fly, Wall of Ice, Detect Magic, Detect Invisible, Polymorph Self, Gate.

(once per day): Ice Storm

Area 20, Evron's Private Quarters

A large carved ivory (whalebone) bed occupies most of the room's northern space. To the south is a writing table and two chests. Centered on the east wall is a large locked cabinet. A search of the room will reveal expensive (2,000 gp) robes of state in one of the chests (locked and trapped with a 10D6 fire trap) and good quality clothing in the other chest. The desk has been cleaned and, aside from fresh writing materials, only one object is present. A crumbled piece of paper is caught on the underside of a drawer. Only a good search will reveal this item.

On the parchment is written "found the white star, doomed the devil of M... are..."

GM NOTES: Elven clerics (or Lord Springbear if he is still around) will remember that there is a legend in which a powerful

devil was bound into a gem called the "white star." Authorities consider this to be only a legend. This version of the "white star" legend is the one promoted by the Dark Elves, as it is tame compared to the reality behind the rumors (see section on Dark Elf Life).

The locked cabinet contains Evron's armour of state. This suit of plate is richly engraved and inlaid with gems and streaks of color. The finest craftsman of the patterns from the High Elves were called on to make this suit. It is worth 5,000 gp to the right buyer. However, it is purely ceremonial and is -2 to armour protection when worn.

In addition, unknown to the Ice Elves, it slowly transforms the personality of the wearer into one loyal to the High Elves. This change occurs over a long period of time and quite subtle.

Area 21, Priest's Private Quarters

The door to this chamber is locked on the outside by a massive padlock and chain which is 75% harder to pick than normal locks and requires four melee rounds instead of one. The lock will take 75 points of damage before cracking (the door, however, will only take 35 points before splintering).

Inside will be found a simple cot and writing desk. Opposite these is an open space from which some large object has been recently removed (the old priest's chest). Several bundles wrapped in coarse broadcloth occupy the room's center. Examination of these reveal the altar trappings and Lawful Good holy symbols from area 23.

Playing with these Good holy symbols is very unhealthy. They will curse anyone who intends to destroy or defile them so that the victim's saving throw versus *any* Spell is 18. The player will *not* be aware of the curse. The presence of the curse (though not its effect) will be revealed if a normal alignment or magic detection spell is cast on the player. A Remove Curse will dispell the curse. **GM NOTE:** Just kicking things around will not activate the curse; a player must truly seek to destroy or make fun of a holy artifact.)

Area 22: Meditation Chamber

This door is sealed exactly like Area 21. Upon entering, the party will find that the shrine to TIMAR, Goddess of the Winds has been partially dismantled. The rest is draped in broadcloth. See the previous room for a description of the effect of playing with these holy objects.

Area 23: Temple To Timar

This door has been sealed just like Areas 21 and 22. But written on the door in invisible ink is the holy symbol of Morda. Unbaring the double door will break the circle and call forth a Spirit Imp. There is no reason for the party to suspect this, unless they have some knowledge of the contents of the note in room 20 or have a See Invisible spell which will reveal the distinctive seal.

Spirit Imp

AC: -1, HTK: 36 (4D8+4), M: 12"

*Att: 2, Dm: 1-3, 1-3, Special Damage: each hit generates 1-3 hit point loss which is a reduction in the characters **Total**—these are irrevocably lost, not recoverable with a cure. These hits are **added** to the Spirit Imp's totals making it stronger with each hit! Dying at the hands of a Spirit Imp turns the victim into a one hit die, 2 hit point Spirit Imp in 12 full turns. A Restoration spell will restore the lost HTK.*

Other Special: Regenerate 2 hits per round, Charm (once per day), Teleport (twice per day). Can only be struck by magical weapons.

Temple Area

Near the rear wall is an ancient statue of Timar on a stone pedestal. Timar is the patron diety of the House Evron. It has been draped in sections of old broadcloth. Before the statue stands an altar. At the moment it is a simple unadorned atone slab. See area 21 for the location of the holy symbols and decora-

tions. At one time the chapel wall and domed ceiling must have been a masterpiece of the ice carver's craft. Now the images are melted and disfigured as if by fire. A search will reveal nothing else, as the temple has obviously been cleaned before sealing.

Area 24, Prison and Prisoners

The guard room (room A) contains facilities for four guards. Only two beds appear to have been used recently. Near the door is a small kitchen area. Seated at a whalebone and leather table are the two guardsmen currently on duty. The other guards went with Evron's army.

(2) Guards

Ice Elf, Skill 4 Fighters

HTK: 20, 24, AC: 5

Weapons & Armor: iron sheathed club (Dm: 1D6+1), horn scale mail

Each guard has a pouch containing 40 gp in back wages

Cell Block

The cell block contains 10 cells, all of which are furnished identically. Each has a swinging, locked iron door; a simple straw covered cot; and a chamber pot. At present the jail holds four prisoners.

Cell 3 & 4: Two Ice Schooner mates, both are Skill 1 fighters. They have Hits To Kill 8 and 6 respectively. They are unarmed and will attack with 1D4 damage from their fists if called on to fight. They each can use a stanchion or a cutlass effectively.

These two are in the jail for brawling. If freed, they will betray the party at the first opportunity in order to get into the good graces of their Lord and Lady again. They can be forced to run the Ice Schooner in Area 25.

Cell 8: Amar the merchant (merchant skill 10, fighter skill 1). Dressed in clothes, hits to kill 40. Can attack with his fists for 1D4 damage. Amar is skilled in the use of the dagger only. This gentle Elf was very active in supplying the King's army until Evron's niece lured him away and had him captured to disrupt the supply lines. He has been somewhat mistreated, but is in fair shape and still mobile. If freed, he will serve loyally the party's interests.

Cell 7: Torin The Scout (actually a Skill 5 thief) Admitting to being a scout at least gets him prisoner of war status—he thinks.

Skilled with the dagger, sword and garotte. Attacks with his fists for 1D4 damage. This character is the King's spy. He was a thief and was secretly made a spy. He infiltrated the citadel posing as a rebel recruit. In his guise as one of Evron's soldiers, he was provoked, and killed his commander. The commander had started to suspect his true identity.

Because of this, he is scheduled to be a sacrifice to Morda, but he doesn't know that yet. To celebrate the victory, the spirit imp will publicly drink his soul.

Torin the Scout

Ice Elf, Skill 5 Thief

AC: 9, HTK: 10

Stats: ST: 12, IT: 15, IN: 14, SM: 12, D: 17, A: 16

Arms & Armor: none

Area 25. The Ice Schooner

This Schooner is the official vehicle for state occasions and therefore much too fragile for hard campaigning. The Schooner is magically constructed and powered by giant ice crystals which catch the sun's light and convert it to power. It also has sails like a regular Ice Ship for the long, dark winter months. The Schooner can carry up to 25 people of which at least three need to be running the ship. (Lord Springbear and the two Schooner mates in the cell block could handle the ship). The Ship travels about 25 miles per hour over ice while powered by the sun and 15 miles per hour when using the sails. Due to the lack of trained men to run it, the ship may only be operated for one shift (or about 12 hours).

The rest of the rooms in the Schooner hanger are empty—everything useful is with Evron on campaign.

GM NOTE: The glazed ice which covers the huge hanger doors can be easily chipped off and the great doors opened.

Area 26, Schooner Hanger

Like Area 25, it is also a hanger for Schooners, but its vehicle and everything in it has been sent to war. Now the room is a huge empty space. The door to the hallway is bolted from the inside with a three foot block of magically hardened ice. It cannot be picked or knocked open. It will take **1D12 Turns** to clear the door way (unless a Pass Wall or like spell is used). Subtract 1D4 Turns if any sort of fire is used to help melt the ice.

THE SECOND LEVEL

This level is of different construction than the rest of the citadel. This will be obvious to any Ice Elf, other characters must roll under one half their intelligence on D20 to notice. The massive ice door leading from the spiral ramp has been melted into the wall and will require at least one turn with an open flame to open. It can be forced open as per a Wizard Locked door at a -2 to the bash.

Area 26, Hall of the Ice Maidens

This chamber resembles a southern harem sculpted completely from ice. Delicate crystalline draperies divide the room into several sections. Graceful tables and couches accented with ice and ivory are tastefully arranged about the room, as are divans and hassocks, all worked from ice. A soft carpet of snow covers the floor. This chamber is the home of the Ice Maidens.

The Ice Maidens appear as extremely beautiful Elven women made from living ice. They originate from an interface between the elemental plane of cold and the middle circles of hell.

When the party first appears, the Ice Maidens will be lounging on their cushions and they will beckon the adventurers to come in out of the heat. As soon as they party has entered, however, they will attack.

(4) Ice Maidens

AC: 0, HTK: 32, 28, 40, 27 (6D8), M: 6"

Align: Chaotic Evil, Intell: High

Att: 2/1, Dm: 2 with ice daggers for 1-4+2 or 1 with ice lances for 4-16+4 (as a Javelin of Lightning).

Special: ½ damage from cold attacks, +1 per die from heat or fire attacks, 2 points of damage to attack in any melee round due to chilling aura.

Treasure: 2 ice lances each (8 total) are in a delicate ice chest. There will be found 50 large snow flakes skillfully cast from platinum (100 gp each).

Area 27, Lair of the Ice Devil

This hexagonal room is richly appointed with a carved hexagonal tables, cushioned chairs, bronze lamp stands, fine tapestries and a massive bed draped in the finest silks and satins. Whether the Devil notices the party's battle with the Ice Maidens or not, he will be found seated at one of the tables sipping a glass (real glass) of rare wine. In a show of supreme self-confidence and egotism he will inform the adventurers of his true nature and suggest that they surrender immediately.

If this does not succeed in intimidating the group, he will use defensive spells first (including his regenerate) while using physical attacks to inflict damage. He will then begin using both offensive magic and physical attacks to try to destroy the party.

Due to his massive ego, he would rather be defeated (and banished to his own plane) than admit weakness and Gate in help. Invisibly entwined about his neck are the ethereal fingers of a Demon Spirit which has taken control of the Ice Devil's desires. The Demon Spirit is thereby manipulating the Ice Devil to follow the wishes of the Demon Spirit's masters. The ethereal fingers can only be seen through use of a True Sight or by something which is able to see into the etherial plane.

GM NOTE: the Ice Devil may use one magical ability per round coupled with one physical attack or two physical attacks per round.

Ice Devil

AC: -4, **HTK:** 51, **M:** 6"

Att: 4, **Dm:** 1-4, 1-4, 2-8, 3-12, **Special:** +2 or better weapons to hit, Magic Resistance 55%, regenerate one hit point per melee round, radiate Fear in 10' radius

Spells: (use once per turn or melee round)

Fly, Wall of Ice, Detect Magic, Invisible, Polymorph Self, Gate, Charm.

(once per day): Ice Storm

Treasure: (he will use none of these items)

Ring of Magic Resistance (25%),

Throwing Shield: Black and silver, +2 protection, +2 to hit, +2 damage, will return if thrown (damage: 1D12+2 / range 60').

Gems—2 large diamonds (2,000 gp each), 10 medium diamonds (100 gp each), 40 misc. small stones (15 gp each).

This devil is the direct cause of the civil war. He was imprisoned for generations of Elves in the gem called "White Star" which resided in a securely sealed chest in the King's treasury. He was inadvertently freed by Evron. The lord of the citadel was quickly charmed by the Devil and his Spirit Demon master. Evron has been controlled by him ever since. Killing the Ice Devil will end this control.

In three locked chests will be found Annoc's Cloak (chest 1), the Ice Elven weapons (chest 2) and the devil's gems and stones (chest three).

THE THIRD LEVEL

The topmost level is one of the citadel's oldest. It has been expanded from the natural crevasses of the crag. The opening to the outside has been sealed by a wall of ice.

Area 29: The Cold Drake's Cave

This huge chamber is used to house the Cold Drakes of family Evron. Normally four of these creatures will be found here but at the present three have moved off with the army and only one remains. When the party arrives the Drake will be asleep with wings folded and tail curled.

GM NOTE: If the party avoids or does not investigate this chamber, the Drake can later be aroused by survivors in the citadel. This will require several turns. The great beast has a 40% percent chance of locating them (roll once). Subtract 20% if the player characters left in the Ice Schooner.

Cold Drake

AC: 3, **HTK:** 49, (7D8), **M:** 12"/24"

Align: Neutral, **Intell:** Low

Att: 3 or breath, **Dm:** 2-8, 2-8, 3-12, **Special:** Cold Cone Breath for 8D6 Damage (can only breath 3 times a day), Fly, The Cold Drake is the evolutionary precursor of the White Dragon.

Back to High Crag

After the party has completed its mission, they will probably start back to High Crag. If they return the Ice Elven artifacts to the King Uthian, he can use their powers to end the civil war. If the Ice Demon has been killed, Evron will return to normal and will not attack the rightful King.

Once the King has the Ice Elven artifacts in his possession, and the battle is decided, the adventurers will be congratulated, wined and dined, and so on. They will be told that any weapons, furs, clothing, and so on that they have borrowed they may keep. The fur cloaks are worth 100 gold pieces.

The players will be escorted to the border of the Grey-Elven lands on Ice-Riggers. Their horses (or the *Mischievous Minstrel*) will be waiting for them. If the character have already completed the Grey Elven Adventure, then proceed to the end of the Grey Elven Adventure (where Parlek Redbird tells them of the Ceremony at Dark Isle). Otherwise, Jorel Greywing will meet them at the border and escort them to Falcon's Nest.

ICE ELVEN MAGIC

The ice walls and towers found in most Ice Elven cities are constructed by specialists in Ice Magic. Such specialist are able to use only Ice Magic spells and rarely will be found doing anything besides working with Ice in the cities. They never adventure and will engage in combat only if the city (and their sculptures and buildings) are endangered.

Ice Magic Spells

(The first six spells usable by all Ice Mages of any level.)

Freezing Hands: Freezes 1D6 gallons of water

Protection from Warmth: Protects 10 cubic feet (per level of mage) of Ice up to 50° F for 1D12 turns.

Floating Ice Disc: Will carry up to 1,000 pounds of Ice of 300 pounds of anything else. Moves 9" per round for 1D12 Turns.

Purify Ice: Removes small objects and impurities from ice—turns ice crystal clear.

Protection from Warmth, 10' radius: Lasts 1 to 3 years as a Protection from Warmth spell.

Chip: will cut through 1 cubic foot of ice per round. Lasts 1D12 rounds.

High Level Spells

Wall of Ice: As spell book—2nd Level spell.

Iron Ice: Turns 10 cubic feet of ice per level of Ice Mage to ice so hard it has the strength of iron—3rd Level spell.

Cone of Cold: As spell book, available to Ice Mages of Skill 9 and above—5th level spell

Animate Ice: 10 cubic feet of ice per level of mage can animate upon mages command. Treat as an Ice Golem, last 1D12 rounds—7th level spell (available to Ice Mages of Skill 12 or higher)

Power Word Freeze: Freezes solid everything which hears it, save means 6D4+6 damage. (available to Ice Mages of Skill 14 or higher)—8th level spell.

The Grey Elves

To a scholar such as I, the Library at Falcon's Nest, with its marvelous books nestled in a cavern, is an joy that overwhelms any other point of interest. When I first visited Falcon's Nest with my father, I could not enter the Library because access to its priceless books is strictly regulated. I determined then and there to return some day and gain entrance by right. It was not till I was much older that I was able to actually see the marvelous depository.

Elwyn Quessedil

Overview

The Grey Elves inhabit the eastern slopes of the Spine-of-the-World and the forested areas eastward to the Silver Mountains. Their lands extend northward nearly to the tundra areas inhabited by the Ice Elves and southward to the borders of the Dark Elven kingdoms. (This border is currently under dispute. The marker stones are frequently moved from one place to another by one party or another.) Most Grey Elves are of good or neutral alignment, and most tend to be lawful to some degree.

Grey Elves are slightly shorter than the Wood Elves, but not nearly as short as the Dark Elves. Heights range from 4 to 5 feet. Skin tones tend to be either a ruddy copper or a dusky olive. Hair and eye colors run the entire spectrum. Half the population has black or brown hair, though, and brown and grey are the most commonly seen eye colors.

Grey Elves revere the elemental forces of stone and earth. They forged the weaponry, tools, armor, and ornaments used in Elf's Hold. They work in any metal, from iron to gold. In several parts of the Spine-of-the-World, they operate small mines producing iron and copper ores as well as raw silver and some gold. They also trade with the Dwarves to the south for pig iron, precious metals and gems

Grey Elven Life

The Grey Elf communities are each governed by a Council of Elders selected by the community. The size of the Council varies depending on the size of the village or town. The members of the council are the most learned residents from that community, usually mages, clerics, and sages. Each decade the head of the Council for each community of more than about 500 people selects one member of the Council of Elders to represent his area at the Great Council meeting in Free City.

Grey Elves are usually monogamous. The parents and from one to three children live together with sometimes a grandparent or unmarried aunt or uncle sharing the home.

Thoris, the God of the earth, and Kesti, the Lady of Those-that-Run are the principle deities worshiped by the Grey Elves. In Falcon's Nest, Klotra, the Goddess of Fire, is prayed to in hopes that the volcano will remain inactive. Shrines to the other members of the pantheon can be found occasionally throughout the Grey Elves' domain.

Mines of the Grey Elves

It may seem strange to think of Elves as being a mining race, but it is natural to Grey Elves. There is a philosophical difference between the Grey Elves and the Dwarves, however, that only the more experienced observer can tell. The Dwarves are part of the earth but they attack it with a brute force that is their nature. The Grey Elves are also part of the earth, but they prefer to weave themselves into the pattern and take only that which is in excess of the natural forces.

In this sense, it can be said that the Elves are more naturalistic miners, while the Dwarves are more skillful at wresting the fruits of the mountain from their hidden homes.

This difference carries over into their artisanship. Both cultures have an affinity for working with fine metals and the smelted minerals and ores that come from the earth. However, the Elves use the natural pattern of the rock and sometimes create artifacts that are strange and mishappen as a result. Dwarves prefer the straight lines and smooth curves that dominate their world, and the result is a much more linear type of activity. This is not to denigrate the beauty of the Dwarven crafts and metal work.

In their mines, there is also a difference. The Dwarves go directly for the veins and mineral deposits that their sense tell them are there. Their shafts are straight and true. The Grey Elves begin a shaft in the same place, as their attunement is equal to that of the Dwarves. However, they follow the natural pattern of the mountain as they go further in. As a result, Elves find less in the beginning, and will mine less valuable deposits that the Dwarves would ignore.

Falcon's Nest

The major population center of the Grey Elves is the hidden city of Falcon's Nest. Built in an extinct volcano called Falcon's Peak, The city was founded before the Dim Time as a stronghold of the Grey Elven people and a hiding place for their racial treasures such as the library of the Kie-lanth.

The slopes of Falcon's Peak are quite steep. They are unscaleable near the top. A single winding road carved out of the mountainside leads upward to the city entrance. The road does not have guard rails, and is only wide enough for three horses to go abreast.

There are seven places on the road where deep river chasms or ancient volcanic fissures have required the erection of bridges. These are suspension bridges constructed of braided ropes and wooden planking. These bridges sway in a breeze, and are strong enough to support only two pack horses and their handlers.

Constructed during the War of the Races, these bridges will not hold an army or even a small squadron. They can be easily cut loose and thrown into the fissures below if danger should threaten.

Between the third and fourth bridges is a gatehouse which straddles the road. It is manned with three Skill 1 guards and one Skill 4 sergeant. They will question all city-bound travellers, inquiring as to their names, places of origin and purpose in traveling to Falcon's Nest. (Anyone attacking the guards in hopes of being arrested and imprisoned in Falcon's Nest will be disappointed. The jail facilities for the city are near the foot of the mountain in a cave with only one entrance.) Those people whom the guards think should not enter the city will be turned away and sent back down the mountain. They will take a bribe and have been known to extort money from travellers.

After passing the gatehouse, the road twists upward for another mile before arriving at the Pass of Heroes. Near the entrance to the Pass of Heroes is a small box canyon which has been turned into a stables. Horses, pack mules, sheep or goats are not permitted inside the crater and city area. Stable fees are reasonable, with feed and water included.

The Pass of Heroes is an ancient 37 foot lava tube running through the crater wall. It is the only entrance to the crater except from above. The pass is eight feet wide at its narrowest point. The floor and sides have been roughly smoothed and leveled. The only light seeps in from the tunnel ends. Carved on the inside of the crater, near the end of the tunnel, are the names of 357 Elven warriors who gave their lives defending the pass during the siege of Falcon's Nest in the War of the Races.

The Library of Kie-Lanth

One hobby that many Grey Elves in Falcon's Nest acquired over the years is amateur archeologist. To get away from it all, many have taken up a hobby that allows them to dig in other places besides mountains.

The result of this strange racial quirk is that the Grey Elves have developed one of the wonders of the world: the Library of Kie-Lanth. This library contains the knowledge and art of all the civilizations dug up in the mountains, plus artifacts found by wandering scholars and vacationing Grey Elves.

One of the key features of the Library are the Librarians. These Grey Elves devote their lives to running the Library. They are generally chosen at an early age raised within the confines of the Library. They are taught the feeling of the Library, and how to become attuned to its natural pattern. Later they can examine the pattern for breaks that indicate missing or misplaced volumes.

Steal not from the Library!

The Chief Librarian, Jontee, is a very interesting character who is seldom seen in the public areas of the Library. He has made a personal study of the legends of the races and of Annoc, the brave Elf warrior who fought with the goddess Timar. Jontee's specialty is a little known type of science called *sapientology*: the study of intelligent beings. Jontee is a pudgy Grey Elf who is given to wearing heavy boots that click against the marble floors as he walks through the Library corridors. He is clothed in grey leather pants, white shirt, and grey vest with an overtunic of matching grey flannel. His appearance is always a cause for comment.

The Library seems to have a life force of its own, perhaps a Knowledge Elemental or something spiritually similar exists among its stacks. This force allows the Grey Elves to see where their knowledge of ancient civilizations is lacking. Furthermore, it provides them with clues as to where ancient knowledge might be hiding.

The Library can also defend itself, as was demonstrated when the great Human Mages Council of the Western Cities decided to investigate and remove certain arcane texts that were considered dangerous. They breached Falcon's Nest's defenses with ease (for such mages as these it was child's play), but came away singing and empty handed from their attempts to wrest the books they wanted from the shelves of the Library. So intent on taking, they never perceived the force that stopped them until it was too late.

A Typical Elven Village

Ashwood Bend is a pleasant Grey Elven agricultural community situated on a curve in the Little Silver River. The town is built astride the junction of four major trade routes and is famous for its monthly markets.

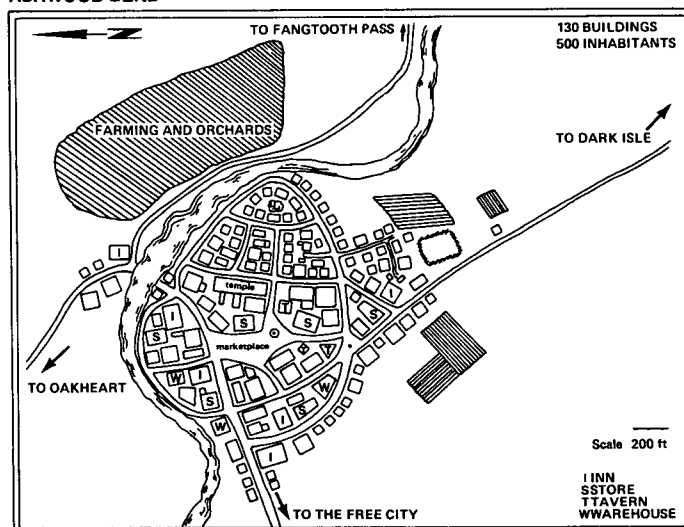
Located around the central public well is an extensive market place. At any one time, at least one foreign merchant will be found here. During the three days of the full moon, the plaza will be filled with local craftsmen, farmers, and herdsman from the surrounding countryside and numerous travelling artisans and merchants.

The town is noted for several local products, some of which are exported as far away as the Human lands. The Guild of Coopers, working with the wood of local ash trees, produce some of the finest quality barrels and casks available.

From the nearby sheep herds come excellent wool, most of which is exported to the Wood Elven weavers of the Free City. But Ashwood Bend's most famous product is its excellent wines. The best of these local vintages is produced by the clerics of Em'el. On a more mundane level, the staples produced by the town are grapes, sheep, goats and associated by-products such as goat's cheese, raisins, etc.

Most of the town's buildings are constructed of stone or of stone and timber. Thatched roofs are most common, but several of the more important structures bear roofs of wooden tile.

ASHWOOD BEND



Places of Note:

Thornbranch: As a market town, Ashwood Bend supports several inns and taverns. The most well known inn is the Thornbranch which can be found near the river ford. Its proprietor, Bursty Marble, a gentle Wood Elf of middle years with a jovial disposition and the figure to match, offers clean rooms at a fair price. His kitchen (staffed by his wife, Golda and three strapping sons) is known far and wide for its simple and excellent tasting meals.

Bursty has an interesting secret, for he has metallic skin (treat as metal [AC: 1]. All melee attacks are at half damage). His skin appears normal, but has a slight silvery tinge. Bursty once was normal, but a misworded Wish and a rather perverse God has lead him to have to reinforce all the floors of his house, and to be very careful where he steps and of the floors of the places he goes.

Goat Boy Tavern: Not far from the Thornbranch is the Goat Boy Tavern located on the market square, catering to travellers, merchants, and wealthier townfolk. The tavern is noted for the extensive wine cellar collected from around the country by the owner, Venaud Chronos.

The wool merchant, Barden of Ashwood. A shrewd merchant who is ever looking for a profit. **GM NOTE:** Barden is a friend of the Dark Elves and will sell the party false information as well as wool. It is he who informs the Dark Elves of their movements while in the town. The only thing which could give him away is his habit of always fingering a small black stone. If the stone is closely examined, carved on it is the image of a circle within a circle—one of the holy symbols associated with Morda.

Falcon's Nest

A GREY ELVEN CITY

The Capital

Falcon's Nest is the Grey Elves' capital city. It was built long before the race wars as a storehouse of knowledge and a city of recluse for the introverted Elven miners. Falcon's Nest was selected as the best place for a secret library for all the collected writings of the Elven scholars.

The Elves were forced to abandon the city after a long siege by Humans during the race wars. As they fled through Hero's Pass, the Elves destroyed the passage and sealed the way to Falcon's Nest for centuries to come. Through the years, the knowledge of Falcon's Nest's location was lost. It was not until a few generations ago that a band of Grey Elves, searching for their lost heritage, found the sealed pass and re-opened the city. The Grey Elves have repopulated most of the city since that time. Only the oldest quarter of town still has room for settlers.

Those who aren't Grey Elves are almost invariably turned away at the gates. Only scholars on the way to visit the library or Elves who can convince the gate council of their need to enter are allowed entrance.

Falcon's Nest was built in the crater of a large extinct volcano. Further up the Spine-of-the-World are still active volcanos. To the northeast, the city butts against the unclimbable cliffs of the crater wall. To the southwest is Falcon's Lake, fed by an underground fresh water spring. The gentler slopes of the west and southeast walls are terraced with wine vineyards, fruit orchards, gardens, and grain fields. Goats, sheep and other animals graze on the more level south and southwest slopes.

The Grey Elves worship Thoris, God of the Earth. They keep a temple underneath the city dedicated to his strength. On the shore of the lake is a shrine to Maigyn, the Goddess of freshwater lakes and streams. The most impressive structure is the city is the great keep. The keep rests against the northwest cliff of the crater wall; it is the seat of government as well as the city's militia headquarters. The militia protects the pass into the city and supports the town constables. The constables patrol the merchant's section and keep an eye on the traveling salesmen who continually move through town.

The city of Falcon's Nest is divided into several districts. These include (1) the old quarter, (2) the smithing district, (3) the farmer's market, (4) the shepherd's district, (5) glass alley, (6) the open market for the townsmen to buy and sell with the travelling merchants, (7) the residential district, (8) the keep and (9) The worker's district.

Some of the merchants and their locations are:

DISTRICT ONE *The Old Quarter*

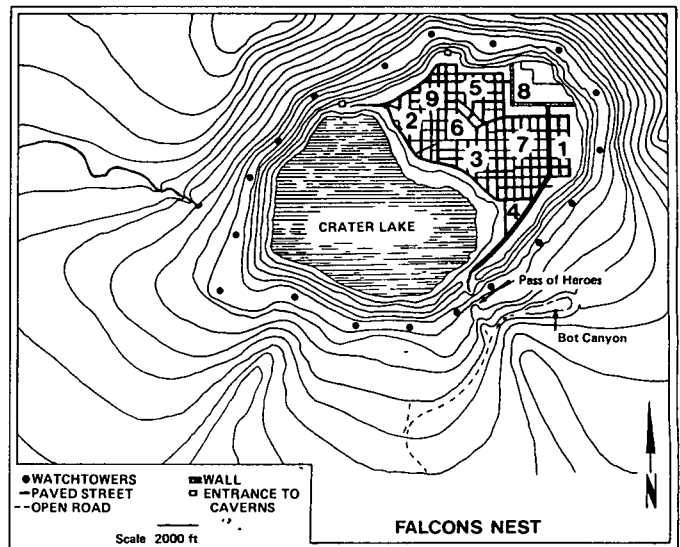
ZINFANDELS BATH HOUSE AND FINE WINES A small selection of questionable wines at three times the normal cost. The house stays in business by dealing in those hard-to-get-rid-of items that most merchants refuse to touch. Zin-

fandel's is the local high class fence. The shop is run by Zinfandel Traumer. The bath house out back is famous for the hot springs it taps into.

THE BEER HOUSE Importers of famous Dwarven beers at low, low prices. A great supplier to Zinfandel's at even lower prices.

DISTRICT TWO *The Smithing District*

PLATEMAIL Fine hand-crafted gentlemen's armor. It is at this shop that some of the best Elven armor in the world is made. Only those of the best breeding will be served. Price for a full suit of armor is 2,000 gold pieces, but it wears 20% longer than an average suit, is 20% less likely to jam or rust, and weighs 20% lighter than normal (special alloys). There is a 10% chance a suit of +1 Platemail is available at a cost of 10,000 gp.



A CUT ABOVE Manufacturers of high quality bronze and iron weapons. They are willing to make custom orders, but the waiting list is three months. Displayed about the shop is a wide selection of weapons of the finest calibre.

BLACKSMITH This shop, appropriately named Blacksmith, does no-nonsense blacksmith work for the residents of Falcon's Nest. It is run by Nie-elgeor Mica, a Grey Elf. He will be happy to help anyone in need of his services. (For 10 gp a job).

THE METAL SMITHS Creators of functional and artistic gold and silver products. They have many excellent pieces of jewelry. There is also an assortment of goblets, table ware, mirrors, etc. Just ask. They also have a line of locks which are 10% harder to pick than normal.

DISTRICT THREE

The Farmer's Market

Throughout this area are small stands selling fresh vegetables, and fruits to the residents of Falcon's Nest and any merchants who come through. It is also in this area that the wine is pressed and bottled by Meljean Prostmeister for sale to the outside world.

District Three is also the middle to lower middle class residential areas. District Three is often called *Chuttara*, or take-life-in-hand. It is here the Thieves and Assassins Guild headquarters is located.

THE TIN MAN Manufacturers of common armor and supplies. Here one can get torches, spikes, rope and other exploring equipment.

SEED POD Suppliers of local seeds and grain. Beulend, the owner, was at one time a local farmer. He is close friends with all the farmers and gets a good percentage of their business.

THE OLD FOLLOW THROUGH Sellers of used weapons with repair facilities available to those with damaged equipment. The average repair will take from two to five days, and cost 5 silver pieces.

CORN STREET BAKERY They make an excellent line of pies and cakes for all occasions. Cakes baked while you wait. The minced meat pie is supposed to be the best in town.

DISTRICT FOUR

The Shepherd's Market

This area holds the slaughter houses and corrals which buy the animals from the farmers and slaughter them in order to sell them to the residents here at the shepherd's market or the merchants in the open market.

This is also where the shepherds bring their wool after it has been sheared. The wool market is an active open air market with lively auctions and deals. There are also carts of cheeses and sweetmeats rolling through the isles to feed the hungry crews.

DISTRICT FIVE

Glass Alley

This is a row of glass makers' shops which offer absolutely everything in the way of glassware. Here one can find any thing; goblets, dinner plates, mirrors, prisms and crystal balls, floats, windows and stained glass, statues, play marbles and innumerable other items. The glass makers are all members of the Glass Makers' Guild headed by Belleande Kristallherz, a truly ancient female Grey Elf and an expert sculptress. Her work is famous throughout the Elven lands.

DISTRICT SIX

The Open Market

THE CARPET HOUSE Creators of beautiful "Persian" style rugs woven from the long hair of the platypusses common to the lake area. As these have not sold very well, they have been forced to bring in a more conventional line of carpeting.

THE ELEPHANT AND CASTLE The best bar in town. It is dark and musty, with a real brass-trimmed Oakwood bar. Although the clients are addicted to chess, there is always a crowd around the dart board. No weapons are allowed though. If you bring one in, you may end up out back in the manure pile. The proprietor is Ashlmeal the bartender, a Skill 5 fighter.

THE ROCK GARDEN These people are willing to sell or trade gems and jewelry of any quality. They can convert the traveler's bulky cash into easily transportable gems or vice versa for those looking for hideable wealth.

DISTRICT SEVEN

The Residential Quarter

To the west of the Old Quarter is District Seven. These contain the private residences of nobles and very wealthy merchants. Anyone caught in these districts without papers will be immediately arrested by the constables, or worse, by the guards of the nobles.

DISTRICT EIGHT

The Keep

Inside the walls of the Keep are many of the government and religious offices including the Temple of Thoris (God of Elemental Earth).

TEMPLE OF THORIS Beautifully crafted stone temple maintained by one seventh level priest and four Skill 3 acolytes. It is here that the residents of the city offer their thanks for the providence of the earth.

Just outside the walls are a number of interesting shops including:

THE SPICE HOUSE Distributors of all the more common spices. They also have a select array of some of the more questionable spices of the area which they sell under the table. They even have a bit of the Dark Elven dried mushrooms, or so they claim. (False, no one has any of that.)

DISTRICT NINE

The Working Man's Quarter

The workers from all the different areas in the city come here to their own district. During the food riots of a few years ago, this area was under constant guard and the guardposts and signs denouncing the government are still visible.

RED DRAGON INN Typical lowlife inn with an oil stove inside shaped like a red dragon. Not at all impressive. A good place to get mugged.

THE RUG RAT Contains all sizes of one or two colored rugs and carpets. Reasonably good quality workmanship. What they can't sell here goes to the carpet house as antiques.

THE TOOL BOX Seller of general all purpose tools, possibly even thief's tools. They will make to order if asked. Also, they can create keys and other oddments to match certain types of molds.

CLOTHES FOR THE COMMONER Sellers of a wide variety of products and skins for clothing the family.

THE WINE AND CHEESE SHOP Moderate selection of wines at normal cost. They also carry a fine selection of cheeses from the area.

OUTDOOR CLOTHIERS Creators of good quality street and traveling clothes. They specialize in rugged clothes for the outdoors. Hunting outfits and camping gear are also carried. Specialty item is a waterproof jacket made by soaking heavy cloth in a secret solution of herbs and minerals. The waterproofed garments will repel water and stains like a raincoat. Costs 10 gp per garment—will also make tents and other items.

Grey Elf Magic Items

Elven Boots

The **Boots of Elvenkind**, known within Elf's Hold as Boots of Silence, are made primarily by Grey Elves, the master leather workers of the Elves. Most boots are made from the hides of doeskin or calfskin, although other materials have been employed. There is a legend of a pair of Boots of Silence made of mouseskin, created for the son of the Guild of Thieves in Falcon's Nest back before the Dim Time, but the details have been lost.

The hides for Boots of Silence are carefully chosen. Only those free from blemish or defect are selected. While the skins are tanned, the utmost consideration is taken to insure that total silence is maintained throughout the procedure. Absolute quiet is continued throughout the making of the boots, even the cobblers' hammers are muffled as they nail on the sole and heel.

The first sounds the boots "hear" are the whispers of the mage as he/she enchants them. The spells put the final touches on the boots, including their ability to fit almost any wearer.

It is rumored that the Grey Elven smiths have managed to use similar techniques to create magically silent horseshoes, but this is difficult to believe considering the

amount of noise which must necessarily result when a metal hammer hits metal horseshoes on an iron anvil.

Elven Boots enable the user to move silently even over creaking floor boards or dry twigs. The chance of the boots not absorbing the sound is 01% per round. Note, they will not quiet other noises made by the user, or quiet the fall of items and the opening of doors.

Amulet Proof against Thallophyte

Another item of interest to adventurers, created by the Grey Elves, is the **Amulet Proof against Thallophyte** (fungus). This amulet provides the wearer with protection against any form of fungus, mold, slime mold, or any related species. This includes Gray Ooze, Green Slime, Gelatinous Cubes, (a highly evolved form of slime mold), Ochre Jellies and Shreikers. The amulet allows a +5 on any saving throws against these creatures and reduces by one half any damage inflicted by them. The wearer can cause the device to detect any specific thallophyte (including magical non-dangerous types) within a 10-15 foot radius. The wearer must concentrate to use this ability.

SwordQuest

A GREY ELVEN ADVENTURE

The Trip to Falcon's Nest

Depending on where and what has happened, the player characters have already visited the Ice Elves and returned with the Cloak of Annoc, or they are still sitting in Oakheart wondering what to do next. In either case, a party will be met by Jorel Greywing, a young Grey Elf who will guide them the rest of the way to the city. If the party needs horses, they will be provided.

The passage is through mountain paths and over the rope bridges that lead to Falcon's Nest. The rickety bridges are quite unsteady. Each horse has an 30% chance of balking or panicking once they start onto a bridge. Blindfolding the animal will reduce the chance to 05%. A druid using his Speak With Animals ability can reduce the chance of panic to 01%.

A horse will panic half way across the bridge. A panicked animal has 30% of falling or jumping off the swaying walkway. If an animal does fall, the bridge will swing wildly. Each of the character must roll a 1D20 below his Dexterity to hang on to the bridge.

At a box canyon near the Pass of Heroes, Jorel will aid them in stabling their horses, arranging for food, water, and so on. The party will be able to ask questions about the city and surrounding area, and Jorel will be happy to answer them. There are two guards at the entrance to the Pass of Heroes. These guards will wave them on through.

Jorel Greywing will take them to an apartment in the palace and tell them that they may rest, freshen up, and eat. They will be called for later. Jorel Greywing will never be seen again.

The Library of Kie-Lanth

About two hours after sunset (six p.m., the days are much shorter in the winter), the party will be summoned to meet with Laura-lan, the elderly First Member of the Council of Elders of Falcon's Nest. Laura-lan is an elderly Grey Elf, dressed in robes of pale violet Elven Silk. She should have gone to the meeting of the High Council at Free City, but her health would not permit it. While the party was adventuring, she received word from her alternate, Kelin Gabalden, of the party's journey. She was also ordered that the Sword of Annoc be surrendered! Laura-lan uses a wooden staff about four feet long to support her ancient frame. It is not magical.

After listening to the party's story, she will tell the party the following information:

- Yes, they do indeed have the Sword of Annoc at Falcon's Nest.
- Yes, the party may have it—but there is a catch. The Sword was put into a safe place in a complex of caverns below the city. The adventurers must go in and get the sword.
- The Sword is guarded, and fake swords have been made to deceive the careless. There will be many fake swords, all of which are similar to the Sword of Annoc. The gates back to the surface world are magically warded and will only open to those that bear the real Sword of Annoc. If the real sword is not shown, the gates will not open, and strong magic will destroy the party. No one knows how to disarm the traps, the adventurers must defeat them and retrieve the sword.

- In order that they may know how to tell Annoc's Sword from the others, they may have free use of the Libraries for four days. There they may learn exactly what it is that they are seeking—and possibly answers to other questions.

Laura-lan will then dismiss the party. For the next four days, they will be provided with food, drink, a comfortable apartment, and access to the libraries. There are some rules governing this otherwise unlimited access.

The first is that no books may be removed from the three connecting Library chambers. The books, which are at least a hundred centuries old, would crumble into dust if they left their protected environment.

The other limitations will be imposed by Annasilma the White, the Keeper of the Libraries. Annasilma is an elderly spinster, with silver/white hair and extremely pale blue eyes. Her skin tones are also very pale, and her eyes cannot stand bright sunlight. Indeed, she is almost an albino. Since her youth, the libraries provided her with a haven.

Annasilma demands that for the protection of "her" books, all persons must wash their hands before they touch the books. Also, no food or beverage may be brought into the library proper. Loud noises or talking are not permitted (whispers are okay) while in the Library. Finally, books must be put back where they came from.

Jontee, the Chief Librarian, will also be on hand for questions and advice (if asked).

The Search

For each party member who spends at least five hours in the library in a given day, roll once on the following table. If a result has already come up, just say "you learned nothing new today."

For each twelve hours spent by the entire party in the library, a modifier of +5 may be added to or subtracted from the die roll always in favor of finding new information. Therefore, instead of learning nothing when something they already know is rolled, they may learn any previously unknown clue within the modified parameters.

Example: after 24 hours the characters have accumulated a die roll modifier of 10%. If they roll an 89 and have already learned that clue, give them any other clue within the range of 79 to 99.)

An additional modifier of +5 is added if Annasilma or Jontee helps the player characters. Annasilma knows where everything is in her library and will attempt to aid the players in any way, if they will only tell her what they are searching for. However, if the characters break her rules by loud talking, mishandling the books, or being rude to her in general, this modifier is immediately withdrawn.

Jontee can only help on the first day. The rest of the time he is too busy with other important projects. Making him aware of the dire emergency will make him reconsider his priorities (25% chance of helping all four days. Again, if the party is rude or disrespectful he will withdraw his help completely.

Facts Learned About Annoc's Sword (D100)

- | | |
|-------|---|
| 01-05 | The blade is of an unknown white metal. |
| 06-09 | The hilt is inlaid with silver runes. |
| 10-15 | The blade is inlaid with runes of inset gold. |
| 16-20 | There is a diamond set into the pommel. |
| 21-23 | There is a secret compartment in the pommel, which holds a small vial for potion. |
| 24-27 | The sword weighs only half of what would be expected. |
| 28-30 | There is a small nick or notch in the blade, a result of the last battle with Morda |
| 31-38 | The scabbard is of some kind of ivory. |

- | | |
|-------|---|
| 39-45 | The scabbard has inset runes of ebony. |
| 46-48 | The scabbard has a lining of white fur. |
| 49-53 | The sword is aligned with pure Good. |
| 54-55 | Being forged by a God, the blade does not detect as magical, despite its properties. |
| 56-65 | The blade radiates bright light continually. |
| 66-67 | The sword can heal the wielder once per day.* |
| 68-70 | The sword can inflict blindness on an opponent, twice per day.* |
| 71-78 | When used against Morda's servants, the blade is a Sword of Slaying.* |
| 79-80 | The blade is able to increase the wielder's strength by 50% once per day. |
| 81-85 | The sword will sing or moan in the presence of Morda or any of his servants. |
| 86-88 | The sword has a 20% better chance to hit in combat, and does extra damage (+5/+5). |
| 89-98 | Any non-Elf who touches the sword will be wounded by the power of Annoc (taking 2D6 points of damage). |
| 99-00 | The Belt of Annoc, another item of great power, was left in the keeping of a group of Treelords near a small Wood-Elven settlement. The name of the settlement was "the heart of the oaken forest." |

GM NOTE: The items marked with an asterisk are powers which are useable only when the weapon is wielded by one of the members of the House of Annoc. Spells which would give the history of an item will reveal these powers. No spell will ever reveal that "this is the Sword of Annoc."

On the morning of the fifth day in Falcon's Nest, the party will again be summoned to see Laura-lan. She will apologize for the danger the party must face to retrieve the sword. But if the Goddess Em'rel is watching out for them, they should encounter no serious difficulties.

While the party is gone, anything which they choose to leave in their apartments will be guarded until they return, or sent to their next-of-kin if they do not return within two days. Laura-lan summons a guide to take them to the entrance of the Undercaverns. As the party turns to leave the room, Laura-lan will say, "May the blessings of the Gods go with you." Those characters who roll under their Intellect on a D20 will hear the guide mutter under his breath "You'll need it."

SwordQuest

The entrance to the Undercaves is in the volcanic wall, directly across from the Pass of Heroes. While guards unlock the massive iron and timber door, the guide, a burly Elf named Parelk, will give a few last-minute pointers.

"The tunnel to the Undercaverns is fairly long," Parelk will say, "and winds quite a bit. It is supposed to be unguarded, so you shouldn't have any trouble until you actually reach the caves. I believe that the total distance to the caves is over a mile. The only way to pass back through the tunnel to this door is with the Sword of Annoc in your hands—and only that sword. Your task is to determine which is the right Sword—and to stay alive while doing so. I bid you farewell, and may the blessing of Thoris and Klotra go with you."

He will then swing the door open to reveal the entrance to the tunnels.

Before Parlek leaves he hands you a wand. "It is charged with a Spell that will tell you all the properties of a magic item. Use it wisely, as it only has ten charges."

The Caverns

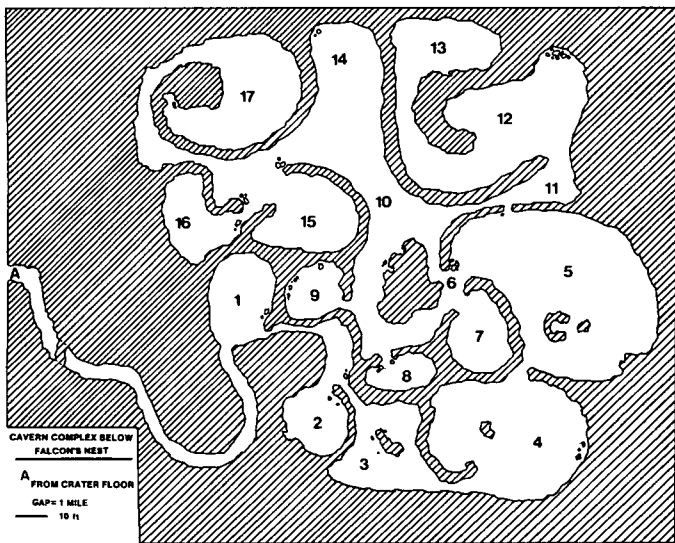
Once the adventurers are inside, the doors will slam shut, leaving them in total darkness. This is an old lava tube. The floors and walls are roughly smoothed. It will vary from 12 to 7 feet in width and is 1 1/2 miles long.

The Grey Elves have done very little work on these Undercaves. The walls look like melted candle wax which has hardened. All traces of the poisonous sulphurous gases which formed this place have long since dissipated. Occasionally, small alcoves are formed where large bubbles of gas had burst in the cooling walls, leaving gaping indentations in the wall.

GM NOTE: All of the rooms in this group of caverns contain swords. Each is different from the Sword of Annoc in at least one way. Depending upon the amount of time and effort the party spent in research in the Library. They will know some or all of the properties.

In describing the swords in the rooms below, the items which are similar to the powers/attributes/appearance of Annoc's sword will be marked with an asterisk (*).

All monsters in this cavern are illusionary to some degree, being conjured by a form of Shadow Magic. The spell is pre-cast with the activating trigger being the party's crossing into the first room from the tunnel. The monsters will not leave their assigned areas, unless they are pursuing fleeing party members. The statistics given are for the monster's attacks if the characters believe the illusion. If the party does not believe that the monsters exist, the HTK and damage per attack are *halved*.



Room 1. This room is roughly oval, with an opening in the southeastern corner of the room. On the far wall a sword is hanging from two pegs. Guarding it is a Displacer Beast.

Displacer Beast

AC: 4, *HTK:* 15, (6D8), *M:* 15"

Att: 2, *Dm:* 1-8, 1-8, *Special:* -2 on opponent's attack dice, Save as Skill 12 Fighter, +2 on the die

SWORD: It is a hand-and-a-half sword in an ivory scabbard*, shiny iron blade inlaid with designs or polished copper, hilt inlays are of a dull brass.

The sword is aligned lawful, and its properties are: +2 to hit and damage, double the strength of the wielder once per day*, detect secret doors.

Room 2. Another roughly oval room with no other exits. The sword is lying on the ground in the far end, guarded by an Ettin

Ettin

AC: 3, *HTK:* 47 (10D8), *M:* 12"

Att: 2, *Dm:* 2-16, 3-18, *Special:* Surprised only on a 1

SWORD: 1 1/2 hand sword with dull bronze blade embossed with gold runes*. The hilt was made of an unknown red metal carved to resemble a worm with ruby-chip eyes. There is a empty compartment concealed in the hilt*. It is in a leather scabbard. Magical properties are: +1 to hit and damage, Aligned Good*, detect shifting walls and floors, heal 1/day*. The sword can speak and *if asked* will reveal that it is not the Sword of Annoc.

Room 3. A free-form shape room with a large outcropping of rock in the center. The rock resembles a sleeping lion in shape. The room is guarded by four Killer Frogs

(4) Killer Frogs

AC: 8, *HTK:* 12 (each), *M:* 6"/12"

Att: 3, *Dm:* 1-2, 1-2, 2-5 or 1 tongue attack, *Special:* Tongue attack Killer Frogs use their tongue to immobilize opponents, not swallow them. If struck a character must roll under his dexterity or be unable to move. If so trapped, a Killer Frog receives an additional +2 to hit and damage with every attack.

SWORD: This sword is lying between the lion's paws. It is in a wooden scabbard inlaid with ebony runes*. The sword has a dull bronze hilt and an obsidian blade. Magical properties: Aligned True Neutral, +1/+4 vs. Reptiles, I.Q. 15, Able to speak Elven. Detects secret doors/precious metals/magic. Sings in the presence of Morda's minions*. It knows it is not Annoc's sword and will say so—if asked.

Room 4. A larger chamber, with a five-foot diameter pillar connecting the floor and ceiling. The pillar has a niche about 5 feet from the ground. It contains a sword wrapped in grey cloth. The ceiling here is about 45 feet high, twice the height of the other chambers. If the sword is removed from the pillar, it activates the Hell Hound illusions which will attack the party from behind by surprise. Note: this is the exception to the usual illusion generation, which activated as soon as the characters entered the cavern complex.

(6) Hellhounds

AC: 4, *HTK:* 14 (each) (4D8), *M:* 12"

Att: 1 or breath weapon, *Dm:* 1-10 (bite) or 4 HTK of fire, *Special:* Surprise opponents on a 1-4, and surprised only on a 1

SWORD: This sword is in an iron scabbard lined with white fur*, the blade is of dull iron, as is the hilt. There are goldleaf decorations on the blade*. The blade is nicked*. The sword is unaligned, +1 to hit (no damage bonus). Abilities: locate object, Continual Light on the blade*, and it weighs only half of normal weight for a weapon this size*.

Room 5. In this large room, there is a small semi-circular wall about 6 feet high near the entrance. Inside the opening of this small grotto is a second rock outcropping. It is four feet high, and 2' x 2' square. It is roughly square, and has the appearance of being (possibly) some type of altar. It has been squared and smoothed with a chisel. Inside the grotto is a human skeleton, wearing decayed leather armor. It is clutching a sword in both hands. It will be necessary to pry the dead fingers off the sword. There is no guardian monster in this room, and the skeleton will not animate.

SWORD: This sword is in an ivory scabbard*, inlaid with ebony runes*, and lined with white fur*. The blade is of an unknown white metal*, inlaid with gold runes*. The hilt is inlaid with runes in silver*. There is a diamond the size of a

man's thumbnail in the pommel*, it moves aside to reveal an inset compartment containing an empty vial*. It weighs only half of what it would be expected to weigh*.

There is a small nick in the blade near the point*. It is aligned Good*, and does not detect as magical*. It radiates continual light. It is +5/+5*. It will heal the user once per day*. It can cause blindness twice per day*. The sword will sing in the presence of the servants of Morda and acts as a Sword of Slaying against them although it can't harm Morda himself.

GM NOTE: The sword has all of the physical characteristics and magical properties of Annoc's Sword, except two. The Sword of Annoc cannot be handled by a non-Elf without his taking damage; this one can. The second, and most important, difference is that it was not forged by the Gods and so does not have the power to harm Morda Himself. These are the only differences between the two swords.

Area 6 This is a large rock outcropping of a pumice-type rock. It is full of crevices, crannies, and holes, some of them up to 4' x 6'. Upon careful examination (taking at least 15 minutes), a scroll will be found. This will be a Polymorph Other spell.

Room 7 This is roughly circular room with a sword hanging upon the far wall in a rack. It is guarded by a Spirit Naga

Spirit Naga

AC: 4, *HTK:* 43, *M:* 12"

Att: 1, *Dm:* 1-3, *Special:* Poisonous bite. Gaze will charm any humanoid creature (save versus paralyzation). Has same spells as a Skill 5 Magic User and Skill 4 Cleric.

Spells: 4/2/1 (mage spells) and 2/1 (clerical spells)

SWORD: It is in a copper scabbard. It has a silver blade, inlaid with gold runes*, the hilt is dull gold and there is a diamond set into the pommel*. It is aligned Lawful. It is +5 to hit and damage.* It is a Dancing sword. Casts illusions twice per day. Sings in presense of Morda's servants*. It is only 1/2 the normal weight of a regular sword.* (A5B5)

Room 8 This is a fairly small chamber, oval in shape. The sword is in a small chest at the western end. The room is guarded by a *real* Ghost, not a Shadow Magic one. The chest is unlocked and untrapped.

Ghost

AC: 0, *HTK:* 49 (10D8), *M:* 9"

Att: 1, *Dm:* Age 10 to 40 years, *Special:* Save versus magic or flee in panic if the ghost is sighted.

SWORD: The scabbard is of black iron, the hilt of dull steel inlaid with silver runes*. The sword's blade is made of an unknown yellow metal, aligned Chaotic Evil, does not detect as magical*, -2/-2 cursed sword. Obscures traps and pits for the wielder.

GM NOTE: A clerical Remove Curse will enable the unlucky possessor to free himself of the sword. The possessor of this sword will automatically think he has the real Sword of Annoc and will try to convince the party. No matter what differences are pointed out to him, the party member will insist that his cursed sword is Annoc's.

Room 9 This is a round room. It is quite warm. Passing by the opening to the room is like passing a kitchen with the ovens all going at full blast. The sword is on the wall nearest room 15. The room is guarded by a Salamander.

Salamander

AC: 5/3, *HTK:* 46, 26, (7D8+7), *M:* 9"

Att: 2, *Dm:* by weapon/2-12, *Special:* add additional 1-6 HTK to each hit due to intense heat. Need +1 or better weapons to hit them, impervious to all firebased attacks, Sleep, Charm, and Hold spells

SWORD: The scabbard of silver is set with ebony runes*. The gold hilt is set with 6 diamonds. The crystal blade is also set with gold runes*, Aligned Law Neutral. Does not detect as magical*, but is a +3 Frostbrand. (It functions as a flaming sword, but does frost damage.) The sword is capable of detecting magic and cures light wounds 3 times a day.

Room 10 This is a large open area blending into area 14, the sword is suspended in mid-air about 12 feet above the ground by a Levitation spell. The sword is guarded by an Ogre Mage.

Ogre Mage

AC: 4, *HTK:* 25 (5D8+2), *M:* 9"/15"

Att: 1, *Dm:* 1-12, *Special:* +2 to hit and damage due to great strength.

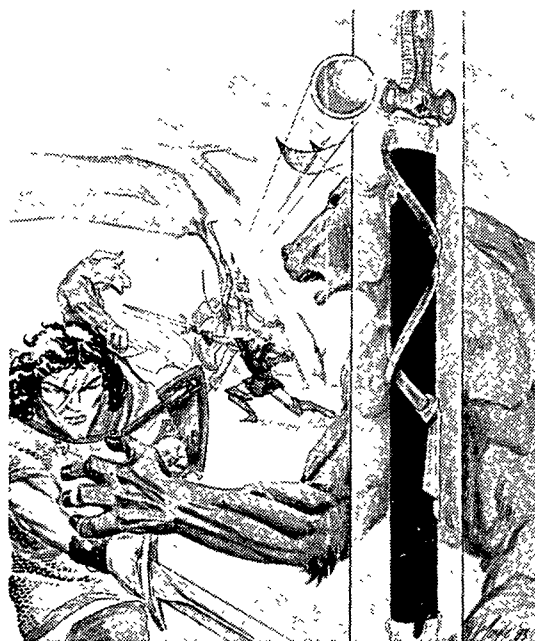
Magical abilities: Fly, Invisible, Darkness 15' radius, Polymorph Self to Human/Humanoid, Regenerate 1 HTK/rnd.

Once per day: Charm Person, Sleep, Assume Gaseous Form.

Ray of Cold (8D8)

SWORD: This is a blade of unknown white metal* which gives off a continual light*. It is inset with gold runes*, the hilt is inset with silver runes*, the scabbard is of ivory*, set with ebony runes*, and lined with white fur*. The sword weighs half of what it should*. There is a diamond set in the pommel*. A small nick is in the blade* and there is a secret compartment in the hilt containing an empty vial*. It detects as magic due to a continual light spell cast on it, but has no magical properties.

(GM NOTE: This sword is identical to Annoc's in appearance but does not function as his does.)



Room 11 This is a small alcove in the passage between rooms 5 and 12. The sword is hanging upon the wall, about 5 feet above the floor level. Trying to jump up and touch it are four Kobolds. They will attempt to talk to the party, and ask a way out. Of course, they are also conjured monsters.

(4) Kobolds

AC: 7, *HTK:* 2 (each) (4D8), *M:* 12"

Att: 1, *Dm:* (by weapon).

SWORD: THE SWORD OF ANNOC.

Room 12 This is a free-form room with a roughly oblong shape. The sword is inside a bundle of old rags in the north-western end of the room. Also in the room is a Couatl.

Couatl

AC: 5, HTK: 38 (9D8), M: 6"/18"

Att: 2, Dm: 1-3 (bite), 2-8 (constriction), *Special*: poisonous bite, can become ethereal. A flaw in the spell that created this Shadow Couatl has denied it any magic use.

SWORD: The sword is in an ivory scabbard* inlaid with ebony runes*. The blade is of polished iron, with inlaid gold runes*, the hilt is of brass, inlaid with silver runes*. There is a concealed compartment in the hilt for a small vial*. The alignment is Chaotic Neutral, the abilities are Heal once per day*, detect gems. The sword is cursed, and is a Sword of Berserking. The only way to rid one's self of it is a clerical Remove Curse.

Room 13 A long, fairly wide passage leads into this room from room 12. It is roughly oval, and the sword is hanging in midair, about 12 feet above the floor (suspended by an extremely fine wire). The room seems uninhabited, but the moment the wire is broken a faint whistle can be heard. As the characters turn to leave, holes will appear in the floor and the walls and out of them will emerge scores of Giant Ants. As they fight the Ants, they will hear and rumbling and a great crash—the corridor behind them has collapsed. Meanwhile, more and more Ants will appear. The collapsed tunnel is an illusion and can be dispelled simply by walking through it.

(175) **Giant Ants**

AC: 3, HTK: 6 (each) (2D8), M: 18"

Att: 2, Dm: 1-6, 1-4 (stinger), *Special*: Poison sting, save versus poison or take 3-12 (take 1-4 is save successful).

SWORD: In an ivory scabbard*, undecorated, lies a blade of an unknown white metal*. The hilt is made of gold, and a figure of a cat is inlaid in silver. There is a small nick near the end of the blade*. The sword is a luck blade, +1 to hit and damage. It is of Good alignment*, and also detects precious metals and others of Good alignment.

Room 14 This room is a semi-circular bulge extending in from Area 10. At the back of the chamber is a glass pillar 6" in diameter which encases a sword. The chamber's guardians are two Minotaurs.

(2) **Minotaurs**

AC: 6, HTK: 32, 16 (6D8x2), M: 12"

Att: 2, Dm: 2-8 or 1-4/By weapon type, *Special*: Surprised only on a 1, Track prey by scent with 50% accuracy.

SWORD: The scabbard is iron, lined with white fur*. The unadorned blade is of dull steel, and the hilt is of bronze. The blade is notched*, and the hilt is inset with assorted gems. The sword is aligned with Good*, and has the powers of Detect Chaos, Blind twice/day*, and the blade gleams with a continual light*. The sword is +1 to hit and damage.

GM NOTE: There is a small catch on the back of the glass pillar. This will open the back of the pillar so that the sword may be retrieved without breaking the glass. It will take 3 rounds to shatter the glass.

Room 15 Hemispherical room, with a very low (8 foot) ceiling. The center is the lowest point of the ceiling, the sides slope up to a height of 15 feet. When the ceiling was still semi-molten, it sagged and started to close in the center. The sword is laying on the top of a wooden pillar four feet high and three feet in diameter. The guardian of the room is an Invisible Stalker.

Invisible Stalker

AC: 3, HTK: 64 (8D8), M: 12"

Att: 1, Dm: 4-16, *Special*: Surprise on a 1-5, Invisible.

SWORD: The sword is in an ebony scabbard, inlaid with ivory runes. The blade is of dull silver, the hilt of dull copper wrapped in black iron wire to afford a better grip. There is a sapphire set into the pommel. The weapon is aligned with Good*, its blade radiates a continual light*. The sword is +5/+5*. It will heal the wielder once per day and increase his strength by 50%*. It will sing in the presence of the minions of Morda*, and will act as a sword of slaying against them*. The sword can cause blindness once per day*. It does not detect as magic*.

Room 16 This room is, again, roughly circular. The sword is hanging upon the wall, secured by a fine wire. The room is guarded by three Yeti.

(3) **Yeti**

AC: 6, HTK: 20, 22, 18, 14 (4D8+4), M: 15"

Att: 2, Dm: 1-6, 1-6, *Special*: Impervious to cold, On a score of 20 Yeti has squeezed opponent for additional 2-16 points of damage. If Yeti's gaze is met save versus paralyzation or remain rigid with fright for 3 melee rounds.

SWORD: The scabbard is of silver, the blade of mithril plated steel, with gold rune inlaid on both blade* and hilt. The hilt is of a strange black metal. The scabbard is lined with white fur*. It weighs only 1/2 of what it would be expected to weigh*. It is unaligned, is +2 to hit and damage, and is a Sword of Slaying against Morda's servants*. It also can blind an opponent twice per day*, and detect secret doors. Only Elves may touch this sword. All others take 1D6 damage.

Room 17 This room and passage leading to it are roughly spiral. The sword is at the far end, encased in a box of ivory, which is elaborately carved and decorated. The box is locked, and not trapped. The guardians of the room are ten Lizardmen armed with swords.

(10) **Lizardmen**

AC: 4, HTK: 9 (each) (2D8+1), M: 6"

Att: 2, Dm: 1-8 (sword), 1-8 (bite), *Special*: All are carrying shields which reduces their attacks by one, but also lowers their armor class by one.

SWORD: The scabbard is of iron, the blade of bronze. The hilt is of an unknown white metal and is inlaid with silver runes*. It is set with a diamond*. The sword is aligned with Good*. It will sing when in the presense of Morda's minions*, and is a Sword of Slaying versus them*. It is +3 to hit and damage, and can detect secret doors and pits.

Leaving the Caverns

If the party tries to leave without Annoc's Sword, or more than one sword, the gate will not open, and a deep voice will say "Your choice is wrong. Place the sword(s) you have found in the first alcove, and try again. You have one more chance."

The second chance must be right or the voice will order the party to leave the swords in the alcove and depart from the Caverns immediately. There will be a new wall just past the first alcove so that the party cannot go back into the Undercaverns.

If the characters fail, the gate will be open. In this case, Lauralan will try sending another party into the cave to get the correct sword (60% chance per group—each group takes three days preparation).

If the characters try to take any sword in addition to the Sword of Annoc, the sword carriers will each be hit by 3 Lightning Bolts as they exit the passage. (They will not kill the party—only stun each person for 1D10 rounds.) When they recover, they will be instructed to "return that which you do not deserve."

If they do so, they will be permitted to depart with Annoc's sword. If they do not take back the extra sword(s), they will each be struck by 3 more Lightning Bolts—only this time for 10D8 damage per Lightning Bolt (no save). If they survive the magic,

they will be allowed to keep the swords (Em'rel must have protected them). If they escape with the stolen swords, none of the party will be offered the reward mentioned below.

If they obey instructions and leave with the Sword of Annoc—and only that sword—they will have no problems.

An Urgent Message

Parlek will meet them and escort them back to their rooms. The Lady Laura-lan will be there. After they have been healed, washed, and fed, she will talk to them. She will ask about their adventure, and so on. After she has heard their story, she will say, "As you did what you were supposed to, and braved many dangers, you deserve some small reward. Each of you who can use a sword will be permitted to have *one* of the swords from the Undercavern. Merely describe it and where it was, and it will be fetched. Now that Annoc's Sword is gone, the magic of the cavern will soon dissolve."

(1 sen, 1 me)

As they rest, a messenger flying a Giant Eagle will appear and give Laura-Lan an urgent missive. She will read the note and turn even more pale than usual. She will look at the adventurers and say that the message is for them.

The message is from the Free City. The Dark Elves have just located and captured the Helm of Annoc. They are planning to destroy it in a midnight ceremony at The Sacred Stone Circle of Modra's Thirteen above the city of Dark Isle. The dark of the moon is in 10 days. The ceremony will begin then.

GM NOTE: If the characters have yet to complete the Ice Elves adventure, then this message will be postponed until they have the opportunity to finish that adventure. In which case, this message will brought to them as they pass back to the Grey Elven border. See the beginning of the The Stars of Tears adventure for more particulars.

The Dark Elves

My only visit to Dark Elven lands was by urgent request of the High Council to deliver a petition to curb their spate of hunt activities in Wood Elven territory. I viewed my trip with much trepidation as the cruelty of the Dark Elves is a well known fact among my people. To my surprise, the large city gates were flung open and our progress was not impeded in any way. Our request for an audience with the high priestess was readily met; we were escorted directly to her chambers. She handed our petition to an assistant who experienced a sudden coughing attack after reading it and asked to be excused. Dark Elven coughing sounds much like the laughter of other races. I left as soon as possible when notified that our petition was under advisement and being given due consideration. I was never able to ascertain the source of the strange wailings I heard throughout the city during my stay.

Elywn Quessedil

The Nannuattan

The Dark Elves (or the Nannuattan in their own tongue) are the Elves of Darkness. Aside from dwelling in the darkness, far in the earth, hidden from the light and beauty of day, the Nannuattan also have a darkness of spirit. For them perspective is always dark. A cry of pain might be from death or from birth. The Nannuattan would prefer that it be of death.

The Nannuattan were once as other Elves, but long ago fell from their proper station for the sins they sponsored and participated in the name of Morda. It is Lord Morda, All-Giving and All-Taking Morda, that they worship. The fall of Morda that caused the fall of the Nannuattan, or so they will tell you.

It is said, quietly, that long ago there were Nannuattan of great power and pride. These Elves are called the Eldar Nannuattan. The Eldar Nannuattan were the high priests to Morda. In their worship of Morda, they were of great and terrible power, and with their power came a weakness; they were filled with pride. It was this pride that led the Eldar Nannuattan, in their time of greatest power, to ask of Morda a great favor.

"Greatest Lord!" they cried. "Long have we given to you those things which are yours. Long have we been faithful to your way. Long have we toiled in your holy works. All of our people give to you one portion in ten, and all of the Eldar give to you one part in two."

Morda, it is said, looked down from his perch, and looked far out and across the sea of the void where he dwells, and upon his people. It is said that Morda was pleased.

"Lord of Solitude," cried the Eldar. "We ask and beg of you a holy favor. Long our cousins who worship you not, who tithe to you not, and who revere you not have taken that which was ours. We, your people are greater than they. Yet, our lands, people, and

knowledge flow out to them. In return, they give nothing. They do not share the *Time of Blood and Pain*, they give of their flesh not, they give of their spirit not."

And Morda was not pleased. But this pleased the Eldar Nannuattan greatly, and they plotted.

"Lord of the Unburied," The Eldar Priests in their robes of finest Human pelt intoned; "Grant to us our desire. Give not to them but to us. Give us our land and our way, that we might live alone and worship you alone. Grant us this, Father."

Morda looked on, and was pleased. The Eldar Nannuattan heard the Voice of Morda, and were told of a path that would lead to the home/time of the Nannuattan, a path of many generations.

The Elves of the Light speak of this time as *The Fall*, but to the Nannuattan, it is known as *The Dream*. You see, the Eldar Nannuattan had forgotten what the will and voice of Morda truly were. Morda gave to his people what they asked, but in a way that their other brethren found appalling.

The Time of the Book

From that day forward, the Nannuattan followed the will of the Eldar Nannuattan. The spoken word of the Eldar (before they were consumed in the holy fire of the Morda's Voice) was transcribed and made law. These writings were set in a book of darkest ebony binding, and called the *Mortuoncon*, or "The Holy Tasks of Death and Life"

Since that day, the Nannuattan have changed much. Once, they were of great beauty and nobility. Now, the will of Morda can be seen in their faces. Their hair is of finest texture and color, in beautiful browns and blacks of great lustre, though there is something about the way it lies and swirls that is disturbing and frightening.

The Nannuattan have shrunken from their once great height to no more than 4 feet. They have broadened and coarsened, and their weight is greater than before. Their limbs and trunks are slightly twisted and bent, though still as usable and strong as before. Their skin is of the darkest black. It is said to actually glow with an evil lustre.

But it is in the faces of the oldest Nannuattan that the story of the will of Morda is truly told. These Nannuattan now have faces of great physical perfection, but, they are terrible to behold, for when the Nannuattan smiles, a horrid transformation takes place. The gentle line and curve of the lips draw back to reveal the teeth of a carnivore. The eyes make all viewers feel like the prey of a great beast. And yet somehow, the beauty remains.

And so, generations passed during the Time of the Book, and the Nannuattan have moved. They left their shining cities and have found their way to the lands promised them by Morda: The Spine-of-the-World Mountains. They worked their way deep into the dark recesses and secrets of the Spine-of-the-World, and there they prosper.

When the Nannuattan came to The Spine, the Dwarves lived there, but in the space of one moon, the Dwarves left. The Dwarves picked up their shovels, picks, and families, and fled to a healthier part of the mountain range. The Nannuattan brought with them creatures bred to dig for them their lands and homes. Thus, the great and horrid beasts of the night moved into The Spine.

The Building of TeMorda

For many years, nothing was heard from the Nannuattan, and mortals of short memory, such as Humans, soon forgot they existed. The Nannuattan had gone deep into The Spine, and made homes, cities, temples, and pens. They had built the fungus farms and bred their foods to grow in a wide variety and taste. In one of the great feats of the Eldar Nannuattan, they bred plants and beasts to feed off of the darkness, and not the light. The Nannuattan raised their cities of the night to Morda.

TeMorda

Far back in the mountains, a holy city was created, named TeMorda. TeMorda is not the capital, nor even a seat of government, but a place of worship. The gigantic caverns of rock slope down in a series of terraces. On each terrace is a temple. Homes also line each of these terraces, the most prestigious at the top.

The bottom floor of TeMorda is almost a mile across, and it is there that the animal pens are maintained. The offal and sewage from each terrace above flows down to the lowest, where it is consumed and used by those who dwell there. On the cavern floor are the slave pens, and the beast pens.

The graveyards are upon the highest terrace, where the dying are exalted very slowly into the hands of Morda. It is here, next to the graveyards, that the last remaining ancient Eldar Nannuattan still live. Their lives have been maintained by the power of Morda that flows from the victims of the dying ground. It is not the souls of common criminals or of innocents that feeds the Eldar Nannuattan, great is their power, but the souls of their own Nannuattan.

In a great ceremony held once per decade, a chosen priest of the highest devotion and power hears the Word of Morda, and travels to TeMorda. It is there, over the course of the next decade that he or she is slowly exalted into the hands of Morda. Endless suffering passes without one moment of surcease for this priest for ten years, and then is over. TeMorda is not a place for strangers.

Other Cities

The Nannuattan have built two cities that others know of, Dark Isle and Tief Hauser. These are the cities of the common Nannuattan.

Dark Elven Law

The Nannuattan have only one set of laws, and they come from the Mortinoncon. If a thing is not proscribed nor advocated in this work, the individual Nannuattan is free to choose his own course through life. Murder, rape, incest, and other such appalling acts are not discussed in the Book, and therefore they are the choice of the individual. The nature of acts that are proscribed are unusual at best. The Nannuattan are directed not to prey upon their own, but upon the lesser beasts of the world, such as other Elves,

Humans, Dwarves, Gnomes, etc.

The individual is directed to never intermarry with outsider races, and to never allow a woman of his race to go unbred. One is directed to avoid killing a woman until she has been bred at least twice, but from then on, she is fair game. The women are directed to become pregnant as soon after puberty as possible, and to have at least two children, preferably by her brothers or father. Once she has had her children, she is free to sell them off, and live the rest of her life as she chooses.



Ancestors

The Nannuattan are a strange people, and many claim that they soon will no longer be of this world, but of another. The Nannuattan do not understand Good and Evil. The acts they consider normal and right are classed as evil and nauseating by outsiders. Their form of ancestor worship is an example.

The Nannuattan of great age is revered as a prophet of the coming time of death, and his or her words are highly valued. Once the person has died, however, a family conference is called. If the family decides that the words of wisdom spoken by their ancestor were of true value, a Death Arbiter is called in. The family pools its wealth, and the ancestor is granted immortality. Some of these ancestors have wandered into the outside world, and the ignorant have invented names such as Lich, Vampire, etc. The immortal ancestor is of course a great

drain on family resources, and is generally expected to provide most, if not all, of his or her own food. One is told that it is not uncommon to see upwards of 30 or 40 such ancestors wandering about a Nannuattan city.

Dark Elven Life

From an outsider's perspective, the Dark Elves appear much as any other peoples. They have two surface cities, in which they live and work at night. They are very sensitive to the light, and it is rumored that they could go blind in direct sunlight. From these cities, they herd their humans and cattle, trade in slaves, work their farm slaves, work their fishing slaves, etc.

The common Nannuattan owns no slaves, but rents several on a rotation basis with others. Some Nannuattan actually work, but they are usually very poor. But the common Dark Elf has a number of pastimes he indulges in.

The Hunt

Many legends have sprung up concerning the great prowess of the Nannuattan at the hunt. The average Nannuattan does not hunt for meat, but for the kill. The Nannuattan strives in all things to come to a knowledge of Morda and of his deaths, and thus efforts to learn of these mysteries. The Nannuattan are great killers, but not hunters.

Often, well-to-do Dark Elves or whole towns sponsor sporting parties and drive outward into the other lands. Such a hunt is a fast and deadly thing. It is an easy way for the Nannuattan to garner more slaves if he chooses, or to indulge his lust for death at the expense of others.

The Huntsman

In a usual hunt, a huntsman, and his two assistants are hired to run the festivities. The huntsman drives hounds (trained in some of the finest fighting schools) in front of the hunt chariot, while other members of the hunt work the sides of the area with horns. The Fear Bird, a magical creature which produces a fear screech in a half mile square area, is also used to flush game from towns or woods.

As the hunt progresses, the huntsmen close in on a circular area, normally a small village of Humans or other animals, and whips them into a panic flight. When the beasts break and run, the hounds are loosed, and the butchery begins. Normally, on a good hunt, a party of 20 can come back with 15 to 20 captives each.

The Wild Hunt

Occasionally, there will be a great hunt. Such a hunt has been called a *Wild Hunt* by the outsiders, as it is a huge and deadly event. The hunt is put together by the rich as part of a celebration, such as immortalizing an ancestor. Every year each of the three Dark Elven Cities also form Wild Hunts. These hunts are a great event and a source of fierce competition between the cities.

In a Wild Hunt, a hundred or more friends and companions will join in, with as many as three huntmasters and packs. For the first few days of such a hunt, nothing is allowed to live in the wake of the party. After a week or so, the captures begin. These hunts are very infrequent, but have inspired the superstitious awe of outsiders.

Music

At home, the entertainments of the Nannuattan are beautiful and inspiring for them. The people prize their musicians highly, as many believe that they are in touch with the soul of Morda. So eloquent is the music of the Nannuattan, that outsiders have been captured by simply playing their music. A player will sit on a lofty knoll outside a village, and begin to play. If the musician is of any quality, soon the villagers will begin coming out,

following the music. The trap is then sprung. The villagers captured are those that are no longer able to run after seeing that it is a Dark Elf playing.

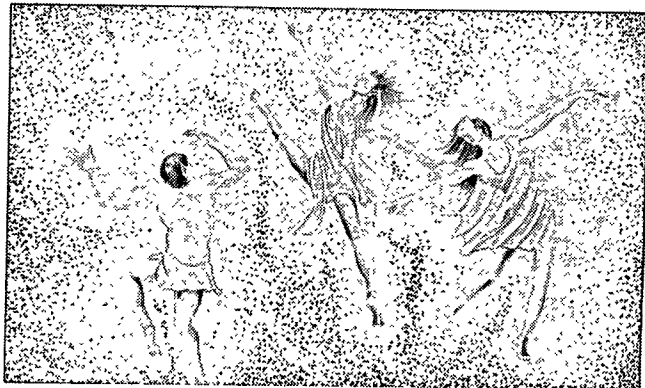
The Eldar Nannuattan, in their eternal youth and vigor at TeMorda, have formed an orchestra of surpassing beauty and elegance. It was decided many years ago by an Eldar named Klaasitheera-nep that a city devoted to Morda needed musical accompaniment for those departings into the exalted state.

So, the word was spread among the outside lands of this venture, and the greatest musicians and singers of the entire known world came to an outside city to be judged. There were great trials and judgements, and a hundred of the most beautifully voiced mortals in all the lands were chosen. They, however, were not told that they had been chosen, but that they had lost, and to go home. On their trips home, each was kidnapped. They were taken (blindfolded, of course) into TeMorda, and fashioned into a musical organ.

The player of the organ sits at a great keyboard and strikes the keys with a mallet. Each strike of a key sets off in the singer a great and terrible pain that is voiced in beautiful and melodious screams. The master player of TeMorda is Festffan, ascended ancestor of the family of the current exalted priest. Of course, a player of quality will usually need to replace three or four singers a season, and thus, there is always a market for talent in TeMorda.

Other Arts

The Nannuattan also participate in sculpting, pottery, etc. but perhaps their most notable artistic achievement is the "living statue." This art takes a common slave and transforms him or her, through the subtle use of surgery and healing, into an object of blackest art, part marble statue and part living flesh.



The White Stars

There is even humor in their magic, as evidenced in the phenomenon called *white stars* by the stupid and unknowing beasts of the outside world. These floating balls of white and blue light are a typical Nannuattan joke. Each star has an obvious magical aura. When the star is touched, an Imp of Spirit leaps out and captures the soul of the holder and begins to work the will of Morda using the newly acquired puppet. The stars are of great value when opened, as the material needed to contain the Imp is not of this plane, and rare.

Queen Ledathiss

The queen of the Dark Elves is the witch Queen Ledathiss at Dark Isle. She has ruled in might and glory supreme for well over 250 years. Her assistant and life mate is her lover Crescentia Yursala. Both are extremely beautiful and of endless youth. In the last decade, she has proclaimed herself to rule the entirety of the Nannuattan nation, and has consolidated her rule. Crescentia was given control of the eastern half of the nation at Tief Hauser many years ago and appears loyal to her queen.

The queen rules through royal might. Her crack troops have been honed well during the raids and skirmishes over the years. Her might is undisputed in the cities. The slave markets and killing grounds show her handiwork daily. As much as 20% of the men of the nation are in the military at one time, and almost all serve at least one term. Military service only lasts thirty years, and is considered a good education for a young Nannuattan. The queen's priests and mages benefit from the many resources at her command, and as a result are recognized for their dark powers.

Inter-Elven Relations

The Nannuattan nation is considered a part of the confederacy of nations which constitutes Elf's Hold, but it does not participate. In the past, Dark Elves have heaped scorn on outsiders, and scoffed at the confederation. They have occasionally attended meetings, but normally found the proceedings hilarious, and had to be ejected for a lack of decorum.

This distasteful behavior led the other Elvish races to impose sanctions and other nuisance laws designed to force the Nannuattan into compliance. The Nannuattan were bemused by this weak attempt and responded with raids and skirmishes against their cousins.

The tighter the council tried to bind the Nannuattan, the more vicious the fighting and raiding became. Soon many thought that as long as the Nannuattan were in the Spine, they were invulnerable, and a peace was declared. The Nannuattan just laughed more, and declared to all that the will of Morda had come, and that they would live forever.

And so it would seem. The Nannuattan, Eldar and Common, alive and dead, all live the Word of their God Morda, and it can be seen that until there is a falling away from these teachings, they will live in the dark of spirit and act with a terrible elegance and grace.

Magic

The Nannuattan make magic just for the sheer enjoyment of the craft. Most Dark Elf mages are master practitioners of the arts of summoning and binding. An example is in TeMorda which boasts bathing chambers with fresh water from bound Water Elementals, cooled and heated by Fire and Cold Elementals.

The mages dedicate their art to Morda, and all rituals are designed to praise his name and legend. For example, when enchanting the weapons of a great captain of their people, the mages of the Nannuattan bound no less than five imps of the planes, one each from earth, air, fire, water, and spirit. The magic insures that when the champion was eventually vanquished (as he someday would be), his killer would be simultaneously attacked by each of the Elementals and destroyed. Meanwhile, The Imp of Spirit would slowly give the killer's soul up to Morda.

Dark Elf Magic Items

Fear Bird

Dark Elves are known for the secrecy which surrounds their rituals and enchantments, so it is nearly impossible for anyone outside of the priesthood to learn the required enchantments and rituals. However, some Dark Elf mages have created a number of magic items to help their raiding parties and their bands of adventurers.

The most common magic item made by the Dark Elves is the *Fear Bird*. Taking the carcass of a eagle or other bird of prey, the mage utters a simple incantation and sprinkles a specially prepared powder over the bird. Instantly, a dark shadow rises out of the body and forms into a 5' high bird shape.

The mage can then direct the bird shape toward a town or group of trees. As the bird flies over, it emits a piercing screech which acts as a Fear spell over a half a mile square area. The Fear spell causes the victims to panic and flee in every direction. Victims get a saving throw against the

spell, but if it fails, the effects last for 1D12 turns.

Usually, a Dark Elf hunt will be set up to catch the victims as they flee from a town or a patch of woods. After the screech, the Fear Bird instantly dissolves and the carcass crumbles into dust.

GM NOTE: even warhorses and trained animals will panic if they hear the screech (although they do get a save versus fear).

The Fear spell only affects animals and skill 0 humans, but a more powerful version of the bird has been reported by Dwarven patrols. The patrols encountered a black dragon shaped shadow which emitted a roar powerful enough to make up to Skill 2 soldiers and adventurers save versus or run in fear.

Whippet

The other Dark Elf Magic item usually encountered is a *Whippet* which is a throwing blade attached to a short wooden stick feathered like an arrow. The whippet is thrown from a throwing stick and while in the air, the stick explodes into flame and propels the stick at a fantastic speed.

The whippet goes so fast that it reduces any armored victim's armor class by *three*. For the whippet to be effective, the victim must get at least half of his armor class protection from traditional armor—not magical protections, Bracers of Armor Class, or dexterity bonus. Unfortunately, the magic used in a whippet makes it impossible to apply poison on a whippet's end.

A whippet causes 1-8 points of damage and can be thrown as far as a short bow can loft an arrow. Whippets can only be used once. It is typical to find a brace of six or more on a party of Dark Elves.

Dark Elves have specialists who use whippets exclusively and receive a +1 to hit. These Elves are called *Whippeteers*. Recently, it has been reported that entire units of these troops have been training. The effect of their volley fire is said to be devastating.

The Typical Village

The Dark Elven village of Craven's Deep is located in the mountains to the south of the Dark Isle. It is in one of the crevices created when the Gods raised Morda's stronghold to the light during the Wars of Light and Darkness. The surviving Dark Elves sought shelter in such mountain fissures, crevices and underground caverns formed when the stronghold was wrenched from the earth.

Over the generations, the Dark Elves at Craven's Deep have enlarged the crevice as the population has gradually expanded, so that there is now a small town within the fissure.

The Dark Elves have erected a gate that covers the entrance, more to prevent prisoners and "beasts" from escaping than to keep visitors from entering. Many successful hunts originate from here. The Dark Elves of Craven's Deep are justifiably proud of the souls they bring into the empire.

The Dark Elves of Craven's Deep are well known throughout the Dark Elven nation for the superior exaltation implements that are smelted here. There is a saying among the Dark Elves that Craven's tools do it deeper.

Like all Dark Elven communities this one has no external light source. Some phosphorescent lichen do provide the usual eerie glow to the village, but there is no light to be found other than that.

Characters attempting to light something or to negotiate in the dark will find that the Dark Elves have no such handicap and they will be found and imprisoned immediately.

The Town

1 GATEHOUSE This building consists of two towers of two stories each connected at the upper level by a walkway. The guards are very senior: fighters with whips and shields, Skill 4 to 7 and a sergeant of the guard on each shift of Skill 10. The guards at the front of the gatehouse watch over the main entrance exclusively, while those on the walkway also keep an eye on the prisoners housed for implement testing (buildings 4 and 6).

There are sleeping facilities available in the western tower for the guards to use, as well as a small room in the eastern tower for preliminary interrogations. The interrogation room has only a limited selection of questioning tools, such as whips, truncheons, and the ever-popular chains. The more intensive questioning would be conducted in the testing facility.

2 TESTING FACILITY This building houses the testing area for the interrogation and exaltation equipment. Available here is an exhaustive selection of all the known Dark Elven torture devices. In addition to the relatively common devices such as the whips, chains, thumb screws, and racks, there are many exotic devices being tested at all times. There are surgical knives: curved to nerve ending size for true exaltation, iron widows that close slowly via magical control, and newly developed stimulators that keep the victim alive longer while also heightening the sensations that are experienced during the questioning or exaltation.

The testing facility is run by Zos, a Skill 9 Cleric of Morda. Zos is a serious but enthusiastic questioner. His skill at prolonging the specimen's life while conducting the testing is surpassed only by the High Priest. Zos has pioneered many techniques, the most recent being the ability to separate and display the nerve system of certain types of specimens for what Zos calls playing the pattern of the pangs of Morda.

Zos

Dark Elf, Skill 9 Cleric

Stats: ST: 15, IT: 12, IN: 18, SM: 10, D: 16, A: 8

AC: 8, *HTK:* 44

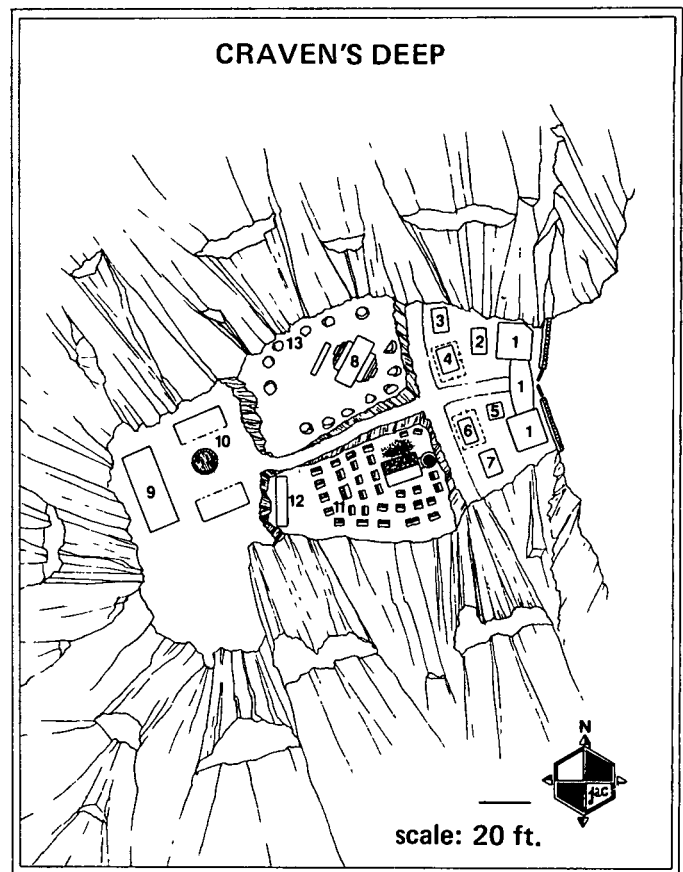
Description: Zos is short, about 5' 8" tall, with the characteristic broad build and sleek black hair. He does not cut his hair and so it is extremely long. He carries a curved +4 dagger called "Companion's Gift" to remind him of the companions that he has exalted for Morda.

Special: On a natural 20, the "Companion's Gift" drains 1D3 life levels if no save is made, or 1D3 Strength points and 1D3 Stamina points if the save is made.

Zos has three assistants (all Skill 1). The teaching facility can accommodate up to ten specimens at a time. There is a holding cage for an additional five who are allowed to watch the acolytes and Zos at their work. This cage is called the preparation room.

The testing facility also evaluates new implements devised by the acolytes and Zos before they are then manufactured in the slave pens for the rest of the Dark Elves. The victim's screams of exaltation are not muffled so as to be more pleasant to Morda.

3 & 7 GUARDS BARRACKS These barracks house 20 guards each. The occupants all have a bed, chest for clothes and personals, and a foot locker at their bedside. There is also a hook to hang up the armor and whips of the guards. Attached to the barracks are the mess hall for that troop and the weapons training room. All guards will have +1 or +2 equipment, most of it of motley race and style as it is usually captured equipment.



4 & 6 PRISONER BARRACKS These structures are of stone worked with obvious skill. There are wooden fences surrounding the buildings, which are 6' high and spiked at the top. Each prisoner is provided with a straw pallet and a bowl for water. The straw is kept clean by the slaves themselves, and the food is served in the adjacent dining hall.

Zos insists that the specimens be in top condition, and so they are exercised every day, even if they have no slave duties. There are 2-5 guards posted at the stockades depending on the number of prisoners that are being kept. The stockades are also enchanted to drain the magical essence of anyone within their enclosed area and so the clerics and mages find that they do not have any spell points after the first day in the stockade.

5 OFFICERS QUARTERS This building houses the captain of the guard who is also the Huntsman of Craven's Deep. The captain is a Skill 10 Fighter, named Stil Gar. He is an extremely tall Dark Elf, with a shock of blonde hair and striking blue-grey eyes. He carries a two handed weapon made of black ebony (bone handle grips). He wields the weapon with one hand due to his enormous strength.

Stil Gar

Dark Elf, Skill 10 Fighter

Stats: ST: 18 (00), IT: 07, IN: 09, SM: 18, D: 15, A: 15

AC: 2, *HTK:* 85

Description: Stil Gar is a tall man as noted above, who wears plate armor that is +1 magic and also of lower encumbrance (acts as leather for encumbrance and movement). His armor is jet black and polished, although he prefers to keep the blood stains from his kills still on the armor. His sword is +5 to hit, but no damage modifiers (except his own) and aligned evil.

8 TEMPLE TO MORDA AND PLAIN OF EXALTATION The temple to Morda is made of stone with the standard curved pillars. The pillars here are intricately carved by the dwarven slaves of the Dark Elves. They feature various victims from all races and sexes being gruesomely exalted to Morda.

On the southeast side are a set of stone stairs leading to the temple. The stairs are of polished granite and lead to an altar at the door of the temple. This altar is placed so that the admission ceremony of a drop of blood can be carried out in a religious atmosphere.

The northeast side of the temple has a stairwell of pure obsidian leading down to the altar of pure black rock from the ninth plane of Morda's fortress. This is the circle of exaltation. This circle is surrounded by carved granite statues of the ancestors of the village of Craven's Deep (of course the ancestors are still around, but that's another story.)

The ancestors live in the statues. On festivals and special occasions, the altar in the circle of exaltation is the center of a special ceremony of exaltation using the best of the specimens from the prisoners. Zos selects the best of these for commemoration to Morda in the rites of passage for the ancestors.

Zos takes great pride in the ability of his techniques to keep the exaltation up for hours and even days on special subjects.

If the ancestors are especially pleased, they will leave the statues and mingle with the worshippers gathered in the circle.

9 COUNTING HOUSE Here resides the counter of souls. This individual is the last of the assistants to the Temple of Morda. This individual is named An Ne, and is the designated counter. An Ne has done this for years, counting up the souls that are consigned to the care of Morda, being careful to assure that they are properly categorized according to how they were exalted and how long they lasted on the exaltation circle. Also counted here are the prisoners and the sales of Craven's Deep's trade with the other Dark Elves on instruments of exaltation.

10 PENS AND HORSE STABLES The hounds, "beasts" of the hunt, and the horses are stabled here.

11 VILLAGE BUILDINGS Below the village proper is the entrance to the forges and the mining areas. Here the dwarvish and halfling slaves are kept forever at their relentless tasks of mining and smelting. The clerics are the only ones that know the entrance to the place, and despite the smell that comes from the forges, the village population continually maintains that they are unaware of the purpose of the testing facilities or of the lower crevices.

Dark Isle

A Dark Elven Town

Transportation to the Island

From a distance, Dark Isle appears to be a craggy forbidding mountain, devoid of all life except for large black carrion birds that fly in lazy circles around the mountaintop.

When viewed from the east or west, large cavernous openings in the side of the mountain at water level can be seen. These caves lead into the true Dark Isle. The mountain is hollow inside, and an entire city has been built on the main island within the cavern.

There are three boats that come from the mainland to the island.

1. Lord Thazagar's Dream: This is an opulent sailing ship painted a flat black and rigged with black sails. There are only eight passenger suites on the ship, as it is intended for transporting only wealthy guests. For a cost of 50 gold pieces each, passengers are sailed to Dark Isle in luxury. For the entire 20 minute trip, they are wine and dined on fine delicacies while beautiful slaves are whipped and beaten. The slaves stare pleadingly at the guests with silent imploring eyes. The crew of Dark Elves will be offended if the adventurers complain about the entertainment. There will be 1D6 guests on the boat enjoying the ride. Most will be Humans, none will be Dark Elves, all will greatly enjoy the entertainment. The boat will dock at the East Dock.

2. Viziera's Ferry: This is a mid-sized boat capable of carrying 30-40 passengers comfortably. There are no frills, and it docks 15 minutes after leaving. It costs 5 gold pieces per passenger, and docks at the West gate.

No other large ships besides these and certain sanctioned merchant vessels are allowed into the city. There is a large black Sea Serpent that topples all unwanted vessels. He will swim past all boats that sail to and from the city, surfacing long enough to allow one 2 foot diameter bloodshot eye to break the waters surface to study the vessel.

Sea Serpent

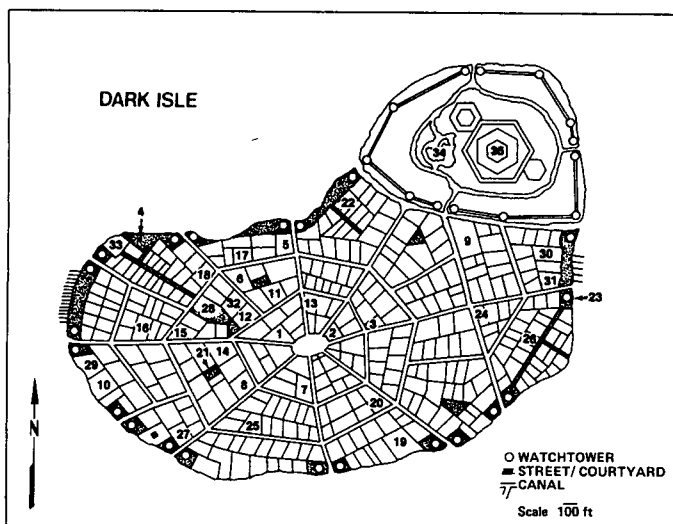
AC: 0, HTK: 85 (20D8), M: 24"

Att: 2, Dm: 8-80 (bite) and 6-36 (tail thrash), Special: Also does 2-12 points of structural damage to a vessel, enough to sink a small boat with one or two blows or seriously damage a larger ship

The Town of Dark Isle

The town of Dark Isle is always in a state of near-darkness, night or day. The only light source is a disquieting overall purple haze that emits from the moist lichens that cover the interior walls and ceiling of the cavern. They provide enough illumination to see 50 feet; too much illumination for infravision to work.

These rare lichens can be scraped from the walls and carried, either in bags, glass jars, or even glued onto sticks of wood without effecting the light output. They require fresh blood of a Human, Elf, Dwarf, Halfling, or Gnome once a day or they will die in 1D6+1 days and cease to give off light. The Alchemists of Dark Isle provide this blood as described in the Alchemical factory description (#10)



Attempts at producing light within Dark Isle will meet considerable opposition. Mists float along the streets and hover over the shops and are attracted by strong light sources. These contain a magical damping agent that causes torches to sputter fleebly and go out.

Light spells will be located by a Imp of Darkness within 2D6 melee rounds. The Imp of Darkness come in different intensities. Roll a D8 to give it a *Darkness Level*. An Imp of Darkness attacks the Light spell as a Dispel Magic cast by a mage of its Darkness Level. If successful, the Light spell is gone, and the Imp of Darkness will gain the level of the spell added to its Darkness level. It will then follow the party around greedily waiting for them to cast more Light spells. Imps cannot grow beyond Darkness Level 15.

If the Dispel fails, the adventurers will hear an excruciating shriek of agony within the radius of the Light spell as the Imp of Darkness is ripped to pieces. The light radius will increase by 10' for each level of the Imp of Darkness, and the caster of the spell will get 10 times the Imp of Darkness's level as experience points for a monster with no specials at that level. Another Imp of Darkness will come along in 3D6 rounds.

Imp of Darkness

AC: 3, HTK 2, M: 12"/18"

Att: 1, Dm: absorb light only, *Special*: can only be hit by Flame Spells or Magical Flaming Swords and Vorpall Blades. Roll 1D8 for Darkness Level

The regular citizens will be greatly irritated by any successful Light spells. They will avert their eyes and shout to the adventurers to "Kill that blasphemous light!" and threaten to call the town guard to arrest them for breaking Dark Isle laws.

If the adventurers comply, there will be no problem. If they leave the light on, a town guard patrol will have a percent chance equal to the lights radius per turn of locating them. For example: a 30' Light radius equals a 30% chance of encountering the Town Guard *per turn* (Bright lights are very easy to spot in a darkened city.)

The town guard will appear and flank out in front of and behind the adventurers, barring their progress. The leader will say "Citizens: You have broken the laws of Dark Isle. Destroy the light and live as true Citizens, or perish." If the adventurers dispel the Light, the leader will say "May the blessings of Morda be upon you."

If the party doesn't comply, the guard will attack. If the party wins the fight, and leaves the light on, remember to keep rolling every turn for more guards.

(2-5) Town Guards

Dark Elf, Skill 2 Fighters

AC: 6, HTK: (2D10), M: 12"

Att: 1, Dm: (by weapon)

Weapons & Armor: All carry a spear (75%) or halberd (25%) and short sword and wearing chainmail armor.

Special: 10% any encounter that Captain of Guard will be with regular Guards. Captain is a *Skill 5 Fighter*, AC: 6, HTK: 27, and carries a +1 longsword as well as a bow and 20 arrows.

Travelling in Dark Isle by Boat

The town is made up of a series of small land masses separated by 20 foot wide canals. There are many small boats and gondolas cruising the waters, as well as people riding giant fish and water fowl. There is a 5% chance per turn of a race coming by. 1D6+2 racers will come by riding on giant eels, giant fish, giant ducks, giant geese, or even small sea serpents. All other boaters will clear out of the way when the shouts and cheers of the race are heard (long before it is sighted).

If the adventurers are in a chartered boat, the gondolier will pull over till the race has passed (2D10+6 rounds). He will not resume travel till that time unless his life is threatened.

If the adventurers are propelling their own boat or riding swimming creatures, they must roll under their dexterity on a D20 to keep from being overturned by the racers or their wake. A roll must be made for each boat/swimming creature in the canal every melee round of the race (remember, a race lasts 2D10+6 rounds). Falling into the water, a character must save versus poison or be *sick* for 1D4 turns (-2 to hit and damage, surprised on a 1-4). A Neutralize Poison spell will instantly cure the character.

There is also a 5% chance per turn of an aired race. 1D4+2 people mounted on giant birds, giant bats, harpies, manticores, small dragons, etc. all covered in luminous paint will pass. (85% chance of being 100 feet up in the cavern, 15% chance of being directly overhead.) If they are directly overhead, they will toss trash at poorly dressed citizens below.

Travelling on Foot

The streets and canals are mostly filled with slaves. When well dressed people move past them, they will avert their gaze and move to the side. The slaves in the canals pole rafts or dinghys. Many of the slaves are overloaded with parcels.

The town has four main districts. The west and south ends are Slave Slums. The west dock is for incoming supplies; a sort of city-wide servants entrance. The central part of town is the commercial section, full of shops and inns. The eastern part is the upper class residential and entertainment area. The northeast part is the Legendary Palace of the Dark Queen.

The residents of the town are of many races, with Dark Elves barely in the majority. Dark Isle has gained a reputation as "the town" to live or vacation in for evil people of all races.

Chances of getting pickpocketed is 05% *per turn*. Pickpockets have a separate Guild in this City, if the characters catch him, he will tip his hat and say "Sorry, Your honor." If you threaten him, he will flash his pickpocket license and protest that he is a bonded Liftpurse.

If the party attacks the pickpocket, 1-4 members of the Guild will come to his aid and 2-12 more will respond to a summons within 2 rounds. These Thieves will vary in Skill level from 1 to 10 (roll a D10).

Pickpocket

Various races, Skill 2-5 Thief

AC: 8, HTK: varies, M: 12"

Stats: Average except at least 15 Dexterity

Weapons & Armor: Most thieves won't have any armor, just a bonus for their dexterity. Pickpockets carry a thin steel blade called a *needle* used to cut purses and the like. It is also very good at penetrating armor. A Thief gets a +1 when fighting anyone in plate or chainmail. Otherwise, the dagger acts as regular dagger. 25% of the thieves also carry a short sword while in the city

Evil characters in all shape and sizes will be cruising the streets, offering treasure maps, gems, magic items of great worth, virginal princesses and the like. If any of these offers are accepted, the non-player character will lead the party to a vacant alley and force them to wait while just *one* member goes with him

Of course, if the group is foolish enough to allow this, the one party member will be hit with three spells. Charm Person, Hold Person, and a Silence (magic on scrolls) the moment he is out of sight of the party and he will be stripped of everything including his clothes in 3 rounds. There is a 10% his throat will be cut as well. The thieves will leave through a secret door and disappear—unless magic is used—there is *no* way to locate them again.

The Shops

1 BARON WISSENTOP: ARMOURER This facility is operated by Dark Elves, but the workers are all Ice Elves forced to work near extremely hot blast furnaces. Their faces show signs of constant suffering and their bodies are emaciated due to constant sweating. The store makes beautiful black lacquered armour and weapons. All armour and weapons are of excellent quality and cost 2,000 gp or more if larger than humanoid structure. Armor is all made by custom order. It takes three to four months. The Baron will deliver armor to anywhere in Elf's Hold.

2 THE LEESHEN: Achilli Families Import/Export Service This is the more public half of the fractured Thieves Guilds, now made up of three (or perhaps more) rival houses. They fence hot gems at 1/2 their value and run an assassination service.

3 THE TRELEF N'ANUANEF MEMORIAL PLAYHOUSE This open-air theatre is named for an ancient Dark Elf hero. It stages live dramas and comedies drawn from Dark Elf history. Currently, playing is "To the Void and Back," or "Morda Triumphant." The action involves many slaves of all Elven races being slowly tortured in a pit as the actors intone great speeches from slowly rising blood-red platforms. This can be seen from canal #3.

4 TWISTED GARDEN This area is an outdoor park with horribly deformed trees and shrubs growing in tightly restricted areas. Wood Elves are bound to the trees and bushes by magical golden chains that channel the Elves nature shaping magic into the vegetation. The Wood Elves are slowly and painstakingly tortured by Dark Elf Rangers so the plants will be shaped into twisted and crippled shapes. Couples of many races stroll and picnic here.

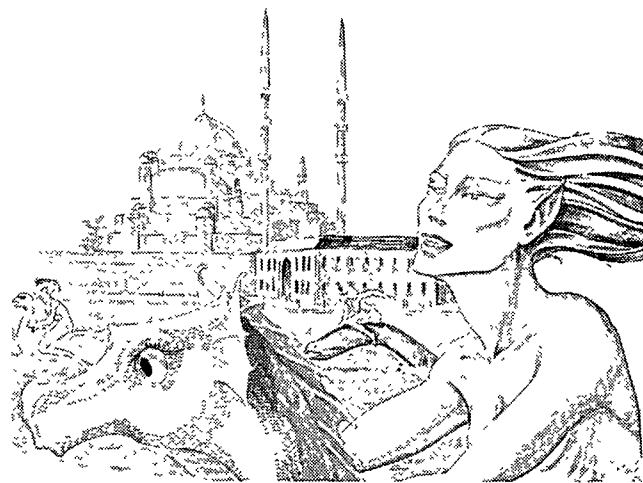
(1D12) Rangers

Dark Elf. Skill 1-5 Rangers

AC: 5, HTK: varies, M: 9"

Stats: Above Average

Weapons & Armor: short sword or quarterstaff, wearing studded leather



5 TYMALTSAPOTHECARY This shop sells magical herbs and incense designed to put the ingester into a trance in which he is momentarily in touch with the Void. The herbs are highly addictive, and many of the non-Dark Elf citizens of Dark Isles are addicted. Prices start at 10 gold pieces for 1 pinch. A Lawful-Good character will begin suffering depression and anxiety if he tries some of the herb mixture.

6 THE GATHERING DUSK TAVERN A moderately priced reasonable quality tavern. Trolls wrestle very old Elven ladies for nightly entertainment.

7 ABANDONED HOUSE This house is totally dark and empty. The doors and windows are boarded up. A large black tentacle will reach out of a basement vent to grab passers-by. It scores a hit on a 10 or better, doing 2 points damage in squeeze as it drags its victim towards the vent. This will take three melee rounds. Only a save vs. poison will break free the grasp. The tentacle can take 5 HTK before severing, AC: 5.

If the tentacle is severed, another will take its place within 2 rounds. If the victim is dragged in, he will go into a flooded basement, and be pulled down into a sunken pool 200 feet below ground level, where a gargantuan squid-like beast with dozens of tentacles will consume him. Fire based magic will make the tentacle release immediately.

Squid Monster

AC: 6 (5 on tentacle), HTK: 100, M: 6"

Att: 1D12 (inside) 1 (outside), Dm: 2 HTK,

Special: see above

8 MYANDETH'S FINE FOODS This store, run by an elegant Dark Elf woman, guarantees "Non-poisoned food" and is the only food store in town to do so, she is quick to point out. Neutralize Poisons are cast on all foods by Gerdin (see #9). Food costs 2 gp for meal.

9 TEMPLE TO TIMAR This is a large temple of polished white alabaster. It looks exactly like a standard Timar temple. Gerdin, an old but energetic High Elf in whitish blue robes with whitish blue hair will float over to the adventurers if they come near the temple along canals 2 or 3 or if they pass in front of the temple

He will greet them with a cheery "Good morning" (regardless of the time of day) and say "Blessings of Timar be on you, citizens! I have not seen you before in town," (if it's their first visit). "Have you done your devotions to Timar today?"

He will try to usher them into the temple for services if the adventurers go in, they will find the temple to be a fully functional temple to Timar, and not a sham. Services are held as normal, and no differences can be spotted by any means, magical or otherwise.

Gerdin

High Elf, Skill 6 Cleric

Stats: ST: 6, IT: *, IN: 16, SM: 7, D: 14, A: 15, AC: 10, Skill 6 (Priest of Timar)

Weapons & Armor: none

* Gerdin is not all there.

10 BLESSED—OF-MORDA FOUNDRY AND ALCHEMICAL FACTORY The factory has no walls or ceiling, and appears as a skeletal building frame filled with huge mechanical cogs and gears that grind against each other noisily. Despite its imposing name and its thousands of grinding and clanking cogs, wheels and pulleys, the factory does not seem to have any output, other than belching clouds of smoke.

One hundred slaves are visible within, working the machinery. At the top, 40 feet above ground is a narrow conveyor belt carrying several slaves who are feverishly turning cranks and working pulleys. Occasionally, one slave will reach the end of the conveyor belt and be pitched forward off the upper level. He or she will fall into a large vat, a scream will be heard, all the machinery will slow and the smoke stacks will gush thicker, oilier smoke.

The slaves will visibly work harder to get the machinery up to its old tempo again. Any character who rolls his intelligence or less on D100 will notice that just after that incident, the dim lighting in the city became a bit brighter. (The slaves' blood was vented into the sky in the smoke, thus feeding the lichens and causing their purplish light to increase temporarily.)

(The factories at 19, 22, 26 and 30 functions essentially like this one. The only purpose is to apply fresh human, elf or dwarf blood to the lichens on the inside of the cavern.)

11 MEDALAYEF'S CONCERT HALL This is a majestic hall built of jet black marble studded with black onyx that sparkle purple in the light from the lichens. Rich strains of dark, sombre music can be heard coming from it. The music is dimly depressing to listen to, and those who listen for more than 1/2 hour will become woefully depressed. Admission is 40 gold pieces for the good seats and 10 gp for the lesser seats.

12 GUERNICAN'S WINERY This shop is run by a little old Dark Elf who prides himself on the fine quality of his wines. Wines are twice normal costs (about 10 sp), but are of exceptional quality.

13 CLOTHIER This is a fine clothes store that sells only clothes made from exotic materials—giant spider silks, satin, and soft leather garments made from Elf skins. Has one Elven Cloak for 2500 gp.

14 LORD THAZAGARS RESTAURANT This restaurant is run in conjunction with the Lord Thazagars Dream Ferry. All those ferried over get immediate reservations and a 10% discount. The meals are expensive (10 gp each), but after dinner you are allowed to flog your waiter.

15 FLYING BEAST RENTALS This shop is a combination tack store and animal pen. There are Griffins, Harpies, Manticores, and other flying beasts penned here. Cost to rent is 10 gp per die per hour. All animals have magic collars that break their spirit. While the collars are on, the sea creatures are as easy to ride as tame horses. If the collars are taken off, the sea beasts will attack for 1D10+2 melee rounds and then die, their spirits gone forever. If the collars are loosened for a moment the beast will revert to their wild state for a second and then become tame again without dying. This can be useful for putting on the extra burst of speed necessary to win a race. The collars can only be put on a subdued beast (which gets a saving throw). The rentals become very expensive if you take the beasts off the Dark Isle. They will die in 2 days if not returned.

16 AQUABROTHER This is a one-story building with a multi-chambered sunken pool under the building. Guests are given Breathe Water spells and "escorts" of their choice. Prices start at 20 silver pieces for a small room and one escort and go up to 5,000 gp for the main room and 8 escorts. There are escorts of all races and sexes available.

17 THE WAYWARD PRINCESS GAMBLING HALL This exotic casino caters to the upper-upper class of Dark Isle. Minimum bets are 10 gold pieces, and entire fortunes have been won and lost in an evening here. The guests play mostly card and dice games which are not fixed. A wheel of fortune and some other gambling devices, however, are fixed with a 10% house advantage.

18 SEA CREATURE RENTAL This place rents giant fish, giant eels, giant sea birds and small sea serpents for riding in the canals. The creatures wear Collars of Breaking of the Spirit (see 15) and cost 10 gold per hit die per hour to rent. If the adventurers mention Lord Thazagar they get a 10% discount.

19 MORDA'S TEARS IRON WORKS AND ALCHEMICAL FACTORY (See 10 for description—is not an iron working plant.)

20 CURIO SHOP This store is run by an ancient Dark Elf woman, Eeldeep Tinkerton. She is a professional shrine defiler and employs a squad of grave robbers to loot tombs and ancient crypts for valuables which she sells in her store. She hates all Grey Elves with a passion, as their archeological teams have beaten her to some of the better tombs. There are many valuable relics in her store, but no magic ones.

21 GUARD'S NEEDLE This is a 200 feet tall, 60 foot wide tower that provides a view over the entire town. The town guard use this tower, centrally located between the slave slums and the aristocratic area, to keep an eye on the town. The guard unit stationed here numbers over 100 troops. Rumors about a ceremony in the hills to the north have been floating around here for three days. The guards have been warned to look out for any outlander parties and follow them. If the group is captured, they will be brought here for questioning.

22 RADIANCE—FROM—MORDA BRONZING PLANT AND ALCHEMICAL FACTORY (See 10 for description—not a bronzing plant.)

23 GARBAGE MOUND All the garbage from the city is dumped into the canals and pushed by slaves to this open area where it is stored till the garbage scow comes to take it to the mainland for dumping. There will always be slaves here, working the ever-growing garbage piles.

24 RINALO ANIMAL STORE This store is run by a group of very young Dark Elves. There never appear to be any adult Elves present, as the 5 young Rianlos quietly killed their parents 2 years ago.

The store is filled with cramped cages and stuffy boxes containing whimpering, hideously deformed creatures. Plainly visible are bloodied tables and knives, and an Orb of Limb Re-attachment in a crystal case. The Orb causes two wounds to instantly graft together without rejection and can be used once per day. The Rianlos have been using this device to build their own strange animals out of normal pets.

25 MEAT SHOP This building houses 50 slaves who slice and package the meat that is brought into the city. The owner, a tall, strong Dark Elf named Bragg. Everyday, he goes to building #7 (the Squid Monster) with 3 friends and a rowboat. There they wait for a tentacle to appear, attack it, cut it off, and row it back to the shop. There they marinate all the meat they get with the juice from the tentacle.

He does this for religious reasons, as he believes the beast to be the divine being Kafu, and thinks that consuming it is eating the Food of the Gods. He believes that once the entire Dark Elven race has eaten the food of the Gods on a regular basis, Morda will live again.

26 BONES-OF-MORDA GLUE AND ALCHEMICAL FACTORY (See #10—Not a glue factory)

27 BOAT RENTALS Row boats, gondolas, small sail boats and rafts can be rented here at prices as low as 1 gold per hour for a raft and 20 gold per hour for a gondola and gondolier.

28 SLAVE MARKET There are slave auctions here 24 hours a day. There is an inspection area where prospective customers can examine the slaves, a bidding platform for the auctioneer, and an auction block from which each slave is shown and bid on. The place is always crowded.

29 DARK MERMAID Tavern for sailors. It is run by Neralorn, a true Dark Elf Mermaid, who serves drinks from behind a water-filled glass bar that allows patrons to see that she is, indeed, a mermaid. The place is popular even with the aristocrats, who sometimes slum here. Rumors can be heard here that a party of sailors had to ferry over to the northern shore the Dark Queen herself.

30 EYES—AND—NOSE—OF—MORDA SALT PLANT AND ALCHEMICAL FACTORY (See #10 for description—Not a salt purification plant.)

31 VIZIERA'S BOATWRIGHT HALL This place is a prosperous shop that builds most of the ships of Dark Isle, including the elegant schooner, Lord Thazagar's Dream.

32 SLAVE TRAPPINGS This store sells collars, shackles, whips and a full line of slave clothes. (Within Dark Isle, slaves are allowed to wear only certain clothes, so they can be immediately identified as slaves.)

33 DARK LORD'S FAVOUR RACEWAY This agency arranges races on and over the Windelmeer Bay. They sell tickets to watch races from their plush elevated platforms, and accept bets on the outcome. Refreshments from Bragg's Meat Shop are served.

34 ISLE OF DESPAIR This island is shaped like a swan. There is a raised, seven sided platform 18 feet across in the center

Upon the platform is a human male giving a tremendously sad and mournful speech about the horrors of living. A small crowd has gathered. If the adventurers watch, they will see him draw a gleaming black ax—shaped like a swan—from an obsidian box and attempt to strike off his own head. He will succeed, and the body will stay on display until a new person wishes to commit suicide here.

The ax is magical with a +3 to hit and damage. Unfortunately, it is also extremely egotistical (12) and intelligent (8) and if it takes control of a person it will try to force him to commit suicide.

35 Palace of the Dark Queen Here is the official residence of Ledathiss. She is not here, however, but to the north at the Temple of Morda. Merchants in the area, if questioned, will say that the Queen has left mysteriously and they do not know where. Rumors abound that she has found some ancient artifact and is determined to destroy it.

The Temple of Morda

A Dark Elven Adventure

The Trip to Dark Isle

When leaving Falcon's Nest (or while travelling back from High Crag) a messenger riding a Giant Eagle will arrive with word that the desecrated body of Jorel Greywing (one of the group's guides) was found stuffed into a drainage ditch in Falcon's Nest. The murder was ominous; Jorel knew of the adventurer's quest and it is likely the Dark Elves will know very soon as well. Time, which was never a friend, is now an enemy.

If the players are travelling from High Crag, the trip will take twice as long as travelling from Falcon's Nest. However, the GM should double the time before the ceremony sacrificing the Helm of Annoc takes place. The Temple of Morda is in the mountains above the Dark Isle. Therefore, if the characters travel from Falcon's Nest to Dark Isle on horseback, the trip will take eight days (16 days if travelling from High Crag).

Using the hot air balloon *The Mischievous Minstrel* (or by other flying means—Giant Eagles are a proud race and only allow certain Elves to fly them), the party can reach the outskirts of Dark Isle in four days (eight if coming from High Crag).

In either case, if a 1 or 2 is rolled on a D8 roll again on the standard encounter tables for mountainous terrain in northern climates.

The land route will move through Fangtooth Pass (which is now cleared of Dark Elven "eyes") and towards the town of Ashwood Bend. The group will be instructed, whether flying or riding, to land at Ashwood Bend for further instruction and reinforcements.

Ashwood Bend

From Falcon's Nest the trip to Ashwood Bend will be one day by hot air balloon or three days on horseback. Ashwood Bend is a pleasant Grey Elven agricultural community situated on a curve in the Little Silver River. The town is built astride the junction of four major trade routes and is famous for its monthly markets.

At Ashwood Bend, the group will be met by The High Priest Baldiss, who will safely hide them in his Temple of Em'el. There he will tell the adventurers that a huge Fire Storm ripped through the Forest of the Treelords and a battalion of elite troops

of Queen Ledathiss silted through the wreckage for some artifact. Then they set about torturing the inhabitants of Oak Heart—until a detachment of the Grey Guards were able to surround the village and put an end to the Dark Elves' excesses.

Nevertheless, the time is desperate. If the Dark Elves are able to sacrifice the Helm of Annoc to Morda, then the whole mission will be a failure and the Dim Time will be again fall upon the Elves. Besides healing any wounds or casting any of his possible spells, he will offer the services of a troop of Grey Elven Grey Guards for escort (40 Skill 2 soldiers lead by a Skill 5 captain). The Guards cannot enter Dark Elven territory for fear of giving away the massing troops. Baldiss and his small group must also stay and help in the defense of Ashwood Bend—if it comes to that.

While moving through the town, the party will notice that a large number of Grey Elven soldiers are bivouacked in the market place. Also, as the characters fly high above the fields and forests (or ride along the roads), units of Wood Elven cavalry can be seen time to time screening the forests; while at major strategic sites, like bridges and passes, fortifications are being dug by Grey Elven laborers.

A huge skull, the size of a peasant's house, is the Gatehouse that marks the beginning of the Dark Elf Kingdom. From here it is two days to Dark Isle on horse and one day by Balloon.

GM NOTE: See the Wood Elf Adventure for statistics on the hot air balloon.

The Approach

The Helm of Annoc is in the hands of Ledathiss. The evil Queen plans to destroy it as soon as possible to increase her prestige with the outside world. An Eldar Nannuattan, Iklanthass, is enroute from TeMorda to relieve her of the Helm, so that it may be destroyed slowly and with care.

They both are aware that a party is on the way to steal the Helm, but neither are too worried about a bunch of adventurers.

Ledathiss is not aware of Iklanthass, the Eldar, but fears that some official plans for the Helm have been made. She would like to be in the good graces of Morda through her actions, and not others.

Andahl, high priest of Morda, being a tad more wise than his queen, is the one who alerted Iklanthass, and will perform small actions to delay the ceremony until he arrives.

Delnnaoks is the guard captain responsible for the preservation of the helm while in the temple. He will not allow it to leave his sight or the sight of his right hand man until the ceremony begins. He also knows that a the Great Council has sent a party to retrieve the Helm.

Chommela is a virgin Wood Elf selected and captured for the performance of this ceremony. A simple Elf, she has the required innocence of both body and spirit for a proper sacrifice.

The ceremony need only be delayed for 24 hours, and the Eldar will arrive. Ledathiss is committed to destroying it within twelve hours of the time the party arrives at the temple, at the dark of the moon, deep in the temple to Morda.

If Andahl is pressed, he will let the Helm be stolen rather than destroyed too soon, for if it is stolen, then a great sporting hunt can be organized.

Queen Ledathiss

Dark Elf, Skill 9 Magic User, Skill 10 Cleric

AC: -1, HTK: 46, Align: Neutral Evil

Stats: ST: 16, IT: 17, IN: 17, SM: 12, D: 16, A: 19

Att: Either 1 spell, 1 dagger, 1 Black Flame

Description: 5'8", 118 lbs., with long silver hair (slightly motile), amber eyes, jet black skin, sensuous and evilly beautiful, dresses in a loose and flowing black tanned fox

pelt robe with silver trim, long chainmail (silver) apron front and back, dagger at right hip, staff in hand, heavily jeweled.

Treasure: Cloak (in the right market 750 gp), chainmail, Jewelry 1500 gp, +1/+1 dagger of black steel inset with onyx stones. Bracers of AC: 2—black steel and ornamented with gilt scenes of death

Staff of Morda's Black Tongue: +1/+1 staff in combat, fires a bolt of 8d6 black as night flame, save *twice*: Save against dragon breath and take 1/2 damage, Save against magic or be paralyzed with fear for 1D4 rounds. The staff is aligned Neutral Evil and is slightly empathic. It has 43 charges left.

Spells: Magic— 4/3/3/2/1

Clerical— 4/4/3/3/2

Preferred Spells: Curse (3rd level), Magic Missile, Ray of Enfeeblement, Cause Blindness, Lightning Bolt, Fire Shield, Cause Disease, Fireball, Dimension Door, Cause Wounds, Babble (rev. tongue), Undetectable Lie, Obscure Alignment, Darkness 15' radius



Andahl

High Priest of Darkness.

Underlord of Dark Isle

Creator of Ancestors

Skill 8 Fighter, Skill 17 Priest of Morda

AC: -3, HTK: 70, Align: Lawful Evil

Stats: ST: 17, IT: 18, IN: 19, SM: 16, D: 16, A: 18

Att: either 3/2 rounds with bastard sword (+4) or dagger (+2), 1 spell per round, 1 special (see below)

Description: 5'9", 180 lbs., short white (very motile) hair, pale gleaming silver eyes, shining black skin, heavily muscled, arrogant and powerful bearing, dressed in terribly beautiful ancient +3 chainmail covered with scenes of death and carnage—uses no shield, helm of matching plate +3 that confers protection over entire body, wears a bastard sword on right hip in beautiful sheath, dagger concealed in left armbrace.

Treasure: +3 plate, +3 helm, +4 sword, +2 dagger, Ring of Invisibility, Ring of Teleport (10 charges.), Javelin of 8D8 Lightning, 2100 gp in mithril coins in a belt purse around his waist.

Special: Once every 3 rounds, Andahl can raise any corpse into a sentient Zombie undead under his direction, though his concentration is not required. The undead will have the stats and total hit points of the victim, but not the spell power. The soul of the character is trapped in the undead form and he cannot be killed again and then resurrected back to normal—he will come back to life as an Undead. If Andahl is killed, the Zombie is free to travel randomly (If the Zombie was a party member, he may continue with the group. Though he is now a Chaotic Evil zombie, he is not under the power of Morda).

Spells: Clerical—8/8/8/6/5/3/1

Preferred Spells: Finger of Death, Unholy Word, Blade Barrier, Slow Poison, Flame Strike, Cause Serious Wounds, Possession, Cause Blindness, Cause Disease, Curse, Double Effect Darkness, 30' radius

(11) **Acolytes**

Dark Elf, Skill 1 Clerics

AC: 7, **HTK:** 4 (each) (1D8), **Align:** Neutral Evil

Stats: Average (except all have Insight above 16)

Att: 1 round with staff (1D6)

Description: Five male and six female Dark Elves dressed in heavy ceremonial robes, each carries a thick ebony staff carved with dark runes. These men and women are true followers of Morda.

Temple Priest Monniss

Dark Elf, Skill 3 Cleric of Morda

AC: 5, **HTK:** 14, **Align:** Neutral Evil

Stats: ST: 15, IT: 12, IN: 16, SM: 15, D: 15, A: 16

Att: Staff or Spell

Spells: 2/1

Preferred Spells: Cause Light Wounds, Darkness 15' radius, Hold Person.

GM NOTE: Monniss bears an unreasoning hatred for Andahl. If during the battle with the party she sees an opening, she will attempt to kill the High Priest. She will do this only if it will not prevent her side from winning, or if the battle is obviously lost. After the attack, if Andahl can, he will use a Unholy Word on her alone.

Chommela

Wood Elf, Skill 1 Druid

AC: 10, **HTK:** 6, **Align:** Lawful Good

Stats: ST: 15, IT: 10, IN: 15, SM: 14, D: 12, A: 16

Att: fists

Description: 5'4", 112 lbs., brown hair worn in long braids, green eyes, quiet and withdrawn, still in shock from her ordeal. She is dressed in the badly tattered remains of an emerald green tunic. Chommela was kidnaped by a night-time raiding party led by Monniss. She knows she is intended as the next sacrifice. She has been a prisoner for ten days.

Spells Known: Predict Weather, Pass Without Trace.

Slaves

Assorted races, Skill 0

AC: 10, **HTK:** 4 (each) (1D8), **Align:** Special

Stats: Average—except as below

Description: These are non-Dark Elves who were captured in a hunt or who came to the city and committed some crime. Their minds have been blanked by magic (as Intellect 3) and implanted with special spells designed to make them docile servants. They all wear tough garments which have a yellow and black patch sewn on the shoulder. The patch is a different shape for each type of slave.

Delnnaoks

Captain of the Templar Guard

Dark Elf, Skill 9, Fighter

AC: 0, **HTK:** 82, **Align:** Neutral Evil

Stats: ST: 17, IT: 16, IN: 15, SM: 17, D: 13, A: 14

Att: 3/2 rounds with longsword (+3) or dirk (+2).

Description: 5' 7", 195 lbs., long black hair, pale red eyes, glowing black skin, heavily muscled, quiet voiced and mannered, dressed in flowing sable cloak with badge of rank, darkly glowing +3 plate, no shield, long sword in ebony sheath on right hip, dagger strapped to right arm.

Treasure: +3 plate, +3 sword, +2 dirk, Ring of Silence, Brooch of Haste (3 uses)

Roemos-nep

Lieutenant of the Templar Guard

Dark Elf, Skill 7 Fighter

AC: 1, **HTK:** 63, **Align:** Lawful Evil

Stats: ST: 16, IT: 15, IN: 14, SM: 16, D: 16, A: 15

Description: 5'8", 180 lbs., short grey hair, black eyes, shiny black skin, well muscled, very quiet, flowing sable robe with badge of rank, +2 plate, no shield, long sword in ebony sheath on right hip, dirk strapped to right arm.

Treasure: +2 long Sword, +2 dirk, +2 plate.

(16) **Templar Guards**

Dark Elf, Skill 3 Fighters

Stats: Average—except strength: all have +1 to hit and damage due to strength.

AC: 2, **HTK:** 20, 17, 22, 19, 24, 26, 12, 15, 18, 10, **Align:** Neutral Evil

Att: 1 with long sword (+1) or with dirk

Description: Standard Dark Elf male, plate mail and shield, badges of rank on sable cloaks.

Treasure: +1 sword

The Sacrifice

When the adventurers reach Dark Isle they will not know where the temple is and they will have to adventure in the town in order to find out (see Dark Isle description). The townspeople in this paranoid place hate outlanders. Any one would delight in turning in a band of spies. The GM should caution the group to go slow and not arouse suspicions. Hence the search for the temple should take a couple of frustrating days. The GM should give subtle reminders of the urgency of their quest. Finally, on the day the ceremony is to take place, if the party has not been successful in finding out where the temple is, let them stumble across a few guards from the temple who are talking much too freely about the coming ceremony *that night*.

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If the party attacks at once:

All key NPCs will be found in Morda's temple at the foot of the Stairs of Tears.

● Ledathiss will be in the temple kneeling before the statue of Morda (area 2). She will be deep in prayer, and the party will receive a +2 on their surprise roll. If attacked, she will attempt to create as much noise as possible to rouse the temple.

● During the battle, there is a 50% chance each round that 1D4 acolytes in their rooms will hear a conflict and respond within 2D4 rounds. The Captain and Lieutenant have a 60% chance to respond within 2D4 round along with 8 of the Temple Guards. Andahl has a 15% chance of hearing per round (respond within 2D6 rounds) and Monniss and her work party have a 30% chance of hearing.

● Andahl will be resting in his quarters (room 9). If disturbed by a battle, he will rouse any acolytes in area 8. Otherwise, he will be half asleep in his chair with an empty wine goblet in his hand (GM NOTE: he is not drunk, although the party might assume this). His sword is on the table next to him, still sheathed.

● The Captain of the Guard and the Lieutenant are in Area 4 with all of the 8 Temple Guards, they are having a conference on security.

- Monniss and two Skill 1 acolytes are in area 4 supervising five slaves the kitchen and common room. A disturbance in here has only a 30% chance of alerting Ledathiss and a 15% chance of rousing 1D4 acolytes. Either will take 3 rounds to respond.

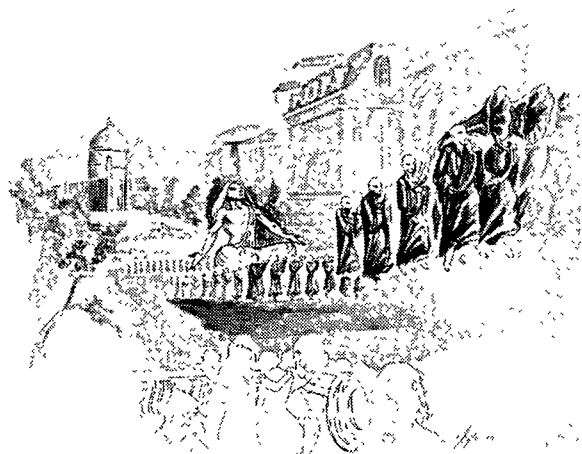
- The remaining acolytes will be meditating in their rooms. They are located in cells A, B, E, G, H, I, J, K

- 3 Temple Guards are around a table in the south end of Area 8. They are playing cards and can easily be surprised (subtract 2 from die roll). The table is next to a brass gong and a striker used as a wake up call, but will be used to signal by the guards.

- If a disturbance occurs in any other area, 1D3 uninvolved acolytes will be roused. Andahl, Ledathiss, and the Captain and Lieutenant of the Guard (if still able) will have a 50% chance of responding. It will take them each 2 rounds to respond. Monniss and her work party have only a 15% chance of being alerted and will require 3 rounds to arrive.

- Chommela will be in cell 6. She is bound hand and foot, blindfolded, naked, and oiled for the sacrifice.

- The Helm of Annoc is in Ledathiss' quarters on a pedestal. It is untrapped. A Guard is on duty before the door. He is wearing a See Invisible ring and has a whistle around his neck. When blown, the whistle emits a high pitched tone that only captain Delnaoks can hear. He will respond in 3 rounds to any summons. The Guard has been Blessed by Ledathiss and has a +2 to hit and -2 to all saving throw rolls.



The Procession

If the party waits for more than 12 turns:

In 12 turns, Ledathiss will complete her prayers and call for a procession to form along the Stair of Tears. If the party attacks during the procession, they will find the order of march to be:

- Two guards in full dress
- Monniss leading, followed by two pairs of acolytes (male and female) guarding the sacrifice.

- Chommela is naked; she has been bathed and anointed with an herbal ointment which has drugged her slightly (Dexterity 6). She staggers as she walks, but appears to be enjoying the event. She has an effective Int of 10, and will resist all attempts to save her. A Dispel Magic or a Remove Curse will release the hold the drug has over her.

- One guard and Lieutenant Roemos-nep.
- Ledathiss, richly garbed, carrying the sacrificial knife before her on both hands. She is halfway into her trance.
- Andahl, also richly garbed, swinging a censer of incense.

- Two acolytes, each carrying a plain wooden box. One contains Annoc's Helm, the other is filled with ritual equipment (incense, wands, etc.). The two wooden boxes are indistinguishable.

- Two acolytes beating drums.

- Three guards.

- All except Ledathiss are chanting a hymn, accompanied by drums. Chommela is attempting to chant along with them.

The Ceremony

The procession is headed for the Circle of Stones above the Temple. Once the group of clerics and guards reach the Stone Circle, the procession will gather within the Sacred Stones and begin the ceremony.

If the party attacks now:

- The 10 acolytes will be spaced evenly in a semi-circle inside the standing stones facing both the moon stones and the altar. They will be quietly chanting a hymn to Morda.

- Ledathiss will be standing behind the altar with a sacrificial dagger held in both hands. She will be awaiting the proper alignment of the moon and stones. When the moment arrives (if she has not been attacked by then), 2 turns after they reach the Stone Circle, she will begin the Rite of Sacrifice which precedes the destruction of Annoc's Helm. The rite will require seven rounds to complete and will end with Chommela's death. During this period, Ledathiss will remain in her trance, and will require 2 rounds to break the trance in order to react to outside stimulus.

- Andahl will be positioned at the head of the altar and will be leading the chant. His role does not require a trance state, so he will be fully aware of any unusual occurrences and will be able to react immediately.

- Chommela will be bound naked to the altar. She is heavily drugged, so she will not disturb the ceremony. Her reactions will be slow and awkward (treat as Dexterity of 3, roll 4D6 under her Intellect (10) for her to understand any instructions or requests, she will not be too happy about being taken away, and will resist feebly.

- The Helm of Annoc will be in a plain wooden box with loops for a carrying pole. It will be on the ground beside the altar, where the sacrifice's blood can run on it. The box is unlocked and untrapped.

- If the party directly attacks the circle, the Captain and Lieutenant cannot be surprised, even by invisible or polymorphed characters—they are too ready for action. They will order their guards to defend the altar.

- Andahl will order the acolytes to defend the altar as well. He will then order acolytes to leave in a direction opposite the attack and alert the city. After these actions, he will not join the battle. Realizing an opportunity to keep the Helm from being sacrificed prematurely, he will work to keep Ledathiss defenseless so she will be unable to complete the rites. He will not rouse her from her trance, and will let her die.

He will surreptitiously act to kill or disable the Guard Captain or Lieutenant if the party is losing the battle. (i.e. throw a Cause Blindness or Cause Serious Wounds). Any attack which disturbs or harms Ledathiss will break her trance. Until then she will continue to intone the ritual. If Andahl is attacked, he will back away and defend himself fully.

- It will require 1 full turn for the acolytes to reach the temple alarm horn, and 2D5 rounds for the city guard to mobilize. The watch will consist of the Watch Captain (skill 8 fighter, 50 HTK, AC: 1, Longsword +2), four Sergeants (skill 5 fighters, AC: 3, +2

spears and +1 shortsword, HP 35 each), and 20+2D20 troopers (skill 1, AC: 4, spear and +1 short sword, 20% with cross bows, HP: 9 each).

They will march immediately up the Stairs of Tears and arrive at the circle in one turn plus 1D4 rounds from the time they have mobilized. If the party is still present, they will immediately attack and send one guard to summon more troops. If the party has left, a general alarm with sound and the chance of an encounter with a guard patrol (of one sergeant and four troopers) is 25%. However, if Andahl is still alive and the Helm was stolen, the chance of a guard encounter is only 10%

Area Descriptions for the Temple

The official name of the Temple is: Temple of the Void In the Realm of the Lord of Nothing

The temple is constructed from black basalt uncommon to the area. Pale red marble trim has been inset into the trim and highlighted with polished black obsidian to form complex and disconcerting mosaics depicting eerie scenes of exaltation. The temple was designed for ritual isolation and exaltation and has no entrances, window or otherwise, aside from the main doors.

Area 1: The Entrance

Ninety dark steps lead up to a wide portico. To either side polished black marble pillars veined in red and silver support the overhanging roof. The roof, which is triangular in shape, bears a carved representation of Morda in gruesome triumph. The statue is difficult to look at. It gives the feeling of falling through endless space, twisting and turning in a nauseating whirl. The black marble columns have spiraling images of black winged Elves flowing around them. Centered in the wall behind the columns is a double door of chased black (meteoric) iron.

To prevent non-believers from desecrating the temple, and to guard its isolated priests and priestesses when in ritual, two powerful Spirit Imps have been bound into the columns. They have the ability to animate themselves by assuming the pattern of the images in the inlaid marble pillars.

(2) Spirit Imps

AC: 0, HTK: 38, 40 (6D8+6), M: 18" (leap), 12" (fly)

Align: Chaotic Evil, Intell: Average

Att: 2/round with bite or breath weapon, Dm: 1-4, 1-4 + poison (4D6, save for 1/2 damage),

Breath weapon: Cold for 6D6

Special: Breath Weapon, Fly

The main doors are sealed with a Wizard Lock. The doors are extremely heavy and will require a minimum of 30 Strength points to open (unless the doors are opened with some precaution for quietness, the noise will have a 50% chance of alerting Ledathiss—if she is still present. She will assume that it is only some of the temple acolytes, but she is now incapable of being surprised by the sudden appearance of the adventurers).

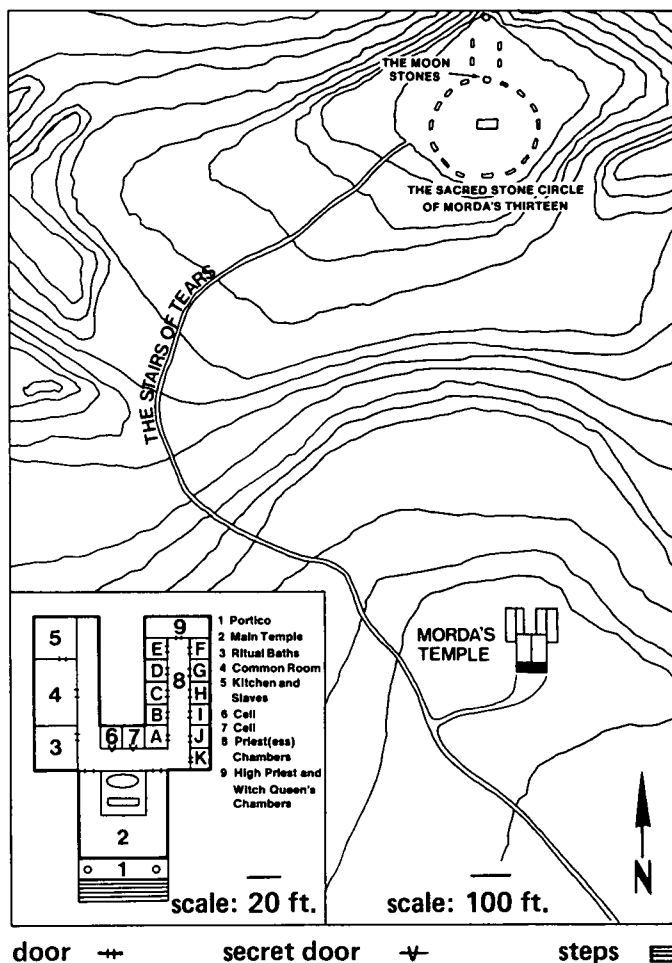
Area 2: The Main Temple

Aside from the small haze of light cast by two small candles, the room is in total darkness. This altar is dimly lit by the candles which stand on the altar. (The altar is very difficult to see, its outline and form seem shrouded in a hazy void. Anyone using See Invisible, Truesight or some other form of vision acuity spell will have a glimpse of the living void and will lose 1D4 Intellect points **Permanently**.)

Anyone there while the acolytes and priests are in the room will notice that all but the High Priest and the Eldars must avert their eyes when they are in the room.

Centered on the far wall is a terribly beautiful but mishapen statue of Morda. The likeness is exquisitely carved from polished

DARK ELVIN ADVENTURE MAP



ebony and has been inlaid with silver and dark jade. The front of the stone altar is draped with a crimson cloth trimmed in Elf bones of great antiquity. The remainder of the room is unadorned stone work. To either side of the statue are wooden doors bound in iron.

Looting or desecrating either the statue or altar will have a 30% chance of angering Morda. If this occurs, he will curse the offending character by branding the image of a black sword on his forehead. Each day the mark is present the character will lose one point of Stamina until zero is reached. At this point, a save must be made each day or the character's soul will be destroyed. If the character is Lawful Evil, the character may pray for forgiveness at a 10% chance per day. If successful, the character will become a follower of Morda. Any priest attempting to remove the curse does so with an 80% chance of failure, and a 10% chance of also being branded.

Area 3: Ritual Baths

This room of simple stonework contains two large bathing pools. The righthand one is filled with water. A stack of linen towels is beside the rim. The lefthand pool is empty except for a encrusted rust brown stain (dried blood).

Area 4: The Common Room

Two long tables dominate the center of this room. Along the side of each are backless wooden benches. At the head of the table is a carved redwood chair with a satin cushioned seat. On the far wall stands a cupboard which contains 13 sets of bone (Elven)

china and pewter utensils. In special stands on the cupboard's main shelf are 13 drinking cups made from open topped skulls. The center two are gilded and set with semi-precious stones (750 gp each).

Area 5: Kitchen slave quarters

Built into the far wall is an open hearth flanked by closed ovens. Racks and hangers holding iron cookware hang beside them. To the left is a wooden table over which hangs a variety of bowls and pans. Near the door are storage cabinets. Dried/smoked meat, sacks of grain, preserved vegetables, and ceramic urns of low quality wine can be found in them. The left hand section of the room has been partitioned off to hold the temple slaves. This section contains a communal straw sleeping pallet and a gravy stained bowl

Areas 6 and 7: Cells

These two soundproof cells are both identical. They are hidden by cleverly concealed secret doors. These doors, which will be found only by searching, are balanced wall stones which swing inward after the latches are found and activated. The opening thus created is 3' tall and 4' wide.

Inside, the cells are dark. The atmosphere is thick and musty. Rotten straw covers the floor and rusting chains hang from the walls. (If Chommela is present in area 6, a bowl of fetid water and a plate of malodorous table scraps will be present.)

Area 8: Chambers of the Acolytes

Each of these rooms are identical. They each contain a narrow bed with a straw stuffed mattress and broadcloth sheet. Next to the bed is a wooden washstand with a ceramic bowl and pitcher. Opposite the bed is a small chest which contains the personal effects of the acolyte. (spare clothes, blankets, sandals, etc.) The archways into the hall are covered by leather curtains.

Area 9: Chamber of the High Priest & Witch Queen

The center section is carpeted with good quality southern rugs patterned in black, red, and gold geometric designs. Under a wrought bronze lamp is a polished rosewood table on which stand a silver wine carafe and two matching goblets. To either side of this circular table are comfortable teakwood armchairs with deep red satin cushions.

The right hand area is curtained off with leather hangings that form a sleeping cubical for Andahl. Inside is a massive oak bed covered with rich blankets and linen sheets. In a matching oak chest (which is locked) is a selection of robes, cloaks and other clothing which Andahl leaves in the temple. Also present is a matched set of bronzed armbands filagreed with gold (500 gp).

The left hand area, partitioned by translucent silk curtains is Ledathiss' cubical. A broad sleeping pallet covered in furs and silk fills most of the area. Two chests of palewood inset with bone contain the Witch Queen's robes, dresses, and other items of personal adornment.

Also found will be a silver cosmetic box (200 gp), a small box of jewelry (12 pieces, 400 gp each), and a set of platinum and ruby hair pins (1200 gp). (If Ledathiss is in the temple or at the ritual, her pet cobra will be in inside the chest.)

Black Tooth the Cobra

AC: 4, *HTK:* 18 (4D8+4), *M:* 6"

Att: 1, *Dm:* 1-4 plus poison (6D6).

Intell: Low

GM NOTE: The Temple Guard's Quarters are not in the temple but in the city. They serve a 12 hour shift and then change.

The Hunt

A Demi Elven/Dark Elven Adventure

Escape to Ashwood Bend

If the characters have gained possession of the Helm, by killing Ledathiss at the temple, swiping it by guile, or taking it from the processional train, a hunt will be called.

Andahl will provide only token resistance to its theft, and allow Ledathiss and Delnnaoks to be killed. He will then perform the Ceremony Of Immortality on both of them, and raise them into Vampires under his command.

Andahl will give the characters 24 hours, while he waits for the Iklanthass the Eldar Naunuattan to arrive. In the meantime, he will have put together a hunt crew composed of one driver, Gguuhn and his hounds, and 2-20 huntsmen with steeds. Once the Eldar arrives, Andahl will invite the Eldar to attend, which he will, and the hunt will begin.

24 hours is all the characters have before the hunt begins. Andahl will draw a mental circle of the area people can travel at top speed on horseback in 24 hours, and will call a Demon able to teleport the huntsmen and Iklanthass to the point outside of this circle in the direction of Ashwood Bend. The hounds will be given the scent of the Helm and of the characters (from spilled blood, sweat, etc.). The hounds will unerringly start out on the trail (100% chance). The hounds and Huntsman move at 24", about the pace of a horse at top speed.

The party is under no obligation to go to Ashwood Bend. They may start out directly for the Free City or in any other direction. There is a 30% chance that a Dark Elf patrol will see them and report their presence. If so, the hunt will again be teleported right behind them (1D4 hours behind them).

The Hunt Party

Gguuhn

Master of the Hunt

Dark Elf, Skill 7 Ranger

AC: 4, HTK: 50, Align: Lawful Evil

Stats: ST: 15, IT: 17, IN: 17, SM: 14, D: 16, A: 17

Description: 5'6", 160 lbs, short black hair, blackeyes, glossy black skin, well built, loud voiced, Dressed in travelling leathers and chain mail (+1). No shield, longsword in bone sheath on left hip, Spear in carrier on chariot.

Treasure: +2 sword, +3 spear, +1 chainmail, Ring of Silence (100% to move silently).

Special: 90% ability to follow a trail, 90% chance to obscure a trail.

Spells: Darkness 15' radius, Cause blindness, Charm Animal.

(18) Hounds of the Hunt

AC: 6, 24 (each) (5D4x4), M: 24"

Align: Neutral Evil, Intell: Average

Att: 3 or one breath weapon, Dm: 1-6 (bite), 1-4, 1-4 (claw),

Description: 3-4' high glossy black hounds with glowing red eyes and long claws.

Special: Breath Weapon: Nauseous Gas once a day—treat as a Stinking Cloud. Hounds have the ability to put on a burst of speed and move at 36" for 4+1D4 rounds before fatiguing (then they must move at 12" for 1D12 rounds).

Treasure: Pelt is worth 55 gp.

(2-20) Huntsmen

Dark Elf, Skill 1 to 3 Rangers

AC: 7 to 4, HTK: 1D10 to 3D10,

Stats: Average for Rangers

Alignment: Lawful Evil

Treasure: 2D10 gold pieces on each one.

Hunting Steeds

AC: 5, HTK: 12 (each) (3D8), M: 24"

Att: Dm: 1-6, 1-6 (claws), Special: Superb night vision

Description: Huge cat-like riding beast. Gloss black skin, 6' tall at shoulder, well broken to saddle, but hard to press to attack, bred from cat stock. These steeds can only be ridden by Dark Elves.

Iklanthass

Elder Naunuattan of the Third Circle

Undead Ancestor, Vampire

AC: 1, HTK: 64, M: 12"/18"

Att: 1, Dm: 5-10, Align: Lawful Evil

Special: Energy Drain of 2 life levels, +1 or better weapons needed to hit, 50% magic resistant, regenerate 3 HTK per round, Unaffected by Sleep, Charm, Hold spells, poison, or paralysis. Polymorph to Crow or Black Cat.

Cannot assume gaseous form

Can create a 200 square yard area of dense black oily smoke. The smoke keeps out the sun's rays and allows the Eldar Naunuattan and his party of Dark Elves to travel during the day. If the cloud is dispersed and Iklanthass exposed to direct sunlight, he will die. The cloud requires the blood of a humanoid creature once per day or it will disperse.

Description: Undead Ancestors look like vampire Dark Elves, but are different in some ways from regular vampires (as listed below).

They can polymorph in a crow and a cat, instead of a bat and a wolf. They cannot turn gaseous—but they do not have to return to a coffin every night. Like a vampire, however, they are affected by holy water, wooden stakes, running water, garlic, mirrors, and holy symbols. Direct sunlight will instantly kill a Undead Ancestor and a Continual Light Spell will drive him away and give him 6D6 HTK of damage.

The Eldar's most powerful ability, however, is his inability to be turned or dispelled by any cleric, no matter how powerful. Their close association with Morda, gives the Eldar Naunuattan an invincible spirit. They will never tire and never quit a mission, even if it costs them their existence in the Prime Material plane.

When the Hounds Begin to Close

If the party has hidden the Helm (ie. Teleport, Bag of Holding) in a place 10 miles or more outside the hunt or off this plane, the hounds have a 20% chance of losing the scent per hour, resulting in an hour lost to the hunt while the hounds look for the scent. While casting about, the hounds have an 80% chance per hour of finding the scent (if they are within 20 miles of the group). A ranger or Wood Elf can hide their trail and modify the chance downward by 5% per level. The time spent to obscure the trail will result in a loss of 20% movement per hour.

The hunting party will travel during the day, but will not attack until night. If the party camps at night, the black cloud will first spread through the camp, extinguishing campfire and torches and damping the effects of magical Light spells by 50%. One round later, the party will be struck from all sides by the entire hunting party.

If the party travels at night, the chase will be on. Once the hounds begin to close in on the adventurers (within an hour of catching the party), the huntsmen will try to force the party towards them by using the illusions of the master of the hunt in front of the party or the *Fear Dragon*. The Fear Dragon is similar to the Fear Bird used in normal hunts, but its screech will automatically (no save) fear animals and zero skill characters. Characters of Skill 1 or 2 must save versus fear run blindly away in a random direction.

If the party is caught in this net, they will see a large black cloud rushing about them. Inside the cloud will be 1D4+2 huntsmen and the huntmaster Gguuhn with his 18 hounds.

The black cloud obscures vision (-2 to hit and damage unless character has infravision) and makes all horses and non-intelligent creatures save versus poison or panic and flee. Furthermore, all saving throws needed inside the cloud for non-Dark Elves is increased by 1.

The Eldar is not totally on this plane, so his concentration on the characters may be less than perfect. If attacked, there is a 25% chance per round that he attacks and attempt to drain two levels. Mostly, the Eldar will watch, and comment amusedly. If the party inflicts more than trivial damage on him (over 20%) the Eldar will attack. If the Eldar is never attacked, the characters will have nothing to fear from him.

Once the combat has started, there is a 20% chance per minute that 1D4 more huntsmen will show up. Until the entire Hunting Party is present.

If the party defeats the huntsmen and the hounds, there is only a 10% chance the Eldar will act to stop them. He is really more or less unconcerned with the Helm of Annoc.

Throughout the battle, the Eldar will talk to the characters complimenting them on being quite excellent beasts. He will comment that he wished that his beasts were as good as them, but alas, he'll just have to take what he gets. He will almost certainly give them presents for being victorious, (i.e. 1000 gp gems or Mithril coins). He will then wish them a good day, and "good luck at breeding or whatever it is that you beasts do," and turn into a crow and fly away (taking his black cloud with him), leaving them the helm.

If the party has been victorious or escaped the circle (by not travelling to Ashwood Bend, and not being seen by Dark Elven patrols), no further pursuit by Andahl will take place. Ledathiss, however, will hunt them down out of pure pride. The adventure is not over yet.

The Demi-Elves

Most Elves are familiar with the Dem-Elven traders. Few have met a rancher and even fewer have met the plains tribesmen. The tribesmen, while not as large as Ice Elves, but are their match in ferocity. I was able to watch a game among the youthful tribesmen that consisted of nothing more than organized mayhem. The object was supposed to be scoring points by running a ball over a line on a field located at the bottom of a great pit. Most of the players, however, were busy pummeling each other. The contest ended abruptly when someone did eventually cross the line carrying the ball, whereupon tribal spectators streamed away clutching at the pelts they wore. I was jerked away by my guide as he hastily explained that the scorer had earned the right to claim the pelt from any spectator he could catch.

Elwyn Quessedil

Demi-Elf Territory

The Demi-Elves inhabit the area between the Sunset Ocean to the west and the Wood Elven Forest to the east. The eastern border is undefined, making it the subject of numerous disputes with the Wood Elves. To the north, Demi-Elf land stretches beyond Northport. The southern border is the salt march south of Clear Harbor. The northern border is also shared with the Wood Elves and is also disputed.

The Demi-Elven herders along these borders pay attention only to the seasons and the availability of grazing land—not tribal boundaries.

Along the western coast are four trading towns. North Port lies at the mouth of the Dileep River. Freeport is at the mouth of the Blue River where it empties from the Blue Lake, which contains the Isle of Mists. Kestrel's Point, the third city, is not on a river. It grew around a convenient trading place for both Humans and Elves. The final port is Clear Harbor, where the River Blackthorn empties after it flows at the Salt Marshes. Clear Harbour is the best natural port on the coast.

Inland, the Demi-Elf territory is composed of plains and light forests. Surprisingly, there are few cities along the two inland rivers or the land trading routes. This area was the scene of much destruction during the War of the Races. It has recovered very slowly and remains the domain of the nomadic tribes. Some ruins still exist in this area, usually inhabited by hermits or undead, and avoided by the plain's Demi-Elves.

Demi-Elven Physical Characteristics

Physically, the Demi-Elves are a mixture of Wood Elf, Grey Elf, and Human stock. This mixing of races has resulted in a large variety of types. In fact, it's difficult to describe a Demi-Elf. Heights can vary from 4 to 7 feet, sometimes within a single family. Hair colors also vary greatly with red and blond hair slightly more common than any other. There is no predominant eye color among the Demi-Elves where every shade, even violet, silver, and gold, are typical.

The Demi-Elves around the trading ports tend to resemble the Grey Elves, while the nomadic herders show a strong racial similarity to Wood Elves. The Grey Elven influence is mostly seen at the ports and surrounding settled areas where farming, craftsmen, smiths, and traders are found. Here the Demi-Elves are shorter and more solidly built.

The Wood Elven influence is seen among the nomadic tribes of the interior, who tend to be taller and more slender than those in the cities.

The Demi-Elves are a young race and are frequently scorned by the other races. This often blatant hostility serves to unite the Demi-Elves. In spite of the amalgam of racial characteristics and internal social friction, to the outside world the Demi-Elves present a united front.

The life span of Demi-Elves is a typical example of this debate. Demi-Elves are the shortest lived of all Elves. Usually, living no more than half the length of their Wood and Grey Elve progenitors (or about 125 years). This point is often brought up when discussing the situation.

On the other hand, Demi-Elves are also the most prolific of all Elves and often have large families of six or more children who live to adolescence (almost three times the number for other Elves). This point is also brought out in discussions. Demi-Elves view the entire discussion with a rueful eye and continue to keep to themselves.

Commerce and Trade

Demi-Elves produce a surplus of food, including rice from the freshwater swamps around Clear Harbour. Most farmland surrounds the ports—where the Grey Elves originally settled.

The ports also support the fishing industry. The fishing fleet is based in Freeport. This city, located on the Blue River, is directly down river from Free City and sends lumber to the traders in the city.

The main merchant fleet is located at Clear Harbor. The excellent harbor is large enough to handle the enormous amount of trade through the area. The west coast of the Demi-Elf territory is the most active trading area in 500 miles. Here the Humans to the south and the High Elves to the west send their wares. With the Humans, the Demi-Elves trade Elven silks and other luxury goods, handicrafts, and art objects. In return, the Humans send linen and cotton, spices, precious metals and gems. The Ice Elves trade furs, ivory and whale oil for fruits, vegetables, wood, and wood products, and some forged metals. The Grey Elves trade forged metals for pottery. The Ice Elves and the Grey Elves send their trading items primarily to North Port on the Dileep River. Within the cities are found most of the craftsmen, except the blacksmiths and potters, who live scattered among the villages.

The few blacksmiths are highly valued by the communities that they serve. They can be found near a crossroad, bridge or, ford and are often the center of a village. So few in number are the smiths, they are considered to be in the service of the Gods, and harming or threatening one will be sufficient cause for death of the attacker.

Social Culture

The social culture among the Demi-Elves is derived from two separate cultural forms, reconciled where necessary to enable peaceful functioning within the territory.

The Plains Elves

The plains Demi-Elves have a tribal structure. They drift across the plains to follow the herds of wild cattle and horses which they catch and trade. The cattle also provide the bulk of their clothing, housing and food. The horses are traded to local ranchers, who shoe, tame, and sell the horses.

The wild horses and cattle are the descendants of animals that escaped during the War of Races when many of their owners were left dead.

The tribes split into hunting parties for the season, meeting only in the fall with a group of ranchers to trade. The meeting is usually held at a crossroads where the trading centers are.

The tribal Demi-Elves are semi-nomadic. They follow the herds during the summer hunting season and return to camp during the winter season. Because the nomadic Plains Elves are a constantly traveling group, they live in tents made from cattle hide stretched across wooden poles. These tents are easily built and struck quickly.

Their lack of concern for borders with the neighboring Wood Elves results in a continuing problem for both races' governments.

The tribes hold council at tribal meeting places before moving to winter quarters. At this council, all internal tribal matters are settled, marriages arranged, and delegates are selected for the Demi-Elf Council meeting at Freeport.

Plains Demi-Elven Religion

Spending most of their lives outdoors, makes the tribal Demi-Elves attuned to nature. Their religious beliefs are highly animistic. They worship the entire pantheon of Elven gods through nature and the world around them. Each tribe adopts an animal in hopes that a highly prized characteristic will be imparted to the hunters.

For example, one Demi-Elven tribe has adopted the symbol of the wolf for its cunning and tracking ability. The symbol often becomes the tribe's name. Pictures of the tribe's animal appear on shields, tents and clothing. The tribal Demi-Elves are excellent trackers and outdoorsmen. (Treat all as Skill 3 Rangers regardless of character class.)

The plains Demi-Elves are the simplest of all the Elven peoples. Their uncomplicated lifestyle, which is looked on with disdain by most other Elven races, is due to their difficult living conditions. In order to survive on the plains, they have had to develop strong outdoor survival skills. Since the esoteric lore and abstract thought that characterizes the other Elven races does not directly contribute to day-to-day survival, and since ancient scrolls do not hold up well after thousands of nomadic journeys, most of the direct knowledge of the Elder Brethren is lost to them. Thus it is rare to meet a tribal Demi-Elven who can read or write.

Despite this loss, or perhaps because of it, the plains Elves are closely in tune with the primal patterns of life. Though they don't worship the gods in name and official church ritual, they feel the presense of the gods throughout all things, living and unliving, and worship the physical manifestations.

Thus it is not unlikely to see a plains Demi-Elf praying to:

*The sun when it is shining,
The rain when it is raining,
The beasts he hunts,
The river he bathes in,
and even the dirt he walks on.*

Other Elven races find this practice blasphemous or futile.

The plains Demi-Elves believe all things are equally sacred, as they are all part of the "Big Ghost" that encompasses everything. Thus they recognize no temples or shrines as sacred, and consider priests nothing but wise people.

They also cannot understand how one can own part of the "Big Ghost," since the "Big Ghost" is endless and boundless. Thus, they recognize no borders, and cheerfully trespass on Wood Elf territory, shooting sacred animals and familiars for food. This has provoked hostilities with Wood Elves, who find the plains Demi-Elves savage and sacrilegious.



The Town Demi-Elves

The Demi-Elves located around the cities have little in common with their tribal cousins. They closely resemble their Grey Elven progenitors in social culture. The town Demi-Elves are mostly traders, craftsmen, fishermen, or farmers. The only hybrid social structure are the ranchers.

Organization of both governmental and social functions is by guilds. Even inheritance is through one's guild. The guilds are structured along craft lines. Each guild sends a member to the Demi-Elven Council in Freeport, as do the ranchers and the tribal Demi-Elves. Government power, however, rests effectively with the town Demi-Elves. The ranchers and tribal Demi-Elven rarely exert an influence unless they feel their territory threatened.

The guilds handle the day to day practices of business using a code of ethics developed by the guilds to police their members. Disregard for the code could lead to expulsion—tantamount to exile in the closed and conservative town Demi-Elven society. Other guilds would be reluctant to accept apprentices who have proven they cannot conform to the code.

The town Demi-Elven mainly worship Triac, God of Water, and Maign, Lady of Those-That-Swim. The traders, sailors, fishermen, and their families make up the largest proportion of the congregation. Farmers, blacksmiths, and potters tend to give primary allegiance to Thoris, God of the Earth, with Klotra, Goddess of Fire competing strongly for some of the blacksmiths' and potters' allegiances.

All social events are guild sponsored, except private ones, which must be guild sanctioned. Each guild sponsors one festival each year. Guild festivals are lavish, colorful spectacles. Guilds spare no expense in order to out-do the previous guild's festival.

In short, the guilds control the life of the town and the quality of life of its inhabitants. The guilds also act as governing bodies, rewarding heroes and punishing wrong-doers as they see fit. All religious services, including holidays, marriages, funerals, exorcisms, etc. are also regulated by guilds.

Ranchers

The intermarriage between town Demi-Elves and tribal Demi-Elves, has created a hybrid society on the outskirts of both cultures. This culture is usually seen among the ranchers. The ranchers are more settled than the tribal Demi-Elves, erecting permanent homes, enclosing parts of their land, and raising some crops—mostly feed for the horses. But they value their independence too much to found villages or towns. They are content to continue the tribal Demi-Elves' custom of riding to a temporary trading center during the fall to make their trades.

While the ranchers have adopted some guild practices, including a code of ethics, they have also retained many customs of the tribes. The children are rarely fostered except to the blacksmiths or potters.

The ranchers are rugged, like the plains Demi-Elves, but are inclined toward comfort when it is available, like the town Demi-Elves. They covet money like their guild ancestors and work hard to get it, but spend it with the reckless abandon of their tribal ancestors. They are at once wild and civilized; free-spirited and restrained.

But, ultimately, their behavior is practical. If they are in a situation that requires responsible handling, they will function with a code of ethics that resembles guild law. If they are on their own, they will cut loose with vigor of a plains Demi-Elf warrior. Because of these contradictions, the rancher Demi-Elves are looked down on by other Elven communities as being without a culture, and an insult to the Elf race. The rancher Demi-Elves are the furthest removed from the Ethereal beginnings of the Elven race. Just as the tribal Demi-Elves and the town Demi-Elves have mingled the original Elven ways with the physical world, the ranchers are evolving more in contact with the physical than the ethereal.

And yet these contradictions are the real strength of the rancher Demi-Elves, for though they are without the wisdom of the Elven races, they are also free from the highly restrictive Elven traditions and codes of behavior. They are free to make their own way in the world.

The Winter Camp of the Wolf Tribe

The Powder River Village, currently the location of the winter camp of the Wolf Tribe of the Demi-Elves, is 40 miles southwest of Three Forks at the edge of the plains. The village rests on the west bank of the Powder River, a tributary of the Dileep river. Also located nearby, is a Demi-Elven ranch owned by Jarred Jerrabold. Relations between the two groups are cautious with neither group seeking friendship, only tolerance until the winter camp is broken.

The Wolf tribe has used this location as a winter encampment for several generations, erecting several permanent structures and digging many large trenches. They trade with Jerrabold extensively, giving him first choice of the beasts they capture and the furs not used by the tribe. In exchange, Jerrabold allows them the use of the winter camp and a steer or two from his herd.

Despite appearances, these two groups are very loyal to each other. Any attempt to separate them will only cause them to unite immediately.

Jerrabold's Ranch

1 JERRABOLD'S RANCH This ranch is owned and operated by a boisterous, middle-aged Demi-Elf named Jarred Jerrabold. He is tall and wiry with goldstreaked brown hair. He runs the ranch with the help of his nineteen children, some of whom are also married. They will have at least twenty extra ranch hands at all times and will always be willing to take more. Jarred was a wanderer for a long time and is very sympathetic to the plight of loners and misfits.

If the party wanders near his ranch, he will invite them in, serve them fine food and ask them to relate their adventures. Although he has settled down to a life of ranching, he still secretly wishes he were on the open road again. If the characters are friendly, he will invite them to stay the night or as long as they wish.

2 DRUNKEN DRYAD DOCKS Jerrabold's family piers. From here, it is possible to sail to the Dileep river and Northport. Jerrabold does this all the time to bring his products to market. Presently, there are two boats hitched to the pier. The boats are small flat transport barges able to hold a party of 6-7 without their horses or a party of 3-4 with horses. They are very slow, but very sturdy. Also, one has a secret compartment that can fit 3 men.

The remaining barges and a family pleasure riverboat are with several of Jerrabold's sons in Northport. If asked where the sons are when dinner conversation occurs, Jerrabold will gladly and expansively discuss the wonders of the modern town in Northport and how he sails there every spring for a vacation. Jerrabold will not give the party both boats, only one, as he needs one for himself.

3 FEED SILO Food storage for cattle.

4 SHED Tools and equipment for the ranch are stored here.

5 HORSE & UNICORN PEN 30 horses and two Unicorns are corralled here. The two Unicorns are ridden by Jarred's two youngest daughters. (These two are the Karen (Appeal: 17, age 17) and Jennifer (Appeal: 17, age 15))

6 CATTLE PEN The ranchers herd beasts are penned here for branding and slaughter.

7 CATTLE GRAZING GROUNDS Most of Jerrabold's land is off the map to the east and west. It extends about 50 miles south into the northern plains and is about 20 miles wide.

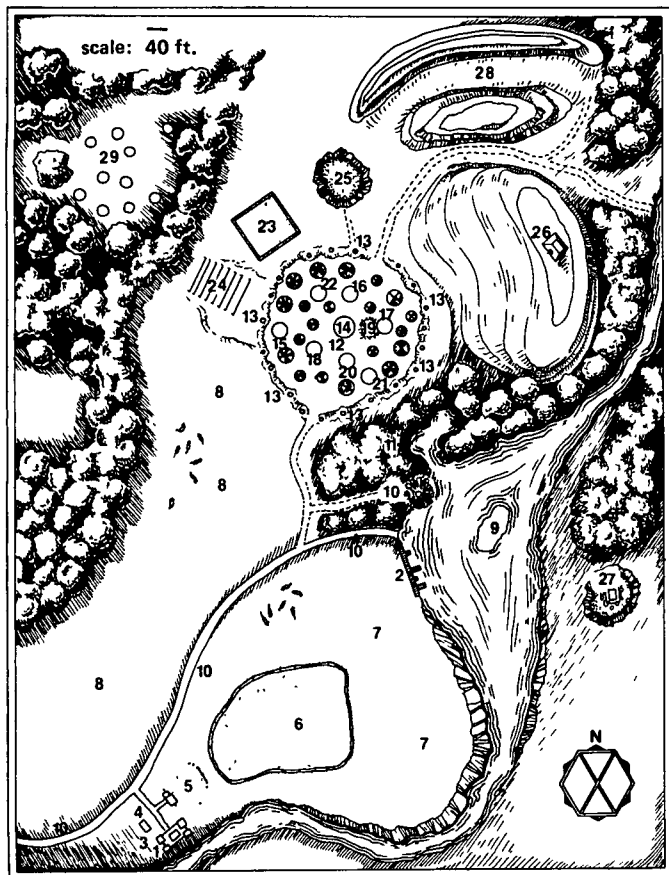
8 COMMUNAL GRAZING GROUNDS These grazing areas used by the rancher's cattle and the Wolf Tribe's horses.

Wolf Tribe's Winter Camp

9 GREET'S THE SUN This is a tall, jutting island of rock that is sacred to the Wood Elves as a shrine to Thoris. The plains Demi-Elves use it as a fishing and sunbathing rock. They call it "Greet's the Sun" because they consider it a good place to greet the sun in the morning. 3D12 Wolf Tribe members will always be here during the daylight, sunning themselves and fishing. There will be 1D6 during the night (they will not be fishing).

10 JUMPING OFF PLACE A small hill that drops sharply into the Powder River. The children from the tribe enjoy leaping off it into the river, even during the winter season. The children will be swimming here even in the cold.

POWDER RIVER VILLAGE



11 RIVER RUNS CIRCLE A deep pool that ducts off river water into a whirlpool. The Wolf Tribe Demi-Elves use this inlet for washing hides.

12 TRIBAL AREA This is a large area that has been cleared of brush to make room for the tribe. There are 23 main tents set up here along with meat drying racks and cookfire pits.

13 SPIRIT POLES These are eight 20 foot wooden poles that have large, menacing wolf faces carved on them. If any stranger crosses the line between any two poles, a whistle call will magically alerted the tribe to the newcomers presence. It will not sound if any of the members of the tribe cross the line

14 CHIEF ZEB'S TENT Wolf Chief Zeb is a young, unrestrained warrior keenly attuned to the outdoors. (See The Hunt: Part Two for his statistics and character description.) He is fiercely proud of his tribe and will do all he can to insure their safety.

15 EDA SILVERWOLF'S TENT Eda is an aging male tribesman. He is incredibly dexterous (17) and has been given the loom that Wolf Zeb imported from Northport. He turns out high quality tribal blankets and clothes faster than the rest of the tribe combined.

16 FISHING HUT Fish caught by the tribe is dried and packed here.

17 OKIAL ONE FOOT'S TENT The trival shaman lives here (See The Hunt: Part Two for his statistics and character descriptions). The tent is filled with hanging herbs, bones, feathers, strange animal skins and odd plants. Okial is a firm believer in the old ways and strongly dislikes change. He distrusts all outsiders, and maintains the Spirit Pole magic (see #13).

18 STORAGE TENT Meats are dried on large racks outside the other tents, then brought here for storage. There will always be three young Wolf tribesmen on guard here. The largest carcass in here is of a 450 lb. Manicore.

Prominently displayed in front of the tent is the head of a Dark Elf mounted on a pole. If good relations have been established with the tribe, the players can learn that the Dark Elf was captured and killed down at the swimming hole.

GM'S NOTE: This Dark Elf was an assassin sent by the Dark Elves ahead of their main body as a scout in the pursuit of the party. If the party displays any curiosity about the Dark Elf, they will be shown a torn and bloody piece of paper that was in the Elf's pocket. It describes all party members in perfect detail.

19 TRIBAL FATHER'S CIRCLE The elders of the tribe (male and female) come here each evening to discuss matters of importance to the tribe. Rites of adulthood, marriage and festivals are held here.

20 VAKA SUNBRIGHT'S TENT Vaka Sunbright is a young, beautiful Wolf tribeswoman (Appeal: 16). She is a gifted potter who makes and paints exquisitely detailed pottery. Her clay pots, cups, pitchers, and storage urns are more durable than normal ceramic and can be found in the collections of the rich as far away as Clear Harbor.

21 POTTERY TENT Pots, some filled with grain, others with juices, and some empty, are stored here.

22 WEAPONS TENT There are 40 extra spears, knives and axes stored here. None are magic.

23 HORSE CORRAL 60 horses are normally penned in here, but there will be only 2D20 horses here during the day.

24 FUR DRYING RACKS These racks contain pelts from bears, wolves, herd beasts, a Griffin, Manticore, and Wyvern.

25 WAR PIT This is a 4 feet deep pit 100 feet across. Wolf tribesmen never enter it unless they are about to go to war. When this happens, the tribe surrounds the pit, Okial enters, and one by one the warriors enter to receive his blessing. The ceremony finishes with a great dance of war.

26 HUT OF DREAMS This is an adobe hut that is used by the tribal elders for receiving visions from the Big Ghost. It is set on top the Hill of Longing.

27 HUT OF DARK DREAMS This is another adobe hut that is not used by the Wolf Tribe. It is considered dangerous and avoided. There is a Wight here, a former shaman who accidentally received a vision from Morda that turned him into an undead.

His skull will detect as magic. When the skull is placed on a Plains Demi-Elven spear, it will swivel to face the nearest Minions of Morda. The hut is in the Pit of Nothing. (Formerly, the Pit of Hoping).

Wight

Align: Lawful Evil, *Intell:* Average

AC: 5, *HTK:* 22, (4D8+3), *M:* 12"

Att: 1, *Dm:* 1-4, *Special:* Drain one life level, Silver or magic weapons needed to hit.

28 TRENCH Once a week, the young tribesmen, both male and female, choose up sides and enter the pit with the elders and young children looking on. A heavy ball made from Hippogryph hides is tossed in by the Shaman Okial, and the game begins. The purpose is to get the ball through one of the two goals set up 300 feet apart. There are no rules regarding illegal tactics, although killing is discouraged. There are no bonuses for teamwork, as only the scorer gets rewarded.

29 WOLF PACK AREA The Wolf Tribe maintains these leather shelters for a pack of Wolves (2D20) that travels with them.

The Hunt: Part Two

The Continuation of the Dark Elven/Demi-Elven Adventure

Escape to the Sea

The characters will leave Dark Elven Territory shortly after the encounter with the Hunt—if they encounter the Hunt. The Mischievous Minstrel will carry the group over the hunting parties and toward any destination they choose. In either case, as soon as the characters pass over to Wood Elven Territory (on horseback: 4 days travelling over the Grey Elven mountains, in Hot Air Balloon: 1 day) a Giant Eagle will fly pass and give them the once over. The Eagle will have a collar with the emblem of Falcon's Nest on it.

Three hours later, a shimmering blue light will fill the area where the adventurers are. In three rounds the light will get so intense that the entire party must avert its eyes not to be blinded (temporary blindness for 1D4 rounds).

Terieshi "The Fearless"

The light will suddenly disappear and in its place is a Wood Elf Ranger named Terieshi "The Fearless" Longmane. He will inform the party that he was sent to guide them by secret and hidden paths through the Wood Elven lands. Though his name is noble, in truth, he is a devout coward. Because of this he will be extraordinarily careful—he gets a 25% chance of spotting any encounter 2D6 rounds before it happens (he won't be able to tell *what* the encounter is, just that *something* is about to happen). He will lead the party around any encounter if he can. His chance of avoiding the encounter depends on what is encountered, but use a base of 25% and then add or subtract due to variables such as Skill level of those encountered, Wood Elves in Forest, Dark Elves staying underneath their cloud in daylight, etc.

Because of his "problem," Terieshi will always complain that the party is not quiet enough, no matter how quiet the party actually seems. If he can't avoid an encounter, and the encounter leads to a fight, Terieshi will fade into the surrounding terrain with surprising quickness and effectiveness. He will reappear after the fight and, if questioned, will give the excuse that he was chasing someone away from the party.

He will never enter any town or city with the party, but he will always reappear in their midst after they leave.

Terieshi will offer the party the choice of three different paths to Avalin. Each revolves around the three different ports in the Demi-Elven Lands. Terieshi says that whatever path the party chooses, guides are waiting to escort them to the city. In each city, fast ships await the party to bring them to Avalin and present the King with the four artifacts.

GM NOTE: *only one ship is awaiting the party and that is in Northport.* The Dark Elven assassin and spy network has been busy. They intercepted one of the messengers and sabotaged one of the ships. The spies in Northport, however, have a different plan (see The Restfools Journey for greater detail).

The Three Paths

The path to Clear Harbor follows the Grey River to Free City. While avoiding the city, the player characters will move back to the Isle of the Mists, move across the lake (avoiding the Island). On the opposite bank, a group of Demi-Elves from Clear Harbor wait to smuggle the group across the plains to their city.

The path to Freeport is similar, only the party enters Free City and there a group of Demi-Elves will smuggle them to Freeport up the Blue River.

The path to Northport goes north to Ashwood Bend, Oakheart, and Three Forks, where a band of Demi-Elves will meet them and bring them down the Dileep river to Northport.

In any case, the Mischievous Minstrel must be abandoned, since it can be spotted miles away. Also, it's possible to magically home in on its power source, the power sphere (it can be hidden and retrieved later).

The paths to Clear Harbor and Freeport are not nearly as safe as the northern route, Tereshi will explain. Large concentrations of Dark Elves have been spotted teleporting into Wood Elven territory. Also, about 500 Dark Elven Whippteers and their support troops have landed near Freeport and are marching on the city. There are not enough to take the town, but more might be on the way.

For the group's safety (but really for his), Tereshi will plead that the group travels to Ashwood Bend. If they are going that way already, fine. If not, they must move quickly to get there before the Dark Elven forces push their way through the mountains and reach the town.

THE HUNT IS ON

While Andahl could care less about the Helm of Annoc, the Eldar Brethern are aware that it represents one of their best chances to release Morda from the emptiness of the Void. Therefore, they have supported Ledathiss' call for vengeance. Soon after the characters reach Wood Elven lands, large numbers of elite Queen Guards infiltrated the Grey Elven positions and seized several important passes in the Grey Elven lands. Behind them came the main force of five columns of Dark Elf troops supported by mythical beasts and flying creatures.

At the same time, many special groups have teleported or flown to spots within Elf's Hold and are prepared to block the routes to the coast. As mentioned, 700 heavily armed Dark Elves (almost 10% of their entire strength) landed north of Freeport and are moving to cut the town off from the Blue River.

Finally, small bands of assassins are also prowling the woods and plains, hoping to use their contacts and magic to find and kill the party.

Even the Eldar Brethern are on the move, and a special hunt comprising of some powerful clerics and magic users has been formed.

Most of the small bands are desperate; they have orders not to return without the artifacts. Each large group is covered by a dark cloud of dense smoke while moving during the day. The smaller groups have this ability too, but they prefer to be less conspicuous and usually hide during the day.

All groups except those with Eldar Brethern have a Power Sphere which allows them to create their travelling cloud and also allows communication to Ledathiss. The contact is not instantaneous. It takes two days for a message to be received, and one day for it to be transmitted back. If at any time the Power Sphere is destroyed (any hard blow will shatter it), the cloud will

immediately dissipate. Eldar Brethern do not need a power sphere to create a cloud or communicate with their brothers.

The Hunts will be broken down as follows:

Army Search Party

(4-40) Dark Elf, Skill 1 Fighters

AC: 2, HTK: (1D10), M: 6"

Stats: Average

Weapons & Armor: Plate mail (no shield), carrying a spear and short sword. 10% carry halberd or other pike weapons and 20% will be carrying bow and arrows.

(1-4) Officers

Dark Elf, Skill 2-5 Fighters

AC: 3, HTK (varies), M: 6"

Stats: Above Average

Weapons & Armor: Same as regular troops except all officers also carry 1D6 worth of Whippet Bombs.

(1-10) Giant Rats

AC: 7, HTK (10 each) (2D10+2), M: 24"

Att: 1, Dm: 1-8.

Unlike the normal Giant Rats, these have been bred to serve as mounts for the officers of Dark Elf infantry and cavalry units. Giant Rats have no aversion to going underground and are used as pack animals to carry supplies as well as mounts. Their only fault is their limited range. Giant Rats tire easily and cannot move at top speed for more than 1-4 rounds.

Mage (25%) or Cleric (75%)

Dark Elf, Skill 2-5 Mage or Cleric

AC: 8, HTK (varies)

Spells: Dark Elf clerics rarely wear armor. Other than that, these spell casters are the same as those everywhere else in the Realm. The spell caster will be in charge of the Power Sphere.

Regular Hunt

These are regular hunts put together as the hunt which first went after the group. They vary slightly from group to group but the average composition is given below.

(1) Master of the Hunt

Dark Elf, Skill 5-10 Ranger

AC: 4, HTK: Varies (6D8 to 11D8)

Align: Lawful Evil

Stats: Strength, Intellect, Insight, Stamina, all above average.

Abilities: As standard rule book ranger including use of druidic spells after Skill 8. Dark Elf Rangers can also cast the following spells once per day: Darkness 15' radius, Cause blindness, Charm Animal.

Treasure. Rangers should have at least one enchanted weapon and one item from the miscellaneous magic tables.

(As many as party #) Hunting Steeds

AC: 5, HTK: 12 (each) (3D8), M: 24"

Att: Dm: 1-6, 1-6 (claws), **Special:** Superb night vision

Description: Huge cat-like riding beast. Gloss black skin, 6' tall at shoulder, well broken to saddle, but hard to press to attack, bred from cat stock. These steeds can only be ridden by Dark Elves.

(3-24) Hounds of the Hunt

AC: 6, 24 (each) (5D4+4), M: 24"

Align: Neutral Evil, **Intell:** Average

Att: 3 or one breath weapon, Dm: 1-6 (bite), 1-4, 1-4 (claw), **Description:** 3-4' high glossy black hounds with glowing red eyes and long claws.

Special: Breath Weapon: Nauseous Gas once a day—treat as a Stinking Cloud. Hounds have the ability to put on a burst of speed and move at 36" for 4+1D4 rounds before fatiguing (then they must move at 12" for 1D12 rounds).

(2-20) Huntsmen

Dark Elf, Skill 1 to 3 Rangers

AC: 7, HTK: 2D8 to 4D8

Stats: Above average in ST, IT, IN

Align: Lawful Evil.

Treasure: 10% chance of +1 magic weapon.

(1) Undead Ancestor

Undead Ancestors vary in many ways and shapes. Their most common form is a Vampire (65%), though they have been raised as Wights (15%), Wraiths (15%), or even Type I Demons 05%

While the other forms are standard, the Dark elf vampire is slightly different.

AC: 1, HTK: (8D8+3), M: 12"/18"

Att: 2, Dm: 5-10, 5-10, Align: Lawful Evil

Special: Energy Drain. If both claw attacks hit, vampire can bite to drain 1D3 life levels. Polymorph in rat, crow, or black cat, regenerate 3 HTK per round, +1 or better weapons to hit, Unaffected by Sleep, Charm, Hold spells, poison, or paralysis. **Cannot assume gaseous form.** Do not have to return to coffin each night. Are affected by anything that affects normal vampire (holy water, running water, wooden stakes etc.). Direct sunlight will instantly kill a Undead Ancestor.

10% are Eldar Naunuttan of the First Circle and can create a 100 square yard of dense black oily smoke. The smoke keeps out the sun's rays and allows the Eldar Nanuattan to travel during the day. The cloud requires the blood of a humanoid creature once per day or it will disperse.

Special Hunt

These hunts vary a great deal between group to group. Basically, each group encountered will be made of different party of the below components. The percentage chance before each type is the chance the characters will meet the unit. Roll for each component unit when a Special Hunt encounter is rolled on the Encounter Chart. A GM may wish to pre-roll a couple of Special Hunts in order to speed the play.

(10%) 1D4 Skill 5 Fighters

AC: 3, HTK: (5D10), M: 6"

Stats: Above Average ST: 16 or better, all other stats average

Weapons & Armor: All will be carrying an assortment of +1 weapons. All will have (+1) bows and 10 arrows.

(20%) 1 or 2 Skill 3 Clerics

AC: 8, HTK: (3D8), M: 12"

Stats: Average except Insight—16+

Weapons & Armor: All will carry +1 maces shaped from iron to resemble Elven skulls. All also carry 10 vials of a 5th level poison to pour into any water wells they come across.

(10%) One Skill 5 Magic User

AC: 9, HTK: (5D4), M: 12"

Spells: 4/2/1

Weapons & Armor: Magic Users are the same in Dark Elven lands as everywhere else. 80% of all Dark Elf Magic Users have a familiar

(45%) 1D4 Skill 5 Rangers

AC: 6, HTK (6D8), M: 12"

Stats: Average except Intellect (15+), Strength (16+) and Insight (15+)

Weapons & Armor: Rangers all wear a special Splint mail that does not impede their movement. Unfortunately, the mail is custom fitted to each man and cannot be worn comfortably by anyone else (though it can be re-fitted). All Rangers will have +1 bows and 10 arrows as well as +1 longswords.

(75%) As many as party # Hunting Steeds

For stats see above

(65%) 2-20 Hunting Dogs

For Stats see above

Clear Harbor or Freeport

The party should have all the Artifacts of Annoc with them and be prepared to travel hard over the next few days. If for some reason they don't have all of the items, they had better move very quickly to acquire them so they can head for Northport.

If the party follows Tereshi's advice, they will move towards Ashwood Bend. Tereshi will get more and more anxious as they get closer to the Free City.

If at any time the adventurers change course, use their planned destination to find the chance for encounters on the encounter chart. The Dark Elves expect the group head for Clear Harbor or Freeport and will have all the routes watched, but the route to Northport is lightly defended.

If the characters make it to Clear Harbor, they will be informed that all the special boat that was to take them to Avalin has been sunk near the harbor mouth and has blocked shipping to and from Clear Harbor for three weeks.

If the group makes it to Freeport, they will find the city besieged by hundreds of Dark Elves. Any attempt to move through the surrounding troops will result in a 100% chance of encountering a *double strength* Army Search Party every 12 turns.

On to Northport

Ashwood Bend is deserted when the players enter. The Grey Elves defending the town have marched off to fight the enemy in the passes. Only a small militia company and some thirty sick and wounded Elves are left. As the party enters Ashwood Bend, they are greeted by a very old High Elf who, upon seeing them, will say, "I was sent from the Great Council to find you and deliver this message."

*"Night swiftly creeps west
At the death of our last day.
Tomorrow comes void.*

*When the storm flies west
Followed by the endless night
Only void . . ."*

Without finishing his poem, the High Elf Elder will vanish.

Departure from Ashwood Bend

If the party takes more than six hours to leave Ashwood Bend, they have 100% chance of encountering a *double strength* Special Hunt. The first indication will be dark clouds which move overhead. The daylight becomes as dim as twilight. Needless to say, the party is in trouble unless they move quickly.

If the party leaves quickly, they will see smoke rising from the direction of the town several hours after they have gone. There are very dark clouds overhead which are rapidly spreading outward.

While they are travelling the 130 miles to Oakheart, the party will be met by a Wood Elf band that will tell them about a very great battle that was fought between the Wood Elves and the Dark Elves. The battle lasted two days and nights, and the Wood Elven force was decimated and routed by the Dark Elves, but not before inflicting great losses to the minions of Morda. The Dark Elves lost many of their "beasts" and Undead Ancestors in this battle and it was only the intervention of several of the powerful Eldars that saved the Dark Elves.

Arrival in Oakheart

When the party arrives at Oakheart, consult the Oakheart section for the encounters there.

As the party is preparing to leave Oakheart, a lone survivor

from a village on the plains between Oakheart and Freeport will be brought into town with word that a Dark Elven hunt had destroyed his village when they didn't find anyone that resembled those in the party. The survivor could not be sure, because he wasn't in the village when it was attacked, but he thinks that the group that destroyed his village included some Evil High Priests and Vampires. So any thought the party may have had about travelling to Freeport and sailing up to Northport should be reconsidered.

To Three Forks

From Oakheart to Three Forks, the party is on their own, so stealth and speed are required for the 130 mile trip. Our fearless ranger Tereshi Longmane will reappear as soon as the party leaves Oakheart and he will insist that the party travel very fast. Tereshi will lead them to Three Forks where they can follow the Dileep river to Northport. As before, he will lead the party around any encounters that he spots before-hand and he will fade out of sight if a fight occurs. Tereshi will not accompany the party past Three Forks, claiming that he has pressing duties elsewhere. (He is really too scared to go any further and thinks it's very dangerous to press on.)

The Last Leg

The last part of the trip from Three Forks down the Dileep River to Northport will take five days on horseback. While in Three Forks, the party will encounter a party of Demi-Elves from the Wolf tribe. Their leader and chief (Wolf Zeb) will be with this group.

If the party can convince (bribe) Wolf Zeb to help them go from Three Forks to Northport. Wolf Zeb (who is not a greedy man), will require "donation" to the tribe of about 1500 gold pieces of money or magic items to help the party. The tribe will, naturally, see about 1000 gold pieces of that.

Non-player characters

Tereshi "The Fearless" Longmane

Wood Elf, Skill 8 Ranger

Stats: ST: 16, IT: 15, IN: 17, SM: 15, D: 15, A: 16

AC: 4, HTK: 77, M: 12"

Description: Tereshi is 6' 2", brown hair and blue eyes. He wears a large slouch hat to hide his face behind when he does not want to be seen. Tereshi wears leather pants, a linen shirt and a leather vest.

Abilities: Detect Encounter 25%, Move Silently 25%

Spells: Haste, Silence, Clairvoyance.

Magic items leather +3, long bow +2, longsword +2

Chief of the Wolf Tribe Wolf Zeb

Demi-Elf, Skill 11 Fighter/Skill 3 Druid

Stats: ST: 18 (81), IT: 12, IN: 16, SM: 11, D: 18, A: 16

AC: 3, HTK: 107, M: 12"

Description: 5'10", long black hair tied in braids, brown piercing eyes, stone set features. Wolf Zeb is a fierce looking plains Elf. He wears fringed leather deerskin shirt and trousers, deer fawn moccasins, and a wolf skin cloak. Around his neck is a magical wolf tooth necklace that subtracts 4 from his armor class. He wears a bead belt strung and woven from together with bear sinew.

Wolf is a proud Elf. He rules his tribe with an iron fist. He is extremely competent on the plains. Wolf is seemingly aware of every detail in the area around him. Wolf can read signs from the plains. The wind shifts and he knows it will rain, a wolf howls and he knows someone approaches.

Abilities: Track 50%, Move Without Trace 50%, Hide 60%, Understand Animal Behavior 50%.

Spells: Clairvoyance, Predict Weather, Speak With Animals.

Treasure: spear +3, bow +2, bone dagger +2, Moccasins of Silence, Magical Necklace of Protection +4

The Eldar Brethern

1 Lich (Skill 15 Magic User)

1 Skill 15 Cleric

4-20 Skill 5 to 7 Clerics

2-20 Skill 5 Fighters mounted on Giant Rats

2 Vampires

10 Hell Hounds

10 wagons filled with provisions and slaves

These superpowerful Undead Clerics and Mages would easily destroy a group under 10th level each. Luckily for the adventurers, the Eldar Brethern are even more sensitive to the light than ordinary Dark Elves. So the adventurers have an edge, if they encounter them.

All of these creatures have been living in almost total darkness for most of their lives, and they are under the dark black clouds while outside. Without the clouds their movement rate is cut by 3/4, and the Lich and vampires will be powerless.

Assassins

Assassin groups consist of 1-4 Dark Elves specially trained and magically altered to pass as Wood Elves, or Grey Elves or the like. They are all skilled Thieves (Skill 3 to 6) and 10% are also Skill 4 Magic Users.

All assassins carry bows and arrows and a short sword. They all wear Elven Cloaks and Boots of Silence. They also carry lock pick tools, a disguise kit, and a vial of 5th level poison to smear on a weapon or arrow. They usually wear no armor, but their dexterity bonus always subtracts 2 from their armor class. If prepared for attack, they will wear +1 leather armor.

Assassins may move in the daytime without benefit of the cloud of smoke. Bright sunlight is still avoided and some feign to be blind men so they can protect their eyes with pieces of black cloth.

In each group, one of the assassins will carry *The Claw of Sliss* a small, jeweled, dagger with a jagged blade. After a successful assassination, an assassin will bear his own breast and make a small incision with the blade. Then the wound scars over, and the assassin thus raises his prestige level. It is the one sure non-magical way to detect a Dark Elf assassin.

Encounter Chart

The chart below gives the percentage of encountering the different groups *per day*. Roll only once per day for each group. Then roll again on a D6. A roll of 1 or 2 means the party has encountered the Dark Elves during the day (2D4 hours till sunset). A roll of 3 or 4 means the adventurers have encountered the hunting party during the dead of night (2D6 hours till sunrise), and a roll of 5 or 6 means the player characters has encountered the Dark Elf party within a few hours of dawn (1D4 hours till sunrise)

See below for special modifiers to strength of certain groups.

Unit	Destination Picked by Party		
	Northport	Freeport	Clear Harbor
Army	20%*	70%*	20%
Regular Hunt	25%*	30%	50%
Special Hunt	10%	20%	10%*
Assassins	30%	10%*	20%
Eldar Brethern	01%	20%	20%*

* means that the unit has suffered casualties through encounters with Wood, Grey, or Demi-Elves. Roll a D4 and the result is the percentage of the Dark Elf party that is killed or badly wounded.



(10%) Bulette

AC: -2/4/6, HTK: 36, M: 14"

Att: 3, Dm: 4-48, 3-18, 3-18.

Align: Animal, Intell: Animal

Special: 8' jump. Using a powerful drug made from magical herbs. Bulettes have been trained by the Dark Elves as attack beasts. A Neutralize Poison or Remove Curse will remove the drug and immediately turn the Bulette on his controllers.

(25%) 1-4 Skill 5 Thieves

AC: 7, HTK (5D4), M: 12"

Stats: Average except Dexterity (16+)

Weapons & Armor: Thieves carry all the lock picks and other tools necessary for their craft. Dark Elf Thieves also wear Boots of Silence and Elven Cloaks. They often move 1 to 2 hours in front of a party and survey the planned line of march. 50% will be riding horses with Horseshoes of Silence.

(10%) 1-4 Manticores

AC: 4, HTK: (6D8+3), M: 12"/18"

Att: 3, Dm: 1-3, 1-3, 1-8, Special: Tail spikes 6 per turn for 1D6

Align: Lawful Evil, Intell: Low

Manticores are used as the flying intelligence for the hunting party since the Dark Elves cannot stand daylight. Manticores have no problem with the light.

Okial One Foot, Tribal Shaman

Demi-Elf, Skill 9 Druid

Stats: ST: 08, IT: 13, IN: 16, SM: 14, D: 06, A: 13

AC: 9, HTK: 23, M: 6"

Description: Okial is an old Demi-Elf. He is 5'3", matted grey hair and black eyes. Okial has a club foot and hobbles around on a cane. He is dressed in ratty rags and a filthy bear skin cloak.

Abilities: He can determine personality and alignment 25% of the time. Okial has the ability to sense the minions of Darkness. He can determine if someone has associated with them recently. He has a 25% chance to change weather as per the spell by dancing for two hours within a specially prepared circle. Afterwards he must rest for two hours.

Spells (once per day each) Sense Evil, Speak With Animals, Divination, Cure Light Wounds, Cure Serious Wounds, Slow Poison.

Treasure: Magic hawk bone necklace which allows him to see triple the normal distance. He has a pouch of herbs One set confers a 80% resistance to Charm and Sleep magic when chewed (10 uses). Another group of herbs allows Okial to go into a trance and enchant an animal's claws, bones, hide, etc with the property property which the animal had when alive. A sword made with a bear claw for a pommel has the striking power of a bear, an arrow fletched with hawk feathers has the speed and accuracy of an hawk, a fish hook made from a trout can easily catch other trout and so on. The magic lasts for 1D12 turns Non-shamans ingesting the herbs will suffer 2D10 poison damage and are not able to enchant items.

(50) Plains Elf Warriors

Demi-Elves Skill: 3 to 8 Fighters

AC: 7, HTK: (3D10 to 8D10)

Description: The warriors are all dark skinned and have dark hair. All will be mounted on light horses. They wear leather clothing and bead jewelry. They are all traveling light and so do not have much more with them than their clothes and food. They are all excellent horsemen.

Northport

Upon entering the city, the party will be met by a group of Town Demi-Elves who immediately hide them in the basement of the Guild hall. Already, most of the troops in the area have moved down to Freeport to try to break the siege.

Northport, the guildmaster will tell the party, is full of spies. The party may hear about some strange occurrences (if they think to ask). Several people have turned up dead and a vampire is suspected because of the two puncture marks on each victim's neck. The vampire has not been caught, but ten constables are closing in and expect to apprehend him at any time.

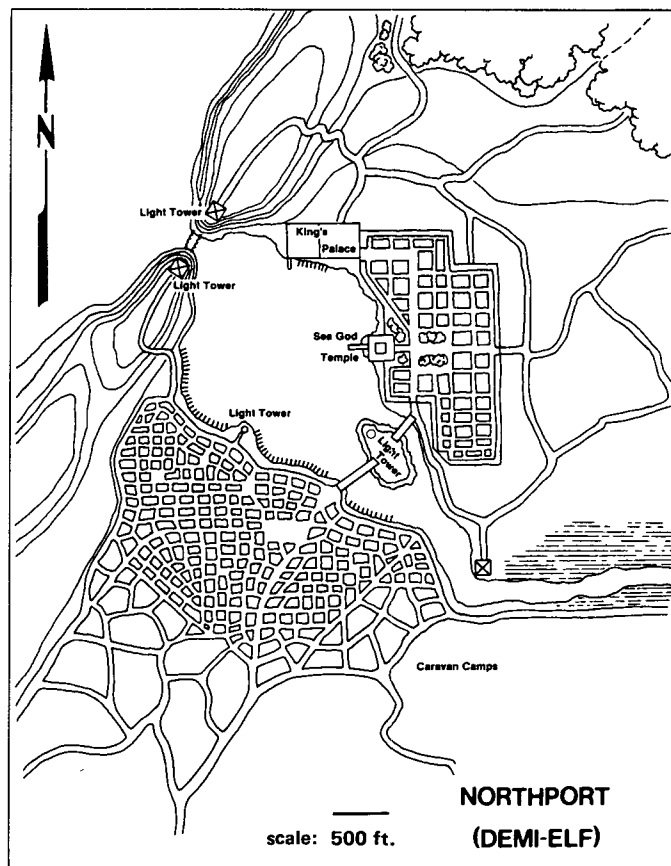
GM NOTE: Actually, there are *two* vampires and they are Dark Elven "Ancestors" looking for the party. They are Sistotniss and Restlock. They figured that the party might be heading for North Port and came here to try to catch them. They did not tell anyone. These two want to get all the glory for the capture. (Evil is always vain in its beauty.) They have been here four days.

A day after the player characters arrive, the harbor master Tagorn (and a hot meal) will come to them. He has already been told they arrived, (his sources in town are very loyal). He will inform them that they will be setting sail with the tide for Avalin on his best and fastest ship.

There will be no problems for the party getting to the boat or setting sail. The High Council has greased the way. Obviously, Tagorn is influential and not to be trifled with.

GM NOTE: Before the boat sailed to Avalin, The two Vampires, Sistotniss and Restlock, will stow away on board the ship. They discovered which boat was taking the party to Avalin by accident the night before while hunting their food. They found a lone sailor who told them of a ship that was being maintained ready to sail at a moments notice, waiting for a strange group of outlanders to arrive.

Being highly intelligent, they put two and two together, charmed the sailor, and had him find out when the boat was about to sail. When he informed them that evening, they used him to smuggle their coffins onto the ship, hoping to catch the party during the trip. The sailor then became the food for the day. The two wait, hidden on the boat.



The Restfools' Journey to Avalin

Tagorn and his retinue of 12 Demi-Elf fighters will lead the adventurers to the High Town harbor. There he will show them his sleek private luxury schooner, the Restful. There is a crew of Demi-Elf sailors energetically readying the clean, elegant ship for the journey. Tagorn will proudly explain that the ship is not only the most comfortable ship in town, but also the safest. He will confidently explain that it can outrace any pirate vessel in the area, but can also outmaneuver any vessel except those of the High Elves.

He will give them a tour of the ship, including an explanation of the secret locker. The locker is a huge 8 foot by 8 foot by 8 foot lead lined vault with 2 foot thick wooden walls, hidden behind a secret door in the back of the *real* ship's locker. It has 7 locks, all of them heavily trapped and all seams are sealed air tight with a special caulk made with holy water. The traps will be triggered if anyone but Tagorn or Gar Sondrass, the ship's captain, tamper with them. If any traps are sprung, a ship-wide alarm will sound.

Tagorn will introduce them to the captain, Gar Sondrass, who will greet the adventurers, saying that for the journey the ship is theirs alone. He will call together the crew of 30 Demi-Elves, and introduce them to the adventurers, calling the adventurers the new heroes of the Elven races.

Tagorn will wish them a safe and speedy journey, and leave abruptly with his retinue. Only then, as the sun sets and the tide goes out, will the ship be ready to sail.

As the ship glides out into the Northport Bay, the four Light Towers will flash on, cutting beams of dazzling bright light through the night. The four beams sweep over the entire bay three times and come to rest on the Restful, lighting it up as bright as day for a few seconds. Then they will revert to their normal function, making regular, circular sweeps of the harbor. This is Tagorn's way of saying farewell.

Once the ship is on the open seas, the adventurers can see that the ship is very fast, maneuvering past all obstacles easily. The Demi-Elf crewmembers expertly swing along the rigging ropes, always keeping the sails in the strongest winds. The adventurers will have their every need catered to by the sailors, who double as servants.

Day One

The next day, two of the sailors will be reported missing. If Captain Sondrass rolls under his Intellect on percentile dice (D100), he will notice that two more of the sailors are going through their chores sluggishly and without the great dexterity of the other sailors. (They have been charmed by Sistoniss and Restlock.

The vampires had the charmed sailors tie the corpses of the two they killed to the rigging ropes dangling off the back of the ship. This way the bodies were buried (at sea) and will come back as vampires in three days.)

That night, the rats will prowl again. If the rats are attacked, they will turn and flee. They will not confront the adventurers, even if wounded.

Day Two

The next day, if Captain Sondrass or the party roll under two times Intellect (use an average of all the parties' intellects) on D100 to notice the four sailors who are behaving sluggishly. That evening the captain will apologize to the characters that the trip will take 1/2 day longer than planned, as the boat has been heading 15 degrees too far south due to a technical malfunction. (The four charmed sailors have been re-routing the ship.) He does not know the nature of the malfunction. He only discovered the problem while checking the position with his astrolabe.

That night the rats prowl again. Two more sailors are charmed, two more sailors are fed on and their bodies tied off the back of the ship.

Day Three

The next day the party must roll under 3 times their average Intellect to notice that six crewmen look groggy.

This day a charmed crewman carrying the astrolabe will fall down a flight of stairs, smashing the delicate instrument to pieces. The captain will send him to the brig for the remainder of the voyage. The captain tells the adventurers that they may soon be heading in the wrong direction again. For this reason he wants to deliberately sail in a northeasterly direction, find the island chain Avalin is part of and follow it to Avalin. Otherwise the ship could miss Avalin and sail off into the ocean. Because the winds are not favorable, this will add at least another 1/2 day to the journey. The rest of the day will pass uneventfully. That night, the rats will prowl again. Two more crewmen are bitten and buried, and two more are charmed.

Day Four

The next day the captain is very worried. Eight crewmen have vanished by now and others are acting strangely. He wants to stop at one of the islands and discharge the ones that are acting strangely—maybe even pick some new crew members from the

Demi-Elves that inhabit the islands. If the characters have no objections, he will plan to do so. If they object he will continue on to Avalin, though he will be troubled for the whole journey. There is now a four times average Intellect chance of seeing groggy crewmen.

In the evening, land will be sighted and the captain will head there to try and find out where they are and how much further they have to go to Avalin. If the items of Annoc are in the ship's locker and the boat is about to land, the Vampires will sneak up on the captain as soon as it is dark.

Restlock and Sistoniss and the charmed crewmen will attack him. Being high skill level and not asleep, he will put up a brief fight and scream before losing enough life levels to be successfully charmed. If the player characters have set a watch, he/she has a 75% chance of hearing his cry for help.

If alerted, the party will arrive in time to see the Vampires looting the now open ship's locker. The captain and the charmed crewmen will attack while the two vampires flee with the artifacts of Annoc. They will escape towards the islands using a rowboat manned by two charmed sailors. The island they land on will not be inhabited and the characters will have to search for them with a 25% chance of finding the two Vampires per hour (non-cumulative).

If the adventurers have agreed with the captain to replace the "groggy" sailors and allow the captain to land, one of the charmed crew members, with Skill 5 thief abilities, will try to steal the artifacts (he will automatically fail and set off the alarms.

If the artifacts are constantly worn or are under guard, the Vampires will haul up the vampire crewmen, free any others, and have them attack the characters, while the Dark Elves will watch hidden and from a distance. If the attack fails, they will spend the night in rat form and start charming and feeding on sleeping victims again.

If the boat is not going to stop off before Avalin, the ship will continue to lose crewmen that night.

Day Five: Mutiny

The next day there is a five times average Intellect chance of noticing groggy crewmen for the party and the Captain. During the day the 10 charmed crewmen will begin knocking unconscious regular crewmen and locking them in the brig. The player characters have a 10% chance of noticing an attack, or a 25% chance if they are alert. Roll for each attack.

Around mid-day the boat will start sailing northeast. The captain will notice the change, but the remaining crewmen will say they refuse to get themselves lost, and will mutiny if the captain forces them to sail northwest.

They will tell him they are sure they have sailed past Avalin. The captain will tell the adventurers this and if they insist on sailing for Avalin the crewmen will mutiny, attacking the party and sabotaging the ship (tearing sails, cutting rigging rope, etc.) This is all temporary, repairable damage.

If the mutiny fails, and the crewmen from the brig are released, the boat can sail again. This time, unless they go due north, there is a 75% chance they will miss Avalin and sail off into the ocean. The morning's sailing has lead them completely astray.

If the mutiny succeeds, the boat will sail to land along the northern coast, but will not land immediately. The boat will sail due east, passing by several Grey Elven villages. The charmed sailors will say that they are looking for a suitable port. They are actually looking for evidence of other Dark Elf hunters. If the characters try to escape with the artifacts, the charmed sailors and the Vampires will attack.

There is a 10% chance per 12 hours of spotting Dark Elven patrols (roll once at night and once during the day). Two sailors will go in a row boat to shore to contact the Dark Elves. (This is a Dark Elven hunting party from the encounter chart with diminished strength. They have taken excessive casualties coming this far.) The Dark Elves, sailors and vampires will mass attack the adventurers, trying to gain the artifacts. More Dark Elves will be

alerted, and if the adventurers survive the assault, the hunt will be on again.

The adventurers can release the uncharmed sailors from the brig if they think of it, but there will be far fewer per night. The longer the adventurers wait, the worse the situation will become.

Player Character Intervention

At any time in the adventure, the player characters may begin to piece together the unrelated clues (rats on an immaculately clean ship, groggy sailors, missing persons, etc.) and decide to investigate the ship. During a search of the hold, if a player rolls under his Intellect or less on percentiles, he will notice a large 10' x 10' x 5' box that looks substantially different from the others. It has a shiny black mahogany and has a Dark Elf family crest inlaid in gold on it. It is hidden beneath a canvas tarp. There is a Fire Trap spell on it which will trigger when the box is opened, doing 2D12 of fire damage to everyone in the area.

The explosion will awaken the vampire within, and he will come out fighting, and flee in rat form at his first opportunity. If it is daytime, he will crawl deeper into the hold. If it is night, he will run up onto the deck.

If the Fire Trap is successfully removed, the adventurers will see one of the two vampires sleeping peacefully in the box.

If the adventurers give up their search after finding one coffin (and disposing of the vampire), the other vampire will continue taking over the ship, draining one and charming one sailor per night (to keep the count accurate, one more sailor will be killed and thrown overboard. If the players continue their search they will find the other coffin. Dispose of the vampire and the remaining journey will be uneventful.

Other Player Character Actions

It's possible that the party may not find the Vampires or their victims tied to the ropes. However, sluggish crewmen are not something easily overlooked on a crack ship like this. If the players investigate the sluggish crewman, these crewmen will detect as magic and as charmed. This can be cleared up with a Dispel Magic or a Dispel Charm. The sailors will only remember seeing a rat and perhaps chasing it just before he was charmed. On a roll of under 5% the sailor remembers the misty form that confronted him just before the charm.

If the players discover charmed sailors, they may alert the crew to the problem and take precautionary action, such as setting up watches and guards. The measure will reduce the Vampires a success rate to only one sailor drained a night and one charmed (with a 10% chance of discovery). The Vampires will react by hauling up the Vampires on the ropes and using them to attack the players. This would be somewhere around day 4 or 5. The Vampires will be instructed to concentrate on the party and captain.

Finally, it should be noted that dragging 4 or more bodies of crewmen along on the ropes is definitely going to have an effect on the ship's handling.

Non-Player Characters

Sistoniss

Dark Elf, Undead Ancestor

Stats: ST: 18 (45), IT: 18, IN: 14, SM: 18, D: 15, A: 17

AC: 1, *HTK:* 50, (8D8+3), *M:* 12"/18"

Att: 2, *Dm:* 5-10, *Specials:* As per other vampire, undead ancestors: Energy Drain. If both claw attacks hit, she can bite to drain 1D3 life levels. Polymorph to rat, unlimited uses. Charm person once per day.

Description: Sistoniss appears as a slender, regal Dark Elf woman. She has close cropped metallic-silver hair and piercing black eyes. She wears deep purple velvet gowns with mithril trim.

She carries a Black Diamond pendant that when placed around the neck causes any wearer, except undead, to lapse into a coma that functions as a Feign Death spell (save versus Death Magic). The pendant is not cursed and may be removed at any

time, awakening the sleeper. The sleeper will not feel rested and will remember having bad dreams. For each day spent in the comatose state, the wearer has a 1% chance of encountering the Void and meeting Morda.

A successful save vs. magic will keep the sleeper from going insane, but he will lose 1D10 Intelligence points and 1D8 Wisdom points permanently. Upon awakening, he will not remember the meeting, but will always be deeply paranoid of Dark Elves. A sleeper who does not save will not awaken when the pendant is removed.

Restlock

Dark Elf, Vampire, Undead Ancestor

Stats: ST: 17, IT: 16, IN: 15, SM: 14, D: 14, A: 18

AC: 1, *HTK:* 48 (8D8+3), *M:* 12"/18"

Att: 2, *Dm:* 5-10, *Specials:* See above

Description: Restlock appears as a tall, noble looking Dark Elf male. He has oily, shoulder-length jet black hair flecked with metallic-gold. He wears dark, wine red robes trimmed with beaten gold.

He carries a ceremonial barbed dagger that is -2 to hit, but will drain all the blood out of a body it is stuck into at a rate of one Stamina point per turn. If the dagger is removed it will stop draining. When the handle is removed, blood can be seen inside, and can be drunk. The hollow blade can magically hold 32 Stamina points worth of blood. Restlock is very concerned with his own personal cleanliness and finds having to bite necks to acquire the sustenance he needs unhygienic and distasteful.

Both Vampires are extremely genteel nobles, and not savage bloodsuckers. They do not like fighting and will avoid it at all costs. They know their strengths lie in quiet, subtle takeovers and not in an all-out attacks.

They had their coffins brought on board the Restful by a Demi-Elf sailor they had charmed. The sailor hid their coffins at opposite ends of the hold and covered each with a canvas tarp. The coffins are large, spacious 10' x 5' x 3' black mahogany boxes with gold fittings and hinges. They both have their family crests and their names inlaid in gold on the lids.

The Captain and Crew

Gar Sondrass

Demi-Elf, Skill 12, Fighter/Sailor

Stats: ST: 17, IT: 17, IN: 17, SM: 09, D: 15, A: 10

AC: 8, *HTK:* 95, *M:* 12"

Description: Gar appears as a very ruddy and dark complexioned individual. His face and hands are weather-beaten as only years in the sea can do. His mannerisms are brusque and direct. He is a very competent captain, in charge of one of the best ships in the Demi-Elf merchant marine.

Gar has several special abilities which relate to his knowledge of the sea. He can predict the weather with 50% accuracy, and he can tell direction by looking at the stars. He has a fine sense of the crew's mood and condition, and will pay attention to his crew and the ship at all times.

Remember that this is Gar's ship, and player character interference will not be tolerated. He will also be upset if the players insinuate that his crew is acting strangely (until it is proven or he observes it himself).

Average Sailor

Demi-Elf, Skill 1-3 Fighter/Sailor

Stats: Average except Dexterity (14+) and Strength (15+)

AC: 8, *HTK:* (1D10 to 3D10)

Average Mate (1st mate and 3 second mates)

Demi-Elf, Skill 6 Fighter/Sailor

Stats: Average except Dexterity (15+), Strength (16+) and Insight (14+)

Special: Knows weather patterns and can predict 25% of time, Sailors Knots

The High Elves

My visits to the Isle of Glass have usually been undertaken for the High Council, generally as a reminder of the upcoming High Council session. Avalin has always impressed me with the peace and tranquility of its inhabitants. They never seem to get excited. Even the servants exhibit the serenity of the High Elves.

Elwyn Quessedil

Elves of Magic

High Elves, with very few exceptions, dwell on the Isles of Glass in the Western Ocean. Most of them live within the city of Avalin. The total number of High Elves left in the world today is fewer than two thousand. High Elves are extremely interested in, and dependent upon, magic. Most adults have studied magic in one form or another. Over 70% of High Elves are actively engaged in researches of a magical nature.

They are quite a bit taller than Wood or Grey Elves, most being above 6 feet in height. All are very slender with pale complexions. Hair colors are predominately silver, white, and pale blonde, with occasional individuals exhibiting reddish or gold hair. Eye colors are also pale, with silver, gold, pale blue, green, and violet being among the most common.

Where the Wood Elves are attuned to the Forests and the Grey Elves are attuned to the Earth, High Elves are attuned to magic. All adults are the equivalent to Skill 4 Magic Users. The high concentration of magic and magical power (mana), the residue of the Gods' presences within the High Elves, has slowed down time at the Isles of Glass, in a ratio of about 10 to 1. Persons sojourning within the area of effect will return after a week and find that 10 weeks have passed in the outside world! The interface between the two areas of differing timeflow is an almost-circular belt of haze and mist. The haze hides the Isles from the mainland.

It is magic which supports the High Elven way of life. Over 60% of their food is created out of thin air, the remaining 40% is imported from the Demi-Elven lands. Clothing is largely illusory—more for ornamentation than for protection. The city of Avalin is constructed from the same palatial buildings built during the Time before Time when the Gods still dwelt in this plane. Magic shores up aging walls and illusions covers the stains and cracks of age and neglect. Indeed, if it were not for magical means of removal, the wastes of the city would soon pile up in an unhealthy manner.

These Elves, who were once the companions of the Gods, feel it beneath them to do any manual labor. Anything that is considered unsightly or unwanted is either masked with illusions or teleported out over the open ocean.

Most High Elves worship either Timar, the Goddess of the Air, or Treac, the God of the Waters. There is quite a bit of homage paid to each of the Gods, however, especially by those families whose ancestors were the personal servant/companions of a particular God. At least half of the High Elves who have studied magic are clerics (albeit low level ones) of one God or another.

A few High Elves have repudiated the entire life-style and philosophy of Avalin and choose to live outside of the Isles of Glass. They usually settle as teachers and/or advisors in the larger towns and cities or wander the land as healers or sages. One High Elf, who has found a permanent place in the "outside" world, is the Lady of the Lake on the Isle of Mists.

High Elves and the Fabric of Magic

High Elves are involved in the art and science of magic. In fact, they are attuned to the flow of magical energy throughout the

world. This essence can be manipulated to a greater extent than thought possible among the mortals who inhabit the "real" world. As a result, the magic of the High Elves is different from the mundane world of magic users that walk the earth.

High Elves can manipulate the magical fabric of an object or energy source they are working with. The secrets of transmutation and the overflow of energy are simple tasks to these magicians. Because High Elves have been around since the dawn of time, they are intimately familiar with various elemental forces and effects.

High Elf magicians have been known to call upon great elemental forces. It is well known in some magical circles that the entire substance of the Isles is composed of the essence of certain elemental forces, the great palatial buildings are a manifestations of this power.

High Elves and the Outside World

The ability to control the great elemental essences has, ironically, lead to the decline of High Elven culture. The power begets a degree of haughtiness that must be experienced to be believed. High Elves are a very old culture, and anything not as old (by definition everything else) is labelled barbarian. Any new ideas are simply a passing fancy—and will not last long on this world.

The High Elves will not do any manual labor. A being so tied to the ethereal and magical worlds, like a High Elf, should not involve himself with anything physical. Though they claim to be highly civilized, High Elves use slaves for almost all labor. Many outside cultures resent this traffic in slaves because the High Elves prefer their slaves be of noble blood and appearance. Many slaves are the royal cousins and beauty queens of the other Elven populations. There are periodic Council debates on what to do about the subject, but it seems that time itself has already made a determination.

High Elven Lifestyle

The High Elves sit in their ornate and splendid towers, and slowly weave the magic of their universe into beautiful, but trivial, patterns that can only be viewed for an instant and then fade away. All that glitters is not gold, and here the illusions that have become the essence of the island are slowly fading. For the robust races to the west it is not a pleasant place, and the decadence that allows it to be held together is not pleasant to behold.

Though only a few High Elves still exist, the streets are filled with people. The average High Elven noble has several dozen slaves.

The number of slaves may seem high to one used to the slave revolts of the lesser peoples. Living in the High Elven city is like a subtle elixir that slowly suborns one's will. Slaves come to think that living in Avalin is a paradisiacal existence. The slaves are further isolated from the rest of the world due to the time dilation. Most of the slaves' friends and relatives are long dead after a slave has spent only a few years in captivity.

Avalin is filled with great spires and glittering obelisks. Most High Elves prefer to live in the upper reaches of these towers, and so they leave the lower reaches for the slaves (although at the height of their culture and population there were plenty of High Elves to fill these lower reaches).

Within the walls of their castles lies opulence beyond imagination. The High Elves have had thousands of human years to create the splendor of their palaces. Even the lowest of these places are beyond the reach of the greatest King in the Human worlds.

Amidst this luxury, the nobles are a decadent and cruel lot. Their time is spent in the practice of their magical talents, using slaves and any unfortunate animals as victims. In some ways, their magic is too horrid to contemplate for it totally transforms the soul of its victim. And yet, the beauty of its incandescence and the coruscating colors make a beautifully artistic pattern on the minds eye.

High Elves and the Artistic Patterns

These patterns are the most striking part of the city for a newcomer. They exist everywhere, since the beauty of the pattern is the means by which the High Elves judge success. They have become masters of the essence of the magic, and they use that to become artisans of spells of great beauty that will last only fleetingly, but are remembered forever.

As artisans, the High Elves are without parallel. This is evidenced in the patterns of intricacy and color that they can create with their magic. When these patterns and filigrees are emplaced and imbedded in an item of magic or craft, they slowly dance and change with the passing of time. This magic is then turned into the essence of the item, and the beauty of the crafted object is unsurpassed.

High Elves and the Governance of the City

Within the city, government is extremely liberal. As long as no High Elf is harmed, any action that can be conceived is perfectly legal. Legality is, in fact, a concept that has no analogue in the language of the High Elves. They are used to the freedom that comes from the controlling of the essence of magic. This freedom cannot be taken from them, and so the city "leaders" try only to influence the relationship with outsiders.

Wandering High Elves

Some rebellious High Elves are cast out at an early age. In the transition through the misty veil, they are transformed so that they appear less ethereal and can live among the mortals. By maturing through long life in the outer worlds, they can then return to the high city secure in the timelessness of the Isle. They will have experienced the world in the passage of but a fraction of their true lifespan.

Some of these wanderers have been encountered and will join groups of adventurers for a short period of time. Remember that even these outcasts have the talent for magic (Skill 6 or greater mage), and a penchant for the finer things in life. Also, they will usually be mages and experts at using elemental forces.

Sol and the Last Bottle of Wine

Legends abound about the Wandering High Elves and most are regarded with fear and trepidation. One favorite story is about a High Elf named Sol. Now Sol was about 650 years old at the time of this meeting, but appeared to be about 85 in human terms. He did, however have the tastes and experiences of a 650 year old perverted Elf. Sol carried with him a caravan of many wagons, and in each of these was another element of his lifestyle.

Like everyone else in town, Ragger was afraid of the High Elf, but the more he thought of all the money and gold Sol had, the more he felt he deserved a share of it.

As a final inducement to the High Elf's fancy, Ragger painted a big sign in red letters proclaiming he had the "best wine in the world." Ragger was prepared to back up his claim and he spent his entire savings on four bottles of the finest Ashwood Bend vintage.

Well, the paint barely had time to dry on the sign before someone came knocking at Ragger's door. When Ragger opened it, Sol walked in and imperiously said,

"Alright, beast. Where is this wine?" Ragger scurried off to the cellar and brought back a bottle, uncorked it, and carefully poured the High Elf a Glass.

"Delightful!" proclaimed Sol, "Absolutely wonderful!"

With that Sol proceeded to order glass after glass of wine drinking up the entire stock of Raggers precious liquor. As day passed into night, Sol drank up all four bottles of Ragger's wine, except for half a glass.

Luckily, Sol was clearly very drunk and he was lolling about on the ground, laughing and making little headless animals out of thin air.

Then, incredibly, he stood up—swaying left to right—and pronounced that he was leaving.

"There is the matter of the bill, sire." Sol looked at him through bloodshot silver eyes.

"Yes of course," Sol said. "But let me have one last glass of that excellent wine." Ragger blanched and then smiled and immediately went behind the counter to get the last half glass of wine. He presented to Sol, who looked at it and thrust it back at Ragger.

"Fill it to the top. Man!" he said, "What am I paying for?" Ragger almost dropped the glass, but he smiled, bowed and bent behind the counter. There he had a bottle of the jug wine he normally sold behind the counter. "No harm in mixing the wine" Ragger thought, "the old coot is so drunk he'll never know the difference."

The next day the village people came back to their homes. Ragger's tavern stood deserted and empty, the sign was found in the dung heap behind Ragger's barn. The inn-keeper was nowhere in sight. When he did not show up after three days, his wife went mourning. Her family held a wake at the tavern and when the wine cellar was opened, they heard a tiny voice calling to them. It was Ragger, alive, and shrunk by the High Elf's magic so he was trapped inside an empty bottle of his own wine!

High Elf Magic Item

The Ring of Tnast'ni Repla

High Elf magic items are always one of a kind and of limited number of charges. A perfect example is the **Ring of Tnast'ni Repla**. this powerful magic item was created by a High Elf mage with more hindsight than foresight. He frequently found himself in situations where he wished he could go back in time and change his actions, thus changing the course of subsequent events (he hoped).

The ring, if found, will have 1D4+1 charges. The character wearing it will only have to utter the command phrase "Reverse, Reconsider, Replay!" and he will find himself five minutes back in time with full memories of the situation which caused the use of the ring. The character's companions will not be aware of the upcoming disaster and will not be able to change their actions, except as they are affected by the ring wearer's new course of actions.

An example of this: Flenouis enters a room and sees a group of Trolls. He immediately decides to throw a Fireball spell. Too late, he realizes, that the room was only 20 x 30 feet in size. After being charcoaled by the backblast, he barely has the strength to mutter the incantation. He finds himself back at the point just before he opens the door, healed and with the knowledge that the Trolls are on the other side. He is now free to choose another course of action—such as not opening the door at all or throwing a different spell. This is a very powerful magic item and should not be to the group lightly. Due consideration should be made on the repercussions of this item before letting the players have it.

Avalin

A High Elven City

City in a Mist

Avalin exists in a pocket of ethereal enchantment just sideways of the real world. The first thing a traveller to Avalin encounters is the mist. The travellers will not see the mist on the horizon as they approach, but will become aware of it as it surrounds their vessel. The mists are part of the enchantment that separates Avalin from the area it appears to inhabit and from the time of the real world. They are a barrier that serve to keep the enchantment of Avalin from leaking and dispersing into the real world, and to keep the real world from absorbing Avalin.

The mists are also a complex magical warding system that detects all presences passing through them, and determines if they are acceptable (non-hostile) to the city. If they are, the mists transports these presences and their environment (i.e. a ship) to Avalin.

If they are not acceptable, the mists disappear as suddenly as they appeared, leaving the boat sailing into endless ocean. If the travellers are hostile, the ships stay lost in the mist for months, sailing without direction or hope until they starve, or the masters of Avalin take pity on them and release the unfortunate crews.

GM NOTE: The player characters and their ship will instantly be saved once inside the mist. The Vampires will completely dissolve when they are enveloped in it.

The city of Avalin is set on a large island that rises high out of the sea. The city is filled with beautiful gardens and gleaming towers. The lower city has a feeling of elegance seen only in the richest quarters of the outside world, and the high city is opulent beyond imagining. The lower city is populated by the slaves of the High Elves. The slaves are of all races, but are mostly Elven, since the High Elves seek only the most beautiful slaves. The slaves dress in the most exquisite, finely crafted clothes known to the outside world, and appear to be regal citizens. They are extremely proud of their slave status.

Set on the mysterious ethereal Isle of Glass, Avalin does not follow the conventional laws of Time and Space that bind the rest of the world. The Wizards of the High Elves can bend space to fit their grand designs. There are streets that cannot be mapped and some buildings that are much too big for their location. Time is dilated here. For every ten days that pass in the outside world, one day passes in Avalin.

The High Elves inhabit the highest reaches of the tallest towers, and rarely descend into the lower city. When they do, it is only for a brief tour. Perhaps it is to inspect their gardens, or to go for a sail. They soon grow tired of such simple pleasures and return to their lofty spires and their more ethereal pursuits.

The slaves effectively run the city's day-to-day functions. They supply the food, make the clothes and equipment, and keep the city clean. Because they enjoy the privilege of living in the High Elven city, they work without complaint, and because there are so many of them, none of them work very hard.

In fact, there is a strange languor that fills the city. All inhabitants move, walk, and act just a little slower than normal. They have no sense of urgency about any event, and rarely get excited about anything.

The City

1 DRAGON'S MAW HARBOR: This harbor is the only entrance to the city, and it is fenced in by a high wall of silver bars that reach deep into the sea bottom. The wall extends 100' above the water's surface. The bars are sculpted to look like the ribs of a Dragon's wings.

The only opening in the wall is in the center of the wall, and is shaped like a dragon's head, with huge gaping jaws. Only the upper jaw is visible, and the lower jaw is imbedded in the sea bottom. If unwanted fleets try to leave the harbor, the upper fangs drop, portcullis-style, smashing any ships leaving, and trapping the other ships inside.

There are many guard-posts along the top of the wall, but they are empty of patrols. There are often a few slaves strolling along on the ramparts, enjoying the beautiful view. Once there was an empire needing protection for its capital city, but now there is only the beautiful view.

2 WISSENTIEL'S BOATS OF GLASS: This large dock/-boatwright facility is staffed by 80 slaves who slowly and carefully shape molten glass into huge sailing ships. They only work on one at a time, and finish one every 7 years (70 outside years).

Through Wissentiel's enchantments, the seaworthy ships are as strong as steel, and as stable as light wood. The ships refract the light around them into brilliant patterns of cascading rainbows. Wissentiel will not be found here, as he has grown bored with building the ships, and only enchants from the comfort of his tower. He continues to make ships because other High Elves find them an amusing diversion. Zele, a female Ice Elf slave is in charge of the docks.

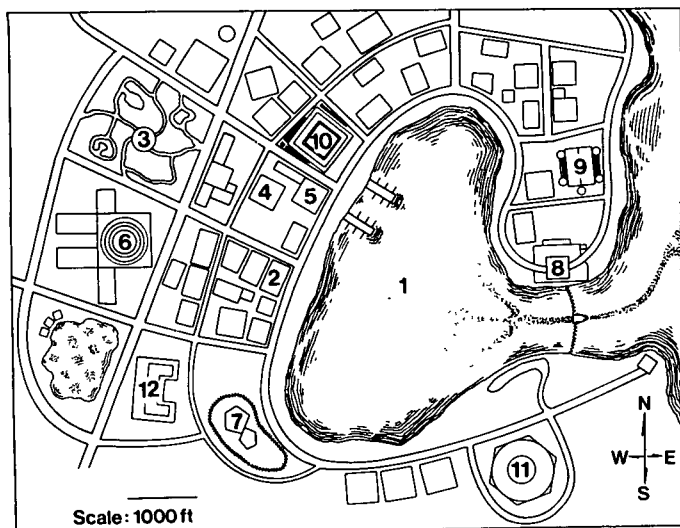
3 SEASPAWN GARDENS This is an acre-large marshy area filled with the world's most exotic sea plants and aquatic life-forms. The water is crystal clear so visitors can see the underwater plant-life. The slaves who maintain the garden will cast spells on visitors that allow them to breathe underwater, for full enjoyment of the area. There is a 2% chance High Elves will be here, sailing around on sea lions or mermaids and acting bored.

4 LIWETHALEN'S SEASIDE DELICACIES This shop makes and serves exotic seafood. The restaurant area is directly over a calm 200' diameter reflecting pool that is filled with magically enhanced plants and fish. All tables and guests are enchanted to be able to float on the water's surface.

5 OFFERINGS FROM THE SEA This is a bordello that specializes in importing exotic marine races for the pleasure of the High Elves and their slaves. There are currently Mermaids, Tritons, Nixies, and (rumor has it, though it is not true) blueskinned aquatic Elves

6 TEMPLE OF ALL THE GODS This temple has facilities to allow worship of all living Elven gods and some heros. All the priests and priestesses are High Elven, but there are acolytes of all the Elven Races and even some non-elves.

Avalin



7 RESIDENCE OF JESODDENDRIL, KEEPER OF THE ARTIFACTS Jesoddendrill lives on the top 16 floors of a beautiful 30 story white marble tower that is covered with ancient artifacts from one hundred different civilizations. They litter the lawn and are hung on the outside of the tower. The stairway leading up to the top floors is ornate, but has a few broken places covered over with illusions of real floor. (There is a 3% chance per person of stepping on one. Roll under Dexterity to avoid falling 10-60 ft.)

Jesoddendrill is a tall, handsome, black haired High Elf male who spends most of his time reclining on a magical cloud of smoke, playing with the great treasures and artifacts of other cultures. He is especially fond of any with moving parts. He has no real interest in Elven artifacts, as he has seen them all.

8 MASHAETON: ADMINSTRATOR OF ANCESTRAL ARTIFACTS Mashaeton lives in the two upper towers of a blue opaque glass castle. Mashaeton is a short High Elf male with deep blue hair and blue tinted skin. He disdains everything except High Elf materials and artifacts, which he covets greatly. He already has so many that he has forgotten the function of quite a few pieces. He feels it is his right to possess all High Elven equipment, and sometimes sends his slaves out into the real world to hire adventurers to search it out.

9 FLOATING GARDENS OF PITHORIA LANGRESS This is a 4 acre park filled with plants that have been magically enhanced (by the Wood Elf slaves that tend them) to grow hundreds of feet high. They are then suspended in the air by magic spells, and visitors fly by them on flying beasts. There are also grassy platforms hovering in the air for picnics and resting mounts. If the plants are inspected, it will be noticed that many of them are slightly withered, and have green dye on them. The attending Wood Elves have grown bored with their duties and no longer work to maintain the garden.

10 THE GREAT MUSEUM OF AVALIN This museum, famous all over the world and considered by many to be fable, contains literally tens of thousands of relics of the arts, culture and even architecture. Entire buildings have been dismantled, transported here and reassembled. The dismantling process has often been accomplished overnight, to the consternation of the locals who used the building. This museum is primarily ethereal, and contains far more rooms than could fit in the space it occupies.

Great treasures from all over the world and beyond are lodged here. The building is warded so that if any relic is taken from it, the Curators know of the theft and the identity of the thief.

A close inspection of the items on display will show deterioration and decay, even though they look fine from a distance. The Curators don't bother to cast the great spells of Restoration on them any more, preferring to cast illusions that give observers the feeling that the items look new. The other High Elves have not noticed the deterioration.

If the characters make an in depth study of the artifacts, they will realize that there is roughly the same amount of decay on the relics from thousands of years ago as there is on the newer artifacts. By studying the decay they can pinpoint the time the Curators stopped doing Restoration spells 1000 years ago mortal time, and 100 years ago High Elf time.

11 THE KEEP OF THE ELDERS This glass and crystal palace is not a keep in the usual sense. It is the nominal headquarters for the government on Avalin. Most of the rooms in the maze-like structure are empty, and many more are filled with tons of books, papers, and parchment—their keepers long ago too bored to tidy things up.

Even so, many departments are still staffed and there are thousands of departments in the Keep.

Among them are:

- Administrators of Ancient Lore:
 - Dark Folk Lore and Dwarf Lore
- Elven Lore:
 - Bureaus of High, Wood, Ice, Grey, Dark, and Demi-Elf Affairs
- Human and Other Subraces Lore
- Magic Lore
- Monster Lore
- Minor Gods and Heros Department
- Major Gods Department
- History of the World Department
- Languages Department
- Merchants, Trade, and Commerce Department
- Priestly Affairs Bureau:
 - God Slaying
 - Theocratic Affairs
- Zoological Studies Department

12 SOL'S PRIVATE RESIDENCE Sol's tower is a huge amber palace emblazoned with sun motifs on the outside. Sol lives in the upper 12 floors. Inside the lower building, inhabitants feel like sitting down and resting and taking it easy (movement cut by half, save allows 3/4 movement). In the upper levels, all the shades are drawn, and there is a force of indolence so thick it is almost a physical thing. There are several slaves sprawled out along the stairs on the way up, just lying about lazily. The upper chambers are in darkness, as the giant sun ornaments that once shed continual light ran out of enchantments.

GM NOTE: This residence figures prominently in the coming adventure in Avalin and will change when the adventure is (hopefully) completed.

Avalin and Outsiders

The city of Avalin functions on a highly advanced barter system. Money has no value other than as a pretty artifact, and gems are prized for their sparkle and not their worth to traders. If one Elf makes a particular type of item that is prized by others (Ships of Glass, exotic foods, etc.), the others can have one just for asking.

Avalin, the Arrival

A High Elven Adventure

The Approach

As the adventurers approach the mist protected Isle of Glass, they will not see an area of mist ahead, but will become aware of the mist as they are surrounded by it. As their ship glides through the mist, an eerie calm develops about them. The waters grow still and tranquil, and the familiar sound of crashing waves fades away. A hush falls over the ship as the rigging stops creaking and the sails fall flat. The ship continues to glide noiselessly forward into the mists. As the ship is completely surrounded by mists, all mechanical equipment (including compasses, water clocks, etc.) stop working.

The travellers will then feel they are passing through a curtain that lightly slides past them. Faintly visible, the cliffs of Avalin appear. Then, the party sees towers that faintly resemble the outline of a face. Finally, the mists part and they can see the gleaming spires of Avalin. Noise and light spills through, and the world seems normal again.

The cliffs of the isle rise 200 feet into the sky. The harbor is protected by a wall in the shape of a dragon preparing to take flight. The wingtips spread to touch the cliffs on either side. In the center is the gaping dragon's mouth, protecting the pass into the inner harbor.

The harbor is filled with vessels of all types, including the regal glass ships of the High Elves. The secret of their making is known only to the master shipwrights of Avalin. These magnificent vessels shimmer and sparkle in the sunlight. They are as hard as steel, and need no wind to power them. The glass sails billow in the winds of magic, and the smooth, knife-sharp keel cuts effortlessly through the water.

Along the docks are merchants racing to conduct business and leave before too much of their time has slipped by. There are no High Elves seen in the harbor district, only their slaves, the free merchants, and the occasional outsider.

If the captain of the Restfool is present, he will guide the ship to anchor off of the travelling lanes. In any case, once the ship is anchored, the rowboats can be let down and party can make its way to the docks.

The captain will give liberty to what men he has left, and announce that he will set sail with the tide at sunrise. He will bid farewell to the adventurers, wishing them well in the last leg of their quest.

When the adventurers arrive on land, there will be no welcoming party, no one to greet them. They will be ignored by all the residents, except for those who ask them to move aside that they might get on with their business. Anyone studying the residents will notice that they move about somewhat lethargically. At times the slave will stop a job in the middle and wander off to a tavern or bordello and then return hours or even days later to complete the task.

Player Options

At this point, the characters have a number of options open to them:

- Question the slaves and free merchants, asking to be taken to the king or a descendent of Annoc.
- Wander about the city and notice the strange lethargic pallor which hangs over the city.

- Set off in search for the descendent of Annoc and the clues to the use of the artifacts.

Questioning the Slaves

The slaves are uninterested in the adventurer's quest. All matters of the outside world are too distant and too trivial for the citizens of Avalin. The slaves are hesitant to spend much effort explaining things to the player characters. They are much more interested in idle conversation or continuing their business. Those questioned will generally have one of four reactions roll on a D100 then match to response below.

01-35: "Sorry, I'm not too familiar with this Annoc fellow, where did you say he lived?"

If this person is a shopkeeper, he will try to give the party some of his wares. If he is a craftsman, he will return to his work. Both will attempt to discuss the outside world. "Dark Elves, did you say, quite a despicable bunch if you ask me. I do hope somebody does something about them." or "Does that have something to do with the race wars that have been going on over there?", etc.

36-50: "Artifacts of Annoc, did you say? He was a High Elf, wasn't he? You should go talk to the Keeper of Artifacts, a High Elf who has his office over near the Keep of the Elders," he says, pointing to a huge opaque white crystalline castle which is further into the island. "Just give them to one of his servants, they'll take care of it." (**DM NOTE:** This is probably the best course of action, it gets the characters closer to the solution.)

51-75: "Hmmm. . . Perhaps you should go to the Keep of the Elders. There might be somebody around to whom you could talk. Sorry, but I'm really too busy to help you any more." With this, the Elf will return to smoking his pipe, looking at the ocean, or whatever other lethargic thing he was doing.

75-100: The characters have approached one of the unscrupulous Demi-Elf traders. After listening to the characters, he will say, "So you have the artifacts of Annoc, eh? We weren't expecting you until next week. A good boy, that Annoc, a real close friend of mine. Tell you what, I'll take care of those artifacts and personally make sure he gets them. Just leave them here and be on your way. Thanks for all the trouble. Oh, yes, I almost forgot, the reception and ceremony will be held in one week up at the Keep of the Elders. I have to take them up now to prepare them. See you in a week."

Of course, he is lying through his teeth. If the characters give him the artifacts and leave, he will take them to a collector friend of his. If the characters insist on coming along, he will first talk privately to his friend, a High Elf artifact collector, and then they will both thank the adventurers and assure them that they have fulfilled their quest. If the players are duped by this obvious con, then they have failed their quest and the Dark Elves will take over the Elven lands in a matter of months.

Wandering Aimlessly About the City

If the players decide to wander aimlessly about the city in search of clues or information, then use this section in conjunction with the city description. Use the previous section to determine the reaction of the people they question. Following is a list of basic observations and the conditions under which the characters will make them.

A All activity is undertaken at a pace of slothful lethargy. All items and wares within the city are easy to obtain, but the shopkeepers and merchants are in no hurry to satisfy the customer. (This will become apparent whenever the characters dine or purchase items.)

B Although all buildings have an immaculate appearance, when felt or viewed with a Truesight, they will seem worn or run down. The residents of Avalin prefer to hide their deteriorating buildings with powerful illusions rather than expend the effort necessary for repairs.

C The closer one comes to the southern end of the city, the more lethargic and entropic the residents will seem. Eventually, absolutely none of the citizens will be doing anything. They would barely seem to have the drive to save themselves in a dire emergency. They will make no attempt to save themselves from physical harm, in case the adventurers decide to threaten them.

D In one section of the High City, near the residence of Sol the Summoner, the lethargy is so strong that it can be felt in the air. A character rolling lower than his Insight on D100 will find it very hard to press on. "We've completed the quest, we've done everything they've asked. We really shouldn't have to be doing this," will be his general opinion.

E After walking 12 turns in the city, the most intelligent party member will make the following observation: There seems to be a face evident in a subtle shading of the sky on the southern horizon. It is a High Elf, but the features are distorted into a repulsive mask of lethargy. (**GM'S NOTE:** This is the face of the Demon of Sloth summoned by Sol, the High Elf summoner. See below for more information.)

Seeking the Ancestor of Annoc

If the players set off in a search for the decedent of Annoc and question the slaves, they will get the same responses mentioned above.

The Demon of Sloth

GM NOTE: There is a Demon of Sloth which infests all of Avalin. It was formed from the innate magical nature of the High Elves.

The High Elves, who reached the pinnacle of success over 50,000 years ago, have been on the decline ever since. Since that time, they have never had to work, strive, or exert effort for any reason. Their lifestyle has degenerated until they are no longer required to do anything at all. Their every wish is magically fulfilled. Because the High Elves are made of magic, their decadence began to affect the magic around them. This essence of laziness within the magic reinforced the laziness of the High Elves. This, in turn, made the magic essence more slothful.

Sol, a High Elf summoner, had noticed the vigor which the younger races have. He decided he would draw this essence of indolence out of the High Elves and into one location. He thought that by drawing the slothful magic out and binding it in one place, he could break the vicious cycle and revitalize Avalin.

It did not work. Instead, condensing and coalescing the essence of High Elf slothfulness into a crystal orb gave the magic intelligence. The result was the creation of a Demon of Sloth. The sentence of the Demon of Sloth is held within a crystal orb in the home of Sol. It is from here that the Demon has wound its fingers through all of Avalin. If the High Elves are to ever defeat Morda and push the Dark Elves back, the Demon must be destroyed.

The Demon itself has no physical body. It cannot be physically attacked. It cannot be banished or bound because it is on its home plane. The Demon has no defenses, aside from the lethargy which it imparts to all who come near.

The Face of the Demon

If the adventurers perform any magic in Avalin there is a 10% chance per melee round of the Demon of Sloth directly manifesting within their group. (Adjust the chance up by 20% if the action is violent or performed in a state of high excitement, like thieving or spellcasting.)

For whomever the Demon manifests, he or she must save vs. spells at a -2 for three melee rounds or lose all interest in being energetic or doing anything that requires effort. The face of the victim will take on a slack, disinterested look, the eyes will go unfocused, and the face will take on a serene disinterested characteristic of High Elves, though remain his own race.

The possession will slowly fade if the victim actively struggles against it (makes his save once out of the three rounds duration of the magic, ask to roll his save each round, tries to exorcise the possession, throw a Dispel Magic, etc.). The Face will fade after three rounds, but leave the victim with the same general expression.

If, through good role-playing, the players manage to provoke a High Elf or slave into excited, animated action, the Demon of Sloth will manifest to the non-player character. His face will go slack and take on a disinterested look, his eyes will go unfocused, and if the victim is a slave, his face will look very High Elven for three melee rounds. He will then lose all interest in doing whatever the party talked him into. There is no save for the non-player characters.

If the adventurers read the mind of a High Elf resident or slave (but not Demi-Elf trader; they are not around long enough to be affected), the Demon of Sloth will manifest directly into the mind of the mind reader, causing the Face of the Demon to appear on him as described above, and cause him to fall into a listless stupor, with no interest in doing much of anything. (Save at -4. A Dispel Magic or Remove Curse will bring the victim around).

If the players cast a Detect Magic, they will detect blinding amounts of High Elf magic all over. During the time the face appears on someone, there will be an increase in the amount of High Elven magic present. The Demon will not detect as Evil nor will any of his manifestations.

Places Within Avalin

Any one or more of these places can be visited by the characters in their search for Annoc. Refer to the Avalin city description for more information about the Non-player characters encountered below. The GM should not manage the search for Annoc's Ancestors too carefully, if the character choose to wander about the city in frustration, let them. They will eventually find the right way and doing it on their own will make it that more satisfying. All Divination and Find the Path spells will work with 100% effectiveness.

Jesoddendril, Keeper of the Artifacts

The door to the Keeper's tower is unguarded and lies open. Directly ahead are stairs spiralling up 14 stories to the top. Once the characters have reached the 15th floor, they will see the inside of Jesoddendril's office.

Lying about in disarrayed piles are some of the greatest artifacts of over a hundred civilizations. There are plenty of magical thrones to sit in, and Helmets of Heroes on which to rest ones feet.

Reclining on a magical cloud is Jessoddendril, playing a with small human shaped icon. As he pulls two strings, the doll's arms and legs flap about wildly. He is so enraptured with the doll that he doesn't notice the characters enter. He will pay no attention to them until stand directly in front of him and attempt to get his attention.

After they have explained their situation, he will slowly explain, "I'm really sorry I can't help you, but I am actually in charge of alien cultures. I told them they should have specified that when they made up my title. I knew I would have problems like this. Would you please be so kind as to file a complaint with the division of Titles, Appellations, and Nomenclature. You really should see the Administrator of Ancestral Artifacts." He will then return to playing with his doll.

Mashaton Keeper of the Ancestral Artifacts

When the characters visit the Keeper of the Ancestral Artifacts, they will be greeted at the door by one of his servants, an Ice Elf named Telerian. He will ask the party their business and then show them into the sitting room. The room contains three crystalline coffee tables, a plush blue velvet sedan, three comfortable blue and green reclining chairs, and a large blue leather topped desk. Along one wall are bookshelves containing books for leisurely browsing. Telerian will serve them drinks and then leave to get the administrator, Mashaton.

After a wait of 90 minutes in which the party is free to do anything they wish except explore further into the building (the doors are unopenable, only the one leading outside is unlocked), Mashaton will arrive. He will seat himself in the reclining chair behind the desk, and ask the party what they wish.

Once they have explained their situation, and he has asked questions to clarify that they have the items of Annoc which will save the world from Morda and the Dark Elves, he will say,

"It was wise of you to seek me out in this matter. However, I am not too familiar with the Dark Elven affairs. The people you should see are over in the Bureau of Dark Elven Affairs in the main keep. Sorry I can't be of more help, but this actually isn't my area of expertise. You must be going now because I have some very pressing business to attend to."

With this he will recline back in his chair and light his pipe to contemplate. Telerian will show them out.

The Bureau of Dark Elven Affairs

This office is old and dusty. There is one small desk along the west wall. Three visitor's chairs are in front of the desk. An old Dark Elf (the entirety of the bureau of Dark Elven Affairs) is sleeping with his head resting upon the desk.

Neothanan was given this position because of his familiarity with the Dark Elven culture. Neothanon was a spy sent to gather information on the High Elves over five hundred years ago. He was discovered by the High Elves almost immediately and offered a choice between death and this position. Neothanan likes the city so much that he has never tried to leave.

After awakening, if he is not attacked by the characters, he will be glad to help them. If they explain their situation, he will say, "Morda, hmm . . . I was wondering when they would get around to bringing Him back. I was a part of that, you know. An awfully silly idea if you ask me. The people you really want to talk to are in the Bureau of God Slaying, Department of Minor Deities and Heroes. They should be able to tell you what to do with Annoc's things."

He will root about the desk for a sheaf of official Bureau of Dark Elven Affairs stationary. "Here, let me write you a letter stating your predicament." He will write a brief synopsis of the resurrection of Morda and how the Artifacts of Annoc can slay Him. After which he will send the party on its way and fall back asleep. If he is ever attacked, he will grab his +3 dagger from where it is hung on the wall and attempt to fend them off.

Neothanan

Dark Elf, Skill 12 Spy/Assassin

AC: 8, HTK: 43,

Abilities: Hide 89%, Ambush 75%, Track 80%, Move silent 100%.

Department of Minor Deities and Heroes

Four Grey Elf clerks are busily sorting out the names and deeds of thousands of Elven Heroes. The party members will be asked to take a seat and wait until someone can attend to them. After a half hour wait they will be approached by a clerk who will ask them their business. He will be greatly interested after reading the letter from the Bureau of Dark Elven Affairs and hearing their story. He will ask them their names and for an individual recounting of their deeds. He will not be satisfied until he has a full accounting of their quest, even the slightest details. (This will require about six hours per character present plus a 12 hr. break for tea in the middle).

If the party demands a solution to their problem, the clerk will tell them that they actually should be talking with the department of Major Deity Slaying, down the hall and two doors to the left.

If they sit quietly through the questioning, he will thank them and send them to the department of Major Deity Slaying.

The Department of Major Deity Slaying

Within this department is only one High Elf, Mephweene, reclining in his chair, smoking a pipe and working on his memoirs. (He is already into the twenty-third volume.) After listening to the player character's story, he will explain that his department was actually made up as an afterthought to give him something to do when he was younger and more energetic.

He will explain that as far as he knows, deity slaying is a theoretical possibility, but he still doesn't have the slightest idea of how to go about it. They need to go visit one of the descendants of Annoc, who know something about how to use the artifacts. Mephweene then gives them a letter of introduction so that they can be given an audience with the descendent of Annoc, Cirel.

The Keep of the Elders.

Cirel lives in the uppermost reaches of the Keep. His apartments are located at the top of the crystalline towers. Before even gaining access to the area, one must either be a friend of Cirel's or have a formal letter of introduction from a High Elf.

Cirel comes from pure High Elven stock and rarely deigns to speak to one of mixed lineage. His servants are very strict on this point. If the players have not received their letter from Mephweene in the Department of Major Deity Slaying or some other High Elf, they will not be allowed to see Cirel.

If the characters manage to gain an audience with Cirel, they will be shown into the throne chamber of the High Elven king. This chamber was made in the height of Elven glory. The walls and ceiling are made of sheets of precious gems fitted in frames of mithril and gold. They form grand mosaics depicting the three great battles of Dark and Light. During the day, the sun fills the chamber with rich colors.

The throne is carved from a single ruby. It sits upon a raised dias of gold framed in mithril. After a short wait, Cirel will appear from the western wing clad in flowing robes of spider silk threaded with gold and silver. He will seat himself and ask the party why it is they have called for an audience. Cirel will listen inattentively as they explain their saga, pausing occasionally to entertain whispered comments from his advisors.

At the conclusion of their story he will say, "I know you have traveled great distances and overcome great difficulties, but I am truly of the opinion that this trouble with the Dark Elves is not as serious as you claim."

"I was against the idea of searching for the artifacts just yet, and advised the Great Council against the attempt. However, now that you have accomplished this deed, I thank you. You may give them to me now." If the players do not give him the artifacts, he will have his retinue of guards and mages take them.

"Now, what would you like as a suitable award?" King Cirel will say. "Slaves, magic, gold?"

The players may request any item except a raise in Skill Levels, Statistics, or a artifact (like one of Annoc's). If they think of it, they may have a scroll with any one Spell on it up to ninth level.

Only *one* of any item they name will be given to them. And only 4 items per player character. Of course, if the characters do not give Cirel the Artifacts, they will get nothing.

Cirel will hand the Artifacts of Annoc to an advisor, saying, "Here, give these to the Keeper of Artifacts, pity they have no moving parts."

If the characters energetically and eloquently plead for help, Cirel will begin to show some life and energy. He will straighten his back, raise his head and exclaim, "Why yes! I see it now, how could I have been such a fool? Quickly, we must prepare to depart. We will meet the Dark Elves and drive them back!"

Suddenly, a shadow crosses his face. A slack, disinterested look appears on his face as a vacant look fills his eyes. "Oh, never mind, it's probably too late anyway," He sighs.

Any character rolling under three times his Insight on D100 will notice that the mosaics behind the throne seem to have taken on the resemblance of a face. The face appears to be that of a High Elf staring down at them and chuckling. (GM'S NOTE: This is the face of the Demon of Sloth who noticed the spark of energy here and quickly snuffed it out.)

At this point the characters will have to take the initiative and search out the Demon of Sloth. The appearance of the face will not be seen by the High Elves of the court and the characters will be considered just crazy barbarians if they mention it.

If the characters are having trouble in knowing what to do next, the GM should give them some help—perhaps in the form of a Demi-Elf merchant present at the court and who also saw the face. He could help direct them to Sol's Tower. Remember though, half the battle in this adventure, is just *finding* where the Demon of Sloth resides.

Sol's Tower

Sol's amber tower shows visible signs of decay. There are no masking illusion spells up around it. People in the street near the tower move much slower than their normal pace, and there is actually a few High Elves lounging about in the streets.

There is a bell pull next to the door. It is frayed, and will break off in the hand of anyone who pulls on it. The attempt will shower the people near the door with dust and debris from the rope housing. No one will answer any knocking at the door. The door is, in fact, unlocked, and will probably fall off its hinges if anyone actually hits it hard enough.

Inside the room are 5 Wood Elf butlers in faded yellow robes, reclining on the elegant, but dusty yellow and gold furniture. They appear motionless, but their eyes move, and follow the party around the room. In addition, their hands occasionally move to eat some of the moldy food found about them. They will not speak as this requires much, too much effort.

If the butler's minds are scanned, they will directly think of the Sloth Demon, who will leap into the mind of the scanner. A save at -4 versus mental magic must be made or the magic user will fall into a total stupor of extreme laziness.

A Dispel Magic, Remove Curse, Exorcise, or any similar spell will loosen the Demon's influence. If the spell caster who throws the spell on a butler before he reads the Wood Elf's mind, he will get a mental impression of a brass bound black leather book that

says *The Collected Binding Rituals and Practices of Sol the Summoner, being an exposition on the summoning and binding of powerful creatures of the nether planes as collected into a Travellogue, volume 827*. This information will be gained before the Demon can react and confuse the mind of the butler.

Throughout the rest of the building, slaves and High Elves alike are sprawled out indolently on the floor and furniture. The High Elves pay no attention to anyone passing by. The lesser Elves will watch the adventurers with their eyes but will not do a thing.

The rest of the Elves will function as the butlers when mind-scanned. The rest of the building is in an obvious state of disrepair.

Sol's Study

The study is lined with centuries of clutter. Sol and the slaves lie buried under the rubble, unmoving. They are all alive, but literally bored out of their minds. Gripped in Sol's hand is his travellogue (volume 827, the latest one) and pen.

If the players drag poor Sol out, they will discover that he is dead. However, gripped in his hand is the book in which he was working at the end; *Sol's Travel Log volume 827*.

This volume, written in a very elegant hand, and in the most prosaic and elegant High Elven dialect, explains how Sol, after completing many numerous journeys in the Lands of the Lesser Elves decided to return to Avalin, as all High Elves do eventually. Upon his return to the High City, he was appalled at "rampant lassitude", which did not compare favorably with the "unrelenting energeticism" of the other Elf races.

Sol decided to isolate the factor in the High Elf lifestyle that was perpetuating his race's decline into apathy. He magically found it and forced the demon into a magical crystal which he had prepared to imprison it. "The vessel should be very fragile I would think."

His last entry in the book refers to the fact that the face in the globe seems to be warping in unpredicted ways. "I ought to look into that quickly," he writes, "Perhaps next week . . ."

When the characters enter Sol's Study, they are hit by a wave of indolence and boredom (Save versus magic every round at -4 to die roll, Demi-Elves, barbarians, berserkers, and paladins save with a +3 to die roll, magic users, and clerics save with an additional -2 to the die roll, High Elves save with a -10).

Failing to save will cause the character to sit down, be bored with everything, and act totally disinterested in doing anything. Every round spent in strenuous activity will add a +6 to the save for that round only. Spell casting is a sufficient drain of energy that it will also qualify as strenuous.

The victims of the Sloth Demon can struggle against the newfound laziness. They can roll a D20 and compare it to their Stamina. If it is the number or lower they may roll a save once again but with an additional -1 to save (-5 to save). This subtraction continues to grow by -1 per round.

The heart of the Sloth Demon is in a large 12 inch diameter reddish clear crystal ball that glows faintly. It is buried under 2 feet of trash in this room. Anyone who looks directly at it will see the image of the Demon's face within it. Then they must save versus magic at -5 or fall over, bored out of their minds.

The orb is only crystal, and if struck for more than 2 points of damage must save versus breakage or be smashed to fragments. This will release the essence of High Elf sloth back into the city, killing the demon instantly.

The High Elves can still be indolent, but now they will have a choice in the matter. The city will almost instantly begin to revive (once the heart is smashed). The slaves in the tower will revive, but Sol's mind was, unfortunately, truly bored to death.

The noise level of the city will increase quickly. Soon the streets will be filled with people moving faster, talking louder, and behaving more energetically than before. There will still seem to be a kind of indolence to the city, but it is nothing compared to just a hour before.

Aftermath

The High Elves will experience rapid changes of behavior in the following hours. An interest in Doing Great Things will be rekindled. The priests will put more meaning into their ceremony and preachings. More lords will show a greater interest in the legislation of the city. The Great Museum curators will begin to restore the old artifacts. Slaves will be mobilized to do repairs on the buildings and streets.

No self-respecting High Elf or slave will believe the story of the Sloth Demon. However, if asked why they recently became more energetic they will say things like, "It seemed like the thing to do." or "I always get a burst of energy like this every 300 years or so. Go away and don't bother me." None will remember the demon's face or anything but a bad dream.

If the player characters still have their artifacts, Cirel will find them and demand his rightful equipment. If he already has them, the adventurers will find that the town is celebrating this day as the day that Cirel follows Annoc's footsteps in slaying Morda.

The adventurers will be invited to the celebration and will be warmly received by the High Elves. This warmth is false as they feel the adventurers are nothing more than glorified delivery boys, not great heros. Humility comes to all in strange ways. The adventurers will be offered one small castle in Avalin, 50 slaves each, and 500,000 gp in gems for the whole party. This is payment for their delivery as the High Elves required of the lesser Elven Council. This payment will be in addition to the rewards already received.

Cirel will sail off that evening with a fleet of glass ships to take on the Dark Elves, and will invite the adventurers to sail with them (on a third ranked vessel—not the royal schooner or any of the lord's ships).

The GM may wish to play out this epic clash, or simply state that in two month's time (almost two years in human time), he returns victorious, and ascends into the heavens, having seen the revitalization of his people and the conquest of the Dark Forces during his reign.



Tuatha de Danann

The Tuatha de Danann are the eldest of the Elder Brethern, existing nearly unchanged from The Time before Time. After the War between the Powers of Light and Darkness, the Gods left this plane, taking along a number of these people. The Tuatha de Danann are considered by most Elves to be only a children's story told around the hearth fires at night. But many people have managed to find their way into the Realm of Faerie, usually by accident, some have even managed to return to this plane of existence. Of these, perhaps two or three remember clearly their visit to the Lands of Enchantment.

The way into Faerie is difficult to find if one is looking for it. Most areas have some feature, usually a hill, barrow or standing stone which is said to bar the gateway to Faerie. Many of these, however, are entrances to underground places frequented by the Dark Elves.

The extreme beauty of the inhabitants is a clue that they have visited the true realm of Faerie. Those persons who are unfortunately captured by the Dark Elves tell stories of a twisted short people who put them to laboring at unpleasant tasks in dark caves.

Only when the moon and stars are in their appointed positions will an entrance open into the land where the Tuatha de Danann perpetually dwell in the Dawn of Time. The gates to Faerie may open by accident or by the design of those on the other side. One must study long and hard to discover the charms and chants which enable one to open a gate at will.

Those persons unfortunate enough to stumble into Faerie will return, if at all, years or even centuries later. And yet, they will believe that they feasted, danced and sang for only a single night.

Reports from those who have visited the Tuatha de Danann of their own volition state the inhabitants of that land are a very tall race, fair to look upon, and wise in the ways of magic. The very land itself is said to be magical, with magic power existing in the air that is breathed and the waters of the streams and rivers.

In this highly charged environment, spells as we know them are unnecessary. One has only to think hard enough and the thought becomes reality. In such an environment, necessities like food, clothing and shelter are superfluous. The Tuatha de Danann spend quite a bit of their time in singing and dancing, in thinking and meditation, and in tricking unsuspecting mortals into their realm "as a joke."

Their minds are very childlike and simple, and they delight in playing pranks and tricks on one another. Their voices are said to be extraordinarily sweet, able to charm any listener.

GM NOTE: Anyone trying to discover an entrance to the realm of Faerie will need to spend 1D20 x 100 months in study to learn the right spells for a certain gateway. Then he must wait until the next time the gateway is open, often only once or twice a century. The rate of time slippage is one day to 100 years. Characters who hear the music of the Tuatha de Danann through an open gateway must save versus charm or walk into the realm of Faerie—and effectively out of the current campaign. The save is at -4 for all non-magic using classes, -2 for clerics.

Introduction to ElfQuest

Role Playing in ElfQuest

By Steve Perrin

The *ElfQuest* role playing system produced by *Chaosium* will be based on our successful *Basic Role-Playing* (BRP) and *RuneQuest* (RQ) systems. Briefly stated for those unfamiliar with them, BRP and RQ are skill-based systems in which characters have a percentage chance of accomplishing various skills. There are no levels or experience points. Instead, successful accomplishment of a skill in a stressful situation allows the character a chance of increase in the skill.

The chance of increase is based on his current proficiency. As the character gets better, his chance of performing the skill increases, but his chances of getting even better decreases, because there is less for him to know.

Increase in each skill is independent. In *ElfQuest*, for instance, an Elf may steadily become a better and better tracker, yet remain at the same ability forever with his Stealth skills. He may become a master bowman, yet his sword work may stay at the novice level. It will all depend on how frequently he uses the skill and the luck of the dice. This latter factor simulates the chance that in the use of a skill, he never did anything he didn't already have a firm grip on.

Rolled Characteristics

Humans in the *ElfQuest* world are rolled like normal humans in any *Basic Role-Playing* game: 3D6 for each of the seven basic characteristics. The Elves have somewhat different rolls, highlighting their differences from humans. The Elf rolls are:

STR (Strength)	2D6+4
CON (Constitution)	2D6+6
SIZ (Size)	2D6+2
INT (Intelligence)	3D6
POW (Power)	2D6+6
DEX (Dexterity)	2D6+8
APP (Appearance)	2D6+6

Longtime players of *RuneQuest* system and other *Chaosium* games will note that Charisma has disappeared in favor of the more specific Appearance. This is becoming true throughout the *Basic Role-Playing* line of games (*RuneQuest*, *Strombringer*, *Call of Cthulhu*, *Superworld*, etc). Most of the old functions of Charisma are being subsumed into Power.

Derived Characteristics

There are four derived characteristics in *ElfQuest*.

Hit Points are much the same as they are in any role-playing game. For *ElfQuest* they are found for the character by averaging his CON (or health) and SIZ (or ability to absorb damage), rounding off in favor of the character.

Damage Bonus is a die roll which a character may add to his weapon damage, if he is strong and massive enough to do it. *ElfQuest* Elves rarely have a Damage Bonus. If the STR and SIZ of the character add up to 25 or more, he may add 1D4 to his hand-held weapon damage. If they add up to 31 or more, he may add 1D6 to his weapon damage.

Strike Rank (SR) is an artificial determiner if when a character may strike with a specific weapon within a melee round. For *ElfQuest*, Strike Rank is determined on the following chart:

DEX	SR	SIZ	SR	Weapon	Length	SR
01-08	4	01-08	3	fist/knife		3
09-14	3	09-14	2	sword/axe		2
15-18	2	15-18	1	spear/2H wpn		1
19+	1	19+	0	bow/javelin		0

The lowest Strike Rank always goes first in a melee round. Every three yards moved per melee round adds one to the Strike Rank. If the Strike Rank is brought to more than 10, nothing can be done in the melee round.

Movement As long as a character's SIZ and STR are within 10 points of each other, his speed will be 3 yards per Strike Rank. If his STR is more than ten points higher than his SIZ, his speed is increased to four yards per Strike Rank. If the SIZ is ten points higher, his speed is decreased to 2 yards per Strike Rank.

Magic Points Elf magic costs magic points. A Elf's magic points are exactly equal to his POW. When he does most magic, he loses magic points commensurate with the energy needed for the power. These points are regained gradually over the course of a day, depending on how much rest the Elf gets.

Skills

The Elves use skills depending on their Agility (such as *Climbing*, *Jumping*, *Dodging*, *Riding*, and *Swimming*), their communication ability (such *Fast Talk* and *Sing*), their Knowledge (such as *Lore of Plants* and *Animals*), Manipulations (such as *Sleight of Hand*), their Perception (such as *Track* and *Search*), and their Stealth (such as *Hide* and *Sneak*). They all tend to be good with Agility and Stealth Skills, and some are better than others with Lore, Manipulation, Perceptions, and Communication.

Magic

Elf magic is restricted to Elves. No other race on the twin-mooned world has the use of magic, except for Troll-Elf cross-breeds like Two-Edge. This magic is not so much spells as powers. Certain Elves have certain powers. If they are not born with the ability, they will never have it.

Some Elves have neglected their powers. The Sun Folk in the desert neglected the Sending (telepathy) power and now virtually none of them can use it, though it is still inherent within them.

Every tribe has a Healer, though some Healers are better than others. The trait seems to appear with every tribe, perhaps because those splinter tribes who tried to survive without a Healer in their gene pool could not survive.

Some Elves have telekinetic powers like Tree-shaping or Rock-shaping. Every community seems to harbor someone with this sort of talent, and the talents seem to respond to the environment. Tree-shapers generally show up in forests, Rock-shapers in mountains and desert.

Every Elf power is tied into telepathy or telekinesis. Theoretically, every Elf might be able to control all the powers, but this does not work out in fact. It is a rare elf who can command any powers but Sending, and those that do command more than that are generally limited to one other.

Summary of Elven Characteristics

For easy reference, here is a list that translates the peculiar characteristics of Elven life into gaming terms:

- +1 to hit with their special weapon. A weapon is declared special if announced by the Elf character as his "bonded" weapon. An Elf may only bond one weapon to him at a time. The bonded weapon may be discarded for a weapon of better quality, but process takes three weeks and the Elf must use this new weapon at all fighting or hunting opportunities. An Elf can use weapons other than the one he is bonded to.

- Elves can generally see 50% farther than normal Humans and have infravision.

- All Elves are resistant to disease and receive a +1 to their saving throw against any chance for disease (including a Cause Disease spell).

- Elves speak the language of their clan, or racial species and Elven Common. Traders and merchants also speak Human Common and some Common Dwarvish. Dark Elves also learn a type of speech called *Guile Tongue* which increases their chances of making a successful lie by 10%. *This is not a magical ability.*

Wood Elves are able to communicate with animals as well, often creating emotional bonds with pets or domesticated stock. This communication is not speech, but merely the exchange of strong patterns of empathy.

- All Elves can discover a secret door in a one in six chance (roll a 1 on a 1D6), if within 10' of it, or a 2 in 6 chance (roll a 1 or 2 on a 1D6) if actively looking for it.

Dark and Grey Elves have a two in six chance if within 10' of the door and a *three* in six chance if actively looking for it.

- All Elves can move silently as a Skill 7 Thief (55% on an ideal surface)

- It has been rumored that Elves are resistant from Sleep and Charm magics. This is false. When on a raid or before a battle, a Elf will often chew a certain root (*em-res-tee*) that confers a magical resistance to weaker Charm and Sleep magics. The resistance is 80%. The root is rare (only available 10% of the time), expensive (costs 25 gold pieces per use), and its growth and export restricted by the Great Council. Elves have a 01% chance per day of finding the root growing wild on the plains or in the mountains and a 03% chance per day of finding it in a forest.

The root is toxic and may be used only once per day. The effects last 12 + 12D1 turns.

Wood Elves

- Wood Elves are not as sturdy as other Elf races, subtract one from a Wood Elf's Stamina when creating a character. The maximum Stamina for an Elf is 17. All other stats are the same.

- All Wood Elves have a natural +1 with a Bow. This is above and beyond any other modifiers including a bonded weapon.

- Wood Elves add one to their saving throw while in mountains or frigid terrain.

- Wood Elves in a forest have a 1 in 4 chance of surprising a victim.

- Wood Elves can merge with patterns of vegetation around them and become invisible while standing in a dense patch of forest. There is only a one in 6 chance of spotting an Wood Elf while merged. Wood Elves, *in a forest*, can only be surprised on a die roll of 1.

- Wood Elves will be able to sense emotions in animals. By sensing the tension and fear in an animal, Wood Elves can tell, long before a Human can, if an ambush is set up ahead, or if a forest fire is close.

- About 20% of all Wood Elves have Skill 1 Druid abilities.

Grey Elves

- Grey Elves are the sturdiest of all Elves, subtract one from saving throw while underground. However, their gruff manner is always irritating, even to themselves, subtract one from a Grey Elf character's Appeal roll (though there is no ceiling on his ability to become more appealing).

- Grey Elves are natural smithies and can sense the weakness in an opponents armor. When fighting an opponent in metal or bone armor, add one to the chance of hit and damage.

- Grey Elves can detect grades and slopes, new construction, sliding and shifting rooms, and their approximate depth underground only half as well as Dwarves (*half* the same percentage chances as in standard rule books). They also can identify various forms of crystals and minerals much better than Dwarves (about 95% of the time for common minerals, 40% for rare minerals).

- Grey Elves can move silently in a cavern and have the same chance of surprise underground as Wood Elves have in forests.

- Grey Elves can merge with stone walls and granite structure like a Wood Elf can merge with the foliage

Dark Elves

- Dark Elves are the most beautiful of all Elves. Add one to Appeal Characteristic Roll

- Dark Elves can merge with any patch of darkness and subtract one from their armor class while they remain in the darkness.

- Dark Elves are naturally resistant to poison. Lower their poison saving throw by one.

- Gile Tongue (See above).

- Dark Elves cannot stand powerful light and subtract one from their chance to hit and add *two* to their saving throw while in the radius of a powerful light source (like a Continual Light spell).

Dark Elf mages are so distracted by these light sources they cannot throw spells, and Dark Elf clerics are completely cut off from their spells while within the radius of a powerful light. On the other hand, both Dark Elf clerics and magic users can use the Darkness 15' radius spell as a first level spell. Furthermore, the spell has *double* the duration of the normal spell; and finally, Dark Elves can see into this darkness (although the normal infravision of Elves is useless).

Ice Elves

- Ice Elf characters add one to their Stamina when rolling their characters.

- Subtract *two* from saving throws in tropical climates. A hot room will not produce this disadvantage, but prolonged exposure (one week or more) to a torrid clime is necessary to weaken an Ice Elf.

- All Ice Elves subtract two from each die of damage from attacks based on cold. Furthermore, they are immune to the freezing touch of a Shadow. They do *not*, however, add damage from firebased attacks.

- Of course, Ice Elves do not receive damage due to exposure with temperature found on Earth. Absolute Cold (like that experienced in the Void) *does* affect Ice Elves

Demi-Elves

- Demi-Elves lose all benefits of their parents—*except those abilities and characteristics common to all Elves.*

- Demi-Elves of the Plains have a natural affinity to horses and have a +2 to all reaction rolls with any beast of burden (cows, pigs, oxen, horses, etc.)

High Elves

- Usually are not encountered until they are high skill level magic users and therefore not bothered. However, even at an early age High Elves are good magic users. Subtract one from all saving throws against High Elf magic (not for pre-set or enchanted magics, but only spells thrown by a mage—for instance, a character cannot get the bonus on the magic from a wand enchanted by High Elves).

- Add 1 to all Intellect rolls for High Elfs, but subtract two from all Stamina and Strength rolls (except for members of the royal house.)

Elven Relations with Other Races

Elven relations with the non-Elven races are affected by the Dark Elven hunts and raids, especially with the Dwarves and Gnomes south of Dark Elven territory, who take the brunt of the Dark Elven escapades. Since the Dark Elves refuse to participate in councils, most humanoid races just deal with them without complaining to the Great Council. Trade rights and privileges are the usual complaints the Council must handle, with an occasional Demi-Elf border problem brought up by Human farmers.

Since the War of the Races, the external borders of the Elves and the other races have remained relatively fixed. The Elves do not permit any non-Elven settlements within Elf's Hold, but welcome trade with the other races. Most non-Elven contacts are along the river trade routes of the Wood Elves and the coast ports of the Demi-Elves. As a result, the Ice, High, and to some extent, the Grey Elves are rarely seen by non-Elves.

Humans

Relations with the Humans are generally good, especially among the Wood and Demi-Elves who trade with them. The Ice, High, and Grey Elves still view Humans with suspicion as the scars of the War of the Races are still fresh in the memories of the longer lived Elves. The Humans have no contact with the Dark Elves and view them as rumors made up by Dwarves and Gnomes. Any Human determined to go and see if they did exist would probably never return.

Gnomes

The Gnomes are familiar only to the small number of Wood and Grey Elves on their immediate borders. The Elves know them as reclusive, preferring to deal with the Dwarves—who share their interest in gold and shiny objects.

Haflings

Haflings are known to the Demi-Elves and some Wood Elves around the Free City. The Haflings' lands are south of the Human lands and they rarely travel in Elf's Hold except to trade. Those who do make the journey, however, are liked by the Elves. The Haflings appreciate Elven poetry and culture and flatter the Elves by trying to imitate it. There are many instances of Elves and Haflings developing long and fruitful friendships.

Dwarves

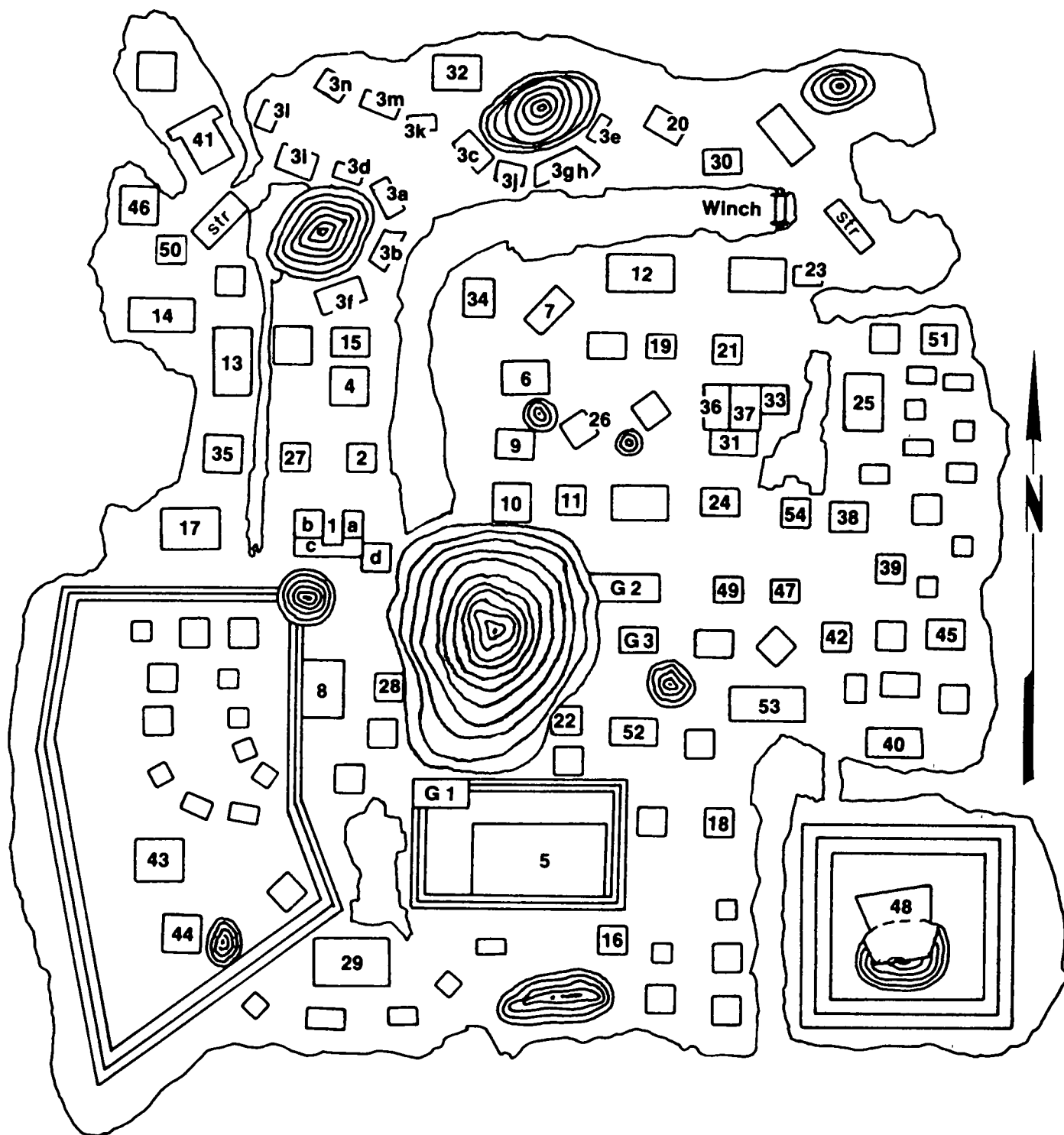
The Dwarves whose lands border the Grey and Dark Elves have a grudging respect for the Grey Elves and an intense hatred and fear of the Dark Elves.

The Dwarves respect the Grey Elven craftsmen for their work with rock and metal, although they cannot appreciate the artistry of patterns like an Elf. The Grey Elves view the Dwarves as adequate workers of stone and metal, more interested in the gold than in the beauty of the stones. They are appalled at what they consider the Dwarves' lack of interest in learning.

The Dark Elves view the Dwarves as beasts and often make them objects of their notorious hunts. Capture by a Dark Elf hunt can only result in either a slow death at the hands of the priests or a lifetime of slavery in the Craven's Deep forge, making weapons and tools.

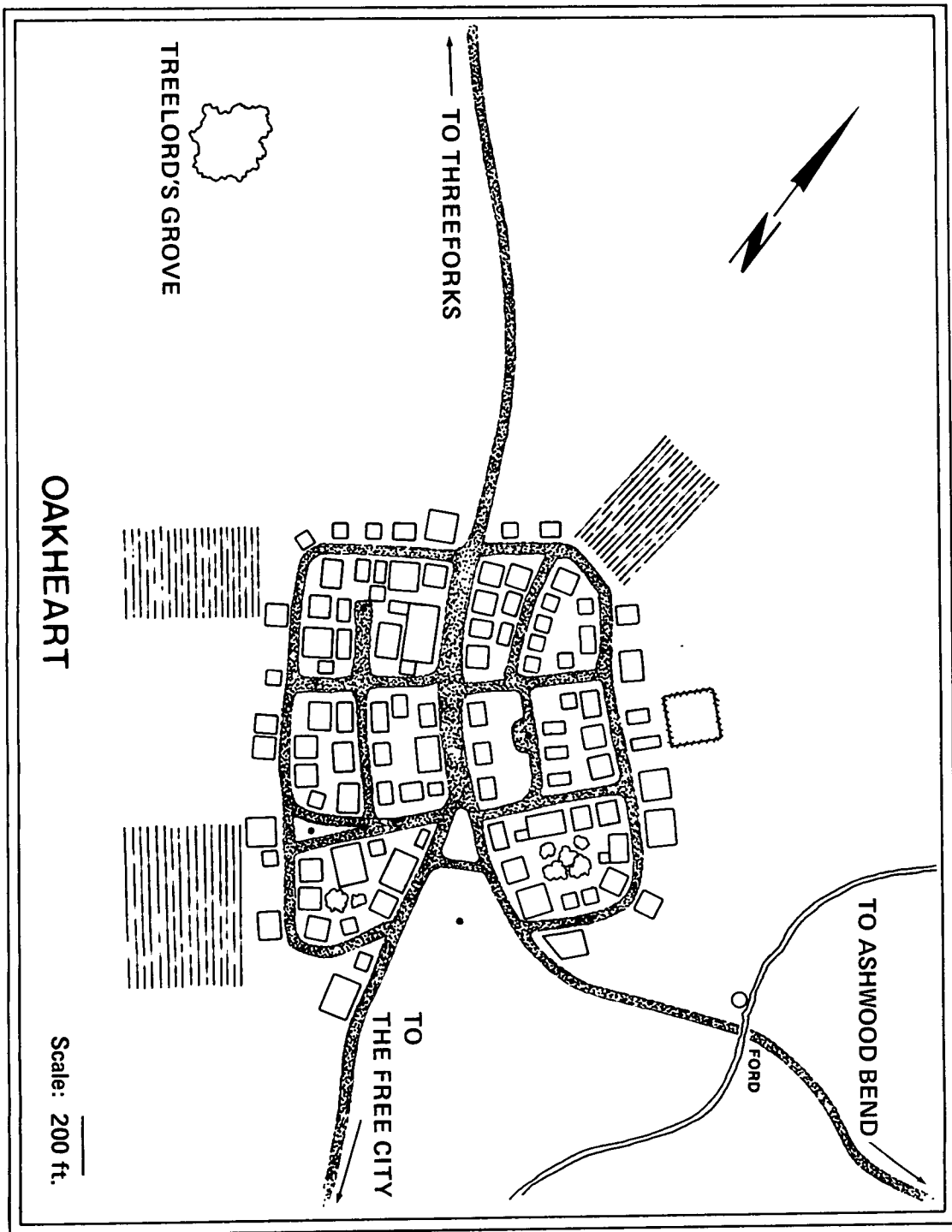
A deeper cause of the Dwarves' enmity to Dark Elves is the way the Dark Elves drove them from the mountains at the Spine of the World by unleashing monsters and beasts upon the Dwarves' homes.

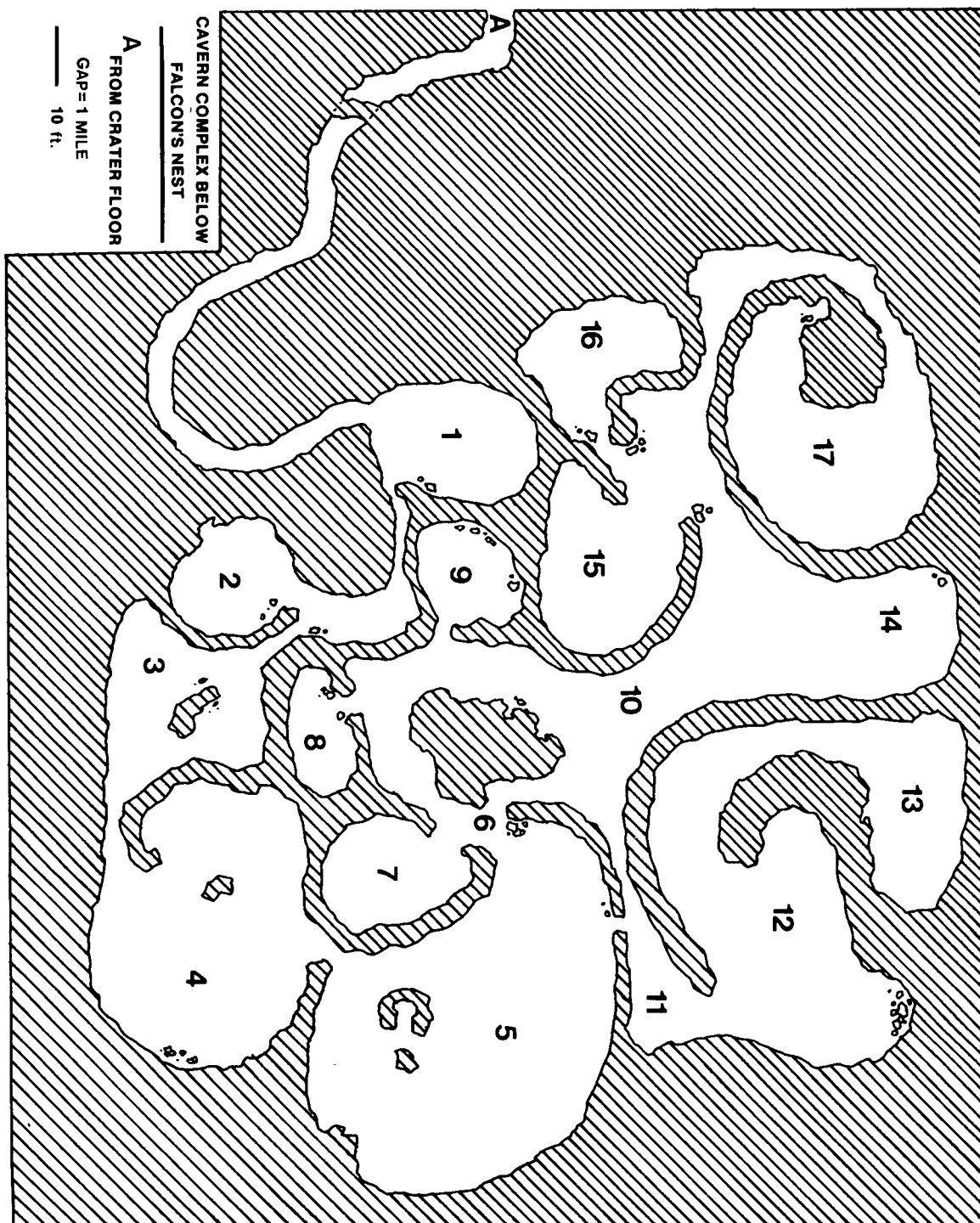
The other Elven races rarely have contact with Dwarves, even the Demi-Elven traders seldom see them, except in Free City. The other Elven races view Dwarves as their Grey Elf brothers do, busy ripping rocks from the earth in a single-minded pursuit of gold.



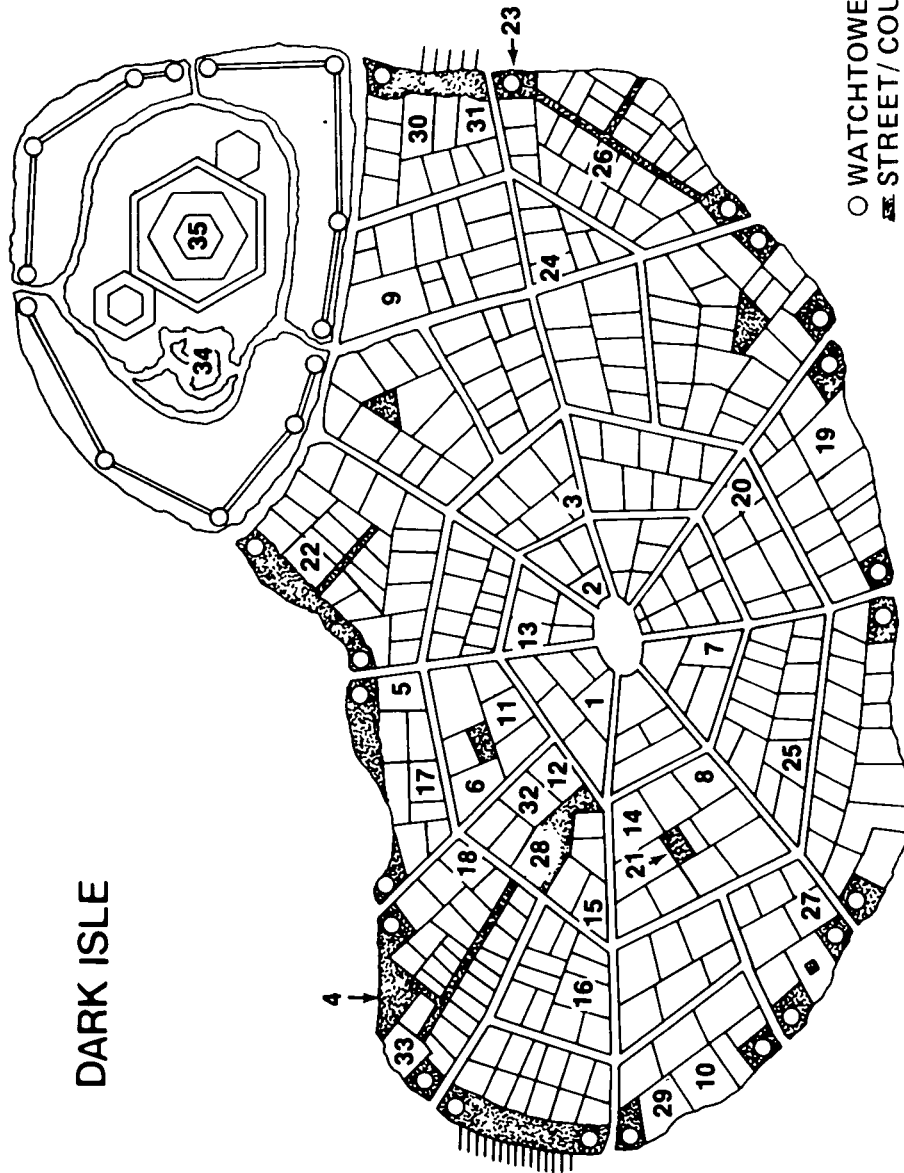
-  TRUNK AND LIMBS
-  STAIRWAY
-  PLATFORM STEPS

THE FREE CITY MAIN LEVEL
 Scale: 100 ft.





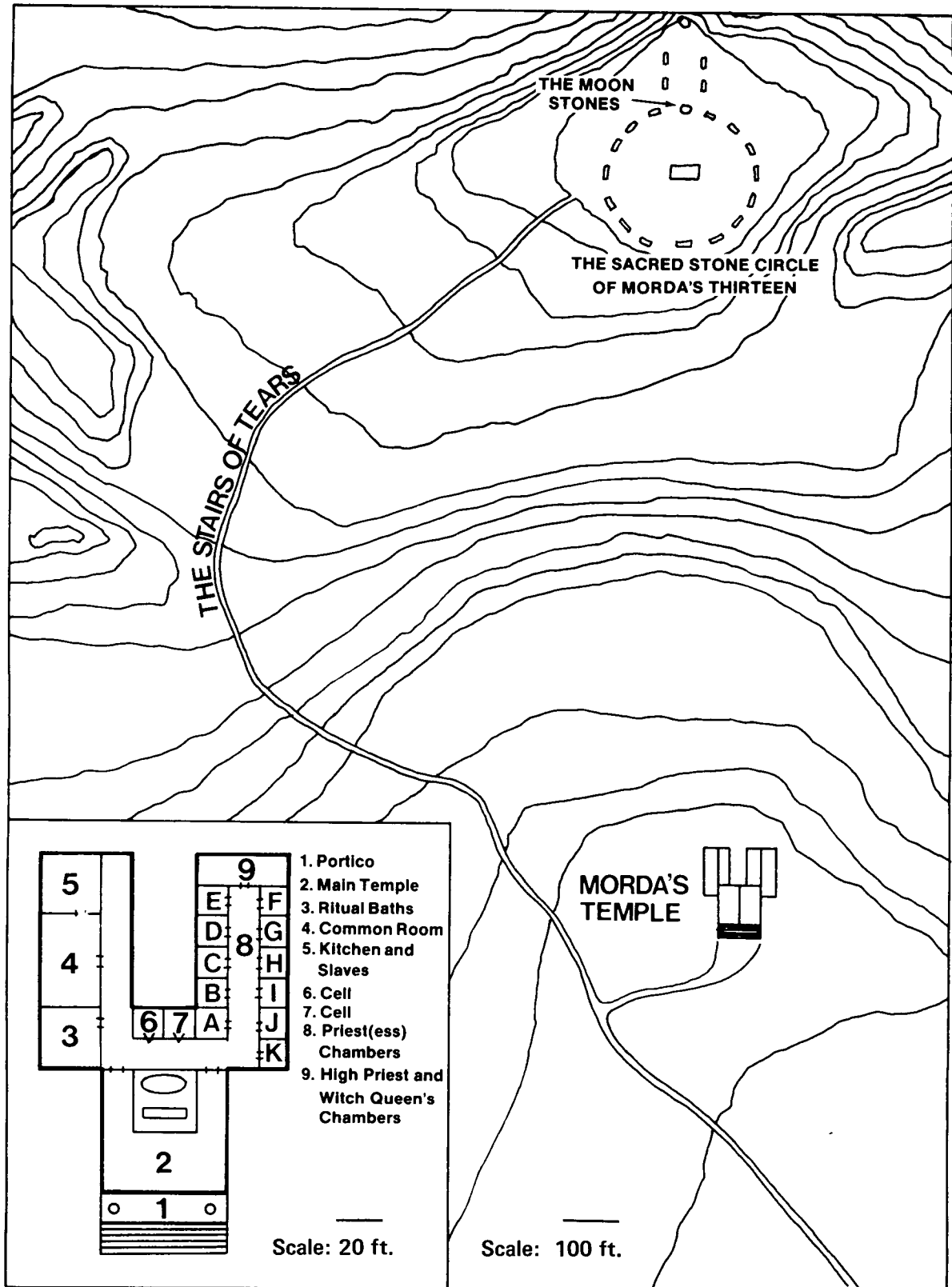
DARK ISLE



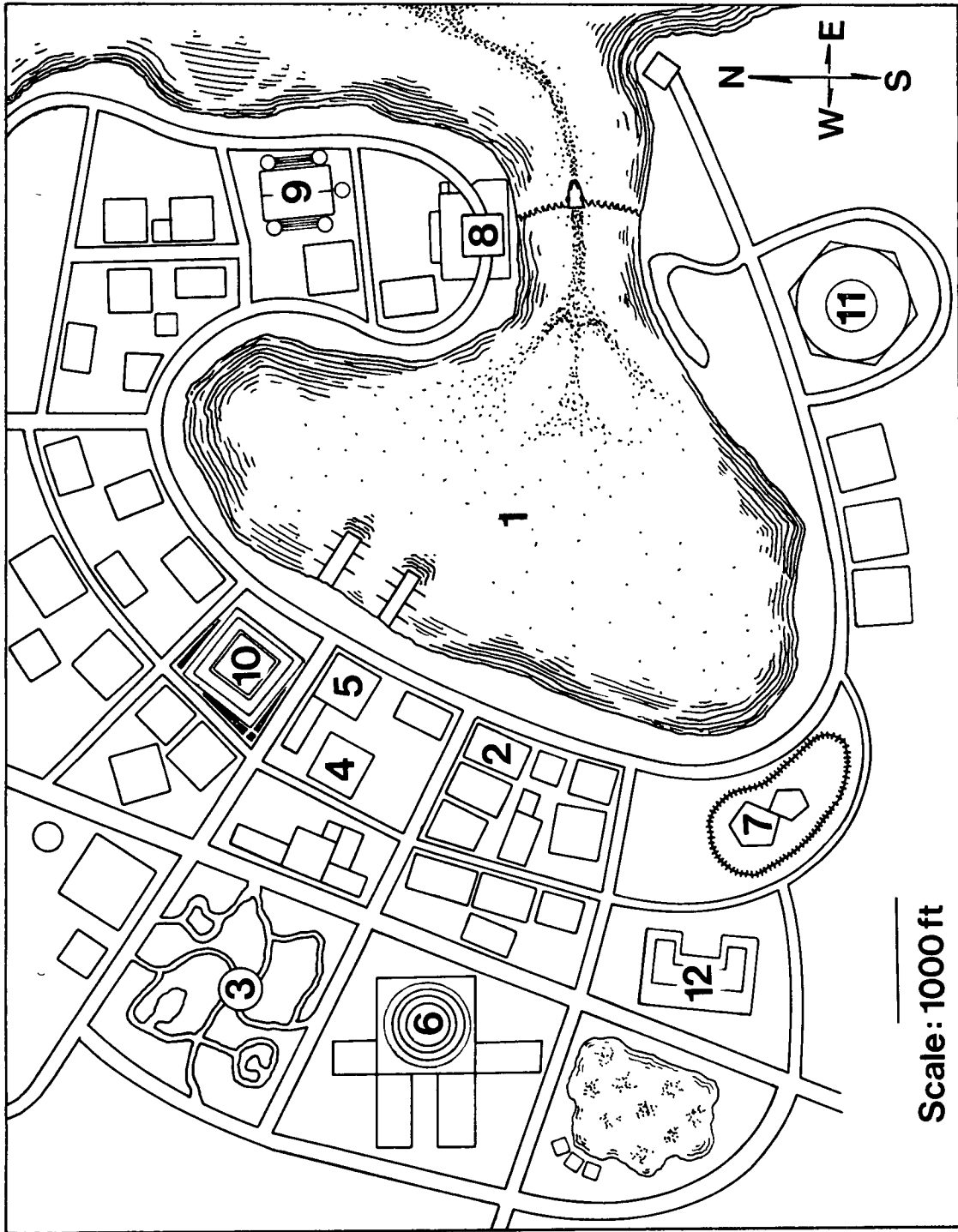
○ WATCHTOWER
 ▨ STREET/COURTYARD
 — CANAL

Scale: 100 ft.

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