

DUNGEONS & DRAGONS®

9223

GAZETTEER

OFFICIAL GAME ACCESSORY

The Elves of Alfheim

by Steve Perrin



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GAZETTER

An Official DUNGEONS & DRAGONS® Game Supplement

The Elves of Alfheim

By Steve Perrin and Anders Swenson

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Welcome to Alfheim

Alfheim is a land renowned for its mysterious forests filled with magic and for the learning and valor of its elven inhabitants.

Alfheim is centered in the forest of Canolbarth, surrounded on all sides by the Republic of Darokin — a former bitter enemy and now fast friend. Other close neighbors include the monster-infested Broken Lands to the north and west, Rockhome of the dwarves to the east, and Karameikos and the Five Shires to the south. Most of Darokin is to the west of Alfheim.

This sourcebook deals with the unique elven nation of Alfheim, describing in detail its forests, its single city, and its people — the elves, heirs to the entire culture of the elven race.

Elves have been mentioned throughout the D&D® series of rulebooks and modules; but the references have always been piecemeal. In the D&D® game rule books, you learned how to roll up an elf character; in another, you learned how to build strongholds; and yet other books described elven nonplayer characters and elven life.

The Elves of Alfheim puts it all together. You learn the long history of the elves; you're given a whole new set of spells and experience levels that your elven characters can attain; and you learn why the elves are like they are (flighty and whimsical, fonder of trees than people, aloof from other races).

Here you'll find the unique treehouses of the elves and learn how they get from branch to branch without every touching ground. You'll see the social structure that holds the elves together even as they present the appearance of anarchy to the world outside.

And here is presented guidelines on how to use Alfheim as an integral part of your campaign, whether as a place for characters to visit, to invade, to call home, or to spend an entire campaign.

Who Shall Read This Work?

This is primarily a reference book for the DM's eyes only. Pages 45-52 are pro-

vided as a pull-out section for the players. At the DM's discretion, certain other parts of it can be shown to players in his or her campaign. In particular, the "Geography, Flora, and Habitats", and "Elven Society" sections can be read by the players of Alfheim-elf characters without particularly spoiling the campaign for them. This is their heritage — it is only right they should have the knowledge. However, other than the sections mentioned above, players should not read any other portion of this book (at the DM's discretion, additional information can be read to the players as their characters learn it during the course of play).

As a complete campaign reference book, **The Elves of Alfheim** offers adventures and adventure components for characters of Basic, Expert, Companion, and Master experience levels, and gives the DM plenty of advice for presenting this material in adventure sessions.

Using the Elves of Alfheim

Pages 45-52 in the center of the Gazetteer are a removable player handout which form an introduction to the history and culture of Alfheim, and define the special rules and procedures needed for an elven campaign. Begin by giving this section to your players.

Other information presented throughout the Gazetteer may be given to players at the DM's discretion. This information includes:

"The History of Alfheim" which details the elven odyssey from what is now the southern icecap to the southern continent land of Vulcania, to the Sylvan Lands, and finally to Alfheim. It explains the role the elves inadvertently played in the downfall of the Empire of Nithia and describes the major threat against peace in Alfheim ... the Shadowelves.

"Geography, Flora, and Habitats," which describes how the elves live in the forest and what they live in, and the magical areas that are so much a part of the magic that makes Alfheim unique. This section should be shown to any player whose character comes from Alfheim.

"Alfheim Town" is a detailed look at

the one almost human-style city in Alfheim. This section should be shown to the player of any non-elf character who comes from the town itself.

"The People of Alfheim Town" describes some typical citizens of the town, from Guardian to tavernkeeper. Let the players' characters meet them as they go along.

"The Economy of Alfheim" describes what economic contacts the elves have with the world outside their forest. Material in this section should come to player character elves during the course of play.

"The Elven Ways of Life" describes elven society and the philosophical groundings of that society. This is a *must read* section of role play guidelines for players of elven characters.

"The Politics of the Elven Court" is a description of how the government of Alfheim works and how they organize against invasion and plan for foreign adventures (of which they have had remarkably few).

"Player Pullouts" is a removable eight-page section that contains guidelines to create elven characters who then live in Alfheim. It also includes descriptions of Alfheim from the viewpoints of foreigners and a glossary of terms peculiar to Alfheim and its neighboring lands. Permission to photocopy this section, (*and this section alone*) is given by TSR, Inc. for your use in play.

"The Personalities of the Elven Court" is a description of the movers and shakers of the elven society. This section is for DMs' eyes only.

"The Secrets of the Elves" is a section to explain those things that are unknown to anyone but those high in the councils of the elves. This is "need-to-know-basis" information, revelations that an elf character may discover during the course of play. Non-elf characters should always be somewhat in the dark about them unless the need for non-elf assistance is immense. Again, this section is initially for the DM only, to be doled out as needed.

The "Adventures" section is also for DM's eyes only. It deals with how to run an Alfheim campaign and provides ad-

ventures for the elves and their friends and allies. It includes:

"The Alfheim Campaign," which describes the type of adventures one might run in Alfheim and how non-elf characters can be dragged into them.

"The Monsters of Alfheim," which supplies descriptions of monsters not found in the D&D® game rulebooks (though some have appeared in other modules) and provides encounter tables for them.

"The Great Hunt" which puts the elven characters in the middle of one of Alfheim's favorite activities, hunting; then tosses the characters into the middle of the political intrigues which are being plotted even as the hunt moves on.

Finally, a series of several adventures which take player characters all over the forest in a carefully graduated series of adventures meant for Basic, Expert, and Companion levels of play — plus ideas for other adventures to be fleshed out by the DM.

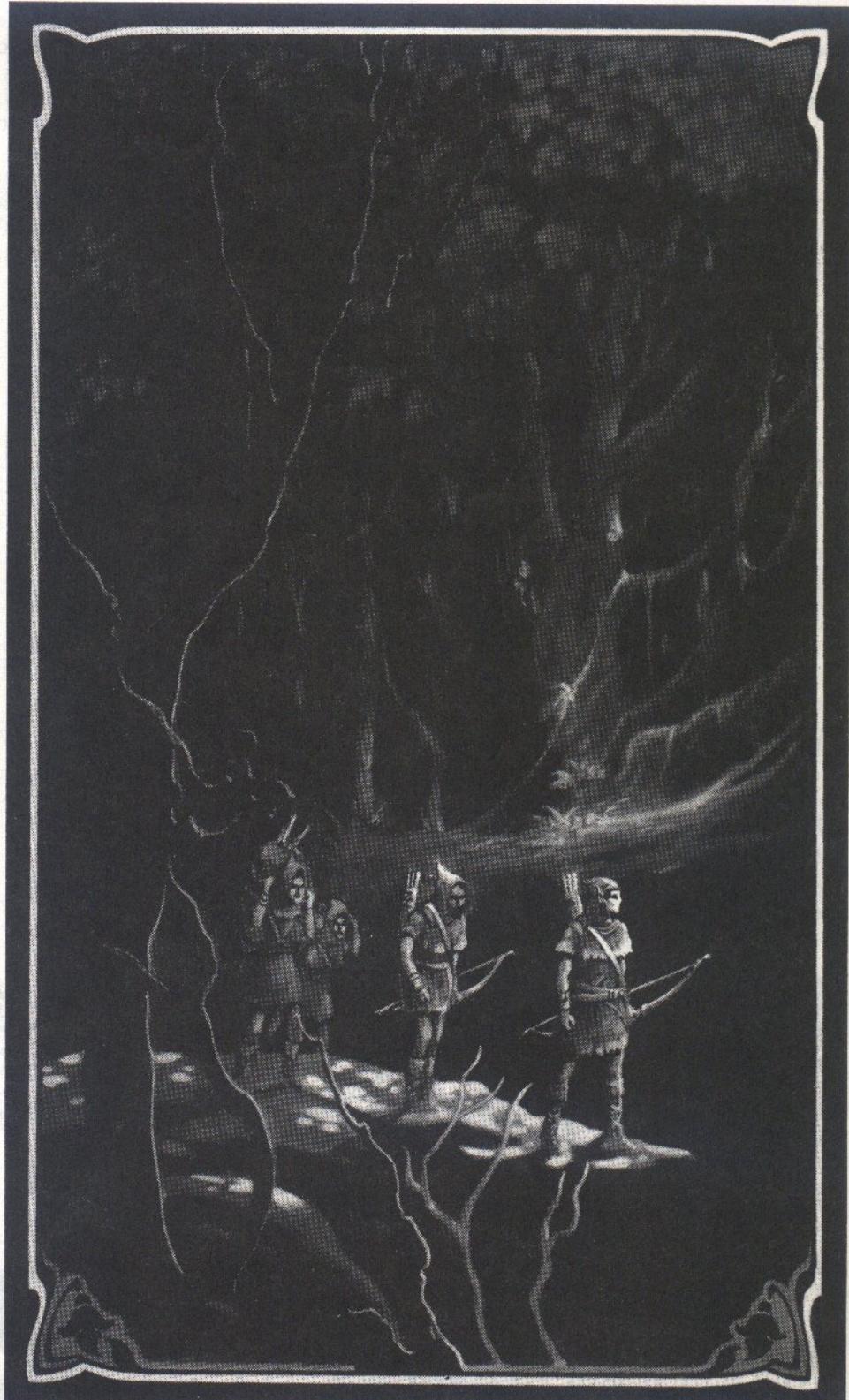
COMMENTS

Remember that this sourcebook and the other sourcebooks in the series have been written for you to use in your campaign and in your own world — whether it is the official D&D® game world or one of your own creation. This means you can and should change things you cannot or do not wish to use before making this Gazetteer a part of your personal D&D® game world.

Do you want your elves to stick with the basic 10 levels of experience? Do you not want to worry about magic spots and twisted magic? Would you rather your elves were bitter enemies of dwarves? It's your book now — keep what you want, change what you need to; but most of all, have fun with it.

A Final Note

This Gazetteer assumes that the elves in an Alfheim campaign have not yet accomplished the quest of *The Tree of Life* (CM 7). If that adventure has been accomplished successfully, there will be differences in Alfheim. For one, the Sylvan



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Realm will be a viable (albeit distant) force again, and, two, the motivations of the elven Feadiel clan will probably change.

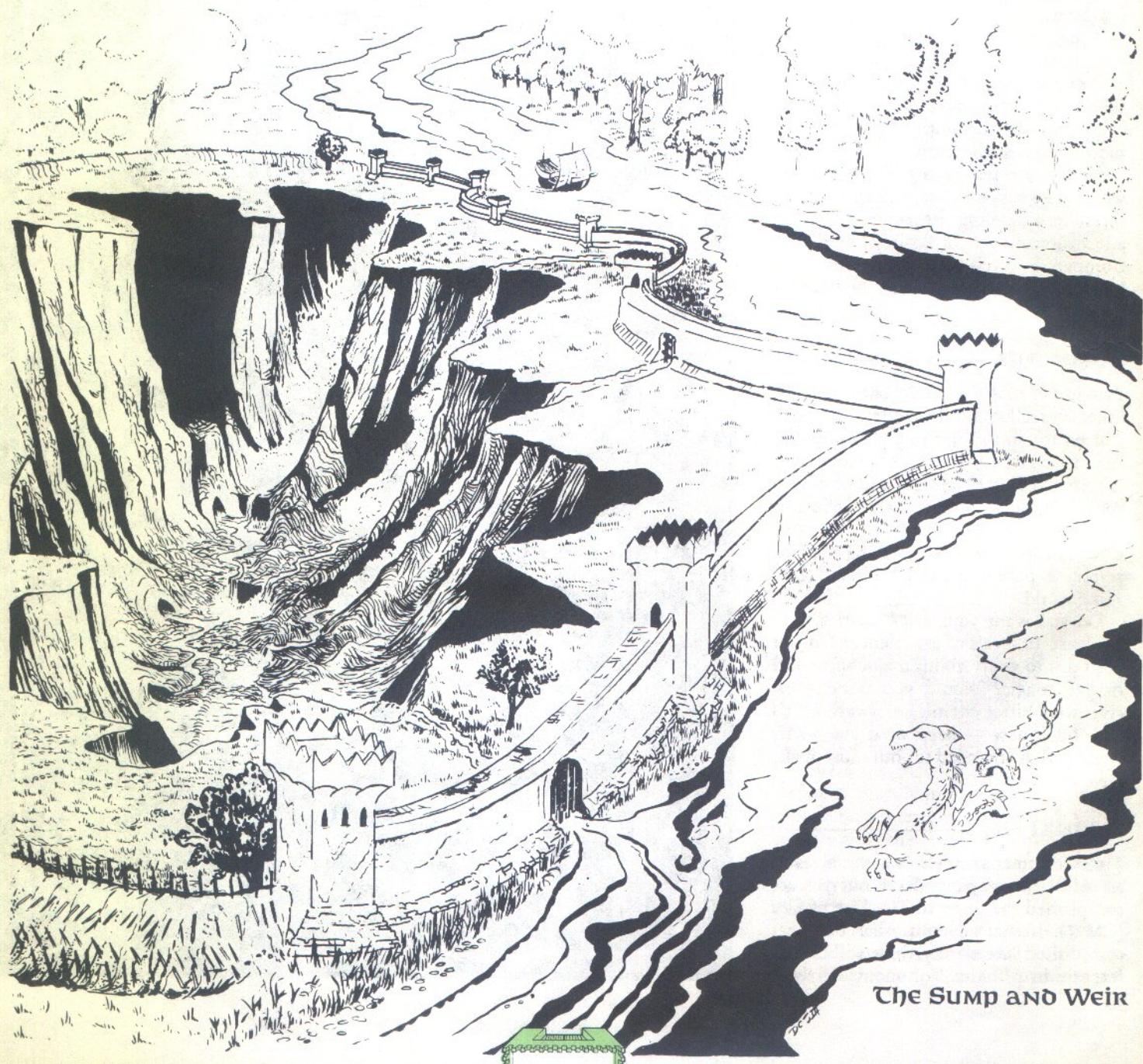
Kudos

Many other D&D® game products have been instrumental in creating this Gazetteer. Besides the basic information provided in the rulebooks, we would like to

thank Bruce A. Heard for *The Tree of Life* (CM7), which provided the first clues to the long wandering history of the elves, and for *The Principalities of Glantri*, (GAZ3), which introduced flamenco elves.

We also want to thank Michael Dobson for *Red Arrow, Black Shield* (X10), which established the population, kings' names, and military might of Alfheim,

and Aaron Allston for his delineation of the elves of *The Grand Duchy of Karameikos* (GAZ1), and the dwarven attitude toward elves in *The Dwarves of Rockhome Gazetteer*. Finally, there is *Legacy of Blood* (CM9) from (ahem) Steve Perrin and Katherine Kerr to give some more hints on the situation on the Alfheim-Darokin borders.



The Sump and Weir

History of Alfheim

The elves of Alfheim have an advantage over the citizens of other lands. They live much longer and are thus closer to their own history. Their version of their own history is closer to the truth than that of most other nations in the D&D® game world.

Still, discrepancies between fact and legend have crept in, even though the elves have only gone through six complete generations (defined as when everyone alive at the start of a generation is dead before the next commences) since explorers from Blackmoor first contacted their original land of Evergrun.

As the Elves Tell It

Long before men had words, elves grew great in the wondrous land of Evergrun. Tall were the trees of Evergrun, and bountiful were its forests. Our wild brothers gave us good sport and honored us with their deaths on our arrows. There we first learned the way of the forest and how to share the forest's bounty with all of its peoples. We were content.

But in far land — a world away, the evil empire of Blackmoor grew and reached out its tentacles to embrace all lands. When the fat merchant-priests of Blackmoor arrived on the shores of Evergrun, the elven people were amazed and delighted. In our foolishness, we welcomed them with open arms.

But the men of Blackmoor sold more than goods. They sold ideas — bright ideas whose core was corruption. The wisdom of the elven sages was overcome with these ideas and they began to practice the black arts taught by these interlopers from afar.

The products of these arts were indeed fair, but the practice of them was foul. They turned the forests of Evergrun into foulness. The wisest amongst us fled far from those foul arts, seeking lands untainted by the vileness of Blackmoor — and by that was the elven race saved.

Soon, the gods stepped down and punished Evergrun with the Rain of Fire, even as Blackmoor was punished. The earth moved with the sun and the moon, and the ice came down from the moun-

tains and would not leave.

Those elves who were not lost in the Rain of Fire met again in the land once called Grunland, in what men now call the southern continent. Yet even there was the blasphemy of Blackmoor to be felt. Undaunted by the punishment of the gods, falsely wise elves of that place wished to continue practice of those vile arts which had brought Evergrun low.

Ilsundal, wisest of our forebears, would not hear them. He gathered together the faithful — those who knew the ways of their grandfathers and would not listen to corrupted sages — and led them northward to the wild continent. When Evergrun was in its glory, there had been only the snows of winter in this wild land, but tales now told of sun and grass and ... trees.

The toils and travails of that long march were great, and the losses to our people terrible. Nevertheless, they found a fair, forested land in the north and settled there, calling it the Sylvan Realm.

And then Ilsundal became an Immortal Paragon, a god of the elves whose love for his people was so great that he left us the Tree of Life. The fair Sylvan Realm grew great under the branches of that sacred tree.

But there came a time after many tens of springs when the Sylvan land could no longer hold all the hunters and all the magics of the elves. Looking out of the sheltering forest, the elves found too many humans and their earth-slaying fields surrounding the forest. Another path from the Sylvan Realm would have to be found for our pioneers.

And from amongst the wisest of our leaders, there came Mealiden Starwatcher who found the Path of the Rainbow. He gathered about him those clans who would seek a new land and prayed to Ilsundal for guidance. To each clan, Ilsundal gave a daughter of the One Tree to become that clan's Tree of Life. Thus gifted, Mealiden led the elves over the Rainbow Path to their new home.

Alas, the new-found home was also full of forest-slaying humans. Undaunted, the clans moved ever northward, until they found the barren

Steppes that lay between the Altan Tepe Mountains and the Rockhome mountains. Neither man, halfling nor dwarf wanted these barren lands, but wise Mealiden saw their promise.

The wizards of the elves gathered together. For years, great ceremonies were performed. Finally, the earth moved, the stormclouds strayed from their customary path ... and the waters of heaven poured into Alfheim.

The hungry soil drank all the water and the plants grew not. Again, the ceremonies were performed and the soil drank and again the plants grew not. Yet a third time the wizards chanted and the elven folk prayed. When the rains came once more, the thirsty soil was surfeited and then at last the plants grew.

Now it came to pass that others were jealous of our new forest. But we knew mankind well by now and were ready for treachery. Our archers knew their marks and the new forest betrayed the invaders at every step. We held the forest against all invaders until man, dwarf, and halfling acknowledged the forest to be ours.

Now we are great among the nations, though unlike our neighbors, we do not meddle in others' affairs. Our armies are feared everywhere. Since the Sylvan Realm was stolen from elven dominion, we are now the true home of the elves of the world.

As the Immortals and the Dungeon Master Know It

When Blackmoor was young, the elves were old. Some 5,000 years ago, elven civilization sprang up on the other side of the world from Blackmoor, nearly 2,000 years before Blackmoor became great.

The elven civilization originally developed in a southern continent that now sits under the southern polar icecap. While the land (then known as Evergrun) was once as forest-oriented as elven legend would have it, the slow but steady growth of its population caused urbanization (city building) to occur.

As the elves used their great magics to build their culture to its peak (around 3500 years ago), they also began explor-

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ing the rest of the world. The elves and Blackmoor found each other at the height of their cultures.

During the years of Blackmoor's splendor, many elves migrated to that area and points around it. Those elves tried technology and grew great at it, particularly the elves who inhabited the area now known as the Broken Lands.

The elves of Evergrun also embraced technology, abandoned their forest ways, and learned how to increase their none-too-fertile population growth — all much to the detriment of their former sylvan way of life.

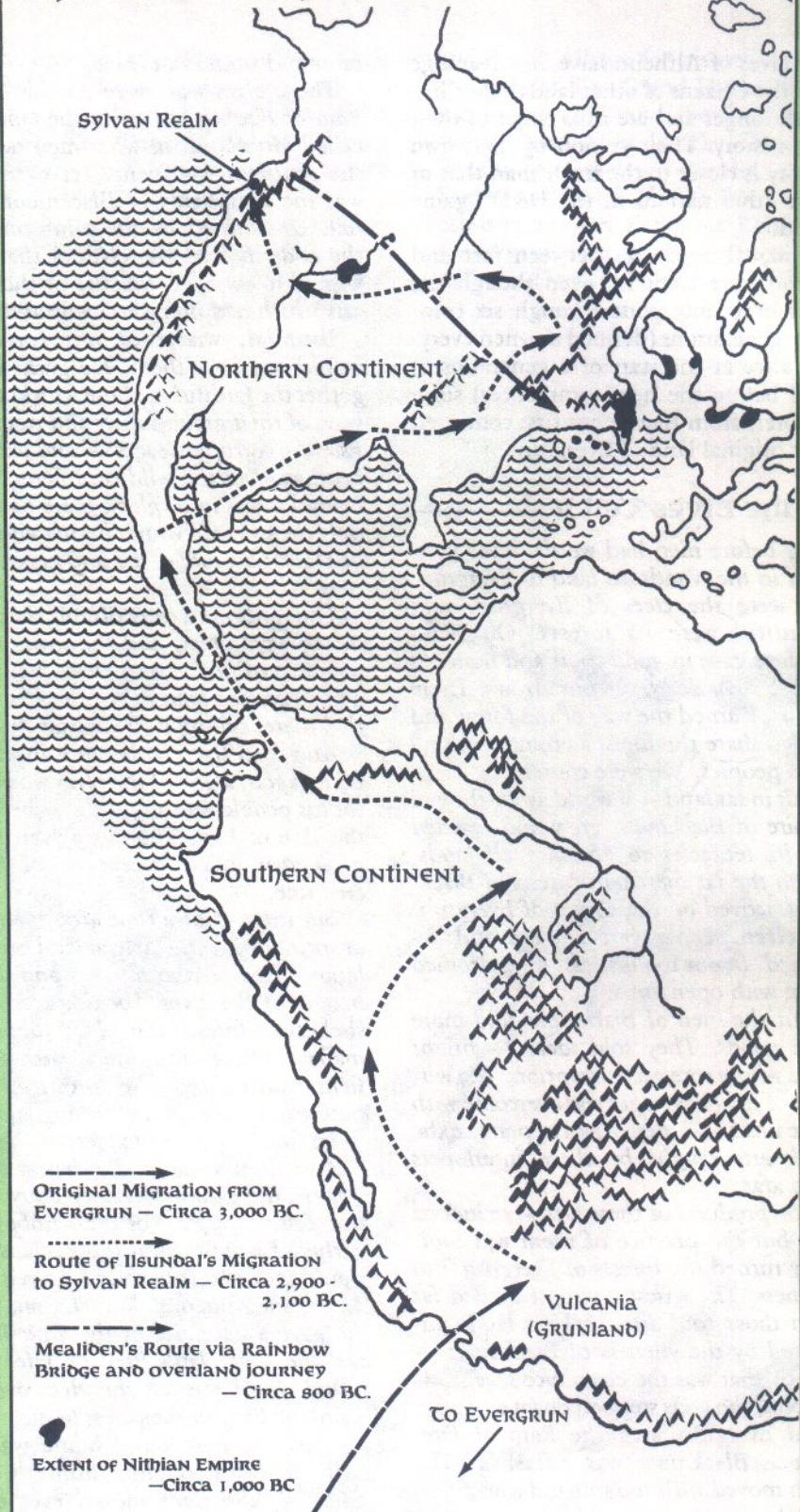
When the Immortals destroyed Blackmoor and the planet shifted its axis, the elven home continent civilization was obliterated. The main surviving colony was on a continent to the north of the elven lands (now known as the southern continent) in the same hemisphere with the continent which contains Alfheim, Karamelkos, Thyatis and others. After the axis shift, this land was racked by volcanization and became known as Vulcania, though the elves first knew it as a forested wilderness they called Grunland.

At that time, there occurred a rift in the elven culture. The majority of elves wanted to maintain the Blackmoor technology they had embraced so willingly; but the destruction of Blackmoor and Evergrun convinced the other faction that they should return to their sylvan heritage.

The Returnists left their friends behind and journeyed under their leader, Ilsundal the Wise, to what had now become the planet's northern continent. There they hoped to find those elves who had colonized that cold, forbidding land before the axis shift. All they found were many struggling human tribes and the Broken Lands.

The followers of Ilsundal were the forebears of virtually all the elves in the known world. Nothing has been heard from the southern continent elves since the long march of the Returnist elves, although the Belcadiz elves of Glantri claim to be descendants of a similar group who left the southern continent some 300 years after Ilsundal. Considering the fate

The Elven Migrations



HISTORICAL TIMELINE OF THE ALFHEIM ELVES

Year

- 5000 BC: 1st elf civilization on Southern Continent (now under icecap).
- 3500 BC: Blackmoor flourishes. Elves trade and war with Blackmoor.
- 3000 BC: Planetshift. Blackmoor blows up. Elven home continent freezes over, becomes southern icecap. Survivors of the elven colony in Blackmoor flee into the newly-formed Broken Lands.
- 2800 BC: New elven nation on the southern continent land of Vulcania divides on magic versus technology. Returnists under Ilsundal leave for northern continent on long march.
- 2200 BC: Some Elven migrants settle in Glantri.
- 2100 BC: Ilsundal's migration reaches Sylvan Realm (see CM7).
- 1800 BC: Ilsundal becomes an Immortal, creates the first Tree of Life.
- 1700 BC: Elves driven out of Glantri by local cataclysms.
- 1000 BC: Alphantians arrive on world. Nithian Empire flourishes.
- 800 BC: Alfheim colonized by followers of Mealiden. Ceremonies of *weather-change* begin.
- 700 BC: Mealiden is acclaimed king of Alfheim.
- 500 BC: Nithian Empire destroyed.
- 350 BC: Mealiden abdicates the throne to follow Ilsundal's path to Immortality. Alevar of the Grunalf clan becomes king of Alfheim.
- 250 BC: Mealiden becomes an Immortal of the Sphere of Energy.
- 0 AC: First emperor of Thyatis crowned.
- 100 AC: Celedryl of the Erendyl clan is crowned king of Alfheim.
- 550 AC: The beast man invasion of the wizard Illodius scars the magical forests. Alfheim Town founded in the blighted area.
- 560 AC: Alfheim/Darokin alliance crushes the shadowelf invasion.
- 600 AC: Sylvan Lands are conquered by Moorkroft (see CM7). Feadiels arrive in Alfheim.
- 675 AC: King Celedryl purges shadowelf infiltrators from Alfheim, but is only partly successful.
- 700 AC: Doriath, a former adventurer, assumes the throne of Alfheim. The Erewan faction of Erendyl clan leaves Alfheim for Glantri.
- 1000 AC: All D&D® Gazetteers are set in this period.
- 1200 AC: The invasion of the Master of the Desert Nomads and the setting for adventures X4, X5, and X10.

of those who attempted technological advancement elsewhere in the world, there is little hope for the continued existence of elven civilization in Vulcania.

Just as the elves blamed humans for the Rain of Fire, humans blamed the elves — long after the short-lived humans had forgotten why. Unable to settle among humans, the elves sought and found their own land in the northwest corner of the wild northern continent. This land became known as the Sylvan Realm.

Shortly after they were settled, Ilsundal, the elves leader, learned the path to becoming an Immortal of the Sphere of Energy. As his Test, he created the *Tree of Life*, as an avatar of his own power to guide his people. This one great gift set the new course of elven culture, becoming the focus of much of their lives.

In self-imposed isolation, the elves lived peacefully in the Sylvan Realm for more than a thousand years. Low birth rates kept the elves deep within their forests for centuries. Nevertheless, their population finally grew to the extent that they needed new lands if they were to maintain their wide-ranging forester lifestyles. To their horror, they found their realms surrounded by the cultivated fields of humans — humans who had grown more civilized in the interim millennia, humans who had mastered magic far beyond what any but the most gifted elves could master.

Something had to be done. *Mealiden Starwatcher* (later called Red Arrow) learned the secret of the Rainbow. A troupe of brave elves could leave the Sylvan Realm via the rainbow, and travel to lands free of overwhelming human culture.

In a great ceremony in which Ilsundal himself interceded, the followers of Mealiden created nine new Trees of Life from seedlings of the original. Each seedling possessed the potency of the original. Several thousand elves took the Rainbow Path to a relatively unsettled area, what is now Thyatis, 800 years prior to the crowning of the first emperor in Thyatis. Even then, the philosophies that would eventually make an empire were in place. Harassed and deceived at every turn, the

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elves fled northward. Some stopped in what is now Karameikos and became the Calarii elven clan (See **The Grand Duchy of Karameikos Gazetteer**), but most stopped in the wind-torn steppes of what is now Alfheim.

The surrounding human tribes let them stay, certain that the elves would starve and wither in that forbidding place. But Mealiden had a vision from Ilsundal (mostly as described above in the elf-eye view of history). The elven wizards went to work. Earth which had rarely tasted rain before was suddenly filled to excess and the plants bloomed.

Elven plant wizards were ready. Scrub oak grew and flourished. Water-starved steppes plants suddenly changed and adapted almost overnight. In a few centuries' time, the steppes became a forest... the Canolbarth. At the same time, elven adventurers stole through human lands to bring back forest animals to the Canolbarth.

Mealiden became the first king of the elves of Alfheim. Through Ilsundal's gifts and Mealiden's own efforts, the king of the elves became a Paragon and eventually attained Immortality in the Sphere of Energy. It is said that he sits at Ilsundal's back and guards his predecessor while Ilsundal guards his people.

This time was also the start of the decline of the Nithian empire. Ilsundal knew of the Immortals' curse on that unhappy land (see **The Emirates of Ylarum Gazetteer**), and his part of the curse diverted much of what had made the Nithians great towards his children, the elves.

The surrounding humans were immediately covetous of this newly fertile land, but the elves were determined to stay on the land they had created. For centuries they staved off invasions of humans, orcs, dwarves, and others. At long last, they made accommodations with the humans, befriending druids and allying with the folk of Darokin (who had previously been the most insistent invaders) and the people other surrounding realms.

The lands of the Sylvan Realm and Alfheim grew apart, separated by incredible distances. The Rainbow became an

ever-more-hazardous method of travel as monsters and others discovered the route and claimed portions of it for their own use.

A thousand years after Mealiden's journey, the advent of Moorkroft, an evil human wizard, destroyed the elven culture in Sylvan Realm. A pitiful few survivors of the Feadiel clan fled to Alfheim on the Rainbow path with a branch of the original *Tree of Life*—incidentally letting more monsters into the passage.

In Alfheim, the refugees' former brothers welcomed the newcomers and mourned the Sylvan Realm with them.

The Genealogy of the Kings of Alfheim

Doriath is the fourth king of Alfheim and has sat on the throne for about 300 years. He will be king for another 200 years at least, and is listed as being king during the Great War (see X10). He is not of "royal" blood, but happened to be the most qualified former adventurer when the previous king died.

Celedryl of the Erendyl clan, preceded Doriath and sat for 600 years on the throne. During his reign the elves made peace with Darokin, Alfheim Town was founded, the Feadiel clan arrived from the Sylvan Realm, and the Shadowelves first appeared.

Alevar of the Grunalf clan was king before Celedryl and ruled the elves for 450 years. His predecessor was Mealiden Red Arrow, who led the Chossom, Erendyl, Long Runner and Grunalf clans to Alfheim and founded both the Red Arrow and Mealidil clans.

Recent Arrivals and Departures

The Feadiels arrived relatively recently, about 400 years ago, fleeing the conquest of the Sylvan Kingdom. The Erendyl clan split 300 years ago, with the Erewan faction moving to Glantri.

The Birth and History of Alfheim Town

Alfheim Town is an anomaly in the elven forest—a flaw in the uniform fabric of giant trees and gloomy forest floor. The town was not part of the original forest plan, but was built upon results of an accident occurring during the beast man invasion, 450 years ago.

The Beast Man Invasion

It has been nearly 450 years since the magic-user Illodious sought to conquer the magical Canolbarth forest. In his quest for immortality, Illodius opened portals into another plane and brought through his army of monstrous beast-men. His goal was to take control of several of the forest's reknowned magic pockets and use them to aid his spell research, part of his path to becoming a Paragon. Tens of thousands of the beast people came through to be challenged by the elven army. To the elves' dismay, their traditional tactics of harrassment, confusion and assault on the rear echelons failed, for the beast men were firmly based from their own plane through the portal, and their numbers allowed a sturdy front through which the elves could not penetrate.

The greedy rulers of Darokin saw the impotency of the elves against these foes and decided to pounce on Alfheim. The Army of the Republic crossed the treeline for what it believed would be its last and finally triumphant march against the elves.

In the face of disaster, the magic-users of Alfheim had what has been called their finest hour. Operating from a point far to the rear of the elven lines, they opened yet another portal into the beast man world. Heroically conjuring while fighting off beast man guards, they cast magics that closed Illodious's gate spell and recalled his army from Alfheim. Falling back to Alfheim, the elven wizards then closed their own gate. With the beast men dispatched, the elves turned on the Darokinians and drove them from the forest with great human losses.

One lasting result of Illodious's magic

was to strip the forest for a large stretch of ground. Although this made it suitable for normal cultivation, the magic of the forest would have to be renewed here to allow the regrowth of the Sentinel and Home trees.

For some time, elven leaders had been considering the construction of a trading post. Although trade with human countries was lucrative for all concerned, it had the undesirable side effect of human merchant parties scouring the forest looking for bargains and rich goods. Each year this became increasingly disruptive to the elven peace.

The solution was to use the lands scarred by Illodious as a market place. Thus was born Alfheim Town — within Alfheim, but isolated from elven society.

The Shadowelves

No look at of the history of Alfheim is complete without discussing the greatest current enemy to the nation of Alfheim, the Shadowelves of the Broken Lands.

Before the Rain of Fire, an elven colony resided in what is now the Broken Lands. To avoid disaster they burrowed deeply into the earth and created an underground refuge. Like the elves who created Alfheim, these refugees returned to the sylvan ways of their ancestors. They cultivated the fungus that grew so abundantly in the nether regions and created new forms to suit their needs.

Periodically, they tunneled to the surface and found themselves in the Broken Lands. Convinced the entire world looked like this, they went back to their subterranean fungus forests.

Soon they just stopped looking and settled into a dark age of more than a thousand years. It was a new generation of buried elves who next looked out upon the Broken Lands.

From a group of captured humans, the shadowelves (as they had come to call themselves) learned of a rich world occupied by men, dwarves, halflings and other elves.

Even the concept of other elves who had willingly left their brethren to suffer in darkness outraged the shadowelves (al-

though they now preferred the darkness). They wanted to live on the surface like these other elves, but not in the largely shadeless Broken Lands. The once legendary sun was a very real presence, harsh on their pale skin and light-sensitive eyes.

Avoiding the humans (whom they still hated for causing the Rain of Fire) they stole their way into the shadowy trails of Alfheim and approached King Celedryl. Initially, Celedryl was happy to welcome the shadowelves to Alfheim, certain that he could find space for them, until he discovered that the Shadowelf population was equal to that of all of Alfheim.

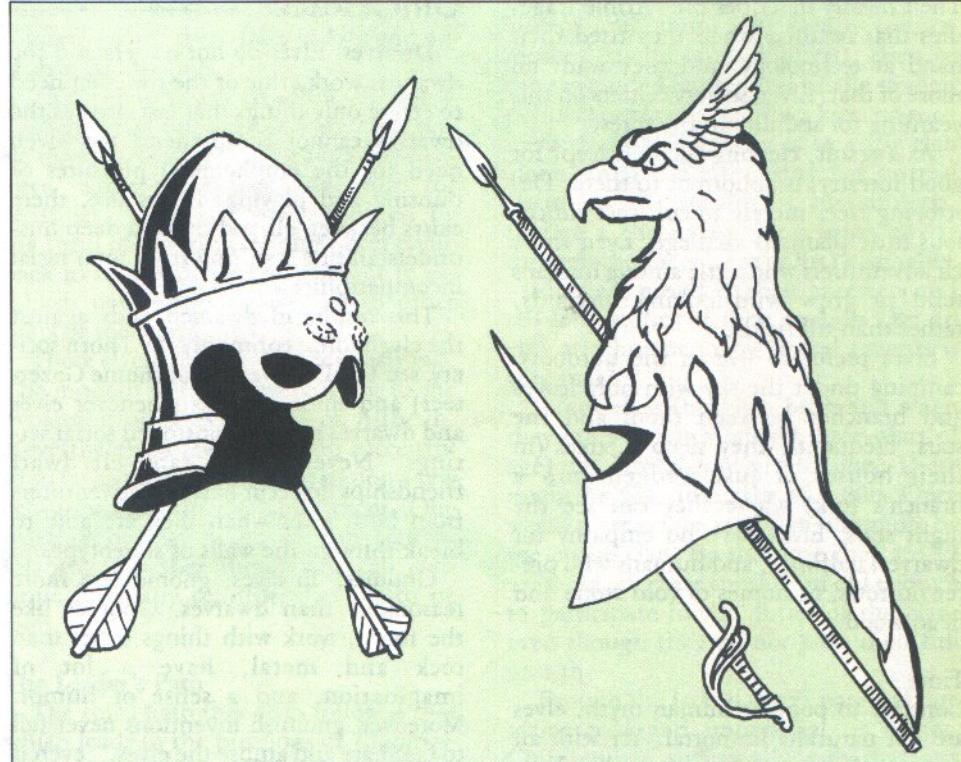
Moreover, these shadowelves demanded reparations for their long neglect in the tunnels beneath the Broken Lands. These long-lost brethren demanded more than half the land of Alfheim ... and leadership of the country.

The shadowelves left no room for debate or compromise. Celedryl and the Clanmasters refused their demands. The shadowelves returned to the Broken Lands, threatening war.

Celedryl rallied the clans of Alfheim together and with the disciplined legions of their new ally Darokin, the shadowelves were repulsed in the Broken Lands and were seen no more.

Within a century, the insidious shadowelves tunneled their way to a wilderness area in Darokin just outside the borders of Alfheim. They began to infiltrate Alfheim, learning their enemies' ways. This was a mistake. Some infiltrators came to see the basic generosity and friendliness of the surface elves and question their leaders' policies. Finally one spy broke the silence and revealed all to an Alfheim Clanmaster.

Celedryl quickly purged the shadowelves named by the turncoat, but unknown others escaped. The elven court is now watchful, but the insidious influence of the shadowelves is everywhere. It is a sad fact that the elves cannot trust other elves, even in Alfheim and rumors have it that both the Chossum and Erendyl clans contain Shadowelves.



The Elven Way

To be an Elf in Alfheim —

Elves are not merely humans with pointy ears. Nor are they mankind's noble woodland pals — they would resent even the implication of either. If anything, they are a race of beings whose existence is totally alien to all that we understand as human. Once the most advanced and powerful beings in the world, their race has been in slow decline for over four thousand years.

To understand what it is to be an elf, read this section. Then, let the players of elven characters read it. They will learn what an elf learns as he or she grows up in Alfheim.

Elven Philosophy

The core of elven philosophy revolves around two key precepts — their belief that the natural state of the world is forest and their centuries-long natural life spans.

And to Forest Shall All Return...

To elves, all the world should be forest. Their history describes the terrible tragedies that resulted when they tried their hand at technology, and they want no more of that. Elven society centers on this yearning for stability in the forest.

As a result, clearing forest (except for good forestry) is abhorrent to them. Destroying trees merely to cultivate ridiculous little plants is sacrilege. Even those elf adventurers who settle among humans tend to grow wild-looking orchards, rather than till fields.

Elves prefer to live in the outdoors, camping under the sky with only leaves and branches between them and the stars. Frequently they sleep in trees (in their houses or just wedged into a branch's fork) where they can see the night stars. Elves have no empathy for dwarves, halflings, and humans who prefer burrows, or homes of cold stone and dead wood.

Time

Contrary to popular human myth, elves are not naturally immortal. Yet with an average life-span of 800 years, elves have

a radically different attitude toward the passage of time and the accomplishment of tasks.

It is difficult for the long-lived elves to understand why something needs to be done immediately ... or next week ... or even next year. They know that they will probably be around to finish any project they start, so a project start is often delayed and something that would have taken a dwarf or human a week at most to complete may take an elf years to finish.

Yet despite maligning by dwarves and other short-lived races, elves can be industrious. They work with intensity on projects that interest them, but other tasks, even important ones such as finding food, are treated as games.

The elves feel that merriment makes chores more pleasing. They would rather spend an entire day making a game of picking just three nuts off each tree than to simply find one bearing tree and methodically strip it of nuts. In the forest, food is everywhere, but fun is where you find it.

Elven Attitudes Towards Other Races

Dwarves. Elves do not understand the dwarven work ethic or the dwarven need to create only things that last, just as the dwarves cannot comprehend the elven need for the ephemeral pleasures of hunting and playing. In essence, there exists between elf and dwarf a deep misunderstanding resulting from total racial incompatibility.

This results in dwarven raids against the elven forest (primarily the Thorn society, see *The Dwarves of Rockhome Gazetteer*) and snide remarks whenever elves and dwarves meet in controlled social settings. Nevertheless, rare elf/dwarf friendships do occur between adventurers from both races when they are able to break through the walls of stereotypes.

Gnomes. To elves, gnomes are more reasonable than dwarves. Gnomes like the forest, work with things other than rock and metal, have a lot of imagination, and a sense of humor. Moreover, gnomish inventions never fail to fascinate and amuse the elves... even if

they don't always work.

Halflings. If there is a race that the elves truly like, it is the halflings. The short folk seem to have an elf-like joie-de-vivre, even without having elf-like lives. True, the halflings are entirely too tied up in taming the land rather than living with it, but that is obviously the influence of the humans. If halflings had the proper influence of elves around, they would probably be good foresters. It's a pity about that human influence though.

Humans. Elves are often in awe of humans. That short-lived beings can achieve such skills with magic and weapons amazes the elves. Yet it is amazement mixed with fear, for the elves still remember tales of Blackmoor, of wrongful technology ... and the punishment of the Rain of Fire, all brought on by humans. It happened once, it will happen again.

Humans now like to think of elves as their friends. Yet given the choice, elves would choose not to deal with humans. When they do deal with humans, they are often aloof, distant, even insulting, expressing pity in a negative way; attitudes which mask the elven fear and distrust of this prolific, powerful, and unpredictable race.

Orcs. Orcs hate elves, elves hate orcs (though the cosmopolitan elves of Alfheim Town have learned to tolerate what they think of as "their" orcs). Records in the Mealidor Library suggest that the mutual hatred predates even the oral tradition of history.

Wherever elves go, it seems that orcs soon follow (or vice versa). Some scholars believe the orc/elf struggle may have cosmic significance. In all likelihood, the truth lies buried under the southern polar ice cap in what was once Evergrun, the elven homeland.

Elves and War

Elves love the hunt, but they have little liking for war. They consider war a human invention, even the orcs learned it from them. When elves must fight, they fight with a hunter's tactics, in what they call "Huma dei elar" or "The Greatest of Hunts."

So elves make weapons and goods that are useful in the hunt. Only the *elven longsword*, borne by the mightiest warriors, is made exclusively for warfare — and it is copied from human instruments of destruction.

Elves attack like hunters. Silently, they stalk their foes, attack suddenly with arrows, then fade into hiding. With the aid of elven horses, their units move with unexpected speed, striking rapidly, retreating, striking again and again.

"Huma dei elat" is a serious matter to elves, since it means protecting what they believe in. They are irregular troops, but their morale is high and their expertise with their chosen weapons surpasses all but the best trained troops among the humans.

In the forests of Alfheim they are virtually invincible. Outside their nation they are superb, but they always remember that they are not defending their homeland, and are willing to give up someone else's ground in order to preserve themselves to defend their homeland.

GROWING UP ELVEN

Elves live naturally to between 600 and 800 years old. A very few have reached 1000 years old; and more have died of disease or violent deaths before their 600th birthday.

Elves take about 20 years to grow to full size, then have a free-spirited "adolescence" of about 80 years. During this time, an elf chooses one of three paths to walk in his or her future life.

The Forest Path

Most young elves stay in Alfheim (or wherever their clan resides) and follow the *Forest Path*. They concentrate on learning their homeland's trails and ways and have no interest in the world outside their forest. They live out their 600+ years in the forest, learn to hunt and fight and act as part of the elf militia. Since they rarely put themselves in danger, elves who follow the Forest Path rarely advance beyond 4th or 5th level ability. Their life style is one of endless hunting, gathering, crafting, and playing.

The Wanderer's Path

A very few young elves, however, feel the need to affect their world. Some are drawn to the outside. These become adventurers, the elves who venture out among humans and other demi-humans. They are said to have chosen the *Wanderer's Path*. Player character elves are drawn from these venturesome wanderers.

These elves, called "Wanderers," are believed throwbacks to elvenkind's glory days when elves could live anywhere in the world. Though honored as heroes, the last vestiges of elven potency, they are also disdained by forest elves who do not understand them.

These wanderers return to Alfheim at irregular intervals (often when in need of extensive rest or healing) and are usually hailed as heroes. Younger elves listen to their tales of adventures and older elves to their reports of happenings in the outside world. In this way, elven clans keep abreast of news in the world and can plan their responses to world affairs.

After a century or so of wandering, young elves often feel the call of the forest and come home to stay, to build their dominions, plant their Trees of Life and establish strongholds.

This one-century deadline is not a hard-and-fast limit. Most wanderers settle down after adventuring for a few decades, while some seek adventure for centuries. Some are totally seduced by the thrill of adventuring and never come back to stay, while others attempt to establish new elven strongholds in other parts of the world.

These elven "colonies" frequently fail. The modern world seems resistant to the expansion of elves outside of Alfheim. Nevertheless, a few have been successful in so far as they are still in operation a few centuries after their establishment. One instance of this is the Erewan clan of Glantri. Whether these clans can continue for many centuries has yet to be seen.

The Leader's Path

The third path that elves follow is that which leads to the positions of *Clanmaster* and *Treekeeper*. These elves stay

among the forest elves, and are virtually indistinguishable from them at first. Though they rarely go adventuring, they advance in skill beyond their brothers and sisters, for theirs is path of study and lore, learning the greater magics and secrets of the elves and assuming the even greater responsibilities that accompanies that lore. In Alfheim, both physical and political power rests with the *Clanmasters* and *Treekeepers*. One of the paradoxes of elven society is that to be a leader, one must think more like a human and less like an elf.

Even so, most *Clan Holders* and the royalty of Alfheim are former wanderers, elves who have learned to deal with the outside. Their brothers wisely chose to give such dealings into the hands of those who have experience with the outside world. But, when policy with the outside world affects the well-being of Alfheim itself, it is the *Clanmasters* who must speak and give consent.

CLAN AND FAMILY TIES

Humans can be said to have their first loyalty to their immediate family (father, mother, spouse and children), then to their extended family, and finally to their political organization. Elves have no such hierarchy. Elven loyalty is to their clan alone. Even the elven king has no real claim on the loyalty of his subjects, though a charismatic king gains loyalty through the sheer force of his personality.

Elves are proud of their ancestors and tell long stories of their exploits. Yet an elf's attachment to his actual parents is very short.

Infant elves (between birth and when they are weaned at about three years of age) are rare at any given time. There might be four in a clan of 1,000. Once weaned, they are raised in common by the entire clan. By the time they are 12 years old, they are considered old enough to participate in the duties of the clan, even though they do not have their full growth.

Though the lack of direct parental care seems cold and impersonal, it is not. Children are sufficiently rare that any

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child is loved and nurtured by the entire clan. The child has hundreds of fathers and mothers. He matures mostly because he is always associating with adults. Even though he has very few peers his own age with which to associate and reinforce childish behavior, those few of his "generation" are like brothers and sisters.

Still, this loss of the "joys of childhood" is no loss at all, since the usual elven adult existence consists of endless wandering about the forest, hunting, gathering food, engaging in elaborate games, and making beautiful art; not terribly far removed from an idealized childhood.

LOVE AND ROMANCE

Part of the ephemerality of the relationship between an elf and his parents is the total lack of permanence in all elven relationships. When compared with humans who often have trouble staying married for as long as 20 years, it should be no surprise that few elven couples manage to stay mated for much longer.

Even though elves are very patient, and very fond of the philosophy that everything will work out, few elven relationships last more than a century. Thus, an elf's parents may change mates, and likely clans, several times during his life. It is easier for him to owe his first loyalty to the clan, rather than his physical parents.

Because of the relative frailty of elven relationships, there is no institution of marriage, as such, in Alfheim. Stories of elves who stayed mated to one another for centuries abound in elven songs, but only because the situation is so remarkable.

Elves do wed humans from time to time according to the rules of a human land they live in, and these bondings often last the lifetime of the human, but for an elf this is no more than the time any serious liaison might last.

Clan Allegiance

An elf's allegiance can change over his lifespan as well, as implied above. If a member of the Mealidil clan wishes to join the Red Arrow clan, there is a cere-

mony of adoption which makes the elf a member of the new clan, and he then owes his allegiance to that clan.

It is also possible for an elf to renounce membership in any clan. The King of Alfheim must do so, as do members of his family and any ministers he appoints to his court. Others do so out of rebellion against the clan system, or perhaps to establish their own clan. Scattered among the forests of Alfheim are many such lesser clans. They rarely number more than a hundred elves, nor do they have their own Tree of Life, so they must owe a strained allegiance to another clan to gain the blessings of that clan's Tree. (see "Secrets" section).

Social Classes

Elven society is officially classless, with even the royalty being but first among equals. In actuality, there are real differences in the various levels of elven society.

Royalty/Adventurers

The most distinctive class among the elves are the members of the Royal House. The king is an ex-adventurer who has returned to Alfheim to serve his people. When the current king feels that he has few decades left, or the country is in a situation in which the king might be killed in war, the Clan Council looks among possible candidates to find a replacement. The children of the current king are considered for their acquaintance with politics and administration, but no king of Alfheim has ever been succeeded by his child.

Only former wanderers are seriously considered for this position because they have had experience in the outside world and have a working knowledge of how the outside world works. Neither the normal gatherer elves nor the Treekeepers have the necessary feel for non-elven society that is required to help their nation survive among the humans and other demi-humans.

The wanderers are the heroes of Alfheim. At the same time, the stay-at-homes have a certain fear of the adventurous members of the community, a fear

often expressed as disdain. The wanderer elves are in the position of the professional soldier of any race, wooed and made much of when war threatens, but swept under the rug when peace is at hand.

Wanderers often distinguish themselves from other elves by wearing the clothing of other realms.

Townsfolk

This term is reserved for the residents of Alfheim Town. The elves of the town consist of the royal court, many former adventurers and the failed adventurers, elves who have returned to the arms of Alfheim but cannot fit themselves back into the clan structure they left. In Alfheim Town they can try to find the best of both worlds — the presence of elves and yet the bustling activity of an outside world city.

Townsfolk commonly wear a sort of transition-style of clothing, midway between elven forester styles and those of other cultures.

Clanmasters

The Clanmasters are the principal nobility of Alfheim. There are two ranks of Clanmasters: those who rule the seven clans of Alfheim, and those who govern the lesser clans scattered throughout the forest.

Theoretically, all Clanmasters are members of the Clan Council. In fact, only the major clan Clanmasters are the ruling body which make most of the decisions for the Council. The rest of the Clanmasters are called in to support the decisions of the main council.

Clanmasters are the final arbiters of the clan's policies. The actual day-to-day governance of a clan is usually left to the Clan Holders.

Clanmasters are never wanderers. They are usually the oldest elves in their clans, but sometimes do not exceed 6th level in their abilities.

A Clan Master commonly wears the traditional garb of his clan. This makes for colorful Clan Council meetings with forester-garbed Grunalfs, robed Mealidils, hunt-clothed Long Runners, ar-



mored Red Arrows, Crafts-garbed Erendyls, formal Chossums, and leaf-trimmed Feadiels.

Treekeepers

The Treekeepers are the custodians of the Trees of Life. There are six Mother Trees in Alfheim, each an independent avatar of Ilsundal. The Feadiel clan tree is a seedling of the Mother tree of the Sylvan Realm, and dependent on that tree for continuance (see CM7 and the "Elven Secrets" section).

The Treekeepers are the high priests of the elven race. They are responsible for maintenance of the elves link with the immortal Ilsundal. They also serve many other functions, which often depend on their particular clan. In Alfheim they can serve as custodians of history (Mealidil

clan), researchers into magic (Long Runner Clan), and researchers into the genealogy and protection of Trees of Life (Clan Feadiel).

There are six High Treekeepers, each in charge of one of the Mother Trees. Each High Treekeeper has several Treekeepers as assistants. Smaller clans may have only one Treekeeper, or even a human druid, taking care of their Tree of Life.

Treekeepers are never wanderers. However, many study magic so intently that they climb high in their magical abilities. They have the skills of high-level magic-using elves, even though their fighting abilities may be significantly less.

A Treekeeper is in a constant "struggle" with the Tree of Life as he uses the Tree to benefit his clan. Assistant Treekeepers gain about 3,000 XP every

year as a Treekeeper, and High Treekeepers gain about 10,000. Thus, a young Treekeeper takes about 200 years to become 10th level. After 500 years, an assistant has about 1,500,000 XP and is a 13th level elf magic user. At this time, he might become the High Treekeeper and progress until he dies at age 800 or so as a 20th level elf magic-user. See the "Elven Secrets" section for more details on elven magical progression.

Most Treekeepers dress formally, wearing robes similar to the fashion brought with them from their original home.

Clan Holders

Clan Holders are the only other elven leaders who are often adventurers. These folk are wanderers who have gone out, gained great ability and treasure, and re-

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turned to start their own stronghold (called a holding) within one of the major clans (or sometimes their own miniature clan).

A Clan Holder is often responsible for the founding of a stronghold and is responsible for governing it. In many clans, the Clan Holder acts like an executive officer in a military establishment — he directs day-to-day activities in his holding, but lets the Clanmaster handle policy decisions.

Not all Clan Holders are this responsible. Some just like the fame of founding a holding. Thereafter, they virtually ignore the governance of the clan altogether. Some don't even live in their stronghold. Adventurer elves have returned to Alfheim, started a new holding and left again for more adventuring. In these cases, the Clanmaster appoints a temporary Clan Holder.

Some wanderer elves start a stronghold, leave again, come back to act as a Clan Holder for a century or so, and then go adventuring again.

Since many Clan Holders are adventurers, they often wear the fashions of a dozen other nations, often mixed haphazardly with traditional elven garb.

Gatherers

The gatherer elves are the backbone of Alfheim, the followers of the Forest Path. They hunt and gather for their clans and maintain the watch on the forest against enemies and monsters. Some become craftsmen and forego much of the hunting and gathering, but even the craftsman who spends weeks at a time working on, for instance, weapons, drops his tools and joins his comrades when a major hunt is called or the safety of the holding is threatened.

Elves embarking on gathering expeditions dress in what is commonly called "forester garb," relatively tight leather garments that cover all the elf but his head and hands to keep his skin from being cut by bark and thorns.

Hunting elves tend to discard sleeves and leggings to be able to run unhampered in torso coverings (frequently a tunic, vest, and short trews) only. All elves

have at least a set of leather armor for warfare and hunting major monsters.

Crafters

This is not really a separate class among the elves, as every elf is a craftsman to some degree. No elf can look at a piece of leather without thinking about carving or dyeing it, or both. Wood is to be grown until it is ready, then carved. Stones are to be cut and polished until they gleam.

All elves have these thoughts as they look at the world, but the natural elven procrastination means that much leather remains half-carved or half-dyed, stones sit gathered in a pouch waiting for the mood to strike, and an elf's life path is full of pieces of wood that have been picked up, whittled at until a new interest came along, to be dropped along the way.

Even half-done, many of these items are still beautiful. What an elf considers unfinished, many humans consider complete, and pay handsomely for them. Many a wealthy human shows off his collection of elf-art to elven associates who are too polite to mock the inadequacy of the work. "*This needed another century,*" is a common, but unexpressed, judgement in such cases.

Elves like all crafts. Many specialize in songwriting, or singing, or woodcarving, or embroidery, or stonemasonry. Many elves often finish projects — largely because they are doing them to pay for food or to trade for the products of other elven crafts. Many contracts take a decade to fulfill, but this is an incredible case of stick-to-it-iveness in terms of elf perceptions.

Elves prefer to create their own songs, which are generally historical in nature and thus a part of all elves — so all elves know them. Elven songsmiths often work on human and dwarven stories and the songs of whales and dragons and weave them into fanciful tales of events that never happened, yet partake of events from all around the world and all through history. This confuses dwarves completely, but humans and halflings love them.

Storytellers among the elves have the

same cavalier attitude toward the facts that the songsmiths do. Their tales are compilations of historical figures doing fantastic things at anachronistic times.

Non-elves whose lives become the subject of elven songs don't realize what the elves are doing with these songs and stories. They just get upset because the songs and stories don't correlate to the facts they know.

But the elves know that everything that has happened will take place again — with just a change of cast. If what they sing about hasn't occurred yet — "just wait," they say, "it will."

RELIGION IN ALFHEIM

Most elven religious life in Alfheim is tied to worship of the first elven Immortal, Ilsundal. Some elves, especially in the Mealidil clan, extend their worship to Mealden, who followed Ilsundal's path to Immortality.

Ilsundal first led the elves back to the sylvan culture they had abandoned during the days of Blackmoor's glory. Then, as part of his path to Immortality, he created the first Tree of Life (actually an avatar of Ilsundal).

The elven clerics are the Treekeepers, though there is little difference between them and their non-cleric elven brethren. As stated elsewhere, many elven magics are used by human druids or normal clerics, and the Treekeepers concentrate on those spells as they develop their powers. The Treekeeper path to magic is called the *Way of the Tree*. The other path to magic skill is called the *Way of the Book*.

There are several temples to other religions in Alfheim town, and some wanderer elves develop allegiances to other Immortals they have encountered evidence of in their travels, but reverence to Ilsundal remains the primary religion of Alfheim.

The Elves and Death

The elves consider death to be part of the Great Cycle. It comes to all beings, even elves. It is to be accepted — when it comes in a timely fashion, after an elf has had his 600-1,000 years of living.

However, elves abhor early death. They accept it as inevitable in some ways, but they do what they can to avoid it. In response to this, they accept into their society human clerics who have the ability to *raise dead*. Any cleric with this ability who wishes to live in Alfheim must swear to provide this service to anyone the King or the Guardian of Alfheim Town so designates — free of charge.

Most forest elves are unaware that a *raise dead* spell is possible, and do not know of the regulation.

CRIME AND PUNISHMENT

Respect for others is a deeply ingrained elven value. For this reason, they have never established a rigid system of laws — traditions and respect usually suffice. Yet above tradition, is the will of the king or clan master.

Like many nomad and tribal cultures, elves have no normal concept that land or people can be property. An elf's possessions are what he can use in his daily activities or what wears.

This does not mean that elves have no sense of property value; they have associated with humans and other demihumans too long for that. But elves usually restrict their defense of property

to that which they can hold in their hands. Land and other people are there for all.

Even clan ownership is nebulous. The clans of Alfheim each have a territory, but exact borders are fanciful at best, and there are holdings of Feadiel and Mealidil within miles of one another in the middle of Long Runner territory. However, Alfheim remains the nation of elves because its citizens all agree they want this separate land, not because every individual elf wants to protect his personal land. They defend their land because it belongs to all clans in Alfheim.

Crimes

Elves consider the following acts to be crimes: stealing personal property, murdering or harming another, destroying clan buildings or other property, and seeking to destroy the forest.

Punishment

There is no elven police force. The Clan Masters act as judge and jury. Crimes against individuals are punished by friends of the victims, who mete out whatever justice they see fit.

For crimes against the forest, death is the penalty for deliberate acts of arson. Other excuses for destruction, including

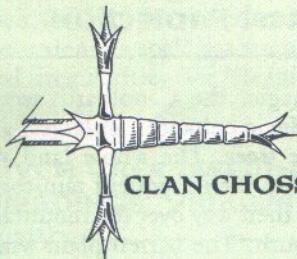
accidents or ignorance, are punishable by work reparations — or exile if a pattern of carelessness is proven.

Unlike most other nations, the elves use magic to pursue and punish wrongdoers. Witnesses in a trial are automatically probed with *ESP* by several magic users at once (to ensure truthfulness), and other wizards stand ready to use *dispel magic* on any *mindmask* the witness may use. The elves have no sense of privacy here; they feel that any right thinking elf would want the *ESP* used so that the truth can be known.

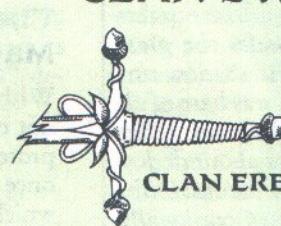
Although judgement is often hard on foreigners, elves are reluctant to kill elven malefactors, though an insane murderer or totally amoral personality is considered an exception. Elf judges are far more likely to decree that reparations be made to the victims, or to the clan, which may involve temporary enslavement, though this, too, is avoided if at all possible.

Some are exiled from Alfheim, especially when their crimes show that the person cannot live within the boundaries of Alfheim society, yet is not so evil nature that the world would be better without him. Such exiles are placed under *geas* never to return.

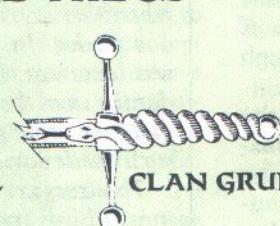
CLAN SWORD HILTS



CLAN CHOSSUM



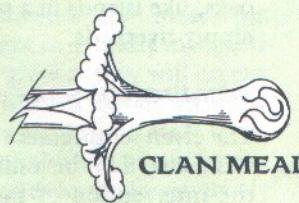
CLAN EREN'DYL



CLAN GRUNALF



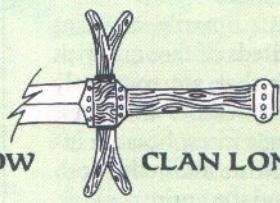
CLAN FEADIL



CLAN MEALIDIL



CLAN RED ARROW



CLAN LONGRUNNERS

GEOGRAPHY, FLORA AND HABITATS

The Land

Alfheim lies on a plain that slowly rises from the Streel River Valley in the west up to the Altan Tepe mountains in the north-east and the Cruth Mountains in the South. The plain was originally a dry steppe, supporting occasional scrub oak trees (a shrubby, low-to-the-ground variety of oak) and densely carpeted with prairie grass.

The elves magically and dramatically increased the local rainfall. Enhanced by magic, the scrub oak trees became giant versions of their former selves, growing much more thickly. The grass died out and was replaced by forest-floor vegetation suited to growing in shadowy half-light.

With a few exceptions, Alfheim is flat. Forested foothills extend south from Rockhome, and a few hills are found at the forest's eastern end, but Alfheim is otherwise a generally unbroken flat expanse of forest.

The enormous volume of water created by the nightly rainfall is drained by Alfheim's rivers. There are two main basin systems: the Monster and Blackwater Rivers to the north, and the Great Flow River, with all of its tributaries, to the south. In the east lie the enigmatic Lakes of Selinar, which drain mysteriously into their own unmapped subterranean channels.

The rivers of Alfheim all drain into the unique Sump, which carries the runoff from the forests down to the sea through a cavern system.

Alfheim's forest is called the Canolbarth, after the foremost of the magicians who created the magic forest. The Canolbarth lies entirely within the human nation of Darokin. Some scholars call the eastern part of the forest Selinar, but this name is more correctly applied to the four lakes found there.

The forest consists primarily of giant scrub oak trees, hundreds of feet tall with intertwined branches that are so closely packed that little light reaches the forest floor. It is called a magic forest because intense magic is needed to maintain both the individual trees and the entire ecology.

While the popular view of Alfheim is of continual unrelieved forest, this is not strictly true. There are hills, rivers, and occasional glades, open grassy areas where the forest does not grow, either because of flaws in the forest's magic or because of enemy action (such as dwarf raids on the northern borders). Alfheim has unique elven villages, towns and clan centers and its legendary magic points, both good and bad. Simple elven pathways (just trails really) connect the clan centers, and a wide trade road links the city of Alfheim Town to western Darokin and the rest of the world.

[From the diary of a Darokinian silk trader]

...We left the main road at Shieldtree — an amazingly human-looking fortified town upon whose walls thousands of our countrymen died before the Peace was declared.

Our little group was guided by an elf woman named Serena Oakleaf. She promised to take us to the main holding of the Chossum clan. We had to leave the wagons and load our wares on mules which we had been forewarned to bring for this purpose.

Our path was narrow and resembled a game trail, wandering through the trees of the Canolbarth with no real direction. The canopy of branches was tight and thick; we saw the sun only when we came into one of the numerous glades. In those glades the grass was luxuriant, but in the shadow under the trees the ground was bare of all greenery, though fungus and other such shade-loving plants abounded.

The trees are alive with animal life, mostly birds and reptiles. Occasionally we saw elves looking down on us, but our guide advised we not speak with them and we followed her advice. The forest floor is as bare of fauna as it is flora. Animals do travel underneath the trees, but the ground-grazers and hunters just use the forest to travel from one glade to the next.

In one particularly large glade we saw the fabled elven horses under the

care of a herdsman; they came up to us to get acquainted with our mules. When they saw that our mules were dumb beasts with no speech and tiny thoughts, they ignored us and went back to grazing.

As we walked, we marveled at the gigantic trees. If the legends are true, these giant trees are magically enhanced versions of the dry-plains plants still found in eastern Darokin. Although the trees thrive, other plants that once grew here did not share in the magic, and have been replaced by plants better suited to the dimness of the forest floor.

Our guide said that two general varieties of the giant oaks exist in Alfheim. One, called Sentinel by the elves, thrusts upward from the forest floor to a height of perhaps 200 to 400 feet, with relatively small branches from a single trunk. The other, called Home Tree, only achieves a height of 150 to 200 feet maximum, but spreads out to a diameter of up to 400 feet with large, strong branches almost like secondary trunks. It is in this type of tree, she said, that the elves make their fabled tree-dwellings.

Whatever, they just made us feel very, very small.

The Forest Protection Magic

Without magic, the Canolbarth would not exist. Magic enhances, enlarges, and protects the trees. The whole land was once geared to the infrequent rainstorms which blew their way over the mountains from the south. The barren plain which the elves found at the end of their migration was dotted with hardy, but shrublike oaks, like islands in a sea of dry grass and empty riverbeds.

Weatherchange

The elven requirement for a sylvan haven was realized in this unlikely land through the intervention of the Immortal Ilsun-

dal. Climatic changes were willed upon the continent, taking water from naturally wet lands with direct access to the sea and lofting it over the barrier mountains to provide rain for Alfheim. Actually, most of the moisture falling upon Alfheim is gathered over the oceans surrounding the continent, but there is an overlap which affects the continental climate (some speculate that it was deliberate, calculated to insure that certain neighbors of Alfheim would be weakened).

MAGICAL TREES

There were other effects to the *weather-change* spell. The small oaks of the plain began to grow and increased their size until they dwarfed the greatest trees known in the land. They bred true and swiftly, and within a century, the once barren steppe was the deep, wondrous forest known as the Canolbarth, completely encompassing the elven realm of Alfheim.

HEALTH ENSURANCE

The magic of Ilsundal continued further. Elven sages have determined that the forest's magic is one complete and seamless whole. Magic (as well as a wet climate) insures that forest fires do not spread far, and that no disease or pest injures the great oaks enough to sufficiently ruin their health. Nevertheless, this strong and extensive spell has strange dynamics and irregularities (see "Magic Point" descriptions).

ELVEN TREE-DWELLINGS — STEADINGS, VILLAGES AND TOWNS

Not all of the giant trees in the forest are elf-dwellings. In fact, habitation in the elven lands is relatively sparse. Most trees in the forest are kept in a mildly managed wild state, left to grow as they will except when what they will is contrary to elven sensibilities or fancies. Not only are there too few elves to inhabit the whole forest, but many of the trees in the forest are either too small to accommodate a tree

house, or too old to bear the weight. If all of the trees in the forest were inhabited, the population density would be unbearable to the average hunter/gatherer elf. The elves appreciate being able to walk for hours and miles in the forest without encountering any form of settlement.

HOME TREES

The average Home Tree can accommodate about 20 elves in moderate comfort. This figure is the maximum size of a single elven domicile, whether it is the estate of a single rich and powerful clanmaster with his nuclear family and followers, or the extended family of a relatively ordinary clan member.

TREE-HOUSE CONSTRUCTION

As with more ordinary human dwellings, elven tree-houses are fabricated in a variety of ways. The most fanciful method, the one which is considered to be "most typically elven" is an organic technique whereby dwellings grow from the oak tree itself like a gall (an abnormal swelling), which becomes the basis for an elf room, needing only to be hollowed out and decorated to make it fit for habitation. This method is preferred by the purist forest preserver elves and is often a fashionable choice for style-setters in Alfheim.

The organic room has the disadvantages of limited size and strength — the enlarged oak-galls cannot be made to grow much larger than about 20 feet around, although expert tree priests have done marvelous things with clustering arrangements of galls. The corky, porous wood of the giant gall is considered a disadvantage during an enemy attack — it is definitely weaker than seasoned oak wood.

Other methods of tree-house construction are based on timber harvested from Sentinel Trees. The elves saw, plane and season boards in much the same way as is done by human woodsmen, then haul the lumber up into a tree and use carpentry skills to construct a house there. Elven architects and carpenters are quite talented, wondrously imaginative and often whimsical. Houses nestled in the

branches of the spreading oaks run a gamut of styles from exotic "gingerbread" palaces to simple, practical cottages almost hidden in the natural formations of the tree. The style of any particular elven house depends on the period during which it was built. Among the elves, fashion is influential in artistic expression.

Most individual elven dwellings are clusters of three or more rooms which serve as bedrooms and sitting rooms for an elven mated pair. The equivalent of a mansion consists of several smaller and larger room complexes related spatially to provide main bedrooms, retainers' quarters, and the like.

VILLAGES

The most common type of elven habitation is the village of from five to 30 inhabited Home Trees in a fairly small area, housing 200-500 elves. The houses are often connected to one another with ladders and catwalks. The village contains much of what is needed to satisfy elven forest life, including a village lore expert, specialized food gatherers, crafts-people, and a religious leader (a tree-tender or even a human druid). Villages are the most common type of elven strongholds, or holdings as they are called.

Villages are formed almost entirely of built-up Home Trees, with very few buildings on the forest floor. Ground dwellings are built only to house the extremely rare visiting human or demihuman who finds the pleasant swaying and breeziness of a tree home strangely intolerable. Other ground structures include such things as cookhouses, forges, and storage places for whatever village property is too heavy to be comfortably lifted to a treetop room.

Village life in Alfheim is different from village life across the continent. Alfheim's magically enhanced forest environment allows a life of unparalleled ease for the elves. Where most peasants toil from dawn to dusk year round to produce enough food to feed themselves and provide a little surplus to purchase other necessities, the typical gatherer elf merely

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patrols the forest for a few hours in the morning to gather enough nuts (lots of acorns, of course) berries, edible fungus and other vegetative tidbits to feed himself for a day or so.

He might also collect enough extra to either feed a non-gatherer family member or to barter for some service from a specialist, say a magician or artisan, or to barter away for a goodie at the local market when it is held. In areas near towns, they patrol a little longer to collect enough extra to trade to the town elves.

Here too, the magic of Ilsundal aids his children. Magically enhanced food plants flourish near elven habitations (and nowhere else). These plants provide exotic fruits, nuts and vegetables particularly suited to elven tastes year round, even in the cold, rainy winter.

Most elves spend some time gathering, for it is by no means a strenuous activity. The elves have many songs, games, and other customs to alleviate the tedium of this practical work (when the sheer joy of wandering aimlessly isn't enough). If this weren't sufficient, there's always the excitement of discovering a new food plant (even after 1,800 years, they keep appearing to suit changing tastes).

TOWNS

Elf towns range in population from 500 to 3,000 elves and are planned differently from the villages. The towns, in addition to being larger than the villages, are much more permanent, and have special features, such as government buildings, storehouses, and perhaps a Tree of Life. Each town has its own history and traditions kept unique and consistent by record keepers and rememberers of the oral tradition. The towns focus on business, rather than on the simple glorification of the basic elven lifestyle — the essence of the village experience. Towns have specialized craftsmen, high-level magicians, fine artists, and performers not found in the villages.

Most towns have a Tree of Life and a small establishment of Tree Keepers. The Tree Keepers are clerics of Ilsundal, supported by the town. Some outside observ-

ers maintain that the purpose of the towns is to maintain the Trees of Life and their Keepers. This is true for about half of the elven towns in Alfheim. While it is correct that most elven towns are centered around a Tree of Life, there are towns in Alfheim in the other elf forests around the world that are organized without any thought of a Tree of Life. In these towns, the economic surplus which would be devoted to the Tree Keepers is expended on other projects, such as performance centers, museums, and so forth.

The importance of the Tree of Life to the town varies widely, depending both on the relative strength of the tree and on the political importance of the town. The more important the tree, and the more politically active the town, the more likely it is that the Tree is the major focus of the town's energies.

An elven town will have an elite group of elves leading its activities, a larger body of artisan/craftsman elves and merchants of various sorts conducting the business of the town, and a base group of young, nonspecialist elves who gather food and provide labor for the other groups' enterprises when need arises. Towns usually must rely on trade with surrounding villages to supply some of their food needs.

The Clan CENTERS

The largest towns (the ones marked on the color fold-up map of Alfheim) are the clan centers. These towns always include a clan's Tree of Life. The population of a clan center varies from 500 to 3,000 elves, depending on the economic and political health of the individual clan, and its cultural orientation.

Feador

Population: 1,000

The home of clan Feadiel is located at the narrow eastern end of the forest near the mysterious lakes of Selinar. Feador is especially noted as a center for the study of Trees of Life, with an extensive library of genealogies, magic lore and the like. It is ironic that it was the Tree of Feadiel which was subject to the sorcerer Moorkroft's

evil attack (see adventure CM7).

Feador is distinguished by its especially large and well-tended Tree of Life (unique in that it is a daughter of the Sylvan Realm Tree of Life, and not one of Mealdien's copies) and by its beautiful Palace of Tree Magic.

Pinitel

Population: 1,500

This is the colorful home of the Long Runner clan, the magic specialists of Alfheim. Several schools of elven magic are established here and it is recognized as the best place for adventurer-elves to go for advanced magical training.

The citizens of Pinitel are known far and wide for their insistence on forester dress and their always immaculate appearance.

Pinitel is further distinguished by the overbuilt Home Trees which form the magic schools (they are ordinarily sized home trees which have had too many rooms built on them, and maintain their integrity only through magical strengthening).

Mealidor

Population: 1,500

This is the home of the Mealdil clan. This is the cultural center of Alfheim, the home of music, literature, style, sophistication, and the records of elf history for millenia back in time. There are records in Mealidor which would shed light on the histories of most of the nations of the D&D® game world — knowledge which might well be damaging to the ruling classes of many countries; it's just as well that most scholars don't know of these records. They are also quite inaccessible, hidden as they are in the heart of the forest. The elves of Mealidor do not welcome would-be library users; only once or twice in a century have they admitted humans to examine the archives.

Mealidor is distinguished by the huge Library Tree, a rare combination Sentinel and Home Tree, housing the entire library with capacity for another 1,000 years' records. Outside of the Library Dis-

trict, Mealidor has examples of the architectural fads of the last 1,500 years in mad juxtaposition throughout the limbs of its Home Trees. Bright colors and exuberant building shapes make Mealidor a classic example of the archetypal elven town.

DESNAE

Population: 2,500

This is home to the Chossum clan, Alfheim's mercantile elves. Centrally located and on the direct river route to Alfheim Town, Desnae is known for its warehouses, (built on the ground — even the elves know when it's too much work to haul something up into a tree only to have to lower it down again), shops and counting houses. The character of the city is best expressed as neat and tidy. The industrious masters of elven commerce tread a fine line between conservative shabbiness and the sort of gaudy display which wastes money. A few non-elven traders are occasionally invited up-river from Alfheim Town to visit the real heart of elven commerce.

AINSUN.

Population: 500

The Grunalf clan holding is the center for forestry and woodlore among the elves. Somewhat isolated in the North Woods part of the Canolbarth (not far from Black Lake), Ainsun is the center for the study of the natural aspects of the magic forest, as well as the ways in which they can be changed through the use of forestry and magic.

In addition to the small industry of forming and trimming saplings to become rakes and pitch forks for export, the Grunalfs have a modest logging operation which selectively harvests dying ancients among the oaks, exporting the lumber to Alfheim Town. Here too is a center for boating and navigation of Alfheim's river system.

Ainsun is distinguished by its woodsy character, reflected in the smallness of its buildings and the way that they blend in with the natural lines and colors of the Home Trees.

ELLEROMYR

Population: 3,000

Located in the extreme western edge of the forest, this is the home of the Erendyl clan, who have some ties to elves in Glantri. In addition to the celebrated foreign connection, Elleromyr is the crafts center of Alfheim, home to many important wood-carvers and other renowned artists and artisans. Of all the clans, the Erendyl have developed the most ties with elves in foreign places.

The master crafters here have some of the most celebrated workshops in the land and attract the most talented of apprentices, as well as the rich dilettantes of the nobility who take half a century or so off from court life to dabble in the arts. The town walls have been strengthened in recent decades in response to raiders who attack along the open face of Alfheim in an effort to strike at this rich prize of Elfdom. The new Elleromyr Militia is equipped with the richest crafted armor, the best imported dwarven blades and the most elegant (and deadly) of native elven weaponry, all bought with the money from this wealthy community.

SHIELDTREE

Population: 2,000

The home of clan Red Arrow is the best fortified of the elven clan sites. Shieldtree lies along the traditional invasion route into Alfheim, and the Red Arrow clan specializes in training warrior-elves and in drilling troops from other clans. Adventurer elves who seek to improve their fighting skills return to Shieldtree for training.

Shieldtree is distinguished by the double-thick log palisade and the intricate gates and outworks which have been constructed over the centuries. Attacks and raids on Alfheim within the last 50 years have tended to avoid Shieldtree in favor of other, more roundabout routes to the less perfectly defended portions of the Canolbarth.

The Magic Forest

The magic of Alfheim is perhaps the most distinguishing quality of the place. Sages specializing in geography wonder at the fact of a thick, almost jungle-like forest composed mostly of scrub oak trees and other ordinary valley scrub plants growing to nearly double size and greater. In this climate, and with the dense leaf cover, the ground should be nearly bare. Yet the forest floor is densely carpeted with an amazing variety of flora, all competing desperately for sunlight and making travel through the forest nearly impossible for those not initiated into the elven ways. This is yet one more mystery attributable to the great magics of Ilsundal and the elven mages who first colonized Alfheim.

The magic of Alfheim lies not only in the cultivated growth of the native flora, but in the watering of it. Alfheim is located in the wide valley formed by the Altan Tepe and Cruth Mountain ranges. Normally, rain storms blowing in from the ocean would spend themselves against the mountains' outer slopes and Alfheim would be a very dry place, unsuitable for the growth of giant plants. However, as any traveler can attest, dark billowing clouds gather daily in the late afternoon, drenching the forest overnight. By dawn, the clouds disperse, allowing the sun's nurturing rays to reach the trees and other plants.

Human scholars speculate that the magic of Alfheim's watering system has also caused desert to spread over more of the continent than it would have otherwise (particularly the Alaysian Desert in Ylarum to the east). Such speculation is not encouraged. Powerful lords who want the friendship of both the elves and the desert dwellers (who might wish their water returned) feel that peace is better kept if such radical theories remain unheard.

The Magic Points

The powerful magic needed to maintain Alfheim's unnatural climate and plants has resulted in the formation of a strange places where magical effects occur spontaneously and where spellcasting is made

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easier.

The master wizards who constructed the magical *weatherchange* energies of Alfheim meant for the magic to restrict itself to altering the climate and creating plants to match the new weather. However, the eldritch spells combined with unnoticed enchantments emanating from the Broken Lands, from the courts of the recently arrived Alphatians and, possibly, from areas within Alfheim itself. Together, these forces birthed aberrations in the magical energy field, resulting in the strange magic points, the best known of which are noted on the color fold-up map of Alfheim and described below.

These major sites have been extensively studied and are of a reasonably stable nature. Short-term sites which appear and vanish within a 10 to 20 year span are not shown.

New and relatively weak sites of unknown properties may be discovered by parties traversing the magic forest.

The Good Magic Points

These areas are sources of magic where major magical research is done. In these places, according to elven tradition, the forest looks and acts just as it should. However, the high concentration of magic energy in these places makes it uncomfortable, possibly even dangerous to dwell here for long. Even the normally laid-back forest elves avoid living in (or too near) them.

Most of the magic points are the same sort of terrain as the surrounding lands and are simply uninhabited continuations of the surrounding giant forest, save for the rare live-in scholar and his or her attendants. The magic points described below extend only for five to 10 acres of land, although fluctuations do occur. Misthaven (in northwestern Alfheim) once briefly grew to an area of 10 square miles.

The good magic points are characterized by a condition which makes the casting of spells particularly easy, efficient, and/or risk free. For instance, a Glantrian magic craft practiced at the right magic

point would be free from the possibility of a disastrous effect on a fumble. Sometimes, magic users casting at a magic point find that their spells kept in mind do not disappear upon casting, so that multiple spells can be cast by a low-level mage. Occasionally, the potency of the spell is increased. The nature of the magical effects at these locations changes over the years, so that individual parties going to the sites can never be exactly certain of what will be accomplished at any particular place. Upon occasion, this has resulted in some notable surprises for elven wizards — some for much the better, and some which have been disastrous for all elves in the forest.

The magic pockets are a direct link to the controlling magics which maintain the elf-forest. There are ceremonies and enchantments which enable elf master-wizards to both change the enchantment of the forest and change the properties of the magic point itself. The latter allow them to switch one kind of magical amplification for another. The ceremonies and rituals to accomplish these changes are very extensive, and are generally quite beyond the powers of average elven adventurers.

DM notes: The magic points are some of the most logical locations for adventuring in the forest, next to Alfheim Town and the various clan towns. The descriptions of the magical characteristics are deliberately vague. You, as DM, have the option to make the magic points as weak or powerful as the needs of your players and the direction of your own campaign dictates.

1. Glow Tree

This area is characterized by trees that glow noticeably. At night, the glow is equivalent to strong torchlight, quite picturesque in the rain. The colors of the glow vary from tree to tree, including all of the colors of the rainbow in equal proportions. In the shadowy daytime forest, the glow is also noticeable.

Glow Tree is noted for its sensitivity to light spells and the construction of healing potions and other curative magic items. As with most major sites, the large

numbers of elves practicing magic here or nearby will have their prowess enhanced considerably.

2. Shadowdown

This is a place of enhanced shadows, where the midday sun seen even from the highest Sentinel Tree is muted and cool. The lack of light has little effect on the mighty oaks, but the smaller plants on the forest floor have been stunted by the low light level. Even the nighttime star constellations are dimmed here.

Shadowdown strengthens darkness spells and aids most potion and poison manufacture.

3. Misthaven

Misthaven is named for the permanent silvery mist which hangs in the place day and night. The mist seems to soak up the sunlight during the day and then glows with a silvery light at night — such that the lighting here is consistent day and night.

Misthaven aids the casting of spells related to confusion, concealment, transportation, movement, and teleportation. With the right magic (or the wrong luck), it is possible to walk into Misthaven normally and walk out of the place to locations hundreds or even thousands of miles away. The reverse trick, entering Misthaven from afar, is the subject of covert research both in Alfheim and in places who covet the elf haven's magic.

4. Dewdrop

This point is renowned for the particularly clear aspect of the air. Sunlight filtering through the trees seems unattenuated by the dust and pollen in the air, while at the same time, each mote of dust floating in the air is clearly and intensely visible against the sky.

Dewdrop is a place for both detection spells, and higher order spells. Crystal balls used here seem to have an unlimited range, and visions through them are as clear as the air in the magic pocket itself. The clarity of vision also extends to a clarity of mind. Magic-users who tarry here can learn and retain spells as if they were wizards of much higher level.

5. Turnclaw

Turnclaw is noted not for its appearance, but for its history. Turnclaw is the site of the most important battle against the wizard Illodious's beast man invasion. The evil wizard Illodious (see "Beast Man Invasion" above) was bent on controlling enough of the elf-forest to insure that he would always dominate at least one magic point. Turnclaw is the site where the elven wizards opened their gate into the beast men's home world and in so doing, saved Alfheim.

Turnclaw special characteristics have changed over the years. Often, elven wizards studying here have been able to memorize and cast spells of a much higher level than they could normally attain, as was the case during the Turnclaw battle. Usually, the site has had a profound effect on animal and monster summoning and control spells. At other times, the effects have enhanced polymorph and shapeshift spells.

6. Dreamland

Dreamland occupies an area at the western tip of the Canolbarth, roughly in the form of a square, $\frac{1}{2}$ mile on a side. It does not appear different from any other stretch of the giant forest and its properties had to be discovered by chance. For nearly a 1,000 years now, Dreamland has been recognized as a unique elven treasure, and is well appreciated for its marvelous qualities.

In this area, elves go to shed the cares and stresses of a hundred or more years of living, then return to their normal lives free of stress. Elves regularly make pilgrimages to the spot. Dreamland is always an early stop for adventurer elves when they return to the Canolbarth.

This area's effects do not remove memories or experience, but merely render them less stressful. Warning: non-elves who have rested in Dreamland have emerged with drastic personality changes. There is no way to predetermine how much of a change will occur or how it will

affect someone.

No elves live in Dreamlands, although the nearby clan center of Shieldtree is a popular staging area for pilgrimages. In wartime, elf generals take care not to let battles occur here, lest this most useful magic pocket change its powers.

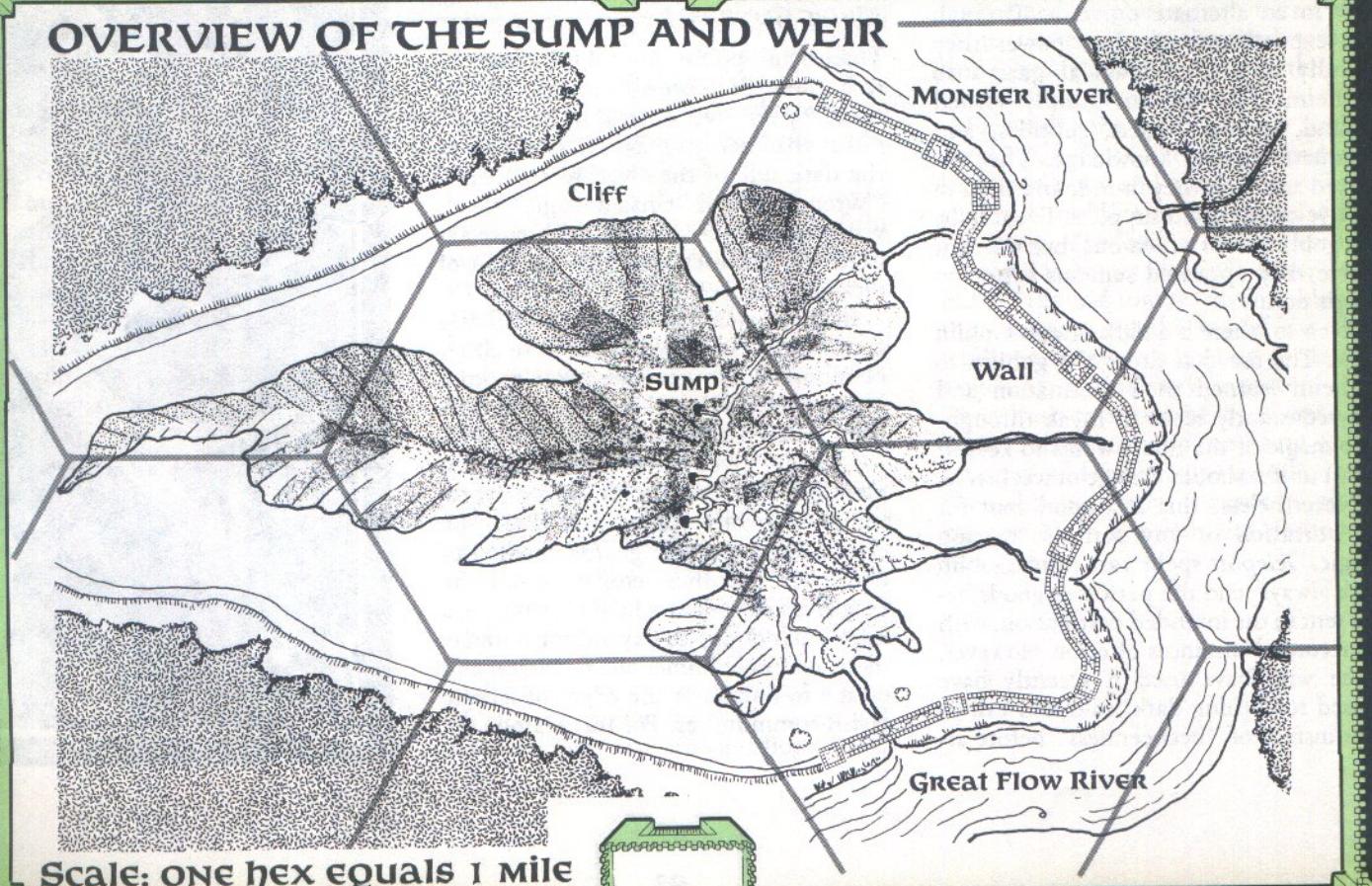
Spells of mind control are easy to cast and learn here.

7. Ironbark

Ironbark is a site made magical by the stress of battle and slaughter. While a great battle is not necessary to create a magic point, the magic of the forest cannot always shrug off the intense magical energy released during major conflicts; sometimes it absorbs, modifies, and incorporates the magical energy into itself.

In this case, an army of Darokin bandits allied with magic-user mercenaries from Glantri were met by elven troops who used magic to speed their horses into battle. Fireballs, flaming oil, and the general mayhem all took their toll on the

OVERVIEW OF THE SUMP AND WEIR



Scale: ONE hex equals 1 MILE

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giant trees. As usual, the forest protection spells worked to keep the trees alive.

Then something truly unusual happened. Each time the invaders attacked with magic, the spell failed and the forest grew stronger, visibly regenerating damage. When the trees were completely reconstructed, more spells from the enemy simply strengthened the trees, making them bigger and thickening their bark. Now, Ironbark is a battlesite of choice for elven generals.

Ironbark retains the property of reversing hostile magic. So far, no army has attacked the forest here to experiment with the casting of healing magic to see if it would damage the trees. Ironbark is a good place to cast *dispel magic* or any type of reversal magic.

8. Goblin Park

This is another invasion site of sorts. Nearly 300 years ago, a great host of nearly 10,000 goblins (actually creatures from another world with a family resemblance to goblins) just appeared here. Elven sages suspect that the creatures may have been fleeing an overwhelming enemy in an alternate universe. Through the expenditure of great power they blindly opened a magical gate into Alfheim. The goblins simply milled around, lacking leaders, supplies, and adequate survival knowledge. They attacked any elves they found, and tried to survive on captured supplies. Eventually, the goblins were wiped out, but the spot where they appeared remains a benign magic point.

Even so, there is a dark side to Goblin Park. The foe that drove the goblins to Alfheim learned their destination and now constantly seeks to break through. The magic of the forest works to keep it out, but if it should change or weaken ...

Nevertheless, this is a good spot for teleportation or any sort of creation magic. *Teleport* spells cast from Goblin Park always send the person or goods being sent to the intended destination, with no recorded instances of error. However, those who have used it recently have sensed something dark, cold and evil in that instant of "betweenness" before ar-

riving at their destination. Unknown to the elves, the goblins' foe draws closer and becomes stronger each time a transportation spell is used here.

9. Algorn's Last Stand

This site is named for the great Treekeeper Algorn, who aspired to the path of the Immortals and failed. According to reliable lore, Algorn is actually embodied as a Tree of Life growing in the midst of this magic pocket. Certainly, the tree itself bears a great resemblance to a wooden statue of an elf.

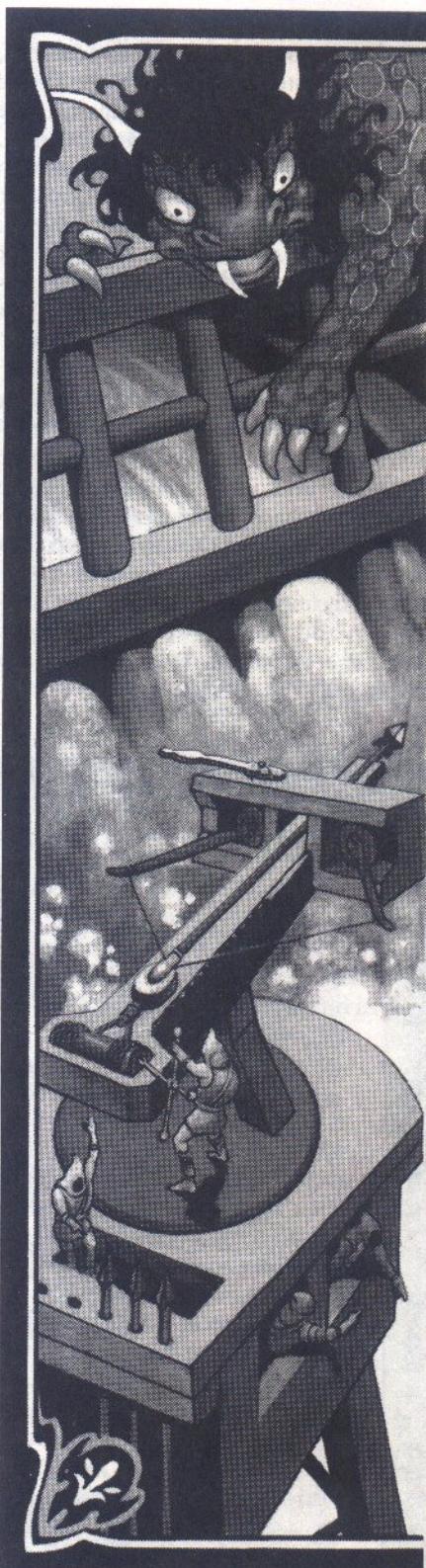
Algorn was conducting magical research to an unknown end at a newly discovered, unnamed magic point. Possibly he was attempting to establish direct communication with some Immortal for purposes unknown; years after he was last heard from, a new Tree of Life was noticed here which resembled an elf not unlike Algorn the Wizard.

In spite of this "coincidence," Algorn's Last Stand is still a good place to cast *contact higher plane* and other divination spells.

Magic Gone Bad

Three magic points, Thornbush, Dragon-tree, and Stalkbrow, are specifically noted by the elves as areas of malignant, rather than benign magic. This is part of the dark side of the elven forest magic. "Wronglife" and "twisted magic" are elven names for these areas which have existed for centuries and show no sign of disappearing.

In these areas, the magic of Alfheim occasionally causes evil monsters to either be spontaneously generated or teleported in from somewhere else. These evil creatures proceed to roam around the forest — killing elves and devastating the plantlife. Sometimes, there are worse things than mere physical horrors. The elves have scouts and guards detailed to detect and kill these creatures, but the long-lived elves find it hard to maintain a keen pitch of day-to-day alertness; many monsters evade immediate detection and escape to wander at the edges of remote elvish communities. For this reason, the



elves tend to stay near to their clan holdings, and travellers (particularly non-elven adventurers) must be wary of their way in Alfheim. It is also said that the elves actually prefer to let the monsters wander for awhile — it makes the hunt that much more interesting.

1. Thornbush

Located near the geographic center of the elven lands, this is the oldest documented monster site. It lies near the Lesser River, and monsters from it occasionally flop their way into the river and swim away to plague elves both up and downstream. Given the chance, the monsters will swim into the Sump (q.v.) and then out of the forest to range as far as possible, ravaging Darokin, the Five Shires, the Atruaghin Clans and the open ocean.

For this reason, there are special guards on Thornbush and the Weir (see Sump). The monsters which eventually resurface in the Malapheggi Swamp in southern Darokin do not make the marsh folk there love the elves more. The monsters are a source of resentment against the elves and the cause of anti-elf crusades in the past.

Thornbush itself is an especially-tangled mass of thick vegetation which does not respond to conventional forestry or weed controls such as chopping or controlled burning. Like the other malignant magic areas, Thornbush is part of the spell fabric which created the elven forest. As such, it cannot be removed or affected by the level of magic available to mortal elves or men. From time to time, important sages and magic-users come to study the place to learn more about the ways of magic gone wrong.

2. Dragontree

Dragontree is located in southern Alfheim, near the Darokin border and functions much like Thornbush. The monsters from Dragontree are mostly land creatures, with occasional flyers. Dragontree is so named because most dragons summoned by the bad magic sites come from here. Warbands of elven soldiers are stationed near here, and on

the other side of the border, regiments of Darokinian troops wait to repel those monsters which head south into Darokin. As a friendly gesture, the elves reimburse Darokin for the cost of maintaining these troops.

Dragontree is a great, thinly forested, hilly grove which offers little to impede the traveller by day (except for any monsters which may still be lurking about). At night, however, the wood is a dangerous place, "alive" with non-corporeal undead creatures (several phantom apparitions, and a revenant with attending spectres) which rise and seek to harm any who are so foolish as to tempt Dragontree's dangers. Few scholars drop by at night to study the secrets of Dragontree.

Evil magic areas similar to Thornbush and Dragontree are also found in the Broken Lands and other monster-ridden places.

3. Stalkbrow

Little is known about this area, as it does not lie near human lands and its creations do not leave the forest. Elven magicians know that the evil from Stalkbrow often takes forms other than just monsters. It frequently creates emanations which interfere with spell casting or have even worse effects, such as magically spreading ideas of evil, mischief, or strife among the elves and their neighbors.

Stalkbrow is in the middle of the great forest, at the Southern end of the Vorsh Plains (a mostly unforested area — see the color fold-up map of Alfheim). The magic usually centers at a pair of brow-like hills, but frequently drifts up to five miles away from the hills. The drifting nodes carry with them a vague, mirage-like image of the central hills, giving the site its strange name.

The watch around Stalkbrow consists not so much of troops, but of experienced elf and human wizards and druids. Because of the isolationist attitude of the local Long Runner Clan, admittance of humans or other non-elves to the area of Stalkbrow is rare. The elves consider Stalkbrow to be the most dangerous site of all, and prefer that only those well schooled in its mysteries be allowed near.

The Sump and the Weir

Drainage was an important consideration when the weatherchange spells were cast to irrigate the lands which would hold the Canolbarth forest. Were the immense water run-off to leave Alfheim through "normal" means, it would pass into the Strel River with catastrophic effect on the lands and cities downriver.

The solution was to not have the rivers drain outside the forest at all, but to have it flow underground, away from Alfheim and towards the sea. The elves created a deep chasm near the western end of the forest where drainage water could be directed into underground caverns that connected to the sea.

Thus, the *Sump* was created, a mile-wide depression in the ground, perhaps a thousand feet deep. The water from the Great Flood and Monster Rivers cascades over the side of the gorge and drains away into the underground caverns, surfacing again somewhere in the Malapheggi Swamp.

There are paths down the sides of the Sump, but these are little-used and ill-maintained. Explorers have traced navigable routes along the underground rivers through to the sea, but the elves strongly discourage such traffic.

Separating the rivers from the Sump is the *Weir*, a fence-like dam intended to keep local boats and wandering monsters confined to Alfheim waters and out of the Sump. The Weir is almost two miles long and is twenty feet wide on top, with guard rails and towers. Elven soldiers of the Guard patrol the top of the Weir, lending assistance to boating parties and attacking to kill any monsters from Thornbush that may be stuck upon the Weir. This is an important duty station for elves, and these troops are called away from this post only in times of gravest emergency. It is a common posting for new recruits.

Alfheim Town

The biggest town in Alfheim is not a clan center. Nor is it the country's capitol. It is a trading post built about 60 miles into the elven forest to accommodate the trading needs of the elven civilization. Alfheim Town is located about 50 miles east of the western edge of the elf forest in Wizard's Glen, an immense gap in the forest at the end of the only paved road into Alfheim. This clear area was created by the magics of the evil wizard Illodious during his beast man invasion. Once unable to support the magical elven Sentinel and Home Trees, the gap is ever so slowly shrinking as the forest stretches out to reclaim its lost land.

The Town in the Forest

Alfheim Town is shaped like an irregular circle, with specially-grown ironwood log walls fitted and joined to be as strong and impenetrable as stone. (The ironwood groves were force-grown in a special field nearby, harvested after only twenty years, and then crafted together to make the wall. The grove does not now exist). Upkeep on the wall is constant, even ironwood eventually rots in the damp climate.

Alfheim Town is laid out on a concentric plan, much like a cross-section of a tree-trunk, with circular boulevards much like growth rings and radial streets connecting them. The radial streets are short and usually connect no more than two or three ring streets; there is only one great radial boulevard, Embassy Row, that connects the central plaza with a gate.

Four gates pierce the walls: the Trade Gate in the western wall, through which wagons and other foreign trade vehicles go, and the much smaller Elf Gates on the opposite side, which are just wide enough for two elves to walk abreast. Although the non-elves of Alfheim Town call these the Elf Gates, the elves mockingly refer to them as their "gateways to sanity."

Outside the western Trade Gate are several small businesses, many of them small inns for those travelers who arrive after the gates have closed at sundown. Just inside the Trade Gate is Trade Gate Plaza, where some drayers (haulers) stop and sell their goods without going on to

the central market place.

In the center of town is a large open space commonly called Celedryl's Market (after the elven king who sanctioned Alfheim Town's existence), where the great trade fairs and markets are held. This is where the products of elven mages and craftsmen are sold or bartered for the imported products deemed important to the elves. On the edge of this plaza are the important offices of the human and dwarven traders, some temples, and the residences of the important citizens and embassies from the various elven clans. The remainder of the town consists of lesser residences for the traders and their workers and the families of all these non-elves. There are shops, taverns, stables and other amenities set up by non-elves to cater to the needs of the trading population. Near the edge of town, along the palisade, are barracks and armories kept ready in case Alfheim Town must resist invading enemies, as it has had to in times past.

Wood is used for most of the construction inside and outside the town, although in the occasional periods of remarkable peace, the dwarves have been allowed to import enough stone to make comfortable homes for their factors and other workers. Thanks to the nightly rainfall (many times only a light mist, but always there), there never has been a need for wells in Alfheim Town. The roofs are generously festooned with catch basins and rainbarrels. The rain catch is monitored and distributed by rain wardens in each building under the guidance of the *Guardian* (see "Alfheim Government").

Wizard's Glen has become miles and miles of vegetable and bean gardens, with several communal grazing areas for small herds of milk cows, which help feed the town. The entire magic-blasted area is given over to supporting the residents of Alfheim Town.

The Forest in the Town

Rising above the earth-bound walls and dwellings of the humans and demi-humans is the uniquely elven contribution of "Sky City," a network of rope bridges and catwalks connecting

"treeforts" in the huge Sentinel trees now scattered throughout the town. As the forest magic began to right itself in Wizard's Glen, the elves began to cultivate Sentinel and Home Trees once more.

When a building collapses or burns to the ground, the elves declare their right of eminent domain and plant a tree. Outside the Elf Quarter, these are all Sentinel Trees. Linking the trees at heights exceeding 200 feet (even across gaps of a hundred yards or more) are swinging swaying, flexible walkways, the kind of construction only an elf could love.

Using sky city, the forest elves can move through Alfheim Town, avoiding much of it that they find distasteful. But more importantly, the trees function as watchtowers, guarding against inevitable attack — both from without and within.

Nevertheless, city life is unnatural and alien to the elves. Humans in the forest is bad enough, and elves involved in a mad and alien lifestyle is hard to take, but a great concentration of non-elves practicing alien ways by necessity and by treaty in the middle of the forest is too much for conventional elves. They need a place like Alfheim Town in which to safely isolate the cultural disturbances.

Still, there are a great number of elves who reside in Alfheim Town. These elves are mostly traders and political representatives from the elven clans deep in the forest. These jobs are largely held by former adventurer-elves who are making a transition from the ways of the wider world to that of Alfheim and who can effectively deal with the outsiders and who know the ordinary ways of humans and dwarves. These elves have been acclimated to the *rush-rush* life of the short-lived races, and can deal with the business of trade and with deadlines that are measured in terms of days and hours instead of months and years.

Alfheim Government

There are two overlapping systems of government in Alfheim Town: the nominal elven rulers of the city, represented by the *Guardian* and his *Counselors*, and the *Merchants' Brotherhood*, a fluid system

of guilds and syndicates which organizes the daily conduct of business in Alfheim.

The Guardian concerns himself with limiting traffic into Alfheim to exclude known enemies of the elves, and maintaining a general sort of peace. The Guardian also enforces trade treaties and ensures that the *trading enclave* inside the elven forest remains just that and does not turn into a *colonization* attempt by one or more outside countries. In wartime, the Guardian organizes the defense of the city. In peacetime he maintains a police force and runs the fire brigade.

The current Guardian is *Taragin Oakbranch*, a former adventurer from the Grunalf clan, appointed by the Council of the Clans.

The trade guilds and syndicates all send representatives to the Merchants' Brotherhood. The Brotherhood elects a Mayor, who makes decisions with the advice and consent of the Brothers in the areas of trade policies. The Brothers also keep an eye on dealings between non-elves, and maintain a police force of their own, called the *Customs Office*.

Trade, the main business of Alfheim Town, is conducted under the auspices of the various important trading houses from Karameikos, Minrothad, Darokin, Glantri and the other cities and empires. There are agreements between these companies forming guilds and syndications which date back hundreds of years and which have survived every imaginable sort of war, revolution, or other disaster. The trade in elven goods is important to most of the great mercantile houses on the continent, and pains are taken to insure that it goes on as smoothly as possible, without visible strife and bickering which would offend the elves and interrupt the flow of goods.

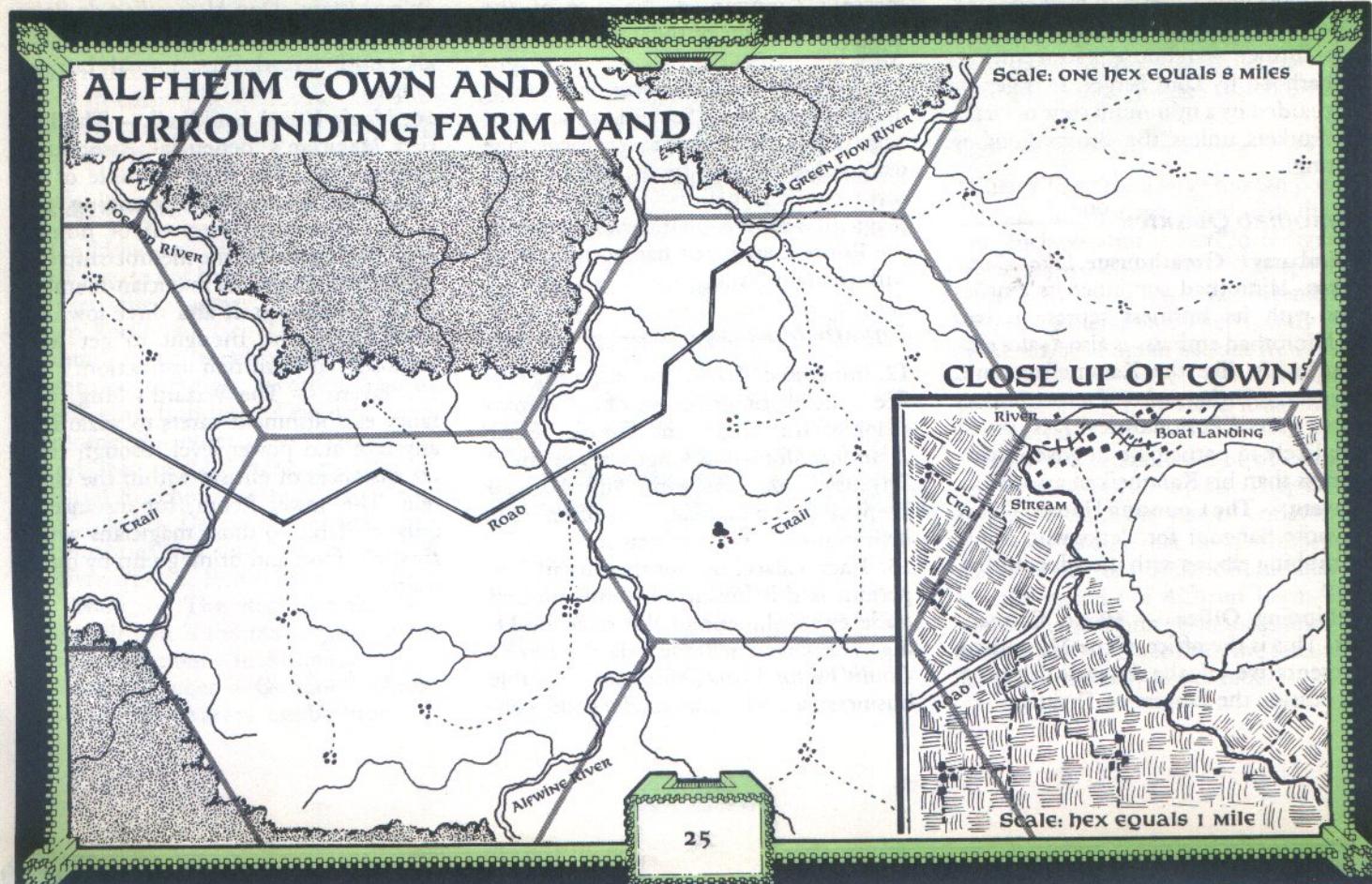
Key to Alfheim Town

Alfheim Town has a total population of 15,000 souls, comprising about 10,000 humans, 3,000 elves, 300 dwarves, 200 orcs, 800 halflings, and 700 miscellaneous sentients, including centaurs, chevalles, and gnomes. The circular city of Alfheim is organized into districts,

called quarters, based on the cultural peculiarities of the folk who dwell there. Each quarter is to some extent self-contained, as the inhabitants commonly gather together through common interest, usually a business enterprise or nationalistic loyalty, although the smaller populations of nonhumans and demihumans usually band together for mutual society and protection.

Embassy Row

The Embassy quarter of Alfheim Town is the district where all the embassies from the various foreign countries are located, mostly on the boulevard connecting the Trade Gate with Caledryl's Plaza. The quarter is near the center of town, on the western side. The various embassies are located in mansions and townhouses which house the ambassadors, their offices, and their countrymen and women (often called nationals) sent along to Alfheim to help the ambassador in his daily business. The embassies cannot house all the people associated with them. These extras prefer to find housing



Alfheim Town

near the embassy, as do other nationals of the same country who live in Alfheim, even though they do not work for the embassies. Thus, there is a block or so around each embassy devoted to the major nations who trade with the elves, such as Karameikos, Minrothad, Darokin, Alphatia, Thyatis, etc.

Karameikos Block

1. Embassy/Resident Factor's great-house. the Ambassador from Karameikos, *Lord Sergei Pyotrev*, also represents the major trading company of that land. His residence is half diplomatic establishment, half showplace/warehouse. In essence, his major efforts are directed toward his business interests.

2. Tavern — The Silver Chalice. This is a posh sort of place run by Boris Beertumb (see "Personalities") and frequented mostly by humans. This is where rich adventurers and high level ambassadorial staff go.

3. Tavern — The Traveler's Boot. This is a somewhat lower class establishment popular with less successful human adventurers and low rank clerks and workers.

4. Merchants' Brotherhood Hall. This is a large former warehouse given to the Brotherhood by Lord Sergei. It is generally guarded by a minimum crew of clerks and workers unless the Brotherhood is meeting.

Minrothad Quarter

5. Embassy/ Greathouse. Like Karameikos, Minrothad combines its ambassador with its business representative. The Minrothad embassy is also a sales emporium, just like the Karameikan one. However, *Ambassador/Factor Jerovis Manag* (see "Personalities") is much more likely to participate in government business than his Karameikan associate.

6. Tavern — The Counting House. This is a favorite hangout for clerks who don't like rubbing elbows with the adventuring set.

7. Shipping Office — Island Connections. This is the office of the Minrothad representative of the largest shipping firm outside the Empire of Thyatis.

Alphatian Compound

8. Palace of the Prince-Legate. Just why *Prince-Legate Daticon* was sent to Alfheim is a mystery no one is talking about. Apparently, the essentially magic-oriented nation of Alphatia wanted some sort of watch on the essentially magic-oriented elves of Alfheim. The Palace is the scene of many parties for visiting dignitaries, and Daricon seems content to do nothing else. There is certainly no direct trade between the two countries.

9. Mercenaries' Guild Hall. This building is not connected officially with the Prince-Legate, but it is known that Alphatia wants to recruit elves for its own military, and this is one of the few places the Prince-Legate visits outside of his own palace.

10. Alchemist Shop. Jugwort the Alchemist is an immigrant from Alphatia who makes his talents as a concocter available to the populace. He is capable of manufacturing any magical potion described in either the Basic or Expert rules sets, but the cost is very high — twice that given as examples on page 26 of the *Dungeon Master's Companion*, because of the need to ship some of the ingredients into Alfheim.

11. Magic School — Edrecort's Academy of Thaumaturgical Science. this is just what it says, a school of magic for anyone who wishes to learn spells. Master Edrecort (see "Personalities") is a 15th level Magic-user from Alphatia who came with the Prince-Legate but has no official tie with the embassy.

Thyatis Mission

12. Imperial Embassy. This imposing edifice is the official residence of the ambassador of the Empire of Thyatis. *Duke Jarandros Monikar* is longtime veteran of Thyatis's squabbles with Alphatia and keeps an eye on his rival. They often trade invitations and visit for hours.

13. Trade Palace. not for the mighty Imperium is this business of embassy and trade establishment in the same building. The Thyatian Trade Palace is run by *Count-Factor Varus Dominikon*, an able businessman who has made good con-

tacts with the Chossum clan of traders. He is said to be a potent magician, though he never shows any sign of it in public.

14. Cathedral. religion is a major part of Thyatian tradition, and the Duke is not wont to slight the spiritual side of life. Here, *Patriarch Clovis*, Rector of the First Thyatian Church in Alfheim offers regular prayers to the glorious ancestors that made Thyatis great. There are also several other members of the Thyatian religious orders in the area. Notable is *Dominicus Greybeard* (see "Personalities"), a holy man known for wandering throughout the forest, making friends with the Treekeepers and lending his own magic to anything the elves might need it for.

Glantri Compound

15. Embassy. This is a light and airy building suitable for an elf used to living in an area where Home Trees cannot be grown, but that's only natural considering the ambassador — *Ethrilord Bilgrammus* of the Erewan clan of Glantri. While the Ambassador is rarely available, his able assistant, *Don Maximilian de Belcadi* (see "Personalities") is ready to assist all petitioners during normal business hours.

16. Magic Users' Guildhall — The Unified Magician's Beneficial Association. This organization is an example of the Glantrian mania for organizing new clubs. Any magic-user, elf or human, may join, but so far the membership consists of two Glantrian magician-members of the Embassy staff and three low-level adventurers who thought to get some extra-special Glantrian instruction.

17. Tavern — The Wizard's Mug. This fancy establishment caters to wizards of any race and power level, though there are instances of elitism within the clientele. The Tower Room, for instance, is only available to those magicians with a *fly* spell (food and drink go up by dumb waiter).

Darokin Quarter

18. **Darokin Embassy.** The Republic of Darokin has maintained an embassy here for as long as that nation has been in existence. The Darokin position of Ambassador to Alfheim is an important one in their government, and *Grindolf the White* (see "Personalities"), once a member of the Inner Council, took this position when he retired from that ruling position.
19. **Cathedral of the Church of Darokin.** This started as a small shrine to the accord between the elves and Darokin. Generations of ambassadors have built it into a major institution of the Darokin church. Ambassador Grindolf is also a Patriarch of this church and holds services there.
20. **Library.** The Library is a relatively new institution in Alfheim Town, started by a Darokin embassy staffer who missed the libraries he was used to. The book collection is still small, but is slowly growing to match the size of the building. So far it is a good reference source for tomes on the lore of the Immortals and basic magic.
21. **Tavern — Durnheld's Axe.** This edifice was meant to be an adventurer's hangout, but a change of management and the popularity of other taverns has turned it into more of a reading room and literary discussion house for members of the library who often come here to sip ale and read their books.

Rockhome District

22. **Guildmasters' Hall.** The dwarves of Rockhome do not have a formal embassy. However, the dwarves of the Wyrwarf clan in Rockhome (see *The Dwarves of Rockhome Gazetteer*) have established a surreptitious trading enterprise based around this building. Dwarves from Rockhome and other areas have settled around this establishment, making an unofficial Rockhome section. The "embassy" is led by *Dorran Finehammer* (see "Personalities"), a cousin of the head of the Wyrwarf clan, Belfin Elf-Friend.
23. **Tavern — The Rock Drink.** This stone-built hall is the main hangout for dwarves and gnomes in Alfheim.
24. **Money Changer — Gringold's House of Gold.** This dwarven establishment is

the best place in Alfheim to exchange money from various lands. Although Gringold takes 7% of the top of each transaction, he always makes a fair assay, which cannot be said for others.

25. **Jeweler — The Elven Eye.** Glarmli-Ruby Eye, dwarf lord and gemologist extraordinaire, operates this jewelry shop which specializes in imported jewelry, both for elves and others.

The Five Shires — Halfling Hill

The Halfling district is built on the only hill inside Alfheim Town. It serves as a center for both the formal embassy from the Five Shires and a civic area for the halflings who for one reason or another, happen to reside in Alfheim Town. The district consists of a number of single story buildings halfway sunken into the hillside, and a series of snug tunnel dwellings.

26. **Halfweigh House.** This is the official residence of the Ambassador from the Five Shires, and is the most complete example of classic halfling architecture standing in Alfheim. *Benji Frankfoot* (see "Personalities"), the ambassador, performs his official duties here, but is more likely to be found down at his news office (27) during the day.

27. **Newsdealer/Rumormonger/Scriptorium.** Benji Frankfoot deals in current news and rumors. He has become the official news source for the town; Benji has established a reputation for truthfulness and impartiality which has made him a key figure in the wheels of commerce in all of Alfheim. Every week, Benji publishes all official decrees from the Guardian, the current prices for certain standard commodities (based on recent contracts), and as much other news of Alfheim (both country and city) as will fit onto a series of posters on the walls of the Guildmasters' Hall, which has been kindly leant to the cause by Dorran Finehammer.

28. **Cartographer — Frankfoot's Charts & Maps.** Brewster Frankfoot is Benji's second son, who seems to be establishing a commercial dynasty of halflings in Alfheim.

Orc Enclave

Most cities present a cosmopolitan face to the world, yet the presence of an orc population in an elven city — even the window on the world that is Alfheim Town — surprises many visitors. The orcs are descended from the remnants of an invasion force that was left behind when the main army retreated. Although initially used as slave labor, the orcs were eventually offered parole, it was just too much work for the elves to keep slaves. Most orcs chose to leave, but 67 petitioned the Guardian to be allowed to stay in Alfheim Town. The elves accepted, perhaps viewing the affair as a social experiment. The orcs began by accepting the undesirable jobs. Now, their descendants have made their own stable niche in the town's economy.

29. **Tavern — The Gut Bucket.** This is a very low class dive. If you don't look like an orc, stay out.

30. **Drayers — Reliable Heavy Hauling.** This is one of the most successful orc enterprises. Most moving inside town is done by these orcs. However, they are not allowed to move anything outside the town walls. *Urgham the Quiet* (see "Personalities") monopolizes that business.

TOWN HUMANS

Alfheim Town has a large human population which is not associated with the foreign enclaves, but is instead indigenous to the city itself. Over 6,000 people have roots in Alfheim Town that extend back for many generations. Their loyalty is not to the various human nations from which their forebears came, but to Alfheim Town, of which they are as much natives as any elves.

There is a certain amount of exclusiveness to these town humans. They distrust all people from the various enclaves, because they assume that the newcomers will place the interests of their homelands before the interests of Alfheim Town. There are some establishments in the human part of town where people from the foreign enclaves are distinctly unwelcome.

Alfheim Town

Purveyor District

This is perhaps the nicest of the town human areas. The purveyors are the town's native businessmen, adept at making connections both within the town human population and with the elves. This is the busiest part of town, the one place in the entire country of Alfheim that even approximates the hustle and bustle found in human cities. Elves, even returning adventurers, are not generally found here.

31. Illuminator — Jansten's Uncials.
32. Bowyer & Fletcher — Shafter's Shafts. A human-run establishment, disdained by elves.
- 32a. Silverblade School of Arms. Andronicus Leo of Karmeikos, Armsmaster.
33. Engraver — Fine lines & Fancy.
34. Tavern — The Oaken Mug. This has a good reputation.
35. Furrier — The Ermine's Tip. This is the establishment run by *Emmit Kelso* (see "Personalities").
36. Scribe — Honorius's Scriptorum. This is the best place to get scribing done outside of Benji Frankfoot's establishment. The work is done quicker here, since they are not distracted by news-gathering, but the end product is less elegant.
37. Tailor — Deever's Magic Shears.
38. Food and Drink Purveyor — A Feast in the Forest. Not an eating house, it sells food for preparation elsewhere.

Artisan District

This is the other "nice" district inhabited by town humans and is more devoted to labor, craft, and the making of things to be used and consumed locally. Away from the frenetic Purveyor district, the town slips back into the relatively slow, easygoing ways which dominate Alfheim. The town humans here make their goods in peace and quiet, then take them over to Purveyor's District for a fast sale.

39. Carpet & Tapestry Maker — The Flying Yeti.
40. Inn — The Crafter's Rest. The building contains offices for dealers and brokers such as *Elisabeth Hobnobby* (see "Personalities").

41. Fishmonger — Scales on Scales.
42. Veterinarian — The Great Creature.
43. Outfitter — sign of the Kitchen Sink. A favorite spot for non-elf adventurers.
44. Horsetrader — Ephraim's Forest Ponies. Ephraim is an elf-friend who actually does have the occasional elf horse for sale, though it is usually one found to be unfit for service in the elven army.

Warehouse District

This is the goods storage and handling area of Alfheim Town, including a caravansary which ships goods to Ylarum run by *Abdullah Hazarkan* (see "Personalities"), also known as Uncle Silk.

45. Caravansary — Abdullah Hazarkan.
46. Cobbler — Sign of the Cushion.
47. Potter — Sign of the Gargoyle Jug.
48. Baker — Sign of the Golden Kernal.
49. Leatherworker — Sign of the Awl & Hide.
50. Barber — Sign of the Clean Chin.
51. Warehouses. Various owners, and mostly unnamed.
52. Tavern — The Mule's Skin. This is a very low-class tavern dedicated to draymen, muleskinners and warehouse workers.

Refuge

This is the low end of the town human section. It's called Refuge for a good reason. Human habitations everywhere have a gradation of life styles, based on both economic ability and personal preference. This area is home to those foreigners who have come to Alfheim Town to disassociate themselves from other humans and to the working class town humans who simply need to live in a low rent district. Every year, the Guardian allows a small number of persons displaced from their former homes by monster raids, wars, ideological persecution, etc. to set up new lives in Alfheim Town. This is where they make their start.

53. The Grand Order of the Grey Mouse Lodge — Thieves' Guild. This is ostensibly a meeting hall for a craftsman guild society. However, it is the meeting place of choice for pickpockets, muggers, thugs

and other robbers who prey on the populace of Alfheim Town.

54. Moneylender — Sign of the Saved Imperial. Office of *Violet Pismire* (see "Personalities").
55. Public Bath — Sign of the Godly.
56. Gambling Hall — Sign of the Busted Nugget.
57. Candlemaker — Sign of the Twice-Burnt Taper (burning at both ends).
58. Pawnshop — Sign of the three Bezants.
59. Tavern — The Human's Right. Town humans ONLY are allowed within these walls, a prohibition the Guardian's elven patrols and the human officers of the Customs Office take delight in ignoring whenever the situation warrants.

Elf Districts

Finally, of course, there is the elven population in what is generally viewed from the outside world as the capital city of the elves. Of course, the elves really don't have much use for cities, and generally communicate among themselves without needing physical meetings between leaders.

However, since all the major clans have trade representatives here, and since this is also the place where the foreign representatives live, the concentration of elven diplomatic function here seems logical, even to elves.

Nevertheless, most forest elves find the activity of even relatively quiet Alfheim Town to be maddening. For that reason, the elven districts are mostly populated by elves who have spent time abroad — who are making the transition back to forest life. They are able to deal with the outside world, but must redevelop the skills and awareness needed to return to forest life.

Here too are the returning elves who maintain a twilight sort of existence, incapable of living happily in either the world of men or the extended ritualistic play of the forest.

Ruling Class District

60. The Guardian's Garden. This open, airy, tree-planted district is the home of

the ultimate rulers of Alfheim Town: *Taragin Oakbranch*, the Guardian (see "Personalities"), his staff, and household members. The only Home Trees in Alfheim Town are here, but the young trees currently support only a few small cottages. The rest of the residential palaces are as large, tall, and airy as elven architects can make them.

61. The Druid's Grove. Here can be found the druidic human religion favored by the elves. A small sacred grove is situated in the gardens near the most important residences. The druids have a small shrine where histories and records are maintained, meeting houses where they buy and store supplies from the city purveyors, and cloisters where most of the priesthood and all of the lay staff live. This central spot supplies the needs of all the druidic circles in the forest.

62. Hiring Hall — The Elven Army. This military office is a nominal recruiting point for non-elven mercenaries who would sell their services to defend against monsters and more organized external enemies. This office also authorizes non-elven expeditions into the Forest for various purposes. *Captain Tanglethorn* has run this post for 250 years, and met most of the important generals of recent history while they were posted to Alfheim in their early careers.

63. Offices of the Seven Clans. This large, airy mansion houses representatives of each of the seven major clans in the forest. Each clan is represented by a counselor with about five staff elves to do every job from butler to assistant legate. The setup is strange by human standards; each clan is assigned a small suite of rooms here, and are limited to the number of elves for which there are living spaces in their section of the mansion; this rule was prevents the clan representatives from increasing their numbers for either bureaucratic confusion or the establishment of private armies.

64. Professional Office — Representative to the Clans. *Deloran* of the Mealidil Clan specializes in representing outsiders to the Council of the Clans in legal matters. In other lands he would be called a barrister or lawyer.

65. Alchemist — Ferian Leafgatherer. This Grunalf elf specializes in potions derived from non-Tree-of-Life sources in Alfheim.

66. Professional Office — Translator.

67. Dealer in Monsters and Exotic Animals. *Demoncatcher of the Long Runners* is an expert monster hunter and prides himself in bringing them back alive for whatever his client's purposes may be. He often hires adventurers.

68. Residence (and academy) — Scholar Tulenil of the Mealidil Clan.

Business District

Elven commerce, of course, is almost exclusively based on the sale of the fabulous artworks and magic items produced by craftsmen deep inside the closed forest. These artworks are exchanged for money, which is then used to purchase goods not readily made in the forest. The commerce houses act as middlemen for their forest brothers.

Except for the commerce houses, the elves who buy, sell and trade here deal almost exclusively with other elves.

In addition to the elven commerce houses, this district contains the homes of elven merchants and other dealers, brokers, and their assistants. It is a prosperous place, with incredible hustle and bustle (for elves that is).

Again, the elves who dwell here are not forest elves, but worldly-wise former adventurers.

69. Cartographer — Vineleaf Maps.

70. Horse Trainer — The Lonely Pony.

71. Tavern — Quickneedle's Rest. This is a meeting place for elves only. *Engledoc Dewsap* (see "Personalities") is the proprietor.

72. Armorer — Trollproof.

73. Artist — Dewpoint Images.

Elf Hill

This is the human name for this rundown district mostly occupied by former adventurer elves who are unable to readjust to the forest. "Smalltown," as it is called by the elves, contains the misfits of the elven race. These are adventurers,

normally respected (although not altogether understood) by the forest elves for their bravery in leaving the assured security of the forest for the demonstrably dangerous outside world. Yet those who dwell here have found the pressures of living in human lands (any area outside the forest) unbearable, and are now unfit for life either in or out of the forest. In elvish, they are known as the "*eileideleina*" or "wind blown leaves."

Here are the usual assortment of "skid row" businesses here, many which are a functional part of the city as a whole. Some enterprises are subsidized by the Guardian to assist the *eileideleina*.

74. Medium Quality Stable — The Heard Meadow.

75. Laundry — Night Run Laundry. This is the bailiwick of *Daisy of Desnae* (see "Personalities") and a number of down-and-out former adventurer elves.

76. Low quality tavern — Orc's Breath.

77. Cooper — Dwarf's Run Barrels.

78. Distiller — Morning Rain Liquors.

Sky Palace

About a century ago, the Council of the Clans came up with the notion that Alfheim Town lacked any peculiarly elven architecture. They caused the fabulous Sky Palace to be constructed, an aerial building extending over much of the elven quarter.

Since the forest magic in Wizard's Glen was destroyed in the beast man invasion, no Home Trees had grown to maturity here. The sky palace was an attempt to create something similar to the lordly Home Trees using conventional construction techniques.

It is a lattice construction of bridges connecting a number of buildings that have been elevated high above the ground and buildings below on posts and trestles. The tallest possible trees were started alongside the construction, and heavy vines were interwoven with the lattices. Unfortunately, after investing thousands of gold pieces in the project, the first elven families to move into the Sky Palace found what most elves to enter the project later confirmed — the

Alfheim Town

wooden supports in no way compared to the living, dynamic support of the natural Home Trees. Living in the palace was not worth the trouble to climb up and down the dead wood structure.

The whole project was disgustedly turned over to the human Customs Office to deal with as they found appropriate. For 80 years, the Customs Office has attempted to find a financially rewarding scheme to dismantle it. Meanwhile, the palace stands as a fourth elven district, populated by eccentrics, thieves, and adventurer elves who can no longer live comfortably in the constantly swaying Home Trees.

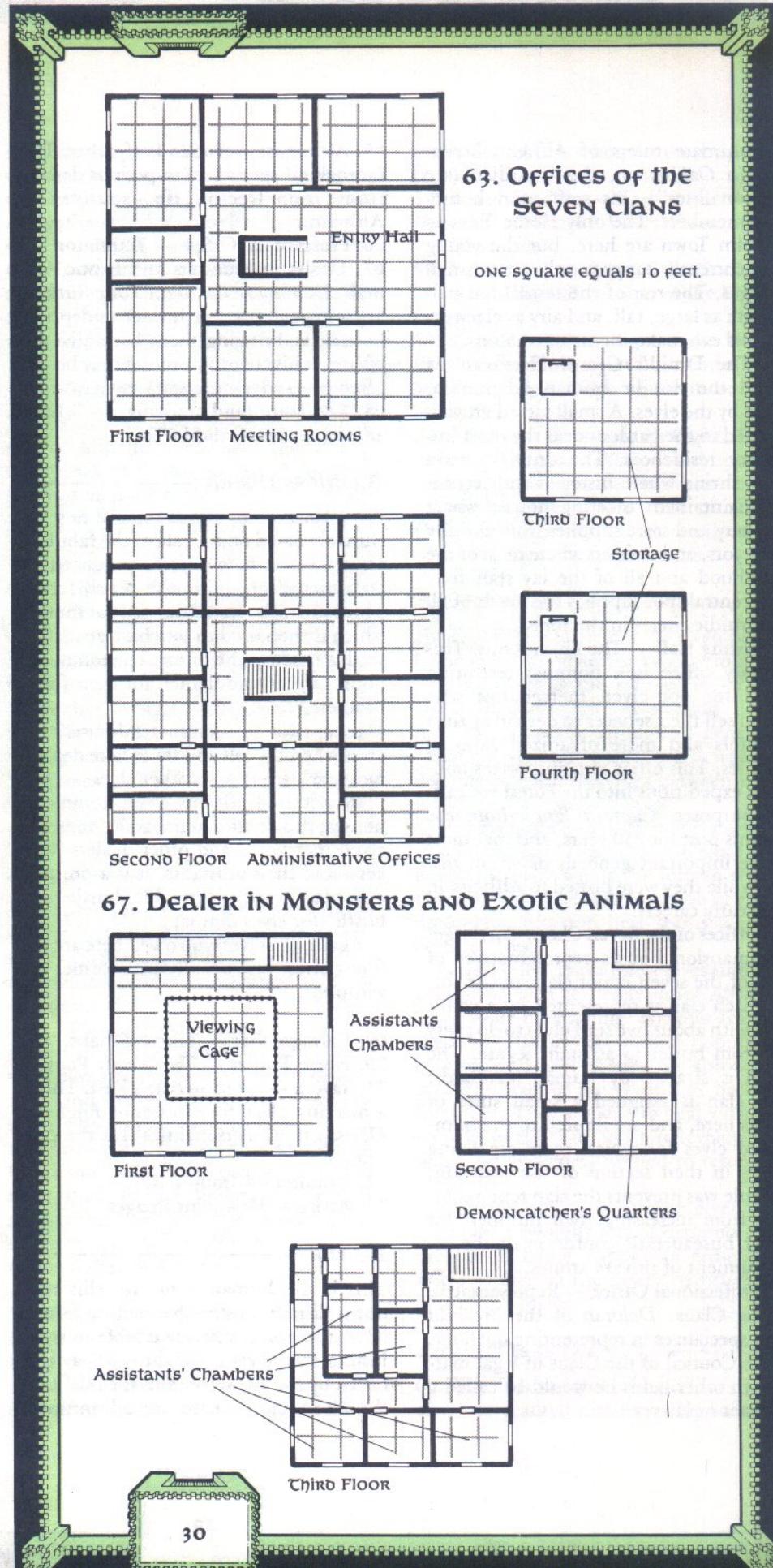
Sky Palace is accessible from the ground to all who wish to climb 150 feet up the rickety stairs. At several points, the palace connects with the catwalk network of "sky city," but the elven guards will not allow non-elves on them without elven escorts.

**79. Residence — Astronomer/Astrol-
oger.**

**80. Medium Quality Tavern — The Bird's
Feast.**

**81. Poor Quality Rooming House — The
Grand View.** All rooms have a view of the
city below (sometimes through the floor-
boards).

82. Gambling Hall — Highest Odds.



The Economy Of Alfheim

INCOME AND RESOURCES OF THE FOREST

Area: 23,500 square miles
Total Population: 75,000 (very approx.)

Cities:	Alfheim
Town:	15,000
Clan Seats:	Ainsun: 500
	Desnae: 2,500
	Elleromyr: 3,000
	Feador: 1,000
	Mealidor: 1,500
	Pinitel: 1,500
	Shieldtree: 3,000

For all basic needs, Alfheim is self-sufficient. For many centuries, Alfheim had little economic contact with surrounding countries. The few outside traders were from Darokin.

However, in the centuries since the establishment of Alfheim Town, trade has opened up with most surrounding lands. Any nation with any possible interest in Alfheim products is represented in Alfheim Town, although trading anywhere else in Alfheim is still as strictly controlled as elves can control such things.

For the most part, the elves are self-sufficient hunters and gatherers who usually make their own clothes and hunting weapons. Their crops are nuts, roots, berries, etc. gathered from the forests (not from farms or orchards). Since they have a measure of control over the forest's bounty, this presents no hardship to them.

They also hunt the creatures of the forest that they breed and conserve for that purpose. Elves breed animals by enhancing natural selection, culling out the weak, the slow and the careless. The remainder are fast, sly, and often dangerous animals — just the way the elves like them.

Elven craftsmen, either specialists or hunters and gatherers, frequently craft the byproducts of their hunts and gatherers into objects of art and utility. Fur, bone, and assorted woods become objects d'art. Many of these art pieces are meant for the adornment of the elf's own home, or trade with other craftsmen in the vil-

lage or town.

However, equal amounts of these items are taken into the towns for trade to outsiders for money or valuables.

One major valuable the elves need is metal ingots from which to make weapons and armor, which the elves use to match the forces that invaders wield against them.

THE HISTORY OF TRADE

The traders from Darokin used to come into Alfheim from all around the forest. Most of them were long-established merchants who had contacts among the elves and knew where to travel to avoid the pitfalls of the forest. The traders brought in cloth, metal weapons, exotic foodstuffs, and often seeds and cuttings from plants not found normally in Alfheim (elven gardeners are notorious for their experiments with non-native plant life). Now that the Alfheim town acts a central trading point, most of the Darokin traders take their wares there. Still a few yet trade on their special familial relationships with certain elf clans and come directly into the forest.

Longstriders Trading Company, a dwarven commerce group that does not trade directly in Alfheim Town, makes its contacts through Dorran Finehammer of the Guildmasters Hall.

Some centuries back, dwarves of Rockhome settled the southwestern slopes of the Rockhome Mountains. They found it was easier to trade their metalwork to the nearby Darokin humans than to risk the dangerous and costly journey back to Rockhome's main tunnels.

It did not take long for the dwarves to realize that the humans were turning around and reselling their wares to the Feadiel elves in Alfheim, at a considerable profit. Rather than support these middlemen, the dwarves founded their own trading company (named for their propensity for hiking long distances, not the length of their individual paces) and the Longstriders began trading in Alfheim.

Although initially suspicious of these short, gnarly interlopers, the quality of

their wares and the honesty of their dealings soon set aside interracial fears. Although the dwarven group known as the Thorns (see *The Dwarves of Rockhome Gazetteer*) raid in Alfheim, strangely enough, no Longstrider trading group has ever run afoul of a Thorn raiding party.

These days, the Longstriders ride rafts laden with their metal ingots down the Greenflood river to Desnae, then pole back upriver to Rockhome with exotic foods and imported goodies from Darokin, Glantri, and the Five Shires — a much lighter load all around.

ELVEN COMMERCE

The towns are centers of commerce for the elves. Elven export trade largely revolves around the various crafts practiced by elves, such as woodcarving and the various textile arts. Although they are competent metal workers, elf-made weapons (especially magical ones) are made for use by elves, not foreigners.

Town artisans can usually count on being able to sell more of their craft items than can village crafts-elves, so they are able to make a more serious study of their art, without having to spend time foraging for food in the forest.

Town elves are also more likely to use money for some transactions than the village elves, although they have not abandoned barter. The sight of a gatherer elf hauling in a year's supply of nuts and other forest delicacies to a crafts-elf to trade for a prized decoration is by no means unheard of in even the largest of the purely elven settlements. For elves, money is used only when trading with foreigners.

COINAGE

In Alfheim, elves barter, coins are superfluous. When dealing with outsiders, coins are a convenience and occasionally a necessity. The king and Council and some larger clans use coins to pay debts with outside nations.

Elven coins are relatively rare, minted more as novelties or art objects than as money. They are also nonstandard and

The ECONOMY OF ALFHEIM



may vary in size and gold-content value by as much plus or minus 50% of a standard gold coin!

Therefore, the official (i.e. most common) coin in Alfheim Town is the Darokinian gold piaster.

Once, king Doriath contracted mints in Darokin to produce an Alfheim trade coin. The leaf, as it was called, was so admired by the elves that one trader acquired the entire run, sold it back to the elves as novelties for an unprincipled profit, then retired comfortably to Ierendi.

TAXES

Each as a contribution to communal life, the clan traditionally asks for 10 to 20% of the individual elf's earnings, including what he gathers and hunts. Need is the primary criterion.

This "gift to the trees" is used to finance building projects, pay craftsmen for goods used for the benefit of the clan (such as weapons), and support of those unable to provide for themselves. There

are no elven beggars in Alfheim.

Elf adventurers who have returned home from their wanderings are expected to give the clan a percentage of their accumulated treasure. Through this means, the clans obtain precious metals and magical items they would not normally make themselves.

The king and Council do not tax the clans, yet each clan contributes food, goods, valuables and service, whatever is needed or requested by the Council of Clans without complaint.

STRONGHOLDS

Establishing a Stronghold

Many adventurer elves are unwilling to submerge themselves in their old society. The same drive for prestige, fame and something different that made them become adventurers, leads these elves to establish their own strongholds.

There are differences between what happens in Alfheim and how the process is described in the D&D® game *Players Companion* rules. In Alfheim, the clans

are too large to move 40% of their number into a new stronghold. No stronghold needs an influx of 12,000 elves. Instead, the usual number is about 0.5% of the Clan membership, or about 150 elves.

Of these elves, the oldest (usually an adviser to the Clanmaster of the main Clan) is appointed the Clanmaster's representative of the stronghold. The Clan Holder (the former adventurer) is the leader of the stronghold, but must report to and take advice from the Clanmaster's representative (usually referred to as a Counselor).

Whether the stronghold gets a Tree of Life and a Treekeeper depends on its distance from the main clan's Tree of Life (must be at least 50 miles distant to get a Tree).

All elven strongholds are considered to be established in wilderness. However, in Alfheim, one gains a dominion in the wilderness by colonization. While all of Alfheim is under the rule of the king, any place that is not already a stronghold is considered "new" territory and ripe for colonization.

Stronghold Size

Each stronghold is a dominion, with an area of control extending 4 miles in each direction (or one hex on the Fold-up color map of Alfheim), but the actual dominated area is no more than a mile or two in any direction from the actual stronghold. This maintains the wilderness that the elves prefer and the distance between strongholds. However, there is no more than one stronghold in any hex on the Alfheim fold-up map.

An Alfheim family of gatherers — equivalent, economically, to peasants — is considered to be 2 individuals (or perhaps 2 and 1/2, counting the occasional child), not 5 as is counted among humans. By this token, there are about 60 such families in a basic stronghold. This population does not change unless members have been lost in natural disaster or battle. The elves keep their population constant.

Stronghold Income

The Clan Holder gains only two sources of Income: Standard (or service) income and Resource Income.

The Standard income is 10 gp worth of hunted or gathered food and incidental crafts or building from each of the families. The Resource income is the byproduct of the hunting and craftwork, animal skins, leather and handicrafts. In general, the Resource Income for the stronghold is 2 gp per family, or about 100 gp a month.

The Standard Income and the Resource Income together represent the "gifts to the tree" described above. A player Clan Holder gets the XP for the Resource Income as described in the Dungeon Master's Companion, page 5.

Stronghold Expenses

Fortunately for the elven Clan Holder, the expenses of an elven stronghold are as small as his income.

First, only 10% of the income of the stronghold need be paid to the Clan.

Second, visitors are very rare, and even the King of Alfheim has a cost of visit per day equivalent to a human Marquis (Dungeon Master's Companion, page

6). Clanmasters can be entertained on the cost of a human Baron. This is primarily because elves travel with much smaller entourages than do humans.

Holidays are virtually nonexistent, since an elf's life is basically one long holiday. There are no national days of celebration; The elf penchant for taking a day off and lazing around is already factored into the Standard income.

Of course, Clan Holders must maintain their part of the army of Alfheim. However, the Peasant Army called for consists of Average troops, a condition which only drops to Fair if the normal muster is doubled. This reflects the expertise of all of the elves in hunting and scouting.

Tournaments are a uniquely human activity in which most elves have no interest. The Clanmasters of the great clans occasionally hold similar celebrations to impress each other and any visiting humans, but they are rare and no part of a normal Clan Holder's cash flow.

Dominion Events

Dominion Natural Events are much the same for elves as for men, with the exception of Market Gluts, Market Shortages, Trade Routes Lost, and Trade Routes Found, which have little to do with the elven way of life.

Dominion Unnatural Events tend to be a bit more limited in Alfheim. Use the following probabilities:

Unnatural Events

Assassination	10%
Bandits	30%
Birth in Ruling Family	1%
Border Skirmish	0-30%*
Lycanthropy	25%
Magical Happening	45%
Raiders from Other Dominion ..	5%
Resident Specialist, New	10%
Spy Ring (Shadowelves)	45%
Traitor (Shadowelf)	15%
Accidental Death of Official ..	20%
VIP Visitor	5%
Wandering Monsters, 12 HD +	80%

* depending on location within Alfheim.

Elven Defense Industry

Despite the quality of Longstrider goods, the dwarven traders cannot possibly match the weapon needs of the entire nation of Alfheim. The main providers are other elves.

Elven smiths are almost a breed apart from their brethren. Their love of beauty and quality is the same, but they seek it in unliving iron and other metals, not the living plants and natural stone. A normal elven blade is equal in quality to any other weapon found anywhere else on the continent.

However, those smiths who work together with the Treekeepers to make the unique *elven longsword* are another thing entirely. These smiths are wizards as well, and often form part of a Treekeeper's entourage. By using the sap of the Tree of Life, which is only available at certain times each decade, and specially grown oak wood, they make enchanted weapons whose like is found nowhere else in the world.

Elven bowyers and fletchers are somewhat more in the main line of elven society. They work with the more natural substances (most elven hunting arrowheads are stone, not metal) and their products are essential for daily life as well as warfare.

Again some bowyers and fletchers are wizards who work with the Treekeepers to create the famous *elven bows* and *elven arrows*.

Elven Magical Weapons

The Elven Longsword. This blade is made from enchanted oakwood treated with the sap of a Tree of Life. It is as light as a shortsword but as long as a normal sword (or broadsword) and harder and sharper than steel.

The damage done by this weapon is 1d6+1 (2-7) and it counts as a magic weapon, though not as a weapon with pluses. Thus, it can affect lycanthropes, gargoyles and spectres or any other monster that can be affected only by magic weapons, but it does not affect monsters that must be struck with a +1 weapon or better.

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Furthermore, all elven swords have a built-in *detect danger* spell which is always in operation, though it must be used as shown in the description of the druid spell of the same name. The detect shows the presence of danger by making the sword's blade glow. The intensity of the glow denotes the distance to the danger, or in cases of obvious danger, the threat it poses.

A longsword can be further enchanted to contain plusses to hit and do damage and other special abilities.

There are armories of these swords available in each major clan's central holding, for use by the elven army. Adventurers are not provided with these weapons as a matter of course, though some may gain the weapons as rewards or be issued them for special missions for Alfheim. Many have been lost over the centuries, and they may be found in treasure hordes, particularly those of traditional elf enemies. They are very rarely sold. On the common market, the price would be 8,000 gp.

The elven longsword works for anyone who holds it, but those who hate elves may feel uncomfortable or even desperately ill while holding it.

Elven bow This bow is about 4 feet long, but has all the handling characteristics of a longbow. The *elven bow* is treated as a magical *longbow +1*. Since they are made from the limbs of a Tree of Life, there are not very many in the world, even after so many centuries. Common price on the human market is 10,000 gp.

The ELVEN ARROW

Elven arrows are made from the limbs of a Tree of Life; the stone points are tempered in the sap of the Tree of Life. Since both superfluous branches and sap come available only a few times in a decade, *elven arrows* are rare.

They are unique in that they have no pluses to hit (unless they are further enchanted), but the magic is permanent. The arrow always counts as a magic weapon, affecting creatures that can only

be affected by magic. There is a 10% chance the arrow will break after each time it is used. The cost of an *elven arrow* on the human market is usually around 1,000 gp.

These arrows are only used for special missions. Elven army archers who know they may be facing enchanted monsters generally have one or two in their quivers along with their usual, non-magic, stone or metal-tipped arrows.

ELVEN MAGICAL CLOTHING

Elven weavers make fantastic clothing from plants and animal skins. Most noted for this is the Long Runner Clan of Pintel, who do wonderful things with leather.

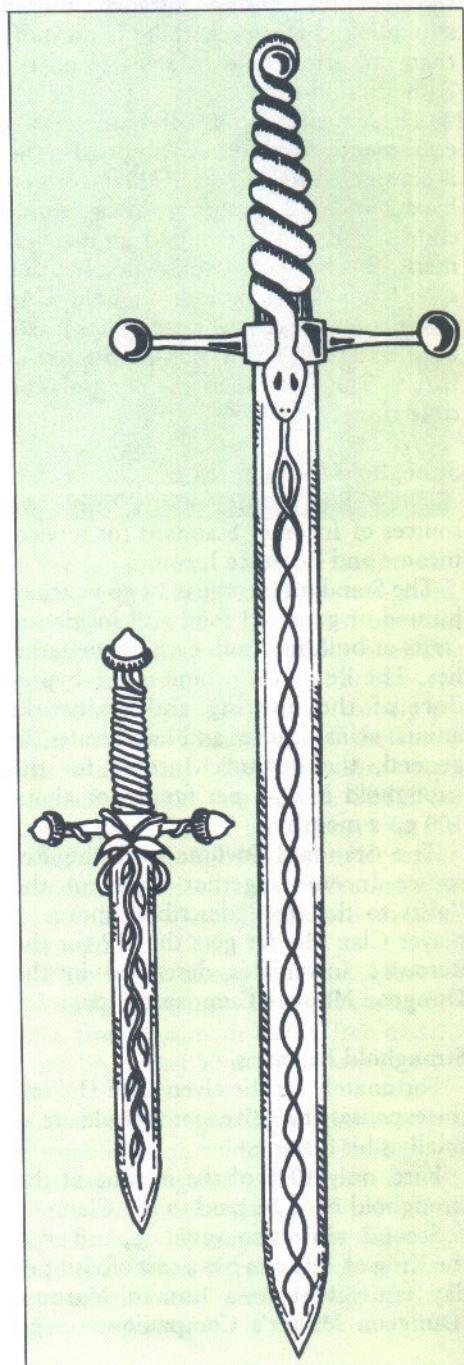
The most wondrous items of elven wear known to the world are the *elven cloaks* and *elven boots*. These are made with elements from the Tree of Life. Due to the nature of the materials needed, they are made rarely. Only the most trustworthy scouts of the Alfheim army have these items, but the clothing is sometimes part of the trade with Darokin. Kings of Alfheim have been known to give samples of this wearing apparel to those who perform services for Alfheim.

Elven Cloaks. These cloaks are made from the carefully treated leaves of a Tree of Life. The leaves are pulped with great ritual and very little of each leaf is usable, so many are needed.

As described in the Dungeon Masters Rulebook of the Basic DUNGEONS & DRAGONS® game set, wearing this cloak makes one virtually invisible. There is a 1 in 10 chance that someone will spy a person wearing one this cloak unless the wearer is attacking physically or casting spells. This means that a company of elf archers wearing these cloaks are virtually invisible to counterfire in a battle. If the wearer normally has a Hiding Skill roll (See the "Pullouts"), it takes a roll of 1 on 1d20 to find him.

The Clan Council of Alfheim has enough of these cloaks in reserve to equip one warband of the elven army (700-800 elves).

Elven Boots. The upper portions are made of finely crafted leather, but the soles are made of the specially-treated bark of the Tree of Life. For any normal person or elf, it takes a roll of 1 on 1d10 for the wearer to be heard. For anyone successfully using the Hide Skill (see the "Pullouts"), it takes a roll of 1 on 1d20.



Politics of the Elven Court

Any culture, even one as determinedly homogenous as the elven one, has politics. Certain matters have to be dealt with, and certain people are going to be willing to deal with them, or at least be persuaded to deal with them.

This section deals with the government of Alfheim — who is in charge and their politics — what they do to maintain their base of authority. Along with descriptions of the political system, is a look at the main movers and shakers of each clan. These characters and their subordinates are ideal contacts for adventures in and around Alfheim.

Note: This section is done with the assumption that the elves of an Alfheim campaign have not yet accomplished the quest of *The Tree of Life* (CM 7). If that adventure has been accomplished successfully, there will be differences in Alfheim. For one, the Sylvan Realm will be a viable (albeit distant) force again, and, two, the motivations of the Feadiel clan will probably change.

The Council of Clans

Outsiders tend to accept King Doriath as the ultimate ruler of Alfheim, and for the day-to-day running of the kingdom this observation is correct. However, it is not the case. The king follows the policies set by the Council of the Clans, which consists of the king and the Clanmasters of the seven clans, all of whom have an equal voice.

Of course, any time a new problem arises, the Council must meet to decide the new policy. Since elves have a constant do-it-tomorrow attitude, these policy decisions can be postponed for months or even years, leaving the king to make immediate decisions and hope it will be in accord with the Council's final policy decision.

The leading families of the realm (the seven clans) compose 90% of the elven population. The remaining 10% consists of the folk of Alfheim Town (2%), and the scattered mini-clans who owe no allegiance to the seven great clans (8%).

Unanimity of attitude and action is highly prized among the elves, but each

clan has its own traits, shaped by its history and home. Their attitudes toward the king are basically favorable, but their attitudes toward humans and other demi-humans vary widely.

The Council has no set meeting time. The king may call one together or the Clanmasters may assemble on their own to present troubling matters before the king.

There is also no set place of meeting. Outsiders tend to think of Alfheim Town as the capital of Alfheim, but they are mistaken. Yet the Council rarely meets in Alfheim Town, preferring instead, to meet in a favored glade in the middle of Long Runner territory, or at Doriath's own stronghold in the Erendyl lands.

Traditionally, the Clanmaster, also called a chieftain, is the oldest member of the clan. In truth, this translates to *one of the oldest active members* of the clan. Elves who have retired to bask in the sun are not asked to be Clanmaster and neither are elves who have spent their entire lives hunting and gathering without taking on a position of responsibility.

Each Clanmaster usually has several Counselors who oversee various aspects of the clan's activities. These Counselors vary from being simple advisers to actual powers behind the throne, depending on the individual Counselors and Clanmasters.

When a Clanmaster is close to death or retirement, he usually picks one of his eldest Counselors to replace him. In the case of a sudden death, the king appoints the oldest Counselor to the post until the clan can make its own feelings on the subject felt. There is never anything resembling an election — the elves just keep talking until an obvious candidate appears.

The Role of the King

If the Clanmasters are the true power in Alfheim, then what function does the king serve?

The King of Alfheim is the leader of the country. His is just one vote in the Clan Council, but he is the policy of Alfheim in action. Unlike the Clanmas-

ters, who must spend much of their time dealing with the problems of their individual clans, the king deals with matters affecting the entire nation, including calling out the army of Alfheim in times of great need.

King Doriath, in particular, has acted independently many times in the interest of Alfheim, answering to the Clanmasters only after action is taken. In each case, the Council deferred to the decisions of the king, finding them well within the constraints of previously decided policy.

In general, King Doriath promotes a non-isolationist policy with increased trade agreements and firmer alliances. This is expected of a king. It is this outward-looking attitude of adventurers that the Clanmasters look for when it becomes time to choose a new king.

The Clans

These descriptions list the general area of interest for each clan and some idea of how its representatives act on questions before the Council.

Clan Chossum

The Chossum clan is firmly in favor of outside contact and progress, as long as they can turn a profit.

Some more conservative elves call the Chossums the "dwarves of Alfheim"; their love of money and desire for a good business deal seem decidedly unelvish. Others think them a regression to the ways of the elves of the southern continent, from whom Ilsundal led his immigration.

Most of the wandering traders who go from clan to clan with hard-to-get food-stuffs, weapons, and wearing apparel are members of the Chossum clan.

The Chossums are wheelers and dealers. Clan leaders have proposed that major trade roads be built into Alfheim from Corunglain and Selenica and even the Rockhome mountains, so as not to stifle trade by focussing it through the Darokin road.

The Chossums resent the Erendyl position as ambassadors to Glantri; they feel

Politics of the Elven Court

that the Erendyl ambassador has no concept of Alfheim's trade needs.

There is talk of Shadowelf infiltration of the Chossum clan, but this is regarded as the idle gossip of folk from clans who don't understand true entrepreneurial spirit.

Clanmaster Lynnwyll is in favor of anything that puts elven products in the markets of the world, and the world's gold into Clan Chossum's pockets.

Clan ERENDYL

This clan refers to itself as the "royal clan," because it is the family of Doriath, current king of Alfheim.

About 300 years ago, a branch of the clan, the Erewan, moved to Glantri and now is one of the major powers there. A member of that clan, Sire Galladin, is the ambassador to Glantri from Alfheim, just as a member of the Glantri branch is Glantri's ambassador to Alfheim.

There is much contact between this clan and outsiders from Darokin as well as Glantri.

As King, Doriath has foresworn ties to the clan. Regardless, many Eyrendyl elves hold positions within the Alfheim government, such as it is.

Erendyl elves are some of the best craftsmen in Alfheim. Artists and artisans come from all over to study under the carvers of Elleromyr, the clan holding. The profits from Elleromyr carvings and other artwork has brought the clan much outside money, which they use to equip the Elleromyr Guard.

Clanmaster Brendan usually agrees with Clanmaster Lynnwyll on any subject dealing with outside contacts.

Clan FEADIEL

This is the most recent major clan to join the clans of Alfheim. The progenitors of the clan first arrived magically through the rainbow gate as they fled Moorkroft's conquest of the Sylvan Realm.

Feadiel is perhaps the most paranoid of the elven clans. Anyone and anything not of Alfheim, and sometimes not of the clan, is distrusted — after all, Moorkroft first came as a friend. Only druids are not

distrusted.

As a result of their late-comer status, the Feadiel elves make a point of their clan name in all dealings with outsiders and take umbrage when it is forgotten.

The Feadiel elves are on good terms with most dwarves. However, this attitude is strongly tried by the antics of the Thorns of Rockhome (see *The Dwarves of Rockhome Gazetteer*).

Feadiel has many adventurers. The clan wishes to expunge the record of its cowardice for not staying to face the onslaught of Moorkroft. Feadiel also has the highest percentage of adventuring elves who return to the forest after wandering.

Feadiel elves are also the least likely to ask another clan for help. They feel a need to show they can take care of themselves.

Feadiel is foremost among the clans in its lore of the Tree of Life, and Feadiel Treekeepers are valued anywhere that there are Trees of Life.

Clanmaster Dyradyl Feadiel continually argues for restricted human access to Alfheim and a renewed elven regard for the worship of Ilsundal. He thinks that Lynnwyll and Brendan are dangerous adventurers.

Clan GRUNALF

The Grunalf clan holding of Ainsun lies in the densest forests of Alfheim, between the River of Monsters and the Black Lake Rivers. This has produced a clan of avid monster-hunters, foresters, and gardeners.

The Grunalfs are involved in maintaining the forest of Alfheim. The greatest foresters, the best trackers, the most prodigious hunters are said to come from Ainsun.

The Grunalfs are also the best boatmen of the Alfheim elves. They specialize in canoes and kayaks which act as platforms for their monster hunting.

The Grunalfs bore the brunt of the Shadowelf invasion centuries ago, and are especially vigilant in sniffing out new outbreaks of the Broken Landers.

Many great Treekeepers have come from the Grunalfs. Their ability at grow-

ing things and keeping them alive is unmatched anywhere in Alfheim.

The Grunalf naming convention is similar to that of Long Runner and Red Arrow in that they each take a use name, which has no magical significance, but in addition to, rather than instead of, a real name.

Clanmaster Durifern Widefarer is frequently absent from Council meetings. When present, he stays quiet and then votes in a way no one expects him to. He stays on good terms with his fellow Council Members, though few consider him an asset to the council.

Clan LONG RUNNER

The Long Runners are the most ingrown of the clans. They have little contact with the outside world and little love for anyone but elves, and not too sure of any from outside of Alfheim.

Their territories include both the twisted magic site of Stalkbrow and the good magic sites of Glow Tree, Shadowdown, and Goblin Park. This makes their territory ideal for the study of magic in many different forms. Elves from all over Alfheim come here to study with the master wizards of Pinitel (their clan holding).

The Long Runners are known for their care in costuming and cosmetics. Where other clans may ape human styles, the Long Runners are sticklers for primitive clothes of leather and fur, donning armor only when war is at hand.

One faction of the clan is fanatically resistant to the presence of anyone but elves in the clan territory, although clan leadership strongly favors it, especially considering the helpfulness of human druids and wizards in controlling the Stalkbrow site.

Like Red Arrow elves, Long Runner elves tend to keep their real names (and even the real name of their clan) a secret. Instead, they take names indicative of some aspect of their personalities, personal histories, favorite activities, or prowess. These names change over the course of an elf's life. A Longrunner whose name was Hornhunter in his

Politics of the Elven Court

youth, due to his prowess in hunting deer, may become Bugwatcher in later years, as he devotes himself to studying the effects of the twisted magic on local insect life.

Clanmaster Beasthunter is the youngest of the Clanmasters and has a total disregard for the needs of outside contact. He considers Brendan a prissy bureaucrat and Lynnwyl a materialistic fool. At the same time, he has a hard time allying with Dyradyl and Mealidan because of their lack of interest in hunting. His best friend on the Council is Durifern Widerfarer.

Clan Mealidil

Clan Mealidil claims to be the true clan of the founder of Alfheim, Mealiden Red Arrow. They claim that this achievement by one of their own grants them the position of cultural arbiters for all that is truly elvish, and they back up the claim with an extensive library of writings and other recordings on the history of elves and those they deal with.

The collection is so large that they had to grow a special combined Sentinel and Home Tree to hold it all. Most books or other records of historical interest found by adventurer elves wind up in the library of Mealidor.

Mealidil is easily the most conservative of the clans. Their leaders consistently wear out-of-date clothing fashioned after that worn by the followers of Mealiden 1,800 years ago. Their answer for any problem is to research the Annals of Mealiden and find what he did in a similar situation.

Clanmaster Mealidan can be counted on for the most conservative reaction to any question that comes before Council, but, is not an isolationist like Beasthunter or a paranoid like Dyradyl. He just wants everything to be done "as Mealiden would have us do it."

Clan Red Arrow

This is a clan of militant warriors. Where the Grunalf's provide the scouts and trackers, Red Arrow provides the rank and file of any elven army. As the clan re-

sponsible for stopping six major invasions, they take their position as defenders of Alfheim and the forests very, very seriously.

As a result of their continual contact with outside realms, the leaders of Red Arrow waver between isolationism and cosmopolitanism. They favor a closed Alfheim as the ultimate protection against foreign influence and conquest, but at the same time they have seen and adopted the practices of many foreign military establishments. Among the elves, the closest thing to dwarven or human discipline can be seen in the elite archers of the Red Arrow clan.

This clan was once a part of the Mealidil clan. During Mealiden's long march to find a homeland, the Red Arrows were his honor guard who protected him and provided most of their military force. At that time they were simply the Red Arrow Guard. Eventually, their way of life changed so much from the Mealidil kinsmen that Mealiden declared them a new clan.

When the clans finally settled in the steppes which became the Alfheim forest, the Red Arrows purposely established themselves on the easiest access from the human settlements which became Darokin, just so they could be the first elves to feel the brunt of an invasion. They have been granted their wish many times.

Like the Long Runners, the Shieldtree elves hide their real names and take use names suited to their personalities, personal histories, or enthusiasms. Unlike the Long Runners, the Red Arrow tribesmen tend to keep their use names throughout their lives, sometimes taking on extra names if some other facet of their existence becomes supremely important to them.

Clanmaster Redsword Truetalker represents the military viewpoint on the Council. He favors anything that will build up Alfheim's ability to defend itself, which includes weapons from other lands. However, he dislikes having large numbers of unaccounted-for non-Alfheimers in Alfheim at any one time and would just as soon tear Alfheim Town down (which he proposes at each meet-

ing). In any non-military question, his participation is usually a disaster.

The Minor Clans

Some 20,000 elves do not owe any allegiance to these major clans. They are split up into about 10 minor clans ranging in membership from 500 to 4,000 elves. Their Clanmasters are on the Council, but rarely get called to meetings. In most cases, these are the most isolationist of the elves, frequently refusing to have anything to do with the other clans, much less outsiders. As might be expected, the isolationist clans are the lowest in number. One once boasted over 10,000 members, but now has less than 1,000, due to attrition, lack of new births and desertion to other clans.

The Military Structure of Alfheim

The largest unit of the elven army is the warband. Each warband of about 700 elves (equivalent to a division in other lands) is formed of a mixture of melee fighters and archers, magicians, and scouts. In forest environments, there are few military forces in the world who can stand against them. Each warband is divided into seven troops of 100 elves, with the same mix of members.

While each warband going into combat contains each of these elements, in peacetime the warband breaks down into three component units of specialists (magic-users, scouts, and fighters) which train separately and only meet for combined training every year or so.

This specialization does not contradict the elven nature of being both fighter and elf at the same time. All elven warriors have magic, but the "Magicians" specialize in battle-oriented magic, "Fighters" (or Guard as they are often called) specialize in protective spells, and "Scouts" specialize in detection and stealth-oriented spells.

Every clan has at least one unit of Guard, one unit of Magicians, and one unit of Scouts. The Guard units are mainly Red Arrow fighters with bows, the Magicians are largely Long Runner

Politics of the Elven Court

magic-users, and the Scouts are mainly Grunalf foresters.

Military service is a lifelong obligation of the elves. Many a front-line archer has fought humans, orcs, dwarves, and the Shadowelves over the period of six centuries. Since so few elves are experienced adventurers, the elf soldier is only a third level elf, but they are led by more experienced comrades.

Peacetime Deployment

In times of peace, the members of the warbands are put on a rotating schedule (or as much a schedule as elves can maintain). A third of a warband (about 250 elves) is on duty at any one time, which usually is about four months a year. The third-of-a-warband division has little relationship to the troop divisions of a wartime warband.

The seven warbands each have an area of responsibility, called a Guardpost. The peacetime unit is called a Guard. Each Guard has a roughly equal mix of veterans and green troops.

The Westguard: this unit is made up of primarily Red Arrow clansmen and is responsible for guarding the western approaches to Alfheim. They are stationed in Shieldtree.

The Craftguard: this unit is not to be confused with the locally controlled El leromyr Militia. The Craftguard mostly guards the main production areas of Alfheim and the approaches from the Broken Lands. It is headquartered in El leromyr. There is a friendly rivalry with the Militia.

The Forestguard: this unit has a roving commission that has it patrolling all the trails of Alfheim and is headquartered in Ainsun.

The Eastguard: this unit is responsible for guarding the eastern approaches to Alfheim and is headquartered in Feador.

The Northguard: this unit is responsible for guarding the Rockhome border and is based in Mealidor.

The Southguard: this unit is responsible for assisting Darokin in patrolling the Trade Road to Selenica. It is based in Pini tel.

The Weirguard: this unit is responsible for keeping monsters out of the Sump. It is based in Desnae.

Any unit near a Bad Magic Point is responsible for keeping a watch on that point for monster incursions.

The organization of the Guard units has little to do with the organization of a warband. Every time the elven army goes

to war, the warbands have to be completely reorganized along wartime lines. In a Guard unit, there are no specialists, all are expected to do anything a Guard unit is called on to do.

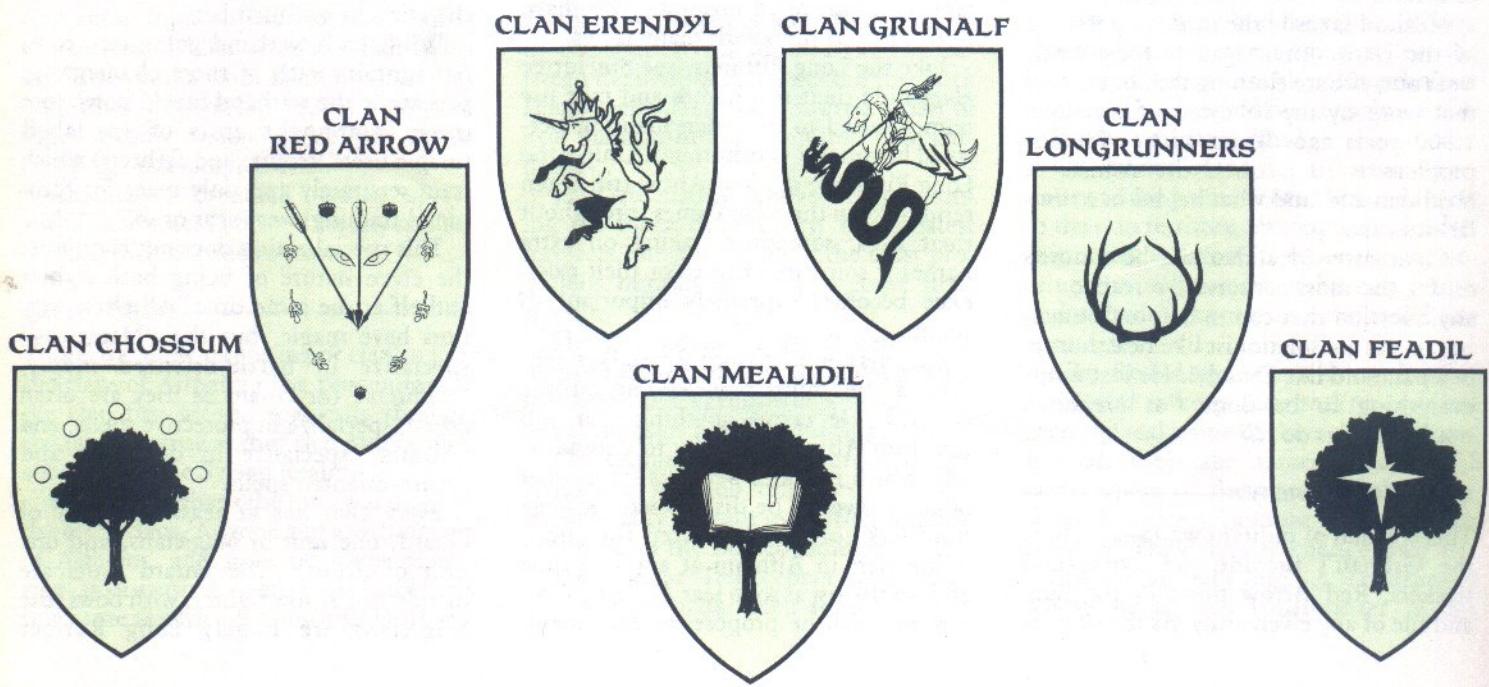
War Machine Statistics

Unit Name: Elven Irregulars Type of Unit: Regular Division Number of Units: 7 MV: 18 BR: 175 Personnel: 746 Troop Class: Excellent Division Commander: E8 Deputy Division Commander: E6 All units: Elite E3 cavalry, longbows and longswords + 1, riding warhorses, 3 sergeants (E4), 1 Captain (E5).

The Horses of Alfheim —

The most astonishing thing for any foe who meets the Alfheim army for the first time is that it is a cavalry army, though their mounts look like frail little ponies. Further surprises await anyone fighting these forces, because the elves frequently dismount to concentrate on archery and magic, while the horses fight the melee alone.

Elven horses are described in game terms in the "Adventures" section.



PERSONALITIES OF ALFHEIM

Many of the following nonplayer characters (NPCs) have been mentioned in the preceding text. Others appear in the Adventures section. They are arranged here in alphabetical order with all their game statistics and some possible campaign interactions.

To conserve space, none of the following folk are given the full roster of spells they usually carry in mind or in their spell books, just the most useful or probable. Use the spells from the "Secrets of the Elves" section to fill out the repertoire of elven characters as you need them during play.

Similarly, only the most important magic items possessed by the characters are given. Others may be added (including special abilities of armor and weapons) as needed for your campaign.

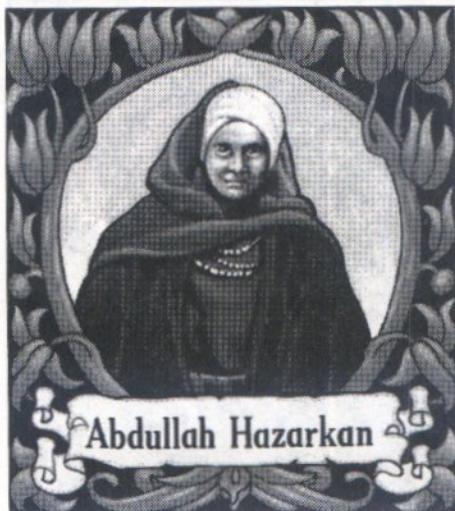
A LANGUAGE Note

Many of the elves are shown to know Thyatian as a language. This empire's language is the equivalent of the Common language usually known by humans.

Abdullah Hazarkan

Merchant of Ylaruam

History: Abdullah Hazarkan is a strange contradiction — a caravan master from Ylaruam doing a strong and profitable business in the heart of elf country. *Uncle Silk*, as he is commonly known in town, came from a long-established trading family from Ylaruam City itself, who lost most of their money in a shameful trading scandal engineered by scheming merchants of the Kin faction. These schemers were seemingly abetted and organized by a far-reaching plot never entirely unearthed. Abdullah was forced to leave the Emirates, working his way around the various trade routes first as a lowly caravan guard, then more and more as a merchant in his own right. As he increased his wealth, he naturally planned with glee his triumphant return to Ylaruam, to re-purchase his old family estate, and establish himself in an early retirement. As it happened, when he returned to his home town, the same cabal which ruined his parents and beggared his other relatives struck, robbing



Abdullah Hazarkan

him of both money and reputation in one disastrous evil plot, and leaving him running in fear of his life.

Abdullah has resided in Alfheim for five years now, and finds it the perfect hide-out from his countrymen, since there are so few Ylari who would even consider journeying to Alfheim, that any agents sent against him are easy to spot and counteract. Meanwhile, this honest son of the desert has found it within himself to become an upstanding citizen of Alfheim Town. As he amasses his third fortune, he fondly considers the possibility of never leaving his adopted home town.

Personality: Abdullah Hazarkan is a typical merchant from the Emirates — crafty and subtle, but ultimately reliable and lawful. Abdullah is now driven by the desire to give back as good as he received from the evil cabal which twice caused his downfall.

Appearance: Hazarkan is 45 years old, 5'11" tall and weighs 250 pounds. He is clean-shaven, has thin black hair worn in naturally oily ringlets, and favors costumes made from purple silk cut in the desert style. He rarely leaves his compound without several of his trusted bodyguards.

DMing Notes: Abdullah Hazarkan can be the source of many merchant-type adventures — elves could find employment as agents or caravan guards, or could be

sent searching elven lands in the forest or in Glantri or Karameikos to locate specific treasures known to the merchant from strange sources. Humans will find employment as caravan personnel to locations far afield, in areas closed to elves, or on special missions back to Ylaruam or to Ylari outposts around the continent, chasing down leads or abetting Abdul's plots and counterplots.

Combat Notes: C8; AC 7/0; hp 30; MV 12'; #AT 1; D 2-7 (*scimitar +1, +2 vs spell users*); Save C8; ML 10; AL L; S 12, I 13, W 16, D 13, Co 13, Ch 11.

Abilities & Skills: Bargaining (Ch +1), Knowledge of the Teachings of Al-Kalim (I), Persuasion (Ch), Riding (D), Storytelling (Ch)

Languages: Ylari, Alignment (Lawful), Thyatian.

Spells Usually Carried: Abdullah usually carries the clerical spells that do him and his small flock the most good.

Notes: Abdullah is faithful to the teachings of Al-Kalim and ministers to his sadly diminished flock of family and workers as best he can. He has recently received an offering of a *potion of giant strength*, which he hoards towards his eventual return to Ylaruam.

Arloen Treelife

Senior Clan Representative, and Representative of the Grunalf Clan

History: Arloen is a former adventurer who never quite made it back to the forest. Indeed, he is enthusiastically making a name for himself in the service of the Council. After a mere 120 years representing Grunalf interests in Alfheim Town, he is very pleased to finally be the clan's senior representative, a position which allows him to better represent Grunalf and his own interests.

Personality: Arloen is an elf in the heroic mode. As Representative and Senior Representative, he is grand and lofty, seemingly granting his petitioners a favor even when turning them down cold.

Appearance: Arloen is tall (for an elf), muscular, and golden-haired. He has no facial hair.

DMing Notes: This is the formal contact with the real government of

PERSONALITIES OF ALFHEIM



Alfheim. Non-elven adventurers need to obtain approval from Arloen before being able to deal with higher levels of the elven government, and elves find him a useful substitute for other contacts back in the forest.

Combat Notes: E10; AC -1 (or 7); hp 40; MV 120' (40'); #AT 2 (Attack Class D); D 6-13 (*elven longsword +3 plus strength bonus*); Save E10; ML 12; AL L; S 15, I 15, W 10, D 16, Co 15, Ch 17.

Notes: When garbed for combat, Arloen wears *plate mail +2* without a shield. He often wears his armor when meeting strange non-elves and even elf-adventurers.

Abilities & Skills: Hiding (I), Knowledge of Elven Politics (I+3), Riding (D), Tracking (I), Treewalking (D).

Languages: elf, Alignment (Lawful), orc, gnoll, hobgoblin, Thyatian, Darokin.

Spells Usually Carried: Arloen's spells are usually defensive and perceptive. He prefers doing damage with weapons rather than magic.

Notes: Besides the weapons indicated above, Arloen has a *ring of animal control* and a *ring of fire resistance*.

Beasthunter

Clanmaster of Clan Long Runner

History: Beasthunter has never been outside the borders of Alfheim, but he

has adventured mightily within it. Like all Clanmasters, he is the oldest member of his clan, and he has fought invasions and monsters and strange holdovers from the pre-forest days of Alfheim. He gets his name from single-handedly slaying an incredible monster, half-dinosaur and half-giant lion, that escaped from Thornbush 500 years ago.

Personality: Beasthunter is a single-minded elf of great intensity. He is constantly moving when he talks. His seat of power is probably the least-used article of furniture in his clan holdings. He tolerates outsiders (unlike some others of his clan) but continually tries to prove elven superiority in any endeavor.

Appearance: Beasthunter is remarkably brawny for an elf, standing the usual 5' 6" but weighing almost 150 pounds. He is blond and light-eyed, and usually wears hunting leathers. Part of his long, shaggy, hair is tied into a topknot. He is considered a master of sword and bow. He is the youngest Clanmaster, at age 650.

DMing Notes: Beasthunter is called on whenever a major monster escapes the guardians at one of the Twisted Magic sites. Adventurers who want to make points with the clans by slaying monsters can do no better than to contact Beasthunter.

Combat Notes: E10 (Fighter Class E); AC 0/3; hp 66; MV 120' (40'); #AT 2 (bastard sword); D 5-12 (1d8+4); Save E10; ML 12; ALL; S 15, I 12, W 16, D 18, Co 18, Ch 17.

Abilities & Skills: Due to his long experience, Beasthunter is +2 on his Tracking ability, and +2 on his Hiding ability.

Languages: elf, orc, gnoll, hobgoblin.

Spells Usually Carried: Level I — *locate, protection from evil*. Level II — *detect evil*. Level III — *speak with animals*. Level IV — *polymorph self*. Level V — *neutralize poison*.

Notes: In battle, Beasthunter puts on chainmail armor and carries a shield. Usually he relies on his leather and Dexterity. He carries a *bastard sword +2* which was given to him by his father.

Benji Frankfoot

Ambassador and Newsmonger

History: This halfling of good fortune arrived upriver from the Shires 50 years ago as an assistant to a long-since-departed Thyatian merchant. Benji decided that he liked what he saw of the small halfling community in town and stayed. Since then, his interest in correspondence and information-gathering has allowed him to rise to an important position in the city. For the same talents, he has been named the official Ambassador from the Five Shires, although he has not set foot in his home country for half a century.

Personality: Benji is studious, truthful, and wordy. He is also a bit of a gossip, eager to spread the latest facts garnered from strange corners of Alfheim Town and beyond.

Appearance: Benji is a halfling of medium height and appropriate huge girth for his age.

DMing Notes: Naturally, this is where you come to find the facts. Adventurers who have read the news-posters on his walls are free to ask Benji what else he knows on a topic. Once in a while, the halfling gentleman will have a small job of an adventurer — "Just go to the Alphatian Embassy and ask them about..." or something else equally safe and honest. Benji's "little favors" often



cause even prudent adventurers to get into trouble.

Combat Notes: H8; AC 5 (*leather armor +1* and Dexterity bonus); hp 48; MV 9'; #AT 1; D 1-6; Save H8; ML 8; AL L; S 10, I 12, W 14, D 15, Co 14, Ch 12.

Abilities & Skills: Knowledge of Alfheim Town (I+2), Knowledge of Shires (I), Persuasion (Ch).

Languages: halfling, Alignment (Lawful), elf.

Boris Beerthumb

Landlord of the Silver Chalice.

History: Boris is a native of Kara-meikos, a Traladaran. Boris was born in 965 in Knosht, a small farming village in the wooded foothills to the East of Threshold. He spent a few years as an adventurer after Shearing, and eventually settled in Alfheim when he found the Silver Chalice up for sale just after the end of a rewarding but scary encounter with a small army of Trolls in the Rockhome Mountains. Boris has been the landlord of the Silver Chalice for about 10 years.

Personality: Boris came to town as a naturally pleasant man whose native openness had been muted by the strange and wild experiences he had while adventuring. Now, Boris is honest and truthful in his dealings, yet is selective in terms of what he will tell people. He will keep secrets and will not give sensitive information to adventurers unless he feels they can use it and use it wisely. Boris impresses many people as a good man with a secret, so he hears more about things than many a more loquacious person.

Appearance: He is a typical Traladaran, heavily built, but of medium height. Boris has medium-long hair and a trimmed beard, both dark brown. Boris wears Traladaran-cut working clothes under his bar apron, although he dresses on occasion in imported Minothard or Thayanian finery.

DMing Notes: Boris is, with all of his taciturn nature, the best contact for relatively low-level adventurers arriving in Alfheim. Boris can tip off adventurers to jobs available around town and to occasional adventures in the Alfheim Forests, and sometimes beyond.

Combat Notes: 6th level fighter; AC9; hp 31; MV 120'(40); #AT 1 (sword); D 1-8, Save F6; ML 10; ALL; S 15, I 13, W 10, D 14, Co 11, Ch 14.

Abilities & Skills: Barkeeping (I+1), Knowledge of City Happenings (I), Literacy (I), Riding (D), Tracking (I).

Languages: Traladaran, Elf, Alignment (Lawful), Thyatian.

Notes: As a heritage of his adventuring days, Boris has *boots of levitation* and a *scroll of protection from undead* which he keeps in his owner's quarters.

Brendian Erendyl

Clanmaster of Clan Erendyl

History: Brendian has remained in Alfheim most of her life. She initially trained as a Treekeeper, but decided that craftswork was her true vocation. After a couple of centuries as a crafts specialist in leatherworking, she was recruited by the then-Master of the Clan to assist him in its governance. Thus, while Brendian is a master crafter of Clan Erendyl, she has not had much to do with crafting for several centuries, including the two she has spent as Clanmaster.

Personality: As a crafter, Brendian was considered notable for the time she spent on a single project. She was known for actually getting a project done in a matter of weeks, instead of months. She took that spirit of "get-it-done" to her post as

Clanmaster, which makes for a lot of frustration. Even Erendyl elves cannot be bullied into getting their projects done sooner.

Appearance: Brendian is an old elf, approaching 800 years old. Her face has a few wrinkles and her hair is a lovely silver grey. She still stands straight and strong, but her eyes are forever darting about, looking for signs of slacking.

DMing Notes: Brendian is a worrier, continually concerned that everything is going smoothly. She is also a primary motivator behind the effort to get Alfheim materials into the outside world. Beasthunter dislikes her and she dislikes him, whom she considers a reactionary slob with no idea of the needs an elven nation. She is a strong supporter of King Doriath.

Player characters will hear about this woman but are unlikely to meet her until they reach high level. Dominion-holding elves may find her dropping in to check on the state of the crafts in the stronghold.

Combat Notes: E8; AC 6; hp 40; MV 90' (30'); #AT 1 (*elven longsword*); D 2-7; Save E 8; ML 11; AL L; S 10, I 17, W 14, D 13, Co 15, Ch 16;

Abilities & Skills: Craft Leatherdyeing (I), Craft Leatherworking (I+1), Knowledge Elven Ways (I), Persuasion (Ch), Teaching (W), Tracking (I), Treewalking (D).

Languages: elf, orc, gnoll, hobgoblin.

Spells Usually Carried: Level II — locate object, produce fire. Level III — heat metal.

Notes: Like most Clanmasters, Brendian has an *elven longsword*.

Brightsword

Captain of the Guard of Clan Red Arrow

History: Brightsword is a bright young elf in the Red Arrow clan. Despite his relative youth, a mere 450 years, he is a full Division Commander, commanding the Westguard, which is always on duty. As such, he is deputy commander to Gilfronden.

Personality: Brightsword is a military elf who tends to see everything in military applications. He is a slave to duty and

PERSONALITIES OF ALFHEIM

rather appalled at the attitudes of some of his subordinates towards their duties of monster-watching and border guarding. He has very little regard for adventurers, whom he considers the ultimate slackers — thrill-seekers who abandon their duty to their countries to go treasure-hunting in foreign climes.

Appearance: Brightsword looks like a living personification of his use-name, honed razor sharp on a whetstone. He is sharp, quick and very impressive. Like his commander, he is dark-skinned and red haired. He demands, and gets, absolute loyalty from his troops, even if he doesn't get discipline.

DMing Notes: Brightsword is ultimately loyal to Alfheim, not his commanding officer. He will not jump at the chance to discredit Gilfronden, but he believes his duty to Alfheim demands that he look at any possible threat. Any-one coming up with a way to prove Gilfronden's perfidy can get Brightsword as an ally — one he will sorely need.

Combat Notes: E8; AC 1; hp 48; MV 90' (30'); #AT 1; D 4-10 *elven longsword* and strength); Save E8; ML 11; AL L; S 16, I 13, W 14, D 17, Co 15, Ch 14.

Abilities & Skills: Craft — Bowyer (I), Military Tactics (I + 1), Persuasion (Ch), Singing (Ch), Tracking (I), Treewalking (D).

Languages: elf, orc, gnoll, hobgoblin, Thyatian, Alignment (Lawful), Ierendi.

Spells Usually Carried: Level I — *command word*. Level II — *detect danger*. Level III — *protection from normal missiles*. Level IV — *confusion*.

Notes: Brightsword carries an *elven longsword* +2 and wears *chain mail* +2.

Carlisan

Counselor to the Clanmaster of Chossum

History: Carlisan came to Chossum clan as a young (about 35) refugee, the only survivor of a stronghold wiped out in a natural disaster. He was adopted into the clan and ingratiated himself. He has not much experience for a counselor, and has never been an adventurer. However, he is favored by both Lynnwyl and Sharlikran and is their most trusted advisor in matters of policy and trade details. He is



Brendian Erendyl * Smallhammer *

the one who picks out the actual traders for the caravans that Sharlikran staffs. To the best of anyone's knowledge, he has rarely budged from the clan seat at Desnae; he prefers getting his information second-hand and evaluating it.

Personality: Carlisan seems very open and above-board in all his dealings with everyone in and outside the clan. He agrees with Sharlikran's staffing policies and even suggests some non-elves who might be good staff members. To every new acquaintance he is friendly and very interested in anything the person has to say.

Of course, he is actually something of a sadist, who loves to butter up his potential victims. See *DMing Notes*.

Appearance: Unlike most Chossum elves, Carlisan is fair, with light-colored hair and no facial hair. He is about average elf height and weight.

DMing Notes: What no one knows of Carlisan is that he is a Shadowelf, planted young among the clan members of Chossum with the purpose of gaining a position of power. Right now, he seems to be working for the best interests of the clan, but he is actually building up a network of contacts throughout the southern area of the continent to help facilitate the shadowelves master plan.

Player characters meet Carlisan early in

their careers when dealing with the Chossum clan, and may run into his machinations (see "Adventures" section). He is always affable and ingratiating, but will use spells like *command word* and *charm person* in situations that do not normally call for them.

Combat Notes: E6; AC 5; hp 30; MV 90' (30'); #AT 1; D 2-7; Save E6; ML 9; AL C; S 12, I 18, W 14, D 11, Co 16, Ch 18.

Abilities & Skills: Bargaining (Ch), Hiding (I), Knowledge of Shadowelf Plans (I), Persuasion (Ch + 2), Tracking (I), Treewalking (D).

Languages: elf, orc, gnoll, hobgoblin, Alignment (C), Thyatian, Glantrian, Traladar, gnome.

Spells Usually Carried: Level I — *charm person*, *command word*. Level II — *ESP*, *mindmask*. Level III — *clairvoyance*, *hold person*.

Notes: Carlisan has never shown any magic items to his associates. He has, in fact, stolen an *elven longsword*. He also has a *ring of flying* (acts just like the spell, but can be used three times a day).

Coolhands

Mate of the Clanmaster of the Long Runner Clan

History: Coolhands is actually Dona Ilona de BelCadiz, a Glantrian elf who

came to Alfheim to study the Trees of Life and ended up staying with Beasthunter, who won her heart. She has been adopted into the clan and given a use name, but her real name is well known and she does not get either the benefits or the penalties of the use name. However, Coolhands is how she is known now.

Personality: Coolhands is a forthright lady who stands up for herself and her mate. She parted from her family over their dislike of her choice of lifemate. She often seems a little bewildered by life in the forests of Alfheim — it's not like Glantri.

Appearance: Coolhands is a dark-haired beauty with bronze skin — a typical Belcadiz elf. She wears clothes made of the usual leather of the Long Runners, but cut in a very stylish (as of two hundred years ago in Glantri), civilized style.

DMing Notes: Coolhands is a civilizing influence among the Long Runners. Her proficiency with healing magic has made her a special member of the clan. Player character elves from out of Alfheim can use her as an example of what outsiders can do.

Combat Notes: E10 (Magic level 18); AC 6; hp 65; MV 120' (40'); #AT 1; D 1-4 (dagger); Save E10; ML 10; AL L; S 10, I 15, W 15, D 13, Co 18, Ch 15.

Abilities & Skills: Craft — Weaving (I), Knowledge of Glantri (I), Profession — Medicine (I+4), Tracking (I), Treewalking (D).

Languages: elf, Alignment (Lawful), Thyatian, Glantrian, orc, hobgoblin, gnoll.

Spells Usually Carried: Level I — ceremony. Level II — produce fire, purify food and water. Level III — cure light wounds (x 3). Level IV — remove curse. Level V — neutralize poison. Level VI — cure serious wounds (x 2). Level VII — dispel evil. Level VIII — permanence. Level IX — heal.

Notes: Coolhands has weapons proficiency with a thrown knife, the only weapon she uses.

Daisy of Desnae

Mistress of the Night's Run Laundry

History: Daisy is one of the commercial

Chossum elves, versed in the ways of money and business. The Night Run Laundry, while functioning as a legitimate business serving all areas of Alfheim Town, also serves as the distribution point for the elven equivalent of the dole, the system whereby civilization-shocked elves may obtain the subsistence needed to survive in the town.

Personality: Daisy is a typical Chossum elf, with all the characteristics attributed to her clan by popular stereotype. She is concerned with numbers, piasters, ducats or gelava — gold by any name, and has very little of the spirit of joyful living common amongst the elves of the forest. In this respect, she is not much different from the dwarves and humans encountered by the former adventurers she serves, and so is acceptable to them where a proper elf would be easily offended by her attitude. In her own way she is as civilization-shocked as they are.

Appearance: Daisy is a thin, pale elf, with rare grey colored hair. She wears a sour expression and clean, well-mended, clothing of the most starkly-plain cut imaginable.

DMing Notes: Daisy is a useful contact for any elf needing to talk to the dwarves, as many of that race find her the most sensible and approachable elf in town. She is also a good place to start when looking for a former adventurer elf.

Combat Notes: E7; AC 8; hp 28; MV 120' (40'); #AT 1; D 1-4 (dagger); Save E7; ML 9; AL N; S 11, I 17, W 10, D 15, Co 9, Ch 10.

Abilities & Skills: Bargaining (I), Accounting (I+3), Tracking (I), Treewalking (D).

Languages: elf, dwarf, Alignment (N), Thyatian, orc, hobgoblin, gnoll, Darokin.

Spells Usually Carried: Daisy specializes in perception spells such as *ESP*, *know alignment*, and so forth for her work.

Notes: Daisy has a scroll of protection from lycanthropes and a wand of paralyzation ready for emergencies. The wand is like new, with 25 charges.

Dominicus Greybeard

Patriarch of the Church of Thyatis

History: Dominicus is a holy man known for wandering throughout the forest, making friends with the Treekeepers and lending his own magic to anything the elves might need it for.

Personality: Dominicus has a friendliness tempered by his years of life as an adventurer and by the knowledge that he shares this town with the likes of people such as Master Edrecort. He often puts a potentially friendly group of adventurers to some simple test of good works before opening up to them.

Appearance: Dominicus is tall, well muscled, and balding. In the manner of his order, he wears his grey beard long while in town, but he cuts it short when he hits the adventuring trail.

DMing Notes: Dominicus is a high-level cleric (higher level that the authorities of Alfheim Town realize), willing to help a party which has proven itself not to be evil. He knows much of elf lore, and can bring adventurers into contact with certain forest elves, especially Lynnwyl and Carlisan of Chossum, and Coolhands of the Long Runners.

Combat Notes: C14; AC 9/1 (plate and shield and Dexterity bonus); hp 46; MV 120' (40'); #AT 1; D 2-7 (mace); Save C14; ML 10; AL L; S 14, I 13, W 16, D 14, Co 15, Ch 17.

Abilities & Skills: Elven Lore (I), Church History (I), Knowledge of Thyatis Society (I), Knowledge of Thyatis Politics (I), Oratory (Ch), Persuasion (Ch), Riding (D).

Languages: Thyatian, Alignment (Lawful), elf.

Spells Usually Carried: Dominicus uses mostly curative and protective spells. He commonly uses *speak with animals*, but dislikes *speak with dead*.

Notes: Dominicus has a ring of holiness, a ring of wishes (2 left), a potion of polymorph self, a broom of flying, and a scroll of protection from lycanthropes.

PERSONALITIES OF ALFHEIM



Gilfronden * Shurengyla * Doriath

Doriath Erendyl

King of Alfheim

History: Doriath has been King of Alfheim for about two centuries. Before that, he was an adviser to King Caledryl for another century, and spent two hundred years before that as an adventurer.

Personality: The king is grave and solemn on the throne. He never makes a snap judgement and seems to have no particular prejudice against any race except goblins and trolls — and who can blame him? Off the throne, he is informal and relaxed with other adventurers, happy to trade stories and lend assistance.

Appearance: Doriath is an average-sized elf, about 5'5" and 125 pounds. He is fair-skinned and light haired and speaks Thyatian with a decided Ierendian accent ("like, y'know really"), a legacy of the years he spent there.

DMing Notes: King Doriath is far more accessible to his people than most kings, another vestige of his adventuring career. PCs who have performed any service for Alfheim can get his ear anytime. They might also get recruited for special missions which the king feels the Council will either disapprove of or take forever to settle on.

Combat Notes: E10; AC -2; hp 56; MV 90' (30'); #AT 2 (Attack Class I); D 5-21 (sword +3 and *girdle of giant*

strength); Save E10 (automatic 1/2 damage from breath weapon); ML 10; AL L; S 14, I 15, W 16, D 16, Co 16, Ch 15.

Abilities & Skills: Craft — Weaponsmith (I+1), Hiding (I), Persuasion (Ch+1), Singing (Ch), Tracking (I), Treewalking (D), *Languages:* elf, orc, gnoll, hobgoblin, Thyatian, Makai, Darokin.

Spells Usually Carried: Level I: *fellowship*. Level II: *detect danger* (x 2). Level III: *dispel magic*. Level IV: *dimension door*. Level V: *neutralize poison*.

Notes: Doriath has a sword +3 and always wears his *girdle of giant strength*. On formal occasions and in battle he wears his *plate mail* +2.

Dorran Finehammer

Representative of Clan Wyrwarf of Rockhome

History: Dorran is an adventurer from the Syrklist clan of Rockhome. He met Balin Elf-Friend, the leader of the Wyrwarf clan, while both were adventuring. As an adventurer, he had discovered some redeeming qualities in elf adventurers, and it was easy for him to fall in with Balin's scheme to set up commercial representation of Rockhome in Alfheim, despite the objections of other dwarven clans.

Personality: Dorran is as much of a workaholic as any other dwarf, but he

rather envies the elven ability to let a project ride for awhile — though he'd never consider following the example. He takes out his envy in making wisecracks about the laziness of his elven associates, an attitude which only amuses the elves.

Appearance: Dorran is a normal-sized dwarf with pale skin and jet-black hair. He habitually wears the chainmail he wore as an adventurer.

DMing Notes: Dorran is the dwarf to talk to about getting into Rockhome and where to go for the least xenophobic treatment.

Combat Notes: D8; AC 2 (chain mail +2); hp 52; MV 9"; #AT 1; D 3-10 (battleaxe and +2 from strength); Save D8; ML 9; AL N; S 16, I 13, W 12, D 12, Co 17, Ch 13.

Abilities & Skills: Engineering (I), Mining (I), Knowledge of Alfheim (I), Smithcraft (I+1), Gemcraft (I).

Languages: dwarf, Darokin, kobold, Alignment (Neutral), gnome, goblin, elf.

Notes: Dorran has *chain mail* +2, a *dagger* +1, a *ring of fire resistance*, and *elven boots* (a gift he rarely wears).

Draugin Smallhammer

Craftmaster of the Erendyl Gemcutters

History: Draugin was a child prodigy some centuries back, and is still considered the finest hand with a gemstone in Alfheim. Some years back the other gemworkers in Alfheim (always a small and select fraternity) made him their craftmaster — the person they look to as the exemplar of their work.

Despite his mania for gems, Draugin has been active in the militia and in trade missions outside of Alfheim, and has a fair knowledge of the outside world. He has fought against a couple of the invasions of Alfheim, including the attempted Shadowelf invasion.

Personality: Aside from his fascination with gemstones, there is little to differentiate Draugin from other craftselves. He is normally merry and bright, but the appearance of a particularly intricate piece of jewelry or a strangely cut gemstone will catch his attention immediately; he will

(Continued on page 53)

What Everyone Knows About Alfheim

Tavern Rumors from Other Lands

The People: "The elves of Alfheim are stuck-up folk who don't have the time of day for anyone without no pointy ears. They live in trees and just spend their whole time wandering around the forest pickin' flowers 'n stuff."

"No one tries to invade Alfheim 'cause every elf is a lord 'n a wizard. They can't be beat in a fight, and that's the truth."

The Land: "Alfheim is all forest, dark and gloomy. There's no place to put a field of honest wheat. It wouldn't ripen anyway, it's always rainin'."

Alfheim Town: "There's this city smack dab in the center of the forest where the king lives. It's all built up in trees where no one but elves can go. The only folk who go there are traders who want to buy elf stuff."

Other Towns: "Other towns? The elves don't live in no towns. They jus' keep Alfheim Town around for the traders."

How to Get Rich and Famous: "Go hunt monsters or come back with the secret of the elven swords and find out how they raise such smart horses."

Hot Tips: "Take a rain cape — it always rains at night. Never ever refuse an elven meal, but get ready to eat raw meat, bugs and roots."

From Conversations with a Veteran Adventurer

The People: "Elves be a pretty close-mouthed folk around when it comes to their personal feelings, but they do love to talk about anything else though."

"Never get in a fight with an elf. They use both weapons and magic can fry you before you know what hit you."

"My main problem with elves is they have no drive. They seem to think they have all the time in the world."

The Land: "Alfheim is a magic place, with dark forest surrounding sunny glades. The trees are gigantic and there are all kinds of them there — something will have fruit or nuts every day of the year."

Alfheim Town: "Alfheim Town sits in the only unforested area in Alfheim. It's not really an elf town, but it ain't a human one, either — there's even orcs and dwarfs wanderin' around, if you believe it."

"Alfheim town is where you go if you're not an elf and you're looking for work."

Other Towns: "What other towns? Desnae and Shieldtree are worth visiting, but that's about it."

How to Get Rich and Famous: "Never try to get famous by swindling an elf. If they catch you, you've got a couple minutes to be

embarrassed afore yer dead."

"The best way is to do a favor for one of the clans. They always got jobs they don't want to get dirty doing. That's what "short-livers" are for, so they say. Kill a couple big ugly critters for 'em and you're a pal fer life."

Hot Tips: "Lessee ... uh ... always remember that these folk all be a lot older than you and a lot of them have never been outta the forest ... but a bunch have, and they know more about the world than you 'n me ever will have time to learn."

"And, oh yeah ... never hurry an elf. Just makes them sure that whatever you want is too uh, 'femeral ... yeah that's the word, too 'femeral to be worth worryin' about."

"Yup, make a good reputation with the elves and you'll get lots to do."

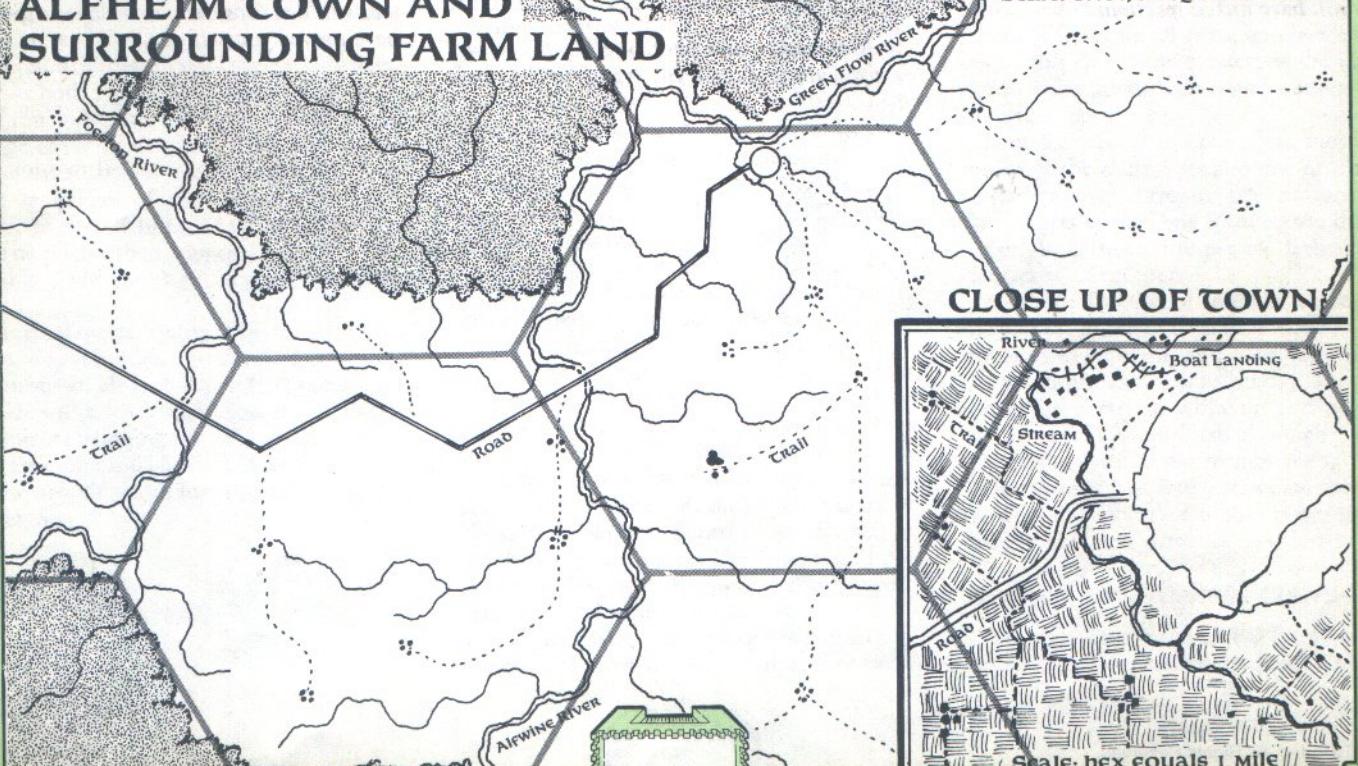
As Told by an Elf Adventurer

The People: "The folk of Alfheim are generally set in their ways. You will never meet such great hunters and canny craftsmen, but they have no love of real adventure. You will find that I am not very typical of my people."

The Land: "The land of Alfheim is gorgeous — full of dark mysterious shadows, deep-blue lakes, brilliantly sun-lit glades, and majestic trees. Unfortunately, it tends to have a general sameness about it. Someone unfamiliar with the forest can become lost quite easily."

ALFHEIM TOWN AND SURROUNDING FARM LAND

Scale: ONE hex equals 8 miles



What Everyone Knows About Alfheim

"After a hundred years or so, an adventurous soul like mine craves something different — mountains, cities, oceans — but most of my folk are content with that awesome, if monotonous, forest."

Alfheim Town: "Truly, Alfheim Town is a good place to go if you do not belong to the forest. There you can meet people who can do you the most good."

Other Towns: "In a sense, a human sense that is, there are no other towns in Alfheim. Still, the clan centers have some of the stability and population that humans expect in a town. In particular Desnae of the Chossum clan and Shieldtree of the Red Arrows somewhat resemble towns.

"If you wish employment by elves, Desnae is best place. It is also the best place to sell to elves. If you wish to employ elves and do not wish to go through the Factors of Alfheim Town, go to Elleromyr for craftsmen, Ainsun for foresters, Mealidor for learning (though you may have little luck entering their library), and Shieldtree for warriors."

How to Get Rich and Famous: "You can bring honor and wealth to your clan by attaching yourself to the guardians of the bad magic areas, though the creatures you must battle may be your death."

Hot Tips: "Beware of pale elves with white hair; they mean only ill to Alfheim and no good to you, whatever their promises."

"You will find the best welcome among the Chossums and Erendyls. Feadiels and Long Runners will likely snub you, and the other clans will have mixed reactions."

As Told by a Dwarf Adventurer

The People: "The elves are great craftsmen, even if they do work on leather and wood. They are entirely too flighty, though. Never stick to a project for long — always dropping it and not coming back for years."

"Elven soldiers are too fond of the bow for my taste. You lose the proper fighting edge if you hold your enemy a bowshot away. Sharp axes are the best; that way you know who your foe is and you put yourself in the same danger. Makes you feel alive."

The Land: "Alfheim has too many trees and not enough rocks, too many shadows and not enough darkness, too many animals and not enough dwarves."

Alfheim Town: "Alfheim Town is all right enough as sleepy backwoods villages go. There's not enough action there for a real town."

Other Towns: "Alfheim has no other towns, unless you call a bunch of tree-houses balanced in branches for any wind to knock over a town. Heard they got a nice wall at Shieldtree though."

How to Get Rich and Famous: "You can get rich by stealing elven crafts and selling them in Ylarum and Ethengar. You can get famous by killing some monsters that come out of their woods. You can get dead either way, real quick."

Hot Tips: "Don't go to Alfheim; the mining is lousy."

Courtesy Tips for Strangers to Alfheim

A Karameikos merchant briefing his newly-arrived apprentice on the eve of his first trad-

ing journey into the forest:

"When we meet with elves, they offer us the hospitality of the forest. Eat the nuts and drink the water they offer. The water is far cleaner than that in Specularum, I assure you. It's part of the enchantment of the forest."

"If we are invited to eat, be prepared for a long night. They will celebrate their successful hunt until dawn."

"The elves are sophisticated in their own way. If we mere humans wish to use utensils to eat with, they do not despise us. However, eating one's food as raw as possible with nothing but your hands and belt knife impresses them."

"While we are talking to the elves, never mention our wares. I have arranged them so they are prominent on the pack horses — that is enough. Elves do not really understand the concept of a price for goods. They realize that you have some things that interest them, and they have some things that interest you. As a favor, they might want to trade some of these items with you."

"But never try to drive a bargain unless they start the process. At all times it is simply a trade among friends. Even if they have nothing but money (and money is the last thing they will offer), they will insist that you are doing them a favor by taking the hard stuff out of their pouches while they do you the favor of relieving your pack horse of its load."

"Remember, elves both disdain and distrust humans. Most are highly tolerant of our behavior as long as we do not do anything to threaten them. They are usually fairminded and will not consider you a threat unless you have proved yourself one."

Creating and Playing an Elf Character

BEGINNING GUIDELINES

First, let's go over what we already know from the D&D® rulebooks and see what is also added in this book.

Physical Description: Elves are slender and graceful. They stand between 5 and 5 $\frac{1}{2}$ feet tall and weigh around 120 pounds. They have delicate features and pointed ears. The elves of Alfheim are generally fair-skinned and fair-haired; they tan lightly and never sunburn.

Minimum Scores and Experience Bonuses: An elf character must have a minimum Intelligence score of 9. If both his Strength and Intelligence are 13 or more, he gains an Experience bonus of 5%. If his Intelligence is 16 or more, and his Strength is 13 or more, his Experience Bonus is 10%.

Hit Dice: Elf hit points are determined on one six-sided dice for each level, with the normal additions for high Constitution. Ninth level is the last one in which an elf gains a hit dice. From there on he gains 2 points per level with no Constitution bonus.

Normally, elves top out at 10th level. However, with special training under humans they can extend their fighting ability (though not their hit dice) to match that of high level humans.

Similarly, elves who study with the Treekeepers of Alfheim can increase their command of magic, though the spells accessible to them are not the same as those of human magic-users (See "Elven Secrets" section). In particular, killing spells (*death, disintegrate, power words*, etc.) are not available to elves.

Special Abilities: Besides their ability to operate as both fighters and magic-users at the same time, elves have natural *infravision* with a range of 60' in the dark. Also, they cannot be paralyzed by ghouls and naturally learn three languages of their greatest enemies, gnolls, orcs, and hobgoblins. It is said that these races stole their language from the elves, and this is why the elves can speak with them so well.

The final special ability of the elf is the keen vision to spot hidden doors and other objects. Whenever an elf is trying to find something, the DM will roll 1d6 and allow the elf to find the object (assuming the elf is looking in the right area) on a roll of 1 or 2. Note that this applies to any elf search for anything, not just a hidden door.

HOW TO ROLL UP AN ELF

The basics of rolling up an elf character are the same as for any character. Roll the dice. If the character isn't smart enough to be an elf (an elf must have a minimum Intelligence of 9) roll again until you get a smarter one.

Once you have your elf rolled up, there are three more steps to creating a good elf character.

The Three Steps

1. Select a name.
2. Select a clan.
3. Select a personality quirk.

NAMES

Research literature for elven names. They come in two main traditions, and both are represented here.

One is the euphonius tradition of names that sound sort of Celtic or Norse (the main sources for elven stories, after all). Many have been used in this book and others wherein elves have appeared. The following are some examples and where they appeared: Leadyl Feadiel, Vanar Feadiel, Dylen Feadiel, Tula-din Feadiel, Feadris Feadiel, Fillindyl Feadiel, Qantir Feadiel, Myris Feadiel (CM7, *The Tree of Life*); Prestele Callarii, Shalander, Thalaric, Allandaros, Sythandria, and Stellara (*The Grand Duchy of Karameikos Gazetteer*); Esmeralda Erewan, Carlotina Erewan, Eleesa Erewan, Norelia Erewan, Bethys Erewan, Qenildor Erewan, Thenedain Erewan, Unedyrin Erewan, Galladin Erendyl (*The Principalities of Glantri Gazetteer*); Quillan Elm-Grower (CM1, *Test of the Warlords*); Enoreth, Miridor (X11, *Saga of the Shadow Lord*); Delsel Oaktree (M2, *Vengeance of Alphaks*); Goriidel Vyalia (B10, *Night's Dark Terror*); and Kavva Lindenelm and Clanmaster Trueflower (M5, *Talons of Night*).

There are also the Spanish names affected by the elves of the Belcadiz clan in Glantri, but the Belcadiz are not Alfheim elves, and their naming traditions have other roots.

Many of the above characters forego clan names in their adventures outside Alfheim or Glantri. Either elves are rare enough that there is no need for further identification than, for instance, Durfendor the Elf; or there is only one clan present, such as the Calarrii of Karameikos, so any elf encountered is likely to be of that clan. In areas like Glantri and Alfheim, where more than one clan is present, clan names become important.

The other is the tradition that is mirrored in some of the above names as well, that of nam-

ing elves for some aspect of their actions or appearance or previous history. The basic concept is that the elf has a true name that no one knows, and a use name based on some aspect of his personality or personal history. There is a magical reason for having a true name and a use name, which the DM can explain to you.

CLANS

While picking a name, you should also have an eye on which clan you wish your character to be from. Five of the clans use the euphonius style of name. However, the Long Runners and Red Arrows have use-names for day-to-day activity.

Chossum: This is the most mercantile of the elven clans. Characters who are likely to want to work with buying and selling goods generally come from this clan. The clan is very progressive and interested in contact with the other nations of the world.

Erendyl: This is the artisan clan — a piece of clothing or ornamentation from the Erendyls is worth more than a similar piece from another clan. Characters who are crafts oriented should come from this clan (the clan of the current king).

Feadiel: These are elven over-achievers. They abandoned their previous homeland, the Sylvan Realm, when it was being invaded, and tend to over-react to prove their bravery. A disproportionate number of elven wanderers come from this clan whose Treekeepers are considered the best in Alfheim.

Grunalf: While all Alfheim elves are foresters, this clan is the greatest of the forester clans — the finest trackers and hunters come from this clan.

Long Runner: This is one of the most isolationist of the clans. It is also one of the best nurturers of magic in the nation. The Treekeepers of the Long Runners are the best wizards in Alfheim, irrespective of their proficiencies as Treekeepers.

Mealidil: The clan of Mealidil is steeped in the past of Alfheim. Their progenitor brought the elves to Alfheim, and they want to keep the world just as it was in his day. They have the finest library in Alfheim, and probably the finest on the continent although they are disinclined to allow use by non-elves.

Red Arrow: The Red Arrows are the finest warriors in Alfheim. Combat oriented elves are probably Red Arrows.

Nearby Non-Alfheim Clans

Belcadiz: These elves are not from Alfheim, but are very prominent in nearby Glantri.

CREATING AND PLAYING AN ELF CHARACTER

They have names and mannerisms with a Spanish flavor. They are fiery, proud, and contentious.

Callarii: This is one of the "lost tribes" of Mealden's migration who stopped and stayed in what is now Karameikos. Individuals of the clan have interests similar that of any of the Alfheim clans.

PERSONALITY QUIRKS

When playing an elf character, the player should realize that he is dealing with a non-human personality. There are several facets of this personality that a role player can turn into a memorable character.

The common picture of an elf is a lazy, happy-go-lucky sort with no goal other than having a good time. "Merry elves" is a standard description all over the continent. There are reasons for this perception of elves. Here are tips on how to justify this behavior in a member of a serious adventuring party or how to justify breaking the elven mold with a character who doesn't meet every adversity with a snappy remark.

First, This is a person who, with a little caution, can live 800 years. This fact could play out in a number of different possible ways.

Normally, an elf is cautious. With 800 or more years ahead of him, he does not want to risk a shortened life on a too-chancy maneuver. Elves tend to be conservative and weigh all possibilities before acting.

However, longevity can have an entirely opposite reaction, especially to the elf who chooses the adventurers' path. The character might be reckless — already tired of his over-long life and trying anything to break the boredom. What matter if his life is cut short, as long as he has LIVED.

The other major quirk resulting from the elven lifespan is a definite *manana* ("tomorrow") attitude. An elf knows that he has lots

of time to do something. Therefore, he frequently puts off tiresome chores or doesn't take the timing of activities as seriously as do his non-elf companions.

Again, a PC elf might have exactly the opposite motivation. Disgusted by the laziness of his elven brothers, an adventurer elf might look for efficiency and timeliness in everything. A favorite line might be, "Let's hurry this up. You're not going to live forever, you know."

Second, the elf grows up with magic all around him. He has a natural affinity for magic that is the envy of any human magician; yet the elf often takes it for granted, as something as natural as breathing or walking. A player character elf might flaunt his magical ability at every opportunity, ignore it as something he only thinks of at odd moments or when reminded, or self-consciously downplay his ability so as not to offend and cause jealousy among his human magic-user compatriots.

Of course, when the elf who doesn't study with the Treekeepers runs into his natural block against learning more than fifth level spells, he frequently flaunts his fighting abilities as a taunt to the physically more limited human mage.

Third, an elf is very concerned with matters of clan. No matter how adventurous an elf may be, no matter how much he may enjoy the company of non-elves, his clan is still very important to him.

Adventurer elves often "adopt" an adventuring band as their clan. This means that they treat their comrades as clan members, even to the extent of forcing a camaraderie that doesn't exist among a chance-met collection of adventurers.

Not all elves are so fervently pro-clan, of course. Like any intelligent being, an elf is capable of throwing off a cultural holdover. In fact, this is especially the case with adventurer elves, who are escaping the way of the *Forest Path*, and may see any other aspect of their

culture as stultifying, too. Such elves, usually considered to be Chaotic, make it a point to treat fellow adventurers like the clansfolk they abhor. An elf who sets out to defy normal clan ties through his actions with his fellow adventurers is a real danger, as he feels no remorse in betraying or abandoning them.

Fourth, elves have funny ideas about property. An elf usually wants to split up any loot immediately, so he can go and use the money to buy gifts for himself or for a friend.

Saving money is like owning land — a foreign concept. This doesn't mean that an elf would not become a miser; he would just be seen as an untypical elf by other elves, perceptive humans and other demi-humans. A dwarf might think he's finally found an elf who realizes what's important.

WHAT IS EXPECTED OF ELVEN ADVENTURERS BY THE POWERS OF ALFHEIM

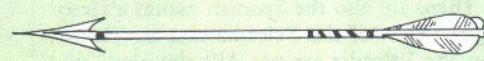
While most elves stay at home in the forest, adventurers are seen as throwbacks to the days when Elves wandered the world freely. Called Wanderers, they are said to be following the *Wandering Path*. Traditionally, elf adventurers have the drive needed to become powers in the forest and former adventurers, the best chance to be King.

Knowing that these Adventurers can be the last defense of their land, Alfheim encourages the young elves to go out and gain experience and come back as stalwart defenders of the home forest. This has the reverse obligation on the young elves to come back. The true goal of any elf should be to either come back to Alfheim and build his own stronghold to aid his clan, or to build a stronghold in some other land and expand the holdings and prestige of the clan.

CLAN ARROWS



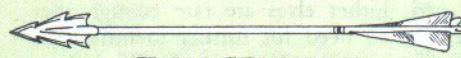
CLAN FEADIL



CLAN ERENDYL



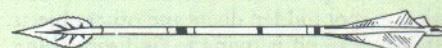
CLAN LONGRUNNERS



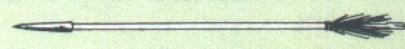
CLAN GRUNALF



CLAN RED ARROW



CLAN CHOSSUM



CLAN MEALIDIL

Extra Skills for the Elf

Due to their background, elves have a variety of skills that are neither shown in the rule books, nor related directly to combat, thieving, or magic. These are optional additions to your D&D® campaign.

BEGINNING Skills

All beginning Alfheim elves know two skills: *Tracking*, and *Treewalking*. They also know a special clan-based skill (each clan has a different special skill), and may select one other skill. If an elf's Intelligence is 13-15, he knows one extra skill, for a total of 5; for an Intelligence of 16-17, he knows two extra skills for a total of 6; and an Intelligence of 18 gives him 3 extra skills for a total of 7.

How Skills are Used

Each skill is based on one of the character's Abilities (Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma).

When a circumstance arises in which the DM feels the use of a character's skill is needed, he asks the player to roll a d20 against his current score with the Ability. If the result of the d20 roll is less than or equal to the Ability, the skill use succeeds. A roll of 20 always fails, no matter how high the chance for success.

IMPROVING Skills

A character's skill use chance can be higher than the Ability on which it is based. For instance, you may want the character to be a superior Tracker, and have his Tracking roll to be superior to his normal Intelligence Ability. To do this, a beginning character can "trade in" one of his extra skill choices to improve another skill. Each skill choice traded in gives the character a permanent +1 to a chosen skill.

LEARNING MORE Skills

As time goes by, a character may purchase more skills or improve an existing skill.

All characters get a new skill choice every four experience levels. Thus, they get their first skills at level 1, a new skill at level 5, and another at level 9. From there on, an elf gains a new skill choice at 1,100,000 XP and then for every 750,000 XP following, either in fighting or magic (but not both).

Anderswen the 10th level Mealidil elf adventurer has further attained 1,100,000 XP as a fighter. He now gets another skill choice. If he then decides to study magic, and goes from 600,000 XP to 1,100,000 in magic, he does not get another skill choice. He's already got-

ten the skill choice for that experience level. He'll have to get to 1,850,000 XP in either fighting or magic to get another skill choice.

Each new skill choice may be used to buy a new skill or improve one old skill in the manner described above.

Skills for Other Races

This method of using general skills can also be used by other human or demi-human races with much the same rules. See *The Grand Duchy of Karameikos*, *The Emirates of Ylarum*, and *The Dwarves of Rockhome Gazetteers*.

The Basic Elf Skills

Tracking Skill (I) Elves are superlative hunters and trackers. When in a forest environment, they can track (follow) animals, elves and other intelligent beings. This Intelligence-based skill is modified by the following bonuses or penalties.

Bonuses and Penalties (Cumulative)

Recent track (within an hour)	+1
Old track (more than 6 hours)	-1
Very old track (more than 24 hours)	-3
Level 1-3	-1
Level 7-10	+1
Over 800,000 XP	+2
Raised in Alfheim	+1

An elf can also try to hide a track, using the same woodsman techniques. If an elf trying to hide a track makes his Tracking check, subtract the amount by which he made the check from the tracking roll of the best pursuer.

Surebow of the Red Arrow clan is attempting to evade trackers of the Erendyl. His intelligence is 14, and he is both raised in Alfheim and Level 8, so he has a Tracking roll of 16. His player rolls a 12, making the roll by 4.

Surebow is pursued by Celedryl Erendyl, a 10th level elf with an Intelligence of 12. He has also reached a fighting level of 6. Surebow's trail is some eight hours cold, and Celedryl was raised in Glantri, so he gets only a +2 bonus, giving him a tracking roll of 14. Since Surebow made his roll by 4, Celedryl must roll 10 or less to succeed ($14 - 4 = 10$). Celedryl's player rolls a 12, a failure. Celedryl misses Surebow's track and fails to find him and tell him about the party back at Elleromyr.

Treewalking Skill (D) This is the skill of

staying aloft in trees, transferring from one closely-set tree to another, and working and fighting from a tree branch. Elves learn how to negotiate tree branches at an early age.

Elves with this skill usually succeed with it in normal situations. The skill roll is only necessary if the tree is storm-tossed, or the character is fighting, or performing some other complex task while trying to move on a tree-limb.

This Dexterity-based skill has the following Bonuses and Penalties:

Bonuses and Penalties (Cumulative)

Home or Sentinel Oak	+1
Unfamiliar species of tree	-1
Dead tree (brittle branches)	-3
Level 1-3	-1
Level 7-10	+1
800,000 + XP	+2
Raised in Alfheim	+1

Special Clan Skills

Chossum Clan

Bargaining Skill (Ch)

A successful roll on the skill means that the character has gotten the best possible price for his goods, information, or services. If two people with the skill bargain against one another, whoever makes the best roll wins. The DM may give bonuses or penalties to either character to reflect difficulties in the bargain to be made.

Example: Shermakan Chossum is trying to persuade Janarina Donov, a Karameikan merchant, to pay him the same price for a Eryndyl longbow as it would normally fetch in Specularum, a patently absurd price — the merchant could not make money on the deal. Shermakan has a Charisma of 10, but has increased his Bargaining skill to 12. He rolls a d20 and gets an 8, making the roll by 4. But the DM says that this is a tough bargain to make, and penalizes the roll by 3. Thus, Shermakan only makes the roll by 1.

Janarina Donov, has a Charisma of 15 and a Bargaining roll to match. The DM rolls a 13, so she makes her roll by only 2, still enough to beat Shermakan's roll. Janarina pays the going price for longbows.

This skill is primarily used for quick bargaining with NPCs when there is no time to roleplay the encounter. Dealings between PCs should be role played, not roll played.

Erendyl Clan

Craftsman (I) This is any one type of craft, including leatherworker, smith, armorer, bo-

Extra Skills for the Elf

wyer, fletcher, etc. Any time the character has to deal with something pertaining to his particular craft, a successful roll means success with the skill. The DM may place any bonuses or penalties on the skill roll that are commensurate with accomplishing the task. Lack of or quality of tools and facilities are common reasons for penalties or bonuses. Remember that *elven longswords* and *elven cloaks*, etc. require special materials, one cannot just whip them up with materials at hand.

Feadiel Clan

Knowledge of Tree Of Life (I)

The Feadiel clan members study the care and treatment of Trees of Life and what can be done with their properties. A successful skill roll regarding the use or history of the Tree of Life means the elf knows one specific answer. Again, the DM may impose penalties or bonuses for the obscurity or the commonality of the knowledge.

Grunalf Clan

Hiding Skill (I)

Like any hunters who rely on stalking and the ambushing, elves are excellent at hiding in their native forests, a trait which carries over to activities outside the forest to some extent.

To succeed in Hiding, an elf must make a Hiding skill roll, based on Intelligence. If the roll is successful, he is hidden.

The Hiding Skill roll has the following modifiers:

Bonuses and Penalties (Cumulative)

Lots of local cover (trees, etc.)	+1
Little cover (low bushes, etc.)	-1
Moving While Hiding	-2
Very Little Cover (grass, etc.)	-3
Non-forest terrain (towns, etc.)	-3
No Cover (grassless plain)	-5
Level 1-3	-1
Level 7-10	+1
Raised in forest involved	+1

A Hiding Check can keep someone from being spotted, even by the normal elven ability to spot hidden doors, which can be used to find any hidden ambush, etc. A Hiding check made by 5 more than is needed means that an elf can only spot the hiding person with a roll of 1 on 1d6. If the check is made by 10 or more, even an elf cannot find the hidden person unless the concealed elf makes him or herself known.

Long Runner

Knowledge of Magic Lore (I)

The Long Runners have this skill because of their affinity for magic. It is like any other knowledge skill, as described below. In effect, any ancient magical item is likely to be known to

the elf. Furthermore, the basic operation of a new item is likely to be discoverable by a Long Runner, due to familiarity with magic principles.

Mealidil Clan

Singing Skill (Ch)

The Mealidil Elves keep records of elf history in many ways, including the elaborate Songs of the Ways. While elves seem to be born singing, the Mealidil elves train their children in all the subtleties, so that if they choose to join the staff of the Great Library, they will be ready to learn the Songs of the Way. By the time a Mealidil elf reaches maturity, he has the ability to sing a song. This skill only involves the actual singing of a song. A Mealidil elf generally knows most of the traditional songs of his clan and people.

Red Arrow Clan

Military Tactics (I)

This skill is drummed into all Red Arrow children. This militaristic clan wants every Red Arrow elf to be able to lead a division, as well as serve in one.

This skill allows the player to check with the DM about whether his character's tactics in any fight are good. The character makes his plan, the DM rolls the dice secretly, and, if the roll is equal to or less than his Military Tactics roll, the DM must tell the player what is wrong with the character's plan and what he's left out. Of course, this information can only be based on what the elf already knows, not secrets known only by the DM that characters could not know.

This can also be used as an abstract way of running a battle. Compare the Tactics rolls of two generals with roughly equal forces (adjust them if one side is at a definite disadvantage) and the best roll wins the day. This does not decide the fate of the player characters, but instead how the rest of the battle went.

The destiny of the player characters can be handled in personal combat with part of the enemy force and fought with D&D® game rules while the battle occurs.

Use the following table to determine the battle's outcome. Remember to adjust each commander's roll for any inferiority or superiority he might have his or her foe.

Result of Rolls	Result of Battle
Friendly commander wins by 4 or more.	Massive victory: Enemy in full rout and enemy leader slain
Friendly commander wins by 1-3.	Victory: Enemy retreats in good order
Rolls are tied	Stalemate: Fight another day or both retreat (DM's choice).
Friendly commander loses by 1-3	Defeat: Friendly forces retreat in good order.
Friendly commander loses by 4+	Tragic defeat: Friendly forces in full route, friendly commander slain.

Of course, you can always use the War Machine in the *Dungeon Master's Companion* rules instead if you want to fight a miniatures or battlemat battle.

Other Skills

The following are sample skills appropriate to Alfheim elves. It is far from a complete list; you may add to it as the DM sees fit. When adding a new skill, the DM decides to which Ability the skill pertains.

Players should think in terms of what their elves would probably know, based on their clan and past history, then choose skills appropriate to their backgrounds.

Class-related skills, such as a thief's ability with locks, or the elf's natural ability to spot hidden objects, are not included in the lists below; you have to belong to the appropriate class to have the skill. Literacy, normally given to anyone of appropriate Intelligence, is not in the lists either, though it can be placed there if the DM wishes. If it is placed on that list, anyone can learn it, but nobody gets it for free, regardless of Intelligence.

Knowledge: one field of study. Includes History, Knowledge of Another Land, Military Tactics, Songs, etc.)

Labor: one type of laborer profession. Includes Carpentry, Logging, etc.

Profession: one type of non-labor profession. Includes Cooking, Medicine, Horse Breeding, etc.

Science: one branch of "pure science." Includes Astronomy/Astrology, Mathematics, etc.

Forest Survival

Animal empathy: forest animals.
 Animal Trainer: one animal of choice.
Lore of Law and Justice
 Teaching
 Song writing
 Boat Handling
 Dancing
 Instrument Playing
 Riding
 Persuasion: (vs. NPCs, only)
 Storytelling

Appropriate Skill Choice

The DM is within his rights to insist that some of your extra skills be appropriate to your character's clan of origin.

For instance, an intelligent Feadiel elf would probably have *History of Trees of Life* as a skill, just as a Mealidil elf would have *Elven History* or a Red Arrow elf would have *Military Tactics*.

Adventurer elves should choose *Riding*. Without *Riding*, a character can sit on a horse to travel, but cannot fight on horseback or control the horse any time there is trouble.

Skills and the Character Sheet

Record your skills on your character sheet in

this fashion:

Find a blank spot on the sheet. Write "Number of Skill Choices: ____" there and leave room beneath that line.

Record the number of starting skill choices you receive in the blank. Below the line, record the skills you buy, including the name of the skill, purchased modifiers to the skill, and the current skill roll.

Example: *Delandra*, a beginning elf of the Grunalf clan, has an Intelligence of 16, so she is allowed 6 skills, including the two mandatory elf skills and her clan skill of *Hiding*. She decides to follow the Grunalf way of the forest by taking *Knowledge of Forest Animals* as an extra skill, and adding 1 to her normal *Hiding* and *Tracking* Skills. Her sheet now looks like this:

Number of Skill Choices: 6

<i>Hiding (+1)</i>	17
<i>Knowledge of Forest Animals</i>	16
<i>Tracking (+1)</i>	17
<i>Treewalking</i>	15

Skills and the DM

It is the DM's responsibility see to it that the players do not abuse skill rolls, gaining inappropriate results.

The DM should also reward clever and ap-

propriate use of skills.

The DM always decides when a character may try a skill roll and what result the skill has in a situation.

Skill rolls should not be made every minute the characters are involved in a task. Roll only for the crucial points in the task. A hunting situation should only call for a *Tracking* roll every time the situation changes (the quarry crosses a stream, night falls, etc.). A Bowyer roll should occur only once per bow built.

How long a task takes is up to the DM. *Tracking* takes little time per use, but a Bowyer may have to sit out several adventures in order to make a good longbow. There are two things to remember when using skills.

First, many of these skills are for use on NPCs only. A player cannot roll his character's *Persuasion* Ability to convince another player's character to do something; he may only use the skill on a character controlled by the DM.

Second, the DM should always try to recognize when a character is trying to abuse a skill roll and get some foolish result from the skill use. Ignore or penalize such behavior. Conversely, when the player is using his skill as a guide to role-playing the character or because the skill is very appropriate to the scene at hand. Reward such behavior by letting plans succeed with greater ease, letting the character make new friends and allies, etc.



Glossary

AC: After crowning (of first Emperor of Thiyatis).

Alevar: The second king of Alfheim, after MEALIDEN and before CELEDRYL.

Alfheim: The nation of the elves.

Alfheim Town: The only recognizable town of Alfheim. Most non-elves of the nation live here, along with the elves who keep the business of the country going. Created as the result of a magical battle about 450 years ago.

BC: Before crowning (of first Emperor of Thiyatis).

Belcadiz Clan: Elves of Glantri, originally from the southern continent, who have little connection with Alfheim.

Broken Lands: A land to the northwest of Alfheim which was terribly ravaged during the Rain of Fire. It is a home of multitudes of monsters and beasts, including the devious SHADOWELVES.

Canolbarth: The name of the Alfheim forest — given to the area by the people of Darokin.

Celedryl: The third king of Alfheim, after MEALIDEN and ALEVAR and before DORIATH.

Chevall: A race of lycanthrope centaurs who change into full horse shape as their wereform. They are partially responsible for the creation of the elven warhorse.

Chossum Clan: The merchants of Alfheim.

Clan Council: The ruling council of Alfheim, consisting, in theory, of all the Clanmasters of Alfheim, and, in actuality, of the Clanmasters of the seven most important clans. The entire Council must support any major decision made by the king.

Clan Holder: An elf who uses his resources to create a new stronghold for a clan. He acts as leader for the stronghold and as a subordinate officer to the CLANMASTER.

Clanmaster: The chieftain of an elf clan, an appointed position. All final decisions regarding the welfare of a clan are his or hers.

Darokin: A human republic whose borders surround Alfheim everywhere. Relations between Alfheim and Daro-

kin are currently amiable.

Doriath: Fourth and current king of Alfheim. He succeeded CELEDRYL about two hundred years ago.

Erendyl Clan: The greatest artisans of Alfheim.

Erewan Clan: Elves of Glantri, originally part of the Erendyl Clan who migrated to Glantri 300 years ago.

Feadiel Clan: Refugees from the conquest of the SYLVAN REALM by MOORKROFT who came to Alfheim 400 years ago.

Forest Path: The way of life practiced by an elf who chooses to follow the stay-at-home ways of his ancestors.

Glantri: A magocracy to the northwest of Alfheim, beyond the Broken Lands. Two of the 10 principalities are ruled by elves, one clan of which came from Alfheim.

Grunalf Clan: Forester clan of Alfheim.

The Guardian: The elf in charge of securing elven interests in Alfheim Town. The current, and only, holder of this post is Taragin Oakbranch.

Home Tree: Giant trees used as homes by the elves.

Ilsundal: Great leader of the elves who fostered the Return to the Forests movement after the Rain of Fire and led the elves of the southern continent to their first refuge, the Sylvan Realm. When he became an Immortal, he created the TREE OF LIFE.

Ironwood: Extremely tough and resilient wood grown by the elves for fortifications and special art projects.

Long-Runner Clan: Isolationist clan that inhabits much of central Alfheim.

Mealiden: The elf who found the Rainbow Path which led the elves of the six clans (plus others who dropped out along the way) out of the Sylvan Realms and finally into Alfheim.

Mealidil Clan: Clan of Mealiden. Much concerned with history and past glories.

Merchants' Brotherhood: A self-governing body of the merchants of Alfheim Town who handle most of its internal affairs and act as liaison with the GUARDIAN.

Moorkroft: A human sorcerer who led a

band of demi-humans and monsters into the SYLVAN REALM and conquered the land. (see CM7, The Tree of Life).

Red Arrow Clan: Militaristic clan responsible for most of the defense of Alfheim.

Rockhome: Mountainous home of the dwarves, to the northeast of Alfheim.

Sentinel Trees: Incredibly tall trees used by elves as sentinel posts. Primary tree of Alfheim.

Shadowelves: A nation of elves living under the earth in the BROKEN LANDS. These are refugees from the Rain of Fire who now demand a sizeable hunk of Alfheim as reparations for not being rescued from their dank tunnels centuries before.

Sylvan Realm: Land to the far Northwest to which Ilsundal led the elves when they first left the southern continent. It was conquered by the sorcerer MOORKROFT 400 years ago.

Treekeeper: The elf in charge of nurturing and protecting a Tree of Life. A very important position within an elf clan.

Tree of Life: One of the 10 avatars of the Immortal ILSUNDAL or one of the daughters of the original 10 avatars. The Tree of Life is the center of all Elven clan activity.

Vyalia Clan: Reclusive elven clan living in the remote wilderness of Karameikos.

Wandering Path: The way of life chosen by the adventurer elf.

The Way Of The Book: The choice of spells of an elf wizard who concentrates his learning on spells that do not promote the health and welfare of the TREE OF LIFE.

The Way of the Tree: The choice of spells of an elf wizard who concentrates on being a TREEKEEPER.

Wendar: Elven Kingdom far to the north of Alfheim. Very little is known of it, but it may be the home of one of the clans that left the SYLVAN REALM with Mealiden.

Wizard's Glen: A large treeless area within the forest; the location of ALFHEIM TOWN.

PERSONALITIES OF ALFHEIM

ignore the conventional niceties of conversation in his quest to learn all he can of who made the item and how they did it.

Appearance: Draugin is a slim, fair, elf with no facial hair. He wears standard elven leathers, with the usual addition of an apron, which he frequently forgets to take off before leaving his workshop. Hanging in a loop in the apron is his namesake, a small dwarven hammer used for delicate jewel work.

DMing Notes: Draugin is the elf to see for anything having to do with jewelry. As shown below, he has specialized in the lore of magical gems and jewelry and is likely to know anything needed about a gem-decked item of loot.

Combat Notes: E10; AC 6; hp 36; MV 120' (40'); #AT 1; D 1-6 (shortsword); Save E 8; ML 9; AL N; S 11, I 14, W 10, D 14, Co 12, Ch 11.

Abilities & Skills: Craft — Gemcutter (D +2), Knowledge of Gemlore (I +1), Tracking (I), Treewalking (D) **Languages:** elf, orc, hobgoblin, gnoll, Alignment (Neutral), Thyatian, dwarf.

Spells Usually Carried: Level I: detect magic. Level II: produce fire, resist fire. Level III: heat metal. Level IV: remove curse. Level V: telekinesis.

Notes: Draugin loves to collect magical items with a gem or jewelry motif. He has a ring of life protection (3 charges left) with a glowing ruby, a ring of memory set with opals, a crystal ball which is actually an immense emerald, and a brazier of commanding fire elementals which is set with rubies that show elementals at play on their own plane.

Durifern Widefarer

Clan Master of Clan Grunalf

History: Durifern came into his position reluctantly. He is the oldest Grunalf and therefore has no excuse for rejecting it. He has spent his entire life roving the forests of Alfheim. In his younger days he roamed those of neighboring lands as well, but he hasn't left Alfheim since he became first a Counselor and then Clanmaster.

Personality: Durifern is the strong, silent, type. In council he seems to spend his time watching the other members and

weighing their words, but he usually makes up his mind immediately and uses the rest of the time remembering his last hunt. Thus, his final votes on various questions are often a surprise to the other council members, who have heard all the arguments that he has ignored.

In conversation, he uses as few words as possible and expects the listener to fill in the gaps. He has little time for anyone who doesn't seem like a woods-wise person, be he elf or other.

Appearance: Durifern is tall for an elf, about 5'8". His skin is tanned-brown and his hair sun-bleached and moving toward white. He always wears leather armor (which happens to be enchanted) and carries a bow.

DMing Notes: Durifern frequently travels without an entourage or with just a few other hunters. He can be encountered anywhere in the forest without warning, and makes a good *deus ex machina* to save characters' bacon when they've gotten themselves in too deep.

Combat Notes: E9; AC 1; hp 50; MV 120' (40'); #AT 2 (Attack Class D); D 4-11 (sword +3); Save E9; ML 11; AL N; S 14, I 14, W 16, D 18, Co 16, Ch 13.

Abilities & Skills: Hiding (I +2), Knowledge of Canolbarth Forest (I), Tracking (I +2), Treewalking (D), **Languages:** elf, orc, gnoll, hobgoblin, Alignment (N), Ghantrian, Thyatian.

Spells Usually Carried: Level I: faerie fire, longstride, watcher. Level II: detect danger, predict weather. Level III: water breathing. Level IV: charm monster.

Notes: Durifern has leather armor +3 and a sword +3. He also carries a rope of climbing and wears a ring of seeing.

Dyradyl Feadiel

Clan Master of Clan Feadiel

History: Dyradyl was one of those clansmembers who remembered the Rainbow Path and rediscovered its use. He is the oldest survivor of that pilgrimage.

Personality: Dyradyl has a bright and active mind trapped in an infirm body. He is a rarity, an unwell elf, and has been since he ran into a random curse during the last evacuation of the Sylvan Realm.

Whenever he meets new elves, he questions them about the outside world, and looks particularly for mention of the Sylvan Realm.

Appearance: Dyradyl is bent and shrunken, a bare 5 feet tall. His skin is wrinkled and browned. When he looks at you his eyes seem to burn into your innermost thoughts. He is always accompanied by two other clanmembers, both E7, who carry him about in a sedan chair and stand ready to do his slightest bidding.

DMing Notes: Dyradyl is a fund of information about the Sylvan Realm. He is also very knowledgeable about the politics of Alfheim, since he was dumped unceremoniously into the middle of them when the clan exited the Rainbow Path. Adventurers leaving to accomplish *The Tree of Life* adventure (CM7) could do much worse than consult with Dyradyl, though of course he has no idea of what is happening now in the Sylvan Realm.

Combat Notes: E10 (Magic Level 14); AC 9/4; hp 38; MV 6"; #AT 1; D 2-7; Save E10; ML 10; AL L; S 7, I 17, W 15, D 12, Co 15, Ch 16.

Abilities & Skills: Hiding (I), Knowledge of Tree of Life (I +2), Persuasion (Ch +1), Storytelling (Ch +1), Tracking (I), Treewalking (D). Dyradyl cannot move around well, but he sees everything very well. He can spot hidden objects on a roll of 1-3 on a d6.

Languages: elf, orc, gnoll, hobgoblin, Alignment (Lawful), Thyatian, gnome, Ghantrian.

Spells Usually Carried: Level I: ceremony, command word, charm person. Level II: detect evil. Level III: clairvoyance, protection from evil 10' radius. Level IV: dimension door, wizard eye. Level V: feeblemind, telekinesis. Level VI: anti-magic shell, projected image. Level VII: dispel evil.

Notes: Dyradyl has an elven longsword which he has not used (except as an occasional cane) in centuries.

Master Edrecort

15th Level Alphatian Magic-user

History: Master Edrecort came to Alfheim with the Prince-Legate but has no official tie with the embassy. He is,

PERSONALITIES OF ALFHEIM

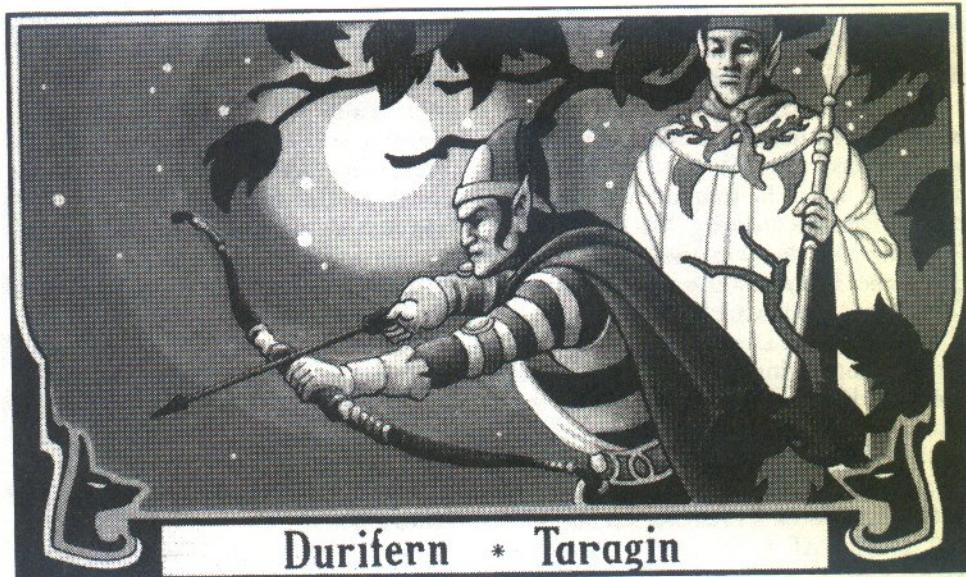
however, an Alphatian spy extraordinaire. He is serving his time here in what counts to Alphatians as the boondocks because it is one more post on the long ladder to the top of the government in the Magical Empire. Alphatia is vaguely interested in the elves because so many of them are magic-users. Yet the main reason for having an expensive spy network in an out-of-the-way place like Alfheim Town is the opportunity to keep in touch with the latest gossip from all the other outsiders in town — in the hope of gleaning important intelligence from careless remarks.

This is Edrecort's first posting as chief of a spy operation. He hopes to be promoted in a decade or so to another, more important post in a bigger country. Meanwhile, he teaches magic at his little academy, and in his spare time arranges for plots and thefts of information all over Alfheim.

Personality: Edrecort is charming, engaging, and totally unprincipled. His real job of spymaster suits him perfectly. Edrecort is trustworthy exactly as long as he thinks it is in his interest to be so. His treachery is often swift and fatal. So far he has an unblemished reputation for fairness among the diplomatic corps.

Appearance: Edrecort is tall and skinny, with long, bushy, flaming-red hair. He wears green robes of magically iridescent material which he obtains from Glantri (He obtained the robes here in Alfheim. There is no normal trade between Glantri and Alphatia). When Edrecort decides to go out on some skulduggery of his own, he simply puts on plain clothing and magically disguises his features.

DMing Notes: Edrecort is the source of much spying and occasional evil plots in Alfheim Town. A normal adventuring party will usually wind up defending against his plots, without realizing who is behind them. He will decide to advance either Alphatian interests or his own dark deeds and some person, group, or thing cherished by the adventurers will be sacrificed. The adventurers will have to deal with his minions in several encounters as they go up in level. Higher level adven-



Durifern * Taragin

turers may confront the Spymaster himself, usually in disguise. Edrecort has no commercial contacts, but he can provide instruction at the Magic School for player magic-users who have earned his favor by performing tasks, innocent or otherwise, for him.

Combat Notes: M15; AC 0 (*bracers of shield* and dexterity bonus); hp 35; MV 120' (40'); #AT 1; D 4-7 (*dagger +3*); Save M15; ML 12; AL C; S 10, I 18, W 18, D 17, Co 9, Ch 16.

Abilities & Skills: Persuasion (Ch +1), Bargaining (Ch), Forest Survival (I), Knowledge of Alfheim Town Politics (I).

Languages: Alphatian, Thyatian, Alignment (C), elf, orc.

Spells Usually Carried: Edrecort's favorite spells are *charm person* and *disintegrate*. Others are generally useful for concealment or terror.

Notes: Edrecort has a full selection of magic items, drawing both from his own arsenal and from the stores of the Embassy, as needed. He often carries a Staff of Wizardry and one or two poisoned daggers, and has access to a good supply of potions of Wizardry.

**Elisabeth Hobnobby
Broker, offices in The Crafter's Rest**

History: Elisabeth was born and bred in Alfheim Town of mixed nationalities

("*a little of this, a little of that,*" as she says). Her life has had its share of adventure, although now she has obtained a reputation of respectability.

Personality: Elisabeth is straightforward, even pushy. Elisabeth Hobnobby wants to deal, and if you don't have a deal for her, she'll sell you on one of her own!

Appearance: Short, thin, brunette. The infamous Hobnobby hat (she has a new one made to the same outre style every year) crowns a woman dressed for business.

DMing Notes: Elisabeth will introduce characters to the town people, but usually for a price — either a sum of money or a "little favor." She usually has her own agents do her important chores, but she's always looking for new agents.

Combat Notes: T6; AC 7; hp 18; MV 120' (40'); #AT 1; D 3-6 (*dagger +2*); Save T6; ML 9; AL N; S 12, I 17, W 10, D 16, Co 9, Ch 15.

Abilities & Skills: Bargaining (Ch +1), Hide (I), Knowledge of Alfheim Town (I), Persuasion (Ch +2), Open Locks 60%, Find Traps 35%, Remove Traps 34%, Pick Pockets 45%, Move Silently 44%, Climb Sheet Surfaces 92%, Hide 32%, Hear 54%.

Languages: Darokin, Alignment (N), elf, Thyatian.

Notes: Elisabeth has a *potion of undead control* that she picked up recently and has no idea what to do with.

Emmit Kelso Master Furrier

History: Kelso has lived in Alfheim Town all of his life, a third generation resident. He is quite prosperous and he has been dealing in furs for 30 years.

Personality: Emmit is jovial and enthusiastic. He is always trying to sell anyone fur vests, fur coats, fur hats, fur pants, etc.

Appearance: Kelso is tall and thin, with dark brown hair and eyes and a long drooping mustache.

DMing Notes: Kelso has been known to hire parties for fur-hunting expeditions. With his contacts it's easy to obtain passes from the elves allowing adventurers to enter the forest for this purpose. He has an amazing number of business contacts at all levels and quarters of the city.

Combat Notes: F7; AC 8 (2); hp 40; MV 120' (40'); #AT 1; D 2-9 (battleaxe with Strength bonus); Save F7; ML 9; AL L; S 16, I 14, W 15, D 14, Co 11, Ch 15.

Abilities & Skills: Knowledge of Alfheim forest (I), Knowledge of Fur Business (I+1), Persuasion (Ch +2).

Languages: Darokin, Alignment (Lawful), elf.

Notes: When called upon to do battle, Kelso puts on his *chain mail +2*.

Engledoc Dewsap Tavernkeeper

History: Engledoc is the son of two offspring of mixed elf-human marriages. Neither of his parents had elf-like traits, but Engledoc turned out to be a full elf (see the "Elf Secrets section" — *Half Elves*). He has owned the Quickneedle's Rest for the better part of a century. Before that, Engledoc claims to have traveled extensively all over the lands surrounding Alfheim, even spending some time in Rockhome, disguised as a human magic-user. He has had several names in his career — he adopted this one to match his elven heritage. He does not belong to any clan.

Personality: Engledoc is quiet and laid-

back in human eyes; elves from the forest see him as jumpy and assertive. It's all in your perspective.

Appearance: He is a tall, heavy-built elf (though he looks more like a slim human) with black hair.

DMing Notes: Engledoc has a wide variety of friends and acquaintances in both Alfheim and Alfheim Town. He is not an influential person, but he has ready access to most of the current rumors.

Combat Notes: E7; AC 8; hp 30; MV 120' (40'); #AT 1; D 4-9 (*elven longsword +1* and Strength bonus); Save E7; ML 9; AL L; S 15, I 16, W 14, D 15, Co 11, Ch 14.

Abilities & Skills: Knowledge of Alfheim Town (I), Knowledge of Rockhome (I), Persuasion (Ch), Riding (D), Tavernkeeping (W), Tracking (I).

Languages: elf, Alignment (L), dwarf, orc, hobgoblin, gnoll, Thyatian, Darokin.

Spells Usually Carried: Engledoc carries a set of spells good for quieting down rambunctious patrons and detecting possible trouble spots, such as *sleep*, *charm person*, and *detect evil*.

Notes: In emergencies, Engledoc calls on his *ring of djinni summoning* for assistance. He also has a *wand of illusion* with 7 charges remaining.

Gilfronden Erendyl

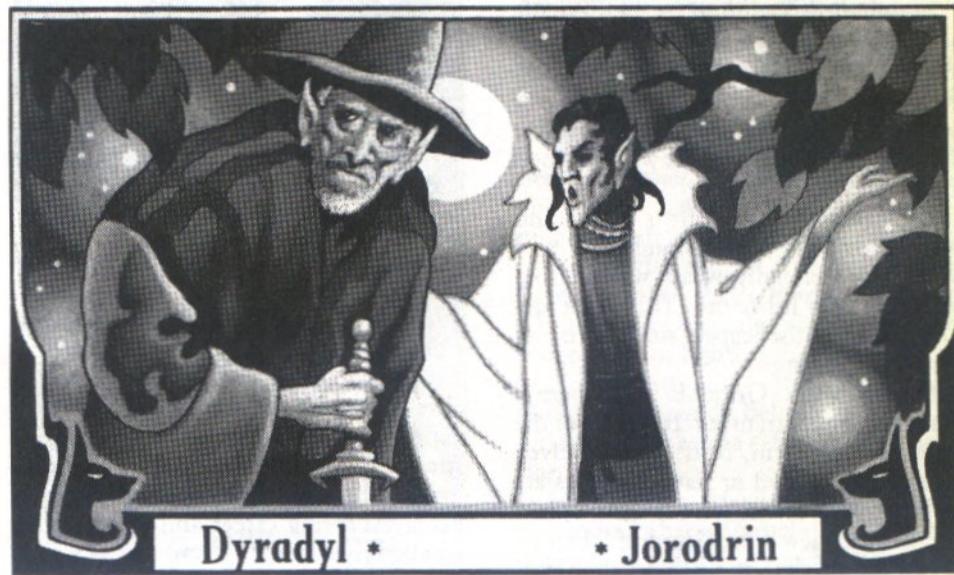
General of the army of Alfheim

History: Gilfronden is an old friend of King Doriath whom he met while adventuring. Gilfronden is actually from another land entirely, the northern elven realm beyond Wendar (see X11, *Saga of the Shadowlord*). His record as an adventurer was so impeccable that he was adopted into the Erendyl clan and no one objected when he was made general of the army — a largely ceremonial post until the nation goes to war. In peacetime, he is in charge of the Weir Guard and the Forest Guard.

Personality: Gilfronden is a classic gruff old soldier. He gets along well with Redsword Truetalker and anyone else with a military point of view. Despite his career as an adventurer, he insists on using military forces rather than adventurers for any special missions.

Appearance: Gilfronden is tall, about 5'6", and lean, about 115 pounds. He sports long mustachios in the Belcadiz manner and his hair is white with age.

DMing Notes: Actually, Gilfronden is a plant from the Shadowelves. Doriath was an obvious candidate to become at least a favored Counselor if not the King of Alfheim, and the Shadowelves took a likely elf and attached him to Doriath. Most of the above is true except that his



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true homeland is the Broken Lands, not Wendar. And, of course, his ultimate objective is the conquest of Alfheim.

Combat Notes: E10; AC 0; hp 46; MV 90' (30'); #AT 2 (Attack Class F); D 3-10; Save E 10; ML 9; AL C; S 14, I 13, W 12, D 16, Co 14, Ch 11.

Abilities & Skills: Craft — Painting (I), Knowledge of Court Ways (I), Lute Playing (D), Military Tactics (I), Persuasion (Ch), Singing (Ch), Tracking (I), Treewalking (D).

Languages: elf, Thyatian, Alignment (C), gnoll, orc, hobgoblin, Wendarian.

Spells Usually Carried: Level I: *command word*. Level II: *mindmask*. Level III: *hold person*. Level IV: *confusion*. Level V: *teleport*.

Notes: Gilfronden carries a *bastard sword +1* and wears *plate mail +1*. He wears a *ring of spell turning* (3 charges) and an *amulet vs. Crystal Balls and ESP*.

Grindolf the White

Ambassador of the Council for Darokin

History: Grindolf is another high cleric in town, but one more political and less inclined to help adventurers than Dominicus. Grindolf uses his clerical abilities to sort out truth and obtain divine counsel in representing the interests of Darokin not only to the elves, but also to the representatives of the other countries with missions in Alfheim Town.

Personality: Grindolf is perpetually busy, always worrying about some plot, memorandum, speech or report — whatever is the latest in a never-ending line of details, details, details. His only relaxation is the occasional dinner with his good friend Clovis.

Appearance: Grindolf is short and wiry, with long light-blond hair and beard. He generally wears white, from whence comes his name. This is the despair of his housekeeper, since he is not the tidiest of eaters.

DMing Notes: Grindolf is the person to see for simple transportation out of the country to Darokin, or if ordinary elven goods such as food or native textiles are for sale. Adventurers can expect to obtain a short interview with Grindolf, then be passed onto a clerk in his chancery. Grin-

dolf may from time to time have employment for a discreet sword or wand in town. Adventurers will be able to tap his experience and knowledge only by successful persuasion.

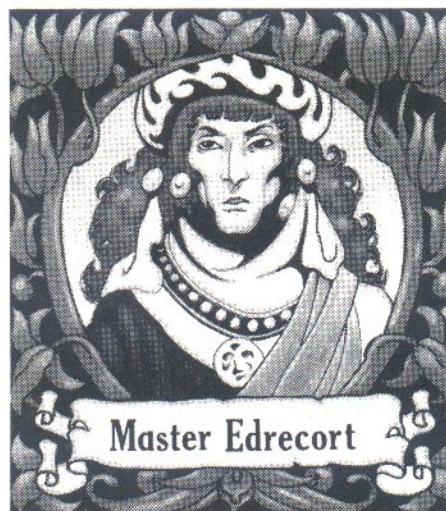
Combat Notes: C12; AC 8; hp 50; MV 120' (40'); #AT 1; D 4-9 (*mace +2*); Save C12; ML 10; AL L; S 15, I 14, W 17, D 15, Co 14, Ch 13.

Abilities & Skills: Elven Lore (I), Knowledge of Darkoin (I+2), Military Tactics (I), Persuasion (Ch+1).

Languages: Darokin, Alignment (L), Thyatian, elf.

Spells Usually Carried: Grindolf usually carries spells useful to his position, such as *detect evil*, *bless*, *word of recall*, etc.

Notes: Grindolf has a *mace +2* and is often seen with an obviously magical staff (DM's choice). If girding for combat, he puts on his *chain mail +1*. He also has a scroll with *dispel evil* on it.



Jerovis Manag

The Factor, Minrothad Joint Stock Trading Company

History: The Minrothad is the largest trading company doing business in Alfheim. Jerovis is an adventurer who has always worked for Minrothad-sponsored expeditions going from the islands to one strange port or another in pursuit of profit. The post in Alfheim is the apex of his adventuring career and a reward for excellent service to his company, as well as

an endorsement of his undoubted skill as a trader.

Personality: Jerovis is a careful, taciturn fellow who always seems to be pursuing an important deal of some kind. He is true to his word, but as with many traders, it is important to ascertain just what his word really is.

Appearance: Jerovis is of average human height, a bit overweight, with black hair, piercing blue eyes, and a clean-shaven face.

DMing Notes: This is obviously the person to talk to if things Minrothadian are desired. Jerovis is able to obtain jobs or arrange for passage on caravans and boats going to Minrothad. He also is interested in buying elven art and crafts of excellent quality that adventurers may wish to sell.

Combat Notes: M8; AC 8; hp 20; MV 120' (40'); #AT 1; D 1-4 (dagger); Save M8; ML 8; AL L; S 9, I 16, W 11, D 13, Co 8, Ch 15.

Abilities & Skills: Bargaining (Ch+1), Lore of Artifacts (I), Lore of Magic (I), Persuasion (Ch+1), Sailing (W).

Languages: Minrothad, Thyatian, Alignment (L), elf.

Spells Usually Carried: Level I: *charm person*. Level II: *ESP*. Level III: *dispel magic*, *protection from evil*, 10' radius. Level IV: *remove curse*, *wizard eye*.

Notes: Jerovis has the full equipage for an 8th level magic user, but does not carry it around unless he knows he's in trouble. Among his possessions are an *elven cloak* and a pair of *elven boots*.

Jorodrin Feadiel

Treeckeeper of Clan Feadiel

History: Jorodrin is another of those who came over the Rainbow Path to Alfheim. He carried the branch of the Tree of Life which became the Feadiel Tree. He has guarded and nurtured the tree ever since.

Personality: Jorodrin is haunted by the escape from the Sylvan Realm. He spends his time taking care of the Tree and teaching new Treeckeepers the history and the ecology of the Tree.

Appearance: His eyes burn with a fanatic's gleam from his pale face and he is

slim even for an elf. He always wears greens and browns and likes to keep the innermost secrets to himself and his inner circle.

DMing Notes: Jorodrin is here as an example of one who follows the Path of the Tree. Characters involved with *The Tree of Life* (CM7) adventure might come to him for information, but he would be reluctant to give it out, for fear the characters would be caught in the Sylvan Realm and give the information to Moorkroft.

Combat Notes: E10 (magic level 16); AC 6; hp 30; MV 120' (40'); #AT 1; D 2-7; Save E 10; ML 12; AL L; S 12, I 16, W 13, D 13, Co 11, Ch 13.

Abilities & Skills: History (I), Knowledge of Tree of Life (I+1), Knowledge of Sylvan Realm (I+1), Forest Survival (I), Teaching (W+1), Tracking (I), Treewalking (D).

Languages: elf, Alignment (L), orc, gnoll, hobgoblin, Thyatian, dwarf, pixie.

Spells Usually Carried: Level I: *command word, read languages*. Level II: *entangle, predict weather*. Level III: *cure disease, cure light wounds, speak with animals*. Level IV: *growth of plants, summon animals*. Level V: *plant door*. Level VI: *cure serious wounds, reincarnate*. Level VII: *charm plant, truesight*. Level VIII: *mass charm*.

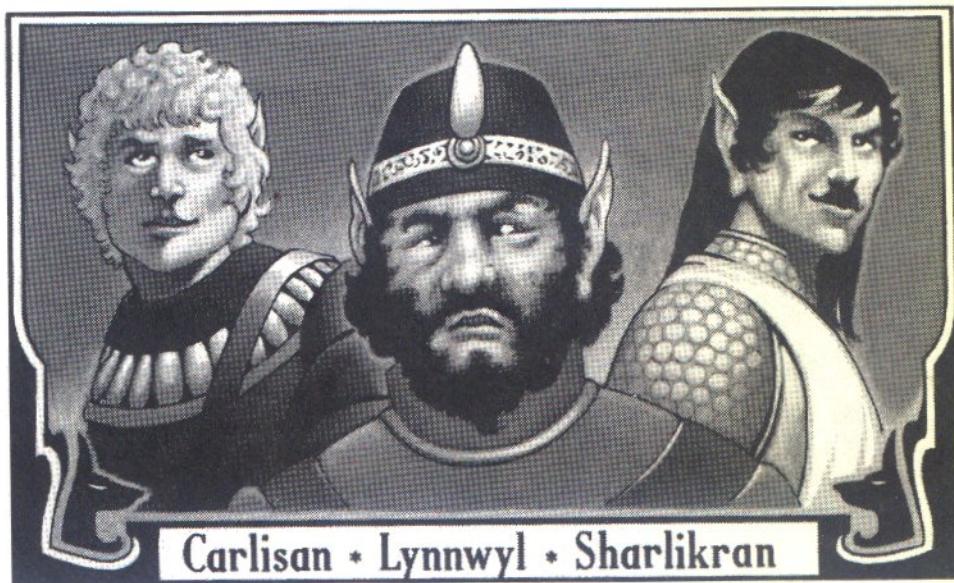
Notes: Jorodrin has an elvish longsword.

Lynnwyl Chossum

Clanmaster of Chossum

History: Lynnwyl has lived all of his long life in Alfheim, but he knows every inch of it from the trading caravans he has led through the forest. He has rarely had to fight, and displays a grudging acceptance of the situation when he does. As a result, he is of relatively low level for a Clanmaster, though everyone recognizes his ability as a trader.

Personality: Lynnwyl is the current Master of the Chossum Clan because of his age. He has never been a major trader — he is much happier planning trading campaigns and product displays than actually going out and selling the products. He is gruff to everyone around him, even close family members.



Carlisan * Lynnwyl * Sharlikran

Appearance: Lynnwyl is black-bearded and relatively short for an elf, about 5'2". He is obviously strong and a bit portly for an elf — about 145 lbs.

DMing Notes: Lynnwyl is unlikely to be seen by adventuring characters until they are high in level. When he wants someone to scout out a new territory, he talks to them. Otherwise, he lets his subordinates handle all details of hiring trading caravan guards, etc.

Play him as a mysterious presence whose influence is felt throughout Alfheim but is never seen. When they finally meet this elusive figure, he is a gruff

elf of simple habits who is only happy talking about the next grand trading scheme.

Combat Notes: E5; AC 6 (leather and +1 for Dexterity); hp 20; MV 120' (40'); #AT 1 (*elven longsword*); D 3-8 (+1 for Strength); Save E5; ML 9; AL L; S 15, I 16, W 13, D 14, Co 15, Ch 12.

Abilities & Skills: Bargaining (Ch +1), Knowledge of Alfheim (I+3), Knowledge of Economics of Other Lands (I+1), Tracking (I), Treewalking (D).

Languages: orc, gnoll, hobgoblin, elf, Alignment (L), Darokin, Thyatian, dwarf.

Spells Usually Carried: Level I: *analyse, light*. Level II: *invisibility, resist fire*. Level III: *fly*.

Notes: As Clanmaster, Lynnwyl is entitled to an *elven longsword*, so he carries one. Given sufficient warning, he will pull on a suit of chain mail and take up a shield, making him AC 3. His spell books have far more spells than he can use, which reflects his long career but lack of progression in fighting and magic.

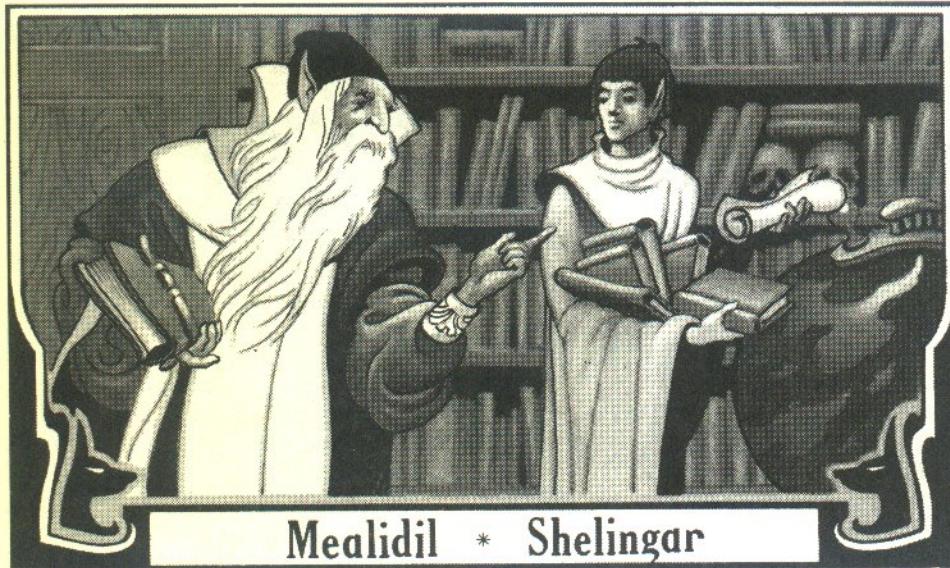
Don Maximilian de Belcadiz

First Secretary to the Glantrian Ambassador

History: Don Maximilian is a second cousin to Princess Carnelia, and has this diplomatic posting as much through her



PERSONALITIES OF ALFHEIM



Mealidil * Shelingar

influence as because of his own abilities. As First Secretary of the Glantrian Embassy, Don Maximilian is in charge of all the day-to-day business, including commercial contacts, dealing with the needs of Glantrian citizens in search of assistance or information, and also dealing with miscellaneous non-Glantrian adventurers in search of same. Don Maximilian is not in charge of high policy, negotiating treaties, and general hobnobbing with the rulers of Alfheim; this is the job of Ethrilord Bilgrammus, an elf from Erewan, who mystifies Maximilian by always running off into the interior wilds of Alfheim instead of staying in his embassy, in the obvious center of power. Maximilian is beginning to suspect the truth, that the real rulers of Alfheim might not reside in the most glorious city he works in, but, as he has never been invited out of the city, he has no real conception of the ways of the forest, and so goes by his prejudices from city life in Glantri.

Personality: Don Maximilian is a punctual, scrupulous, meticulous, fastidious fusspot. The qualities which suit him for the job of First Secretary — attention to detail, energy, and perseverance — are, of course, so non-elven that many newly-arrived elf clan emissaries find it difficult to think of him as one of their own kindred; he acts more like some of emaciated

Dwarf or peripatetic Human. Such is the fate of the misunderstood Belcadiz. Don Maximilian is a competent magic-user, and he conducts his paperwork with the same extensive precision and attention to detail which he lavishes on his spellcasting. He does not seem to take the elven view of time, but lives for the current moment, much as do humans.

Needless to say, Don Maximilian is completely oblivious to the strange impression he makes on the elves of Alfheim; he meets the world on his own terms and, so far, this has not proven to be a fatal philosophy.

Appearance: This Glantrian Grandee is about 5'6" tall and weighs about 120 lbs. His light skin is offset by black moustachios and a long goatee. He keeps his hair and beard shiny with some sort of oil, and his moustachios are waxed to long, sharp points.

DMing Notes: Don Maximilian (you would never think of calling him by a shorter name, so neither will we), is an important source of contact between Alfheim and Glantri. While he (strange for a Glantrian) is a bit obtuse at noticing plots, he is highly efficient at writing reports, culling statistics, and establishing trends. Sometimes this gives amazing and sagacious results; equally as often, Don Maximilian startles his staff by an-

nouncing a finding which has been common gossip for weeks.

Don Maximilian is a good source for transit into Glantri, jobs as ordinary caravan guards going to both Glantri and to more exotic locations, and for occasional forays into the strange, the unexpected, and the downright weird. He hires adventuring parties to check out or act on his latest statistical findings. Once, he sent a group of adventurers into the forest to arrest a greybearded Elf who turned out to be an innocent master flower arranger. Another time, a party dispatched from the Embassy to a particular spot in the forest waited only three hours for the arrival of a gang of dwarven thieves with the loot from a recent warehouse robbery; an hour later, wagons arrived from outside the forest to pick up the stolen goods and the surviving robbers for quick dispatch to Glantri.

Combat Notes: E10; AC 9/2; hp 42; MV 120' (40'); #AT 1 (sword); D 2-9 (sword +1); Save E10; ML 9; ALL; S 9, I 17, W 8, D 16, Co 9, Ch 11.

Abilities & Skills: Bookkeeping (I), Bureaucratics (I +2), Dancing (D), Glantrian Politics (I), Riding (D).

Languages: elf, Glantrian, Alignment (L), Thyatian, Alphatian, Darokin, dwarf.

Spells Usually Carried: Don Maximilian generally uses spells of some help in his information gathering, such as *clairvoyance*, and *wizard eye*, and his status as security chief, such as *wizard lock*. Notes: Don Maximilian has never been much of an adventurer. However, over the years he has collected a sword +1 that can generate one *light* spell a day, a shield +2 (which hardly ever comes off his wall), a potion of *giant control*, and a wand of *trap detection* which now has 2 charges left.

Mealidan Mealidil

Clanmaster and Chief Librarian of Clan Mealidil

History: Mealidan is notable for hardly ever being seen outside the Great Library of Mealidil. In his youth he was much more active, and most of his experience was gained at that time, but since he took

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over the position of Chief Librarian as well as Clanmaster, he is rarely seen except at Council meetings.

Personality: Mealidan is the archetypical librarian. Everyone must talk in whispers around him and, if it hasn't been written down in a book over a hundred years ago, it is too ephemeral to worry about.

Appearance: Mealidan is remarkable among the neatly-trimmed elves for a long, often uncombed, white beard. He actually wears it because he has seen human wizards and patriarchs looking like this and thinks it's impressive. It actually looks better on a 5'8" human than it does on a 5'3" elf. Under the beard is a finely-made but usually soiled brown robe of his office.

DMing Notes: Mealidan is a presence. Elves wishing knowledge will find him too busy to help. Other races find him totally hostile. Somewhere there is any piece of information the players might need, but getting it out of this fusty old elf is a good trick if they can do it.

Combat Notes: E8; AC 6; hp 35; MV 120' (40'); #AT 1; D 2-7 (mace); Save E8; ML 9; AL N; S 13, I 15, W 10, D 13, Co 13, Ch 10.

Abilities & Skills: History (I), Profession — Librarian (I+3), Singing (Ch), Tracking (I), Treewalking (D).

Languages: elf, orc, gnoll, hobgoblin, Alignment (N) Thyatian, Glantrian.

Spells Usually Carried: Level I: *light* (x 2). Level II: *locate object*. Level III: *clairvoyance*. Level IV: *dimension door* (x 2).

Notes: Mealidan's "mace" is actually a heavy walking stick, which he carries more for effect than need. He has a disconcerting habit of appearing right next to someone browsing through the library, using a combination of spells to locate the person, then *dimension door* next to him.

Redsword Truetalker

Clanmaster of Clan Red Arrow

History: Redsword gained his first name as a valiant defender of Alfheim against the last of the major Darokin invasions — the ones that led to the signing

of the treaties that still hold force today. He remained a soldier for years afterward, hunting down the odd bandit and participating in the defense against the Shadowelf invasion. He then became a Counselor of the Clan and, relatively recently, became the Clanmaster, or Commander, as this clan calls him. After a few decades as Commander, he was honored with his second name of Truetalker.

Personality: Despite his bloody username, Redsword is not a bloodthirsty berserker. Instead, he is a student of fighting, a seeker of the best of the ways of the sword. This seeking has led him to human masters of the sword and made him probably the finest fighter in Alfheim. He does not warm to others readily, but any fighter who impresses him will earn his good regard.

Appearance: Redsword is always attired in white with bloodred trim (including his scabbard). This is a studied psychological ploy. He is swarthy complexioned and red haired (as are many of his people). His build is tall and stocky.

DMing Notes: Low level player characters have little contact with Redsword. He is a legend in Alfheim and there is little he needs from someone without a lot of experience. In higher level games, his aid can prove invaluable, and performing great deeds as a subsidiary commander of

his can bring great honor to an elf.

Combat Notes: E10; AC -5; hp 60; MV 90' (30'); #AT 3 (Attack Level L); D 7-13 (Strength and *elven longsword* +3); Save E10 (automatic 1/2 effect from breath weapons); ML 12; AL L; S 14, I 13, W 14, D 17, Co 16, Ch 15.

Abilities & Skills: Military Tactics (I+1); Persuasion (Ch+1), Singing (Ch), Tracking (I), Treewalking (D).

Languages: elf, orc, gnoll, hobgoblin.

Spells Usually Carried: Level I: *command word*. Level II: *detect danger*. Level III: *protection from evil*, 10' radius. Level IV: *dimension door*. Level V: *feeblemind*.

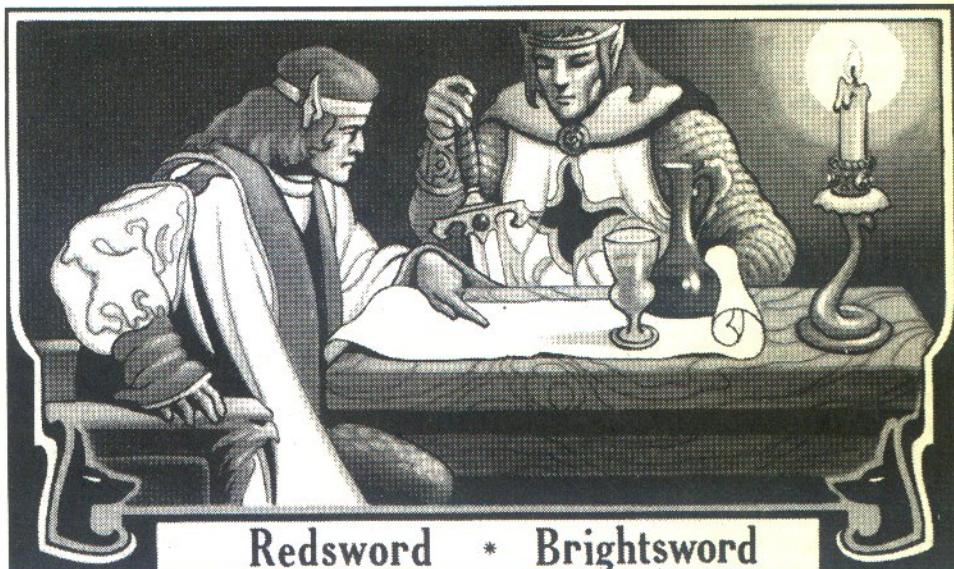
Notes: Besides his *elven longsword* +3, Redsword has *gauntlets of ogre power* and *plate mail* +5 which he uses with his shield.

Sharlikran

Counselor to the Clanmaster of Chossum

History: Sharlikran is a former adventurer who has had experience throughout the local nations. He has even been in Rockhome and Ylaruum, though not for long. After a long adventuring career, he came back to his clan and took up protecting the Chossum caravans. Now he is in charge of hiring all personnel for the caravans.

Personality: Sharlikran is an open and friendly elf. He goes out of his way to hire



Redsword * Brightsword

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other adventurers and loves to trade adventuring stories. He has an attitude of an earnest younger brother, trying to make good and find a place for everyone. Like any elf, he takes frequent breaks, at which time he is usually off with some adventuring friends.

Appearance: Despite his age of over 400 years old, Sharlikran looks like a young man. Like most Chossum elves, he has dark hair, which he wears long. He usually has a mustache, though this is subject to change. After all his years adventuring, he normally wears chain mail — a brightly gleaming set which never seems to wear or tarnish.

DMing Notes: Sharlikran, much to the disgust of other elves, makes a practice of hiring non-elves as part of each caravan crew, in case trade takes the caravan to places, such as Ylaruam and Rockhome, where elves are not particularly welcome. He is the person to see for employment outside of Alfheim.

Combat Notes: E10; AC 0 (includes chain mail +2 and Dexterity bonus); hp 40; MV 90' (30'); #AT 2 (bastard sword) (Attack Rank G); D 3-10 (1d8+2); Save E10 (auto 1/2 damage from breath weapons); ML 10; AL N; S 12, I 14, W 15, D 17, Co 13, Ch 14.

Abilities & Skills: Animal Trainer — horse (W), Bargaining (Ch), Knowledge of Trade Routes (I+2), Singing (Ch), Tracking (I), Treewalking (D).

Spells Usually Carried: Level I: command word, charm person. Level II: detect danger. Level III: haste. Level IV: enchanted weapon. Level V: neutralize poison.

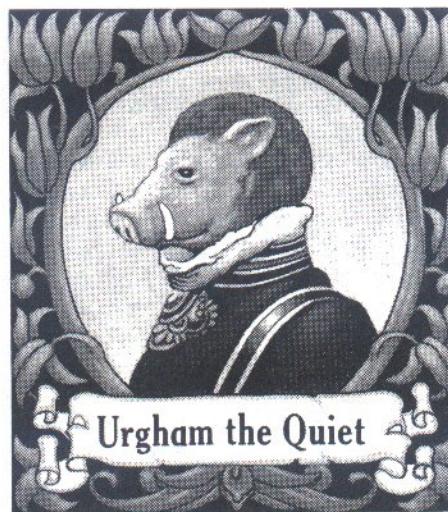
Languages: elf, Alignment (N), orc, gnoll, hobgoblin, Thyatian, Glantrian.

Notes: Sharlikran has chain mail +2, a shield, a bastard sword +1, a ring of invisibility, and an amulet of ESP.

Shelingar

Student of Clan Mealidil

History: Shelingar is a bright young Mealidil student who wants to know everything and be an adventurer, though after a century at the library, he is beginning to realize what an adventure a library can be.



Personality: Still young and brash, Shelingar is the perpetual puppy, always happy to be of service and wanting the good regard of adventurers. In short, he is the diametric opposite of his mentor, Mealidan.

Appearance: A very young-looking elf in student's green smock and usually with a pile of books in his arms.

DMing Notes: This is the real information-source at the library. Shelingar hero-worships adventurers of any race and is ready to lend his not-inconsiderable knowledge of the library to any adventurer who asks. Of course, he's only been there a century, so sometimes he gets things wrong...

Combat Notes: E3; AC 5; hp 15; MV 120' (40'); #AT 1; D 1-4 (dagger); Save E3; ML 11; AL L; S 12, I 14, W 12, D 16, Co 14, Ch 13.

Abilities & Skills: Profession — Librarian (I+1), Singing (Ch), Tracking (I), Treewalking (D). **Languages:** elf, Alignment (L), Thyatian, Glantrian, orc, hobgoblin, gnoll.

Spells Usually Carried: Level I: light, locate. Level II: locate object.

Notes: Shelingar is always sure he has the right material or information. If he fails a Librarian roll (be sure to add penalties for obscure information), he still comes up with information. It's just not right, or perhaps it's simply out of date.

Shurengyla

Special Agent for the King of Alfheim

History: Shurengyla is a distant cousin of King Doriath who came to his attention a few years into his reign. Realizing that the young female elf had a real ability with intrigue, he recruited her to act as his special agent.

Personality: Shurengyla has a chameleon personality. Whatever the dominant mood of the group she is with, that's her mood, too. This is a conscious act, however. Her real attitude is a sort of perverse delight in fooling the perceptions of others — particularly their perceptions of her.

Appearance: Shurengyla has as many faces as she has moods. In general she is a slight-built elf woman with long, usually blonde, hair.

DMing Notes: Shurengyla is Doriath's eyes and ears and occasionally mouth. She is the one who contacts characters for special missions and can also be the goal of a mission if she is caught at her spying and needs rescuing (see Adventures).

Combat Notes: E 7; AC 5; hp 32; MV 120' (40'); #AT 1; D 1-6; Save E7; ML 10; AL N; S 12, I 15, W 13, D 17, Co 14, Ch 16.

Abilities & Skills: Craft — Weaving (I), Disguise (I), Hiding (I+1), Tracking (I), Treewalking (D).

Languages: elf, Alignment (N), Thyatian, Alphatian, gnoll, hobgoblin, orc.

Spells Usually Carried: Level I: charm person, read magic. Level II: invisibility. Level III: clairvoyance. Level IV: polymorph self.

Notes: Shurengyla carries two doses of potion of gaseous form, a scroll with two uses of dimension door, a ring of quickness and an amulet of protection from crystal balls and ESP. Most of these are gifts from King Doriath.

Starwatcher

Trekeeper of Clan Long Runner

History: Starwatcher is Beasthunter's best friend, but where the chieftain took the Way of Power to the chieftainship, Starwatcher went the Way of the Tree. This has made him the premier wizard in Alfheim. It is thought that he may be

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looking into taking the path of the Paragon to become an Immortal.

Personality: In this land of magic, Starwatcher is a scientist. Since magic is the only science available, he studies that. He is bright and eager when faced by a problem, and totally distracted when anything intrudes on that problem. In short, he is the archetypical absent-minded professor. Starwatcher also has a determined dislike for non-elves. Where Coolhands counsels tolerance, Starwatcher wants all humans out of Long Runner territory, if not Alfheim.

Appearance: Starwatcher is short, about 5' 1" and square-built for an elf. His hair is prematurely white (he's only 700 years old). He is still lively and active. He likes to wear ornaments with a star theme.

DMing Notes: Starwatcher is a fund of magical knowledge and he loves to impart it. Here is where to go to get magical training — if you are an elf.

Combat Notes: E10 (magic level 20); AC 4; hp 40; MV 120' (40'); #AT 1; D 2-7 (shortsword); Save E10; ML 10; AL L; S 14, I 18, W 15, D 16, Co 13, Ch 14.

Abilities & Skills: Hiding (I), History (I), Knowledge of Magic Lore (I+1), Knowledge of Tree of Life (I), Science — Astronomy/Astrology (I+1), Science — Mathematics (I), Singing (Ch), Tracking (I), Treewalking (D+1).

Languages: elf, Alignment (L), Thayan, pixie, orc, hobgoblin, gnoll, Glantrian, Darokin.

Spells Usually Carried: Level I: analyse. Level II: predict weather. Level III: speak with animals. Level IV: summon animals. Level V: control winds. Level VI: weather control. Level VII: lore, truesight. Level VIII: open mind. Level IX: summon object.

Notes: Starwatcher wears leather armor +1 and has a number of other magic items — most of which have a star motif.

Taragin Oakbranch

Guardian of Alfheim Town and Counselor of Clan Grunalf

History: Taragin spent over a century adventuring before coming back to Alfheim; he was just in time for the battle

that stemmed the last Darokin invasion and created Alfheim Town. For his valor he was made the Guardian of Alfheim Town, a position that the Council felt he could be trusted with because he so often expressed his hatred of city life.

Personality: Taragin is a conscientious elf with a mind for detail, and hates his job. Yet, he realizes that he is probably the best person for it, and so continues to serve as the Guardian. In private he has a large fund of stories about the stupidity and cupidity of town dwellers, and he expresses his scorn of the town-dwelling person in sarcastic tirades whenever the situation seems appropriate, taking no pains to hide his attitude from any onlooker.

Despite his dislike of town dwellers as a class, he has formed several cordial relationships with some of the trade legates from other nations.

His attitudes toward town-dwellers in general have nothing to do with his attitudes towards the various other races. His tolerance towards all other races is quite exceptionally good — a result of his experiences as an adventurer.

Appearance: Taragin is fair-skinned and not as sun-browned as other Grunalf elves because his duties keep him inside. He is tall and slim and his hair is a light brown color. He still looks quite youthful, though the problems of his position have given his face more care wrinkles than are commonly seen on an elf of his age (about 650).

DMing Notes: Taragin is the final authority on trade affairs in Alfheim Town. Any new plans concerning trade in the Town or in the forest have to be screened by him. He also occasionally patrols with his policing force, which gives player characters of any race a chance to earn his enmity, or even his gratitude.

Combat Notes: E10; AC 0; hp 48; MV 90' (30'); #AT 1; D 3-9 (elven longsword +2); Save E 10; ML 10; AL L; S 11, I 15, W 17, D 16, Co 14, Ch 15.

Abilities & Skills: Hiding (I), History (I), Persuasion (CH), Profession Administrator (I), Singing (Ch), Tracking (I), Treewalking (D).

Languages: elf, Alignment (L), Thy-

atian, orc, hobgoblin, gnoll, Darokin.

Spells Usually Carried: Level I: fellowship. Level II: detect evil. Level III: protection from normal missiles. Level IV: polymorph others. Level V: neutralize poison.

Notes: Taragin has the enchanted elven longsword described above and a ring of protection +3.

Urgham the Quiet

Proprietor — Reliable Heavy Hauling

History: Urgham was the commander of a lost patrol from the last orcish invasion 10 years ago. Urgham and his troops were captured and held prisoner in Alfheim Town, along with the orcish baggage train and the camp followers. When the orc army retreated, Urgham and the others were left behind. The orcs are peaceable towards the other city inhabitants, and have found useful work. Urgham's major problem is avoiding involvement in plots by the mountain orc tribes to attack the elves. The tribes are constantly trying to subvert Urgham's folk to their cause.

Personality: Urgham is a hard-working, middle-class sort of orc — a rare case. He is interested in his hauling business, his family, and in keeping the town orcs out of trouble (especially the type of trouble the mountain orcs seem to breed).

Appearance: An ordinary-looking orc, of ordinary height, light green skin with orange splotches around the muzzle. He dresses well now that his business is a success.

DMing Notes: Haven't you always wanted to have a friendly conversation with an ugly orc? Beyond this exotic treat, Urgham often has political problems (avoiding plots) which he gladly foists off on adventurers with time on their hands (He knows how to delegate work!). He is an authority on orc society, albeit a bit out of touch.

Combat Notes: 4HD; AC 8; hp 20; MV 120' (40'); #AT 1; D 4-9 (shortsword); Save F4; ML 10; AL N; S 18, I 13, W 12, D 15, Co 15, Ch 11.

Abilities & Skills: Accounting (I), Military Tactics (I), Orcish Lore (I), Persuasion

PERSONALITIES OF ALFHEIM

Ch +1).

Languages: orc, elf, Alignment (N).

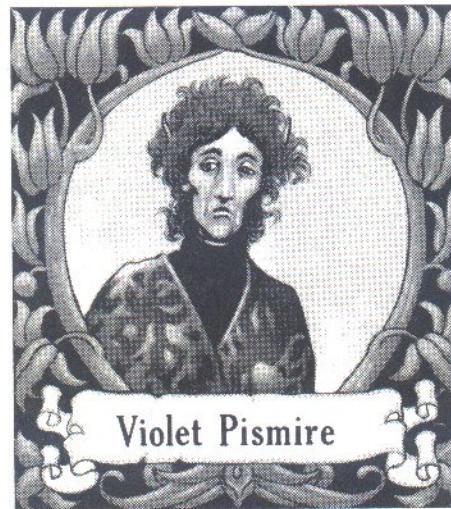
Notes: Urgham has one treasure, a map to treasure (the orc payroll) hidden years ago in the forest. He hasn't managed to get out of town long enough to retrieve it.

Violet Pismire

Moneylender

History: Violet is another born-and-bred town human and the best known human money-lender in town. Located in the Refuge section, she works out of the very house she was born in. It is not widely known that she is a member of the Thieves Guild, a fact which explains why she is rarely robbed. Violet also accepts money for safekeeping for a small fee, operating as a medieval-style bank.

Appearance: Violet is short and scrawny, with thin, mouse-colored, hair and no smile at all. Her voice is at best



called scratchy.

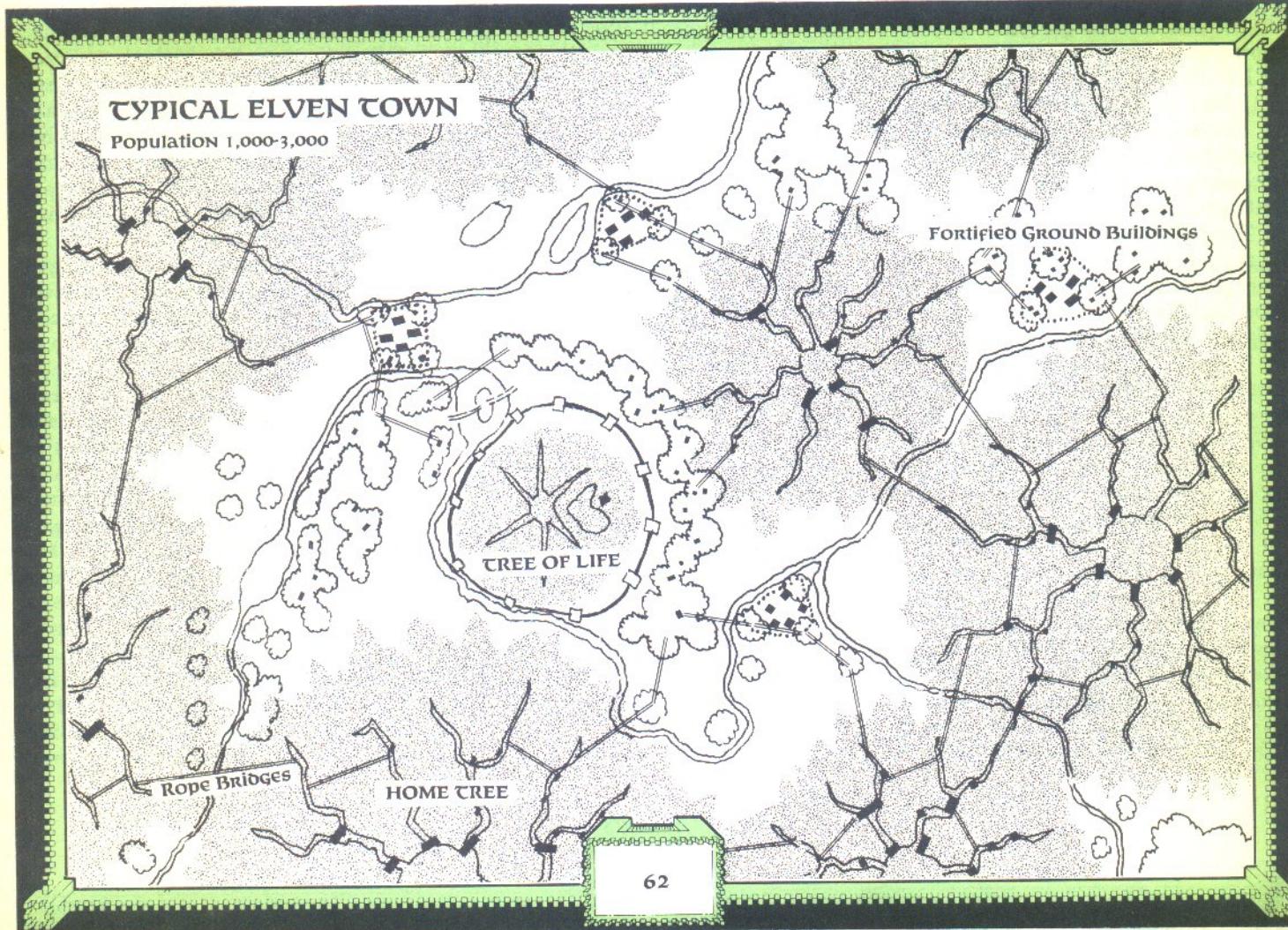
DMing Notes: She will lend money at high interest rates with suitable collateral. Somebody like Emmit Kelso might introduce adventurers to Violet with reference to her "other contacts." If she thinks the adventurers are suitable, she will then introduce them to a middle level member of the Thieves Guild.

Combat Notes: T9; AC 5; hp 35; MV 120' (40'); #AT 1; D 2-5 (dagger +1); Save T9; ML 11; AL N; S 9, I 14, W 10, D 16, Co 11, Ch 10.

Abilities & Skills: Accounting (I+1), Knowledge of Thieves of Alfheim Town (I), Persuasion (CH+3), Open Locks 54%, Find Traps 50%, Remove Traps 46%, Pick Pockets 60%, Move Silently 55%, Climb 95%, Hide 41%, Hear 66%.

Languages: Thyatian, Alignment (N), elf.

Notes: Violet has a potion of flying that she is saving for a special occasion.



SECRETS OF THE ELVES

ELVEN MAGIC

Elves developed their first civilization upon their skills with magic and combat. Elves learned magic easily and all elves knew at least some magic. It is said in the elven records that humans first learned the disciplines of magic from elves, though this may be simply self-serving legend-making. Even then, elves were limited to low orders of magic use only.

However, when Ilsundal became an Immortal, he was able to grant clerical magic to elves who followed his way. Yet instead of creating a separate class, he used his power to expand upon the native elven magic skills of at least those who followed his way. His priests were both clerics and magic-users.

His way is the way of the Tree of Life, and Treekeepers have the ability to learn an admixture of the spells available to the normal human magic-user and those specific to druids. Furthermore, there are some spells that none but Treekeepers and their students can learn.

Elves who learn their magic from the Keepers of the Tree of Life can progress in their magics beyond the 10th level of experience, just as fighting elves who learn their fighting from humans can progress beyond the 10th level of fighting.

The Experience point levels are the same as those for elves increasing their fighting ability, but Experience must be applied to either fighting or magic, not both. In effect, the elf becomes two characters progressing in two separate character classes, the *Elf Lord* and the *Elf Wizard*.

The reason for splitting the Experience Points between the two classes reflects the fact that the elf must learn his new magic from the elves of Alfheim (or any other major elf population area with Treekeepers — it cannot be learned in areas such as Glantri or Karameikos where the majority of the population is non-elf) while he must learn his new fighting from humans.

THE SPELLS

The Elves have their own higher magical system which is similar to that of human wizards, but due to their connection with the Immortal Ilsundal and the Trees of Life, partakes quite a bit of druidic magic. Unlike Druids, elf wizards must learn and remember the spells, just like any "normal" magical spell. For this reason, many of the spells are a higher level magically than they are clerically.

Also, certain normal magic spells are not available to elves training in Alfheim at any level, even though some (those of 1st through 5th levels) can be learned outside Alfheim at more liberal training areas, such as those of Glantri. Spells above 5th level cannot be learned by elves outside of Alfheim unless they are in a similar country, such as the Sylvan Realm.

The use of numbered levels can be confusing here. A 20th level elf has three 9th level spells, while human magic users do not gain 9th level spells until they reach 21st level. However, an examination of the Experience Points involved shows that an elf of the 20th level has to have earned almost as many XP as a human wizard of the 28th level — a level which has four 9th level spells and many more lesser level spells.

First Level Elven Magic-User Spells

1. *Analyze*
2. *Ceremony* (T)
3. *Command Word*
4. *Charm Person*
5. *Detect Magic*
6. *Faerie Fire*
7. *Faerie Lights*
8. *Fellowship*
9. *Light**
10. *Locate*
11. *Longstride*
12. *Magic Missile*
13. *Precipitation*
14. *Protection from Evil*
15. *Read Languages*
16. *Read Magic*
17. *Resist Cold*
18. *Ventriloquism*
19. *Watcher*

Second Level Elven Magic-User Spells

1. *Detect Danger*
2. *Detect Evil*
3. *Detect Invisible*
4. *Entangle*
5. *ESP**
6. *Invisibility*
7. *Know Alignment** (T)
8. *Levitate*
9. *Locate Object*
10. *Mirror Image*
11. *Phantasmal Force*
12. *Predict Weather*
13. *Produce Fire*
14. *Purify Food and Water*
15. *Resist Fire*
16. *Silence*
17. *Warp Wood*
18. *Web*

Third Level Elven Magic User Spells

1. *Call Lightning*
2. *Clairvoyance*
3. *Cure Disease*
4. *Cure Light Wounds*
5. *Dispel Magic*
6. *Fly*
7. *Haste**
8. *Heat Metal*
9. *Hold Animal**
10. *Hold Person**
11. *Invisibility 10' Radius*
12. *Obscure*
13. *Protection From Evil 10' Radius*
14. *Protection From Normal Missiles*
15. *Protection From Poison*
16. *Speak with Animals*
17. *Water Breathing*

Fourth Level Elven Magic-User Spells

1. *Charm Monster*
2. *Confusion*
3. *Dimension Door*
4. *Enchanted Weapon*
5. *Fear*
6. *Growth of Animals*
7. *Growth of Plants**
8. *Hallucinatory Terrain*
9. *Massmorph*
10. *Polymorph Others*
11. *Polymorph Self*
12. *Remove Curse**
13. *Summon Animals* (T)
14. *Wall of Fire*
15. *Wizard Eye*

Secrets of the Elves

Fifth Level Elven Magic-User Spells

1. Conjure Elemental
2. Contact Outer Plane
3. Control Temperature 10' Radius (T)
4. Control Winds (T)
5. Dissolve*
6. Feeblemind
7. Insect Plague (T)
8. Magic Jar
9. Neutralize Poison
10. Plant Door (T)
11. Protection from Lightning
12. Telekinesis
13. Teleport
14. Transmute Rock to Mud
15. Wall of Stone

Sixth Level Elven Magic-User Spells

1. Anti-Animal Shell
2. Anti-Magic Shell
3. Cure Serious Wounds (T)
4. Geas*
5. Lower Water
6. Move Earth
7. Pass Plant (T)
8. Projected Image
9. Reincarnation
10. Stone to Flesh
11. Weather Control

Seventh Level Elven Magic-User Spells

1. Charm Plant
2. Create Normal Creatures
3. Dispel Evil (T)
4. Lore
5. Magic Door*
6. Mass Invisibility*
7. Rock
8. Teleport Object
9. Transport Through Plants (T)
10. Truesight (T)
11. Turn Wood

Eighth Level Elven Magic-User Spells

1. Creeping Doom (T)
2. Dance
3. Force Field
4. Mass Charm*
5. Metal to Wood (T)
6. Mind Barrier*
7. Permanence (T)
8. Polymorph Natural Object (T)
9. Symbol
10. Travel

Elf Magic Experience Table Spells by spell level

Level	XP	1	2	3	4	5	6	7	8	9
1	0	1	-	-	-	-	-	-	-	-
2	4,000	2	-	-	-	-	-	-	-	-
3	8,000	2	1	-	-	-	-	-	-	-
4	16,000	2	2	-	-	-	-	-	-	-
5	32,000	2	2	1	-	-	-	-	-	-
6	64,000	3	2	2	-	-	-	-	-	-
7	120,000	3	3	2	1	-	-	-	-	-
8	250,000	4	3	2	2	-	-	-	-	-
9	400,000	4	4	3	2	-	-	-	-	-
10	600,000	5	4	3	2	1	-	-	-	-
11	850,000	6	5	3	3	2	-	-	-	-
12	1,100,000	6	5	4	3	2	1	-	-	-
13	1,350,000	7	6	4	4	3	2	-	-	-
14	1,600,000	7	6	5	4	3	2	1	-	-
15	1,850,000	8	7	5	5	4	3	2	-	-
16	2,100,000	8	7	6	5	4	3	2	1	-
17	2,350,000	8	8	6	6	5	4	3	2	-
18	2,600,000	8	8	7	6	5	4	3	2	1
19	2,850,000	8	8	7	7	6	5	4	3	2
20	3,100,000	8	8	8	7	6	5	4	4	3

Ninth Level Elven Magic User Spells

1. Contingency
2. Gate* (T)
3. Heal (T)
4. Immunity
5. Maze
6. Shapechange
7. Summon Object
8. Sword
9. Timestop
10. Wish (T)

* Spells marked with an asterisk (*) may be reversed.

(T) These spells are only available to elves embarking on the Way of The Tree. No spell listed here that is not commonly available to human magic-users can be taught to non-elf magic-users.

New Elf Spell Descriptions

First Level Spell Descriptions

Analyze

Range: 0 (touch only)

Duration: 1 round

Effect: Analyzes magic on one item

An elf using this spell can handle one item and learn the enchantment on it. Helmets must be put on, swords held in hand, bracelets put on wrists, etc.

Any consequences of this action fall upon the elf, as usual, though he or she gets the usual saving throws. The elf has a chance of 15% plus 5% per magic-user level of determining one characteristic of the item, or of whether the item has no magic at all. The determination is not exact. Pluses on weapons can be characterized as many or few, charges can be estimated within 25% of the actual number, etc.

Ceremony

Range: Touch
Duration: Permanent
Effect: Consecration of one creature, item or area.

This is an all-purpose spell that an elf must perform as part of a process to take another elf through some part of his life. These ceremonies include:

Adopt: a ceremony which transfers an elf (and, on rare occasions, a human or other demi-human) from one clan to another. The elf performing the ceremony must be of at least equal level to the adoptee, or the Clanmaster of the receiving clan.

Anathematize: a ceremony that is performed when an elf has acted totally against all precepts of the elven way of life, and must now be banished. This ceremony can only be performed by the elf's Clanmaster and Treekeeper working together. The elf gains a "mark" that can only be seen by elven eyes and can only be removed by atoning for transgressions and being accepted back into the Clan through an adoption ceremony.

Consecrate: a ceremony that allows the elf to dedicate an area of ground to the growing of a Tree of Life, and dedicates certain implements for the purpose of caring for that tree. This ceremony can only be performed by a Treekeeper.

Induct: a ceremony which brings a young elf into full standing within a clan as an adult. This ceremony must be performed by an elf of higher level than the inductee.

Invest: a ceremony that is performed when an elf becomes a Treekeeper. This ceremony can either be performed by another Treekeeper or (in the absence of any Treekeepers) the Clanmaster and Clan Holder of the clan for whom the investee is about to become Treekeeper.

There are few outward signs of the effect of one of these spells. The recipients do not react to a *detect magic* spell, unless they have other attributes that so react.

Command Word

Range: 10'
Duration: 1 round
Effect: One creature

This spell allows the elf to utter a command of one word. The word must be in a language that the recipient is able to understand. The recipient obeys to the best of his or her ability as long as the command is clear and unequivocal. A command to "Die!" would make the recipient faint for a round, but there would be no other harmful effect (unless, of course, he was walking a high wire at the time). Typical command words include *halt*, *back*, *run*, *go*, *surrender*, etc.

Undead are not affected by *command word*. Creatures with an Intelligence of 13 or more and creatures with 6 or more hit dice or experience levels are entitled to a saving throw vs. Spells. Creatures who meet both qualifications do *not* get two saving throws.

Faerie Fire

Range: 60'
Duration: 1 round per level of character
Effect: Illuminates creatures or objects

This spell is identical to the Druid spell of the same name.

Fairie Lights

Range: 40' plus 10' per level
Duration: 2 rounds per level
Effect: illuminates an area

This spell creates from 1 to 4 lights which resemble either torches or lanterns and cast up to the same amount of light. The actual intensity of the light can be varied by the caster at any time he spends a round concentrating. The caster must create the lights where he can see them; he can then move the lights anywhere within his range, even if they pass out of his vision (such as around a corner). He cannot move them through solid objects.

This spell is frequently used by elves to mislead parties of humans who travel the elf forests at night.

Fellowship

Range: 0 (elf only)
Duration: 1 round per level
Effect: Increases charisma

This spell causes the elf to either gain a temporary increase of 2-8 points in charisma in the eyes of the target or a loss of 1-4 points if the target makes a saving throw versus magic. All those failing the saving throw are very impressed by the caster and desire greatly to be his friend and assist him in any way they can. Those who do not fail the saving throw are uneasy in the caster's presence and tend to find him or her irritating. This spell has no effect on creatures of animal intelligence or lower. It also has no effect on Charisma-based skills.

The use of this spell has probably saved more elf lives than the accuracy of their arrows.

Locate

Range: 0 (elf only)
Duration: 6 turns (1 hour)
Effect: Detects one animal or plant within 120'

This spell is identical to the druid spell of the same name.

Longstride

Range: 0 (touch)
Duration: 5-8 hours
Effect: Doubles normal movement speed

The *longstride* spell enables the elf or the other recipient of the spell to move at twice normal ground speed (walking) for $1d4 + 4$ hours without tiring or running normally for the same amount of time without tiring. However, after this the recipient must spend the same amount of time resting, as well as drinking plenty of liquids and eating heartily. If he does not rest, he loses 2-8 Constitution points (recovered by rest at the rate of $1d4$ days per point, and only recovers them after he has spent the time above resting and drinking and eating. Only bipedal humans and demi-humans are affected by this spell.

SECRETS OF THE ELVES

Precipitation

Range: 10' per level

Duration: 1 round per level

Effect: Creates light rain in 30' + 10' per level diameter

This spell takes all the water vapor in the area of effect and turns it into a light rain. Note that a low level elf is caught within the effect of his own spell.

Except when used by high level elves, the principal effect of this spell is to dampen clothing, film solid rock floors with water (making footing uncertain), water plants, and snuff out fires. The rain turns into obscuring fog of double its normal area when it hits fire magic (such as *wall of fire*). If the weather is below freezing, the rain turns into sleet (between 31 and 33 degrees F) or snow (30 degrees F and below).

Magical cold (such as *ice storm*) applied to the result of the *precipitation* turns it into ice.

Resist Cold

Range: 0'

Duration: 6 turns

Effect: All creatures within 30'

This spell is identical to the clerical spell of the same name.

Watcher

Range: 10'

Duration: 2-8 turns plus 1 turn per level

Effect: Plants or animals give warning

When the *watcher* spell is cast, the elf causes a specific plant or local animal to react to the presence of any living creature bigger than a rat, i.e. anything larger than about one-half cubic foot in volume or than about 3 pounds in weight. As soon as any living creature steps past the plant or animal, touches it, or otherwise disturbs it, the plant or animal emits a loud keening sound which can be clearly heard within a 60' radius (subtract 10' for interposing doors, 20' for thick walls). The sound lasts for 1 round, then subsides. Undead do not cause the spell to function, but invisible creatures do. Flying and levitating creatures attempting to

pass over the watcher within the radius are also discovered.

SECOND LEVEL SPELL DESCRIPTIONS

Detect Danger

Range: 5' per level of caster

Duration: One hour

Effect: Reveals Hazards

This spell is exactly the same as the first level druid spell of the same name.

Entangle

Range: 30'

Duration: 1 round per level

Effect: Controls ropes

This spell allows the elf to use any rope-like object of living or once-living material (roots, vines, leather ropes, plant-fibre ropes, etc.) to behave as he or she orders. About 50' of normal 1/2" diameter vine plus 5' per level of caster can be affected. The commands to be given under an *entangle* spell include: *coil* (form a neat stack), *coil and knot*, *loop*, *loop and knot*, *tie and knot*, and the reverses of all the above. The vine or rope must be within 1 foot of any object it is to coil around or tie up, so it must often be thrown at the target. The affected vine can be handled by the target as it would any other entangling object.

Know Alignment*

Range: 10'

Duration: 1 turn

Effect: Tells alignment of target

This spell enables the elf to exactly read the aura of a person — human, demihuman, or non-human. This reveals the alignment of a person. Up to 10 persons can be examined with this spell. The reverse of this spell makes another's *know alignment* spell react as if the target is the same alignment as the examiner for one turn.

Predict Weather

Range: 0 (elf only)

Duration: 12 hours

Effect: gives knowledge of coming weather

This spell is identical to the first Level druid spell of the same name.

Produce Fire

Range: 0 (elf only)

Duration: 2 turns per level

Effect: Creates fire in hand

This spell is identical to the second Level druid spell of the same name.

Purify Food and Water

Range: 10'

Duration: Permanent

Effect: Makes food and water safe to consume

This spell is much like the clerical first level spell of the same name, except that the food and water purified can only be in its natural state. If it has been prepared by cooking or preserving (other than simple air-drying), the elf spell will not affect it.

Resist Fire

Range: 30'

Duration: 2 turns

Effect: One living creature

This spell is identical to the second Level clerical spell of the same name.

Silence

Range: 0 (touch)

Duration: 12 turns

Effect: All movement is silenced

This elf version of the second Level clerical spell is specific to one target at a time, and is usually used to enhance the elven movement through the woods. It is rarely used offensively because of its reduced range, but the same constraints are on it as are found on the clerical spell.

Warp Wood

Range: 240'

Duration: Permanent

Effect: Causes wooden weapons to bend

This spell is identical to the second Level Druid spell of the same name.

Third Level Spell Descriptions**Call Lightning**

Range: 360'
Duration: 1 turn per level of caster
Effect: Calls lightning bolts from storm

This spell is identical to the third Level Druid spell of the same name.

Cure Disease

Range: 0 (touch)
Duration: Permanent
Effect: One living creature

Except for the shortened range, this spell is identical to the third level Clerical spell of the same name.

Cure Light Wounds

Range: Touch
Duration: Permanent
Effect: Any one living creature

This spell is identical to the 1st level Cleric spell of the same name, except that it does not cure paralysis (which elves don't need).

Heat Metal

Range: 30'
Duration: 7 rounds
Effect: Warms one metal object

This spell is identical to the second level druid spell of the same name.

Hold Animal*

Range: 180'
Duration: 1 turn per level of caster
Effect: Paralyzes several animals

This spell is identical to the third level druid spell of the same name.

Obscure

Range: 0 (Druid only)
Duration: 1 level per turn of caster
Effect: Creates huge misty cloud

This spell is identical to the second level druid spell of the same name.

Protection from Poison

Range: Touch
Duration: One turn per level of caster
Effect: Gives one creature immunity to all poison

This spell is identical to the third level Druid spell of the same name.

Speak with Animals

Range: 0 (Elf only)
Duration: 6 turns
Effect: Allows conversation within 60'

This spell is identical to the second level cleric spell of the same name.

Fourth Level Spell Descriptions**Enchanted Weapon**

Range: Touch
Duration: 5 rounds per level
Effect: Makes a weapon temporarily magical

A weapon of any kind that this spell is cast on becomes magical for the duration of the spell. It has no bonuses to hit or for damage, but it can be used against lycanthropes, various undead, gargoyles, some non-corporeal creatures, and other creatures who are invulnerable to normal weapons.

This is a very popular spell among fighting elves.

Fear

Range: 0
Duration: Instantaneous
Effect: Causes targets to run away in fear

This spell is identical to the effects of the *Wand of Fear* magic item, but the saving throw is versus Magic, not Wands.

Growth of Animals

Range: 120'
Duration: 12 turns
Effect: Doubles the size of one animal

This spell is identical to the third level cleric spell of the same name.

Summon Animals

Range: 360'
Duration: 3 turns
Effect: Calls and befriends normal animals

This spell is identical to the fourth level druid spell of the same name. Elves never use it while hunting normal food animals, though they do use it to get information about monsters that crawl out of the bad magic sites. Most elves don't even know that abuse of this spell (such as slaying the summoned animals) gains them the *Curse of Ilsundal*: no druid-derived spell will work for them again.

Fifth Level Spell Descriptions**Control Temperature 10' Radius**

Range: 0 (Elf only)
Duration: 1 turn per level of caster
Effect: cools or warms air within 10'

This spell is identical to the fourth level druid spell of the same name

Control Winds

Range: 10' radius per level of caster
Duration: 1 turn per level of caster
Effect: Calms or increases winds

This spell is identical to the fifth level druid spell of the same name.

Insect Plague

Range: 480'
Duration: 1 day
Effect: Creates a swarm of 30' radius

This spell is almost identical to the fifth level cleric spell of the same name except that it only works in Alfheim or a similarly elf-intensive and elf-made environment.

Neutralize Poison

Range: Touch
Duration: Permanent
Effect: A creature is depoisoned

This spell is almost identical to the fourth level cleric spell, but it only works on creatures or plants with poison and on victims of animal or vegetable poisoning.

SECRETS OF THE ELVES

Plant Door

Range: 0 (Elf only)

Duration: 1 turn per level of caster

Effect: Opens a path through growth.

This spell is identical to the fourth level druid spell of the same name.

Protection from Lightning

Range: Touch

Duration: 1 turn per level of caster

Effect: Protects against electrical attack

This spell is identical to the fourth level druid spell of the same name.

Transmute Rock to Mud

Range: 160'

Duration: Permanent

Effect: Turns hard rock to soft mud

This spell turns natural rock of any kind into an equal volume of mud. The most that can be transmuted is a cube of 20' on a side per level. The depth of the mud can never exceed one-half its length and breadth.

Once the spell is cast, the resulting mud acts like normal mud in all situations.

Sixth Level Spell Descriptions

Anti-Animal Shell

Range: 0 (elf only)

Duration: 1 turn per level of caster

Effect: Personal barrier which blocks animals

This spell is identical to the sixth level druid spell of the same name.

Cure Serious Wounds

Range: Touch

Duration: Permanent

Effect: Any one living creature

This spell is identical to the fourth level cleric spell of the same name.

Pass Plant

Range: 0 (elf only)

Duration: 1 turn per level of caster

Effect: Short-range teleportation

This spell is identical to the fifth level druid spell of the same name.

Stone to Flesh

Range: 120'

Duration: Permanent

Effect: One creature

This spell is identical to the sixth level magic-user spell, but it is not reversible.

Seventh Level Spell Descriptions

Dispel Evil

Range: 30'

Duration 1 turn

Effect: enchanted or undead monsters or one curse or charm

This spell is identical to the fifth level cleric spell of the same name, but it only works against enchanted or undead elves.

Rock

Range: 0 (elf only)

Duration: 2 turns per level of caster

Effect: Allows caster to turn to stone

This spell is almost identical to the magic-user spell statue, but the caster turns into a rock similar to those in the area, not a statue of himself.

Transport Through Plants

Range: Infinite

Duration: Instantaneous

Effect: Long-range teleport

This spell is identical to the sixth level druid spell of the same name.

Truesight

Range: 0 (elf only)

Duration: 1 turn + 1 round per level of caster

Effect: Reveals all things

This spell is identical to the fifth level clerical spell of the same name.

Turn Wood

Range: 30'

Duration: 1 turn per level of caster

Effect: Pushes all wooden items away

This spell is identical to the sixth level druid spell of the same name.

Eighth Level Spell Descriptions

Creeping Doom

Range: 120'

Duration: 1 round per level of caster

Effect: Creates a 20' by 20' insect horde

This spell is identical to the seventh level druid spell of the same name.

Metal to Wood

Range: 120'

Duration: Permanent

Effect: Changes metal into dead wood

This spell is identical to the seventh level druid spell of the same name.

Polymorph Natural Object

Range: 240'

Duration: Permanent

Effect: Changes form of one natural object or creature

This spell is like the eighth Level magic-user spell except the object must be made of wood or flesh or natural minerals. Metal alloys (bronze, brass, steel, etc.) will not be affected. Also, objects cannot be polymorphed from one "kingdom" (see original spell description) to another.

Weather Control

Range: 0 (elf only)

Duration: Concentration

Effect: All weather within 720'

This spell is identical to the seventh level druid spell of the same name.

Ninth Level Spell Descriptions

Sword

Range: 30'

Duration: 6 rounds + 1 per level of caster

Effect: Creates sword of force

This spell allows the elf to create a shimmering sword-like blade of force. The elf is able to wield this weapon as if he or she were holding it. An elf cannot both fight with this sword and fight with other weapons, but it will just hang in space if the elf must neglect it for a few rounds to handle something else. It has no bonuses, but can hit any sort of opponent, even those normally struck only by +3 weapons. It hits any armor class on a roll of 19 or 20. It inflicts 4-24 points of damage and lasts until the spell duration expires, a successful *dispel magic* is cast on it, or the caster no longer wants it.

This sword can be used for any special maneuvers, just as a normal sword can.

ELVEN USE-NAMES

One interesting elven magical practice, apparent only among the elves of the Red Arrow and Long Runner clans, is the use of use-names instead of regular clan names in all their dealings with anyone outside the minimum family group. Frequently, an elf of one of these clans will go through an elaborate *ceremony*, using the appropriate spell, to change his clan name.

The ceremony gives the elf immunity against magical and clerical *charm* and *hold* spells. So long as the attacker does not know the real name of the elf he opposes, the elf is immune to *charms* and *holds*. Unfortunately, if the elf's real name is known, the same ceremony that gives the elf immunity removes the saving throw against the same spells. And, unfortunately, anyone using a successful *ESP* spell on an elf and asking the right questions (to bring the real name to the front of his mind) can learn his true name (the elf may attempt an Intelligence Ability Check to prevent this during a mind probe).

This is why only certain tribes among the elves use these naming conventions. Most elves trust to their normally good magical resistance rather than risk having no resistance at all.

ELVEN MAGICAL ITEMS

The Tree of Life

Most elven clans have a "Relic" called the Tree of Life. Elven life is built around this tree. Among other things, it is the source of many of the unique magics of the elves.

Like other demi-human relics, each Tree of Life has a Keeper with 2-8 acolytes. The Keeper is given a Domination power which allows him to give unquestioned orders to any clan member except the Clanmaster. The Keeper also communicates with the Tree by using *ESP* spells.

The Tree has an ongoing aura with a *Turn Undead* power similar to that of a fifth level cleric. This aura normally has a 360' radius, but is diminished by 5' every time one of the spell-like abilities described below is used. Once the aura is reduced to a 0 radius, the powers cannot be used until the aura radius is recovered at a rate of 1-5' per day.

The Keeper can also have a Tree of Life use five spell-like abilities: *cure blindness*, *cure disease*, *neutralize poison*, *cure serious wounds*, and *identify magic item*.

The tree can also be used in rituals to create many magical objects. Creation of the *elven lightboat* and the *oil of sunlight* is described in the Dungeon Master's Companion rules. Other items that can be created include:

Elven boots: These boots are soled with the treated bark of the Tree of Life.

Elven cloaks: These cloaks are made from the other leaves of the Tree of Life (not the ones used for making *oil of sunlight*). They are pulped, drawn into fibre, and woven into cloaks.

Healing potion: Distilled from the sap of the Tree of Life.

Magical bows and arrows: The wood of a Tree of Life can be used for making Magical bows and arrows.

Elven Longswords: Very small quantities of the sap of the Tree of Life are used in the tempering oakwood into magical elven longswords.

All of these magical items take a long time to manufacture. The need for the item must first be established, then the Tree must be prepared with extensive cer-

emonies to give up a part of itself for the item. Strangely enough, it takes less time to gain the wood for bows and arrows than it does for any of the other objects.

The Tree of Life is intelligent, like a treant, but normally immobile. Keepers also know a ritual that will allow a Tree of Life to move, but the ritual is dangerous to the Tree (75% chance the spell works minus 5% for every level of the Treekeeper's below 20, otherwise the Tree dies) and the Tree's movement is laborious. It can travel no more than a mile a day.

Origins

The original Tree of Life was created by the Immortal Ilsundal shortly after he became an Immortal of the Sphere of Energy. The Tree is, in fact, an Avatar of Ilsundal. The First Tree is still alive in the Sylvan Realm (see CM7).

Since the emigration of Mealden Starwatcher from the Sylvan Realm, there have been 10 equal Trees of Life. Each is an avatar of Ilsundal. Each of the major clans of Alfheim has one of these Trees of Life except Clan Feadiel, which has a daughter of the original Tree of Life. All other Trees of Life in and outside of Alfheim are "daughter" trees, dependent upon the existence of their "mothers." Should a mother tree die, all the daughters wither too.

An elven clan cannot take root in a location without a Tree of Life (true only for Alfheim elves). When a clan has grown too big for its immediate area, or must move for some other reason, a living branch is taken from the old Tree of Life to move with the clan. Some of the clan members stay to guard the original tree until the move is completed (often many years).

When the emigrating clan finds an area which looks appropriate for the elven way of life, the Treekeeper finds an oak tree and grafts the Tree of Life branch onto the oak. In a matter of months, the Tree of Life effectively remakes the oak into another Tree of Life. However, the new Tree of Life gains none of its magical powers and attributes for about five years. That's the critical period for any at-

SECRETS OF THE ELVES

tempt at an elven settlement, and the time when most such attempts have failed.

A Tree of Life grown in this way is spiritually dependent on the tree its branch was taken from. If the old tree withers and dies, so does the new one.

To remove this dependency, a Treekeeper performs an "adoption" ceremony that takes over a century to prepare. The newer tree becomes independent of the old tree and effectively becomes the proper home of the avatar of Ilsundal. The other daughter trees of the old tree are now the daughters of this new tree. Of course this ceremony has to be performed with the approval of all the daughter trees of the original tree. Though the ceremony has been devised, it has never had to be performed in the known history of the elves of Alfheim.

This dependence continues through every tree generation. Thus, if Grandmother Tree is stricken, then Mother Tree is also stricken, and Baby Tree is likewise affected. Considering the wanderings the elves have done over the centuries, finding the source of a Tree of Life's illness can be an incredible quest (See *Tree of Life CM7*).

All subsidiary Trees have the same powers as their ancestors. No two Trees can exist within 50 miles of one another without both sickening. In game terms, they cannot regain their magical abilities after they've been used and soon lose their immortality and normal invulnerability to plant diseases. Elf sages think that they take too much out of the basic magical essence of the world when too close together (See *Principality of Glantri Gazetteer* for further discussions of the world's inherent magical properties).

THE HORSES OF ALFHEIM

The mystery of the origin of elven cavalry's forest-dwelling ponies has puzzled human scholars for centuries. The animals were not with the elves during their wanderings. They appeared after the elves had settled in Alfheim and the forest had grown.

Knowledgeable horse breeders point to

the original state of the Alfheim region, a series of wasteland steppes, and suggest that the horses are cleverly bred steppes ponies such as those found in Ethengar. Indeed, the little animals have many traits in common with those ponies. However, there is something more to these horses than clever breeding tricks. Something that no one knows but the elves.

THE SECRET VISITORS

Shortly after the forest of Alfheim had grown and the elves had knocked back the first of hundreds of years of invasions. King Mealden was contacted by a small group of unicorns. These normally shy and solitary creatures offered their help in guarding the forest in exchange for sanctuary and the elven promise not to hunt them. The elves agreed readily.

At that time, the elves were using the descendants of the original steppes ponies for their riding animals, along with horses they had acquired in other realms. However, none of these horses were comfortable in the woods. Reproduction rates slowed and it began to look as if the elves would need to constantly import horses.

The unicorns contacted chevalls within the elven horse herds. Originally from Karameikos, these were-centaurs made sure these demi-humans were treating their mounts correctly. Together they devised a breeding program that would mix horse, chevall and unicorn.

Eventually, the elven horse was born, a short-legged, quick pony with uncanny intelligence and the ability to fight on its own if need be. Their intelligence and speed make them the match for any armored warhorse, as they have proved in hundreds of battles.

Mixing with any other breed of horse decreases the intelligence and increases the size of the offspring. No true elven horse is allowed out of Alfheim (even under a well-connected adventurer) unless it goes with the army. In fact, the beasts share a semi-telepathic link with elves and cannot be separated long from their friends without going insane.

There are, however, elven horses which

are born too close to normal horses. They are telepathically blind and less intelligent. These lesser ponies are sold out of the forest (as "authentic elven ponies") to keep the bloodlines pure and to give them a lifestyle more suited to them.

OF ELVES AND THE FOREST

It is common knowledge that the beasts of the forest around an elven stronghold warn the Clan Holder of any incursions by outsiders. All normal animals within 5 miles of the stronghold are friendly with the elves dwelling there. They warn of strangers, carry messages, etc. In return the animals expect help and protection from the elves.

Many sages question this common knowledge. The elves are also avowed hunters. Why should the beasts they hunt be so eager to help them?

In fact, when an elf builds a stronghold in a formerly wild area, he brings a certain stability to the animal population. Elves hunt for two reasons; the need for food and the thrill of the hunt. In addition, the elves are the ultimate conservators. Therefore, the elves work to nurture the young and healthy animals and to eliminate the old, diseased and superfluous; neither the young mother nor her cub has anything to fear from an elf.

Only a certain number of male animals or older females are taken (and even these are spared if they give good sport). The elves spend as much time observing the animals as hunting them, so they know which ones they should eliminate and which to preserve. Elves sometimes organize elaborate hunts purely for the purpose of spying on the local animals and keeping track of their condition.

In short, the elves act as herdsmen for the entire forest, protecting the helpless and hunting only those capable of taking care of themselves and any unnatural monsters lurking around. Many a crusty male animal has spent years evading the elves, finally to be tracked down in a spectacular hunt the elves spend centuries singing and dancing about. These performances are as much in praise of the quarry as the hunter.

The result of this policy is that after 1,500 years of elven hunting and a slowly-growing elven population, Alfheim has more game animals now than when it began as a forest. Moreover, the strongest and craftiest of the animals are the ones who have survived the longest and bred the most progeny, making the hunting in Alfheim far more rewarding in thrills for the hunter than that in other forests.

Another result of the policy is that elves have learned to savor the tough and stringy meat of old animals — a taste the veal-loving outer world cannot understand.

Half Elves

The half elf is a figure of legend throughout the known world. These fabled creatures are thought to have all the benefits of both elf and man, with none of the problems.

These legends are fueled by the feats of some heroes who seem to have a man's ability with weaponry or magic, yet look like elves, and with some elves who look more like men, yet can mix fighting and magic with the aplomb of the elf.

In truth, there is really no such thing as a half elf.

Occasionally, there are elf-human matings. Apparently the two races are sufficiently similar to be interfertile. However, the product of such unions are either elves or men, though their outward appearances sometimes fool watchers.

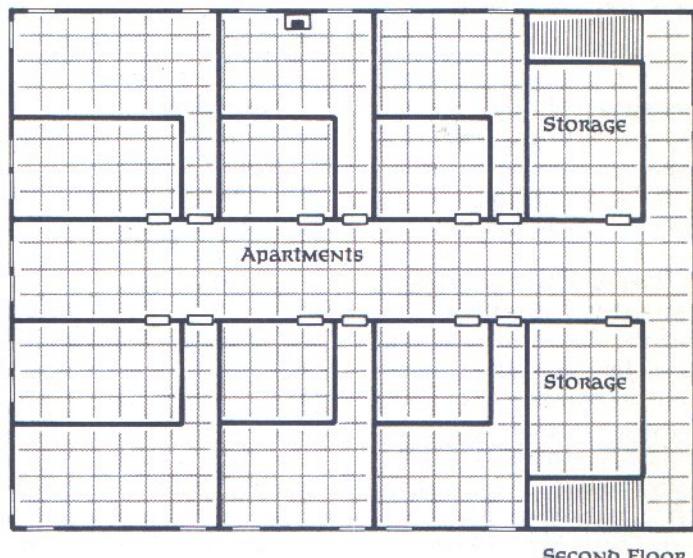
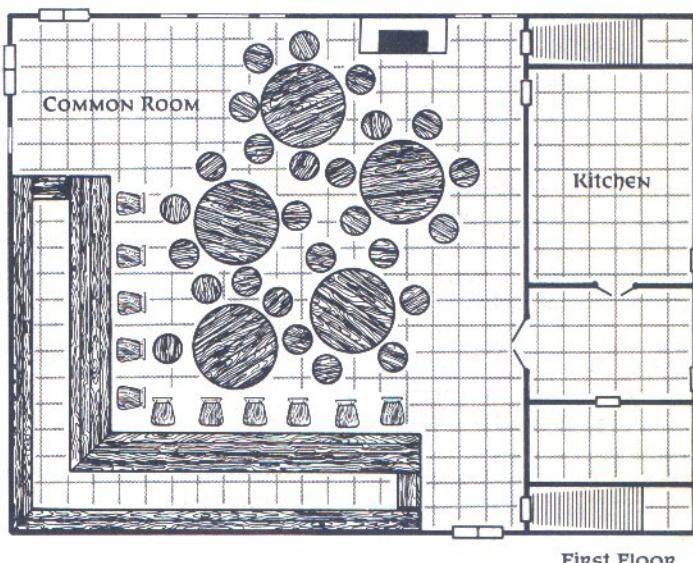
As far as can be told, the elven traits are inherited through the female line. The product of a union between human female and male elf is always human. Moreover, the male children are always stillborn.

When female elf mates with male human, the male children are always elves, the female children always human.

Of course, all of these female "human" children have the potential for growing up to bear elf children of either sex.

TYPICAL TAVERN

Scale: ONE SQUARE EQUALS 5 FEET.



CAMPAINING IN ALFHEIM

In this section we talk about running a campaign involving Alfheim, both for characters created there and for those who wander into the elven forests.

Alfheim Character Backgrounds

The effort that you and your players put into developing character backgrounds will pay off in the form of rich and involved roleplay. After a player has determined the character's rolled statistics, his name, clan and personality quirks, your job is to work with the player to fit the new PC elf in with the rest of the characters and with the general plot line of your campaign.

Why do this? Because it develops solid ground work for roleplay. The more the player knows about what the character knows and has experienced before the player started running his or her life, the more the player will be able to get into the character — think of what the character would do or say in a given situation, rather than what the game rules define as the best action. Even campaigns that are mostly combat and dungeon crawling (or "Slash for Cash") change as motivated characters replace mere statistics with names.

Get Player Input

First, ask the player to devise a background for his character based on what he or she knows about Alfheim, warning that you may have to change things to fit the storyline you are working on. Let the player work up the names of parents and clan mates and his relationships with them.

Check the final product for abuses. A player who says that "My father is the Clanmaster of the Red Arrow clan and has taught me all he knows about Military Tactics," is none-too-subtle way of asking for extra ability in that skill. Inform the character that his father has taught him as much as his strenuous load of duties will allow. Therefore, he has the equivalent of a basic Military Tactics skill. Depending on the campaign, you might also want to

inform the player that his father is not the Clanmaster, but a secondary leader.

With final player input in hand, it's time to round out the background.

Clan Rivalries

It is possible, especially if all the characters are elves, that two players have chosen incompatible clans, such as the isolationist Long Runners and the progressive Chossums. This can lead to player characters being at each other's throats at all times, especially if the party as a whole is involved with political adventures that can turn all of Alfheim in either direction.

If this just results in trading insults between the characters, there's no real problem. If the conflict looks like it will boil over into outright warfare between the two characters, it's time to take the players aside and discuss the situation. Remind them that it is just a game, and everyone will be happier they work together.

There is no reason that an elf has to follow the attitudes of his clan in all things. Being exceptional elves already, surely the PCs can each see the justice of the other elf's viewpoint and work toward party unity.

In such a situation, it is also a good idea to have an acknowledged leader who is not allied to one of the extremist groups. If the dominant players of the party (who always end up being the leaders, no matter what characters have the high Charisms or social position) are the antagonistic elves, then your group leader may need to be an NPC under your control who can stomp on the hotheads when necessary to keep the campaign flowing smoothly.

Smoothing the Rivalries

The afore-mentioned conflicts within a party probably surface early in a campaign, and the remedies suggested can tone them down until you get the chance to unify the party directly.

The best way to accomplish this goal is to make them need one another. Throw the antagonistic elves into situations

where they must rely on one another. If they don't, they die and the players can roll up some less fractious elves for their new characters.

Family and Friends

Once the elf's clan is decided, you need to make notes on his immediate family (which can be all the residents of an entire holding) and friends. If the player has not done this for you, name some relatives and friends and detail their relationship with the character, their interests and skills.

These friends and relations are useful in many ways.

Friendly Aid. Sometimes an old friend has a skill that no one in the party does, or an uncle might be high in the government, or a cousin have a ready ear and the ability to catch conversations in circles the player elves cannot enter.

Such people can be used to provide clues frequently, and help the characters out of scrapes infrequently. Characters should get out of their own messes whenever possible, but DMs should utilize any means possible to give clues to help move characters in the direction needed for the adventure.

Towards this end, make sure that the friends and relations are much better at gathering information than general adventuring.

A Friend in Need. Friends and relations can also be the source for adventure, as they get caught up in plots and misdeeds and need to be pulled out of whatever mess they (or, actually, the DM) have gotten themselves into. Players will respond to these situations quickly, if not used too often.

Particularly useful is the ploy of having the friend or relative provide information to the character elves, then get into trouble because of it and need to be bailed out.

Avenge a Friend. And sometimes, the help for the friend comes too late. *The nefarious shadowelf conspirators have poisoned his bark tea and poor Galindel is dead.* This shouldn't be done more than once or twice a campaign, particu-

larly towards the end of a storyline, when it can be a strong motivator towards a story's climax.

PC FRIENDS AND RELATIVES

One way to build party unity is to relate the player-characters to one another from their pre-campaign days. If they are all from the same clan, they are all probably playmates, since the population of elf children at any one time is very small (There are about 900 elf children (ages 1-20) in any one clan at any time). They have all probably hunted together and served in the army together.

Even elves from different clans have plenty of opportunity to have met and associated. Young elves are taken on trips to acquaint them with all parts of the forest, especially the various good and twisted magic areas. Since each visit happens at a specific age for every elf, all the elves of that age (about 300) in Alfheim are gathered together for the trip.

Finally, only 1 in 100 elves in Alfheim has any interest at all in adventuring. This is generally recognized early and those elves tend to associate with each other, frequently crossing clan lines to do so.

Why all this elaborate justification for previous association? So that elves pre-established as friends have even more reason not to squabble while acting as party members.

AGE

Determine the ages of the adventurer elves. This should be somewhere between 25 and 100, the age when an elf determines that he really wants to adventure. Older elves are already set in their ways, and unlikely to follow the Wandering Path. Until they hit 100, an elf can become a Wanderer any time. Even Wanderers can have the elven inclination to postpone major decisions until tomorrow, which explains why some wait so long before finding the Wandering Path.

Major differences in age should be no real problem, except for the greater difficulty in establishing associations outside of clans.

The elven age of 25 is rather like 16 in humans, and the elven age of 100 is like 25.

A CHOICE OF CAMPAIGNS

Now that we have the participants established, we can determine what sort of campaign can be run in Alfheim.

GROWING UP IN ALFHEIM

Each player creates a brand new elf character according to the Player Pull-Outs and the suggestions given above. The characters get to confront everyday life in Alfheim, learning the secrets of the forest as they spend time as members of the various Guards, go to buy equipment in Alfheim Town, hunt strange beasts in the forest, etc.

This campaign immerses the players in the Alfheim culture. Everyone is an elf, and they can share standard elf attitudes about humans and other short-livers and do everything from an essentially selfish elven aspect. Start this campaign with hunts, monster fights, and chance encounters, then develop into high intrigue amongst the movers and shakers of the forest as the player characters begin to realize the extent of the Shadowelf infiltration of Alfheim society!

The campaign can evolve into setting up clan holdings and meshing the characters into the life of Alfheim, or sending them off to adventure because of the taste for adventure they've gotten in their own home forest.

COMING HOME

This campaign is for players who already have elf characters who can fit into the Alfheim campaign. They should pick a home clan for the character and "come home" either for a visit or to finally settle down and become a Holder.

This campaign runs much like the "Growing Up" campaign, and can actually be meshed with it, with some new and some experienced elf characters. The role playing in this campaign occurs as the adventurer elf acclimates himself to the old forest, and the clan acclimates it-

self to the new elf.

Returning adventurers can have a number of motivations. They may want to recruit some clan members to set up a new Holding outside — and must get a Treekeeper's apprentice and a potential Clanmaster, arrange for a branch of the Tree of Life, and generally set things up for the colonization attempt.

The actual attempt can involve battling indigenous forces, establishing himself, and generally establishing the elven equivalent of a Dominion (see D&D® Companion Rules and the "Elven Society" section of this book).

If the returning adventurer just wants to become part of the Alfheim life, he can start finding traces of something strange — something very strange to someone with his foreign-affected perceptions but very natural to the usual inhabitants of Alfheim, strange enough to motivate the character to explore further. See examples in the "Adventures" section.

YOU WOULDN'T WANT TO LIVE THERE

Of course, Alfheim can just serve as a place to be from. Your players can create Alfheim characters and then adventure somewhere else entirely, secure in the knowledge that they know their roots.

You can even use the Shadowelf infiltration plotline established here as a basis for adventures elsewhere. The plots of the Broken Lands Shadowelves extend much further than the borders of Alfheim — that's why Carilisan was placed in the Chossum clan. Shadowelf influence extends throughout the continent, and traces of it can be found in Karameikos among the Calarii, in Glantri amongst both the Erewan and the Belcadiz elves, and in non-elven communities elsewhere.

For instance an adventuring party in Ethengar might find a crew of bandits using *elven long swords!* How did they get them? The Chossum's say that a trading caravan was robbed in that area, but who authorized the shipping of the swords in the first place? Could it be General Gilfronden? Why would the general ship

CAMPAINING IN ALFHEIM

long swords out of Alfheim?

This sort of thing is just the thing to bring characters established in another country back to Alfheim to solve the mystery.

Just Visiting

Non-elf characters can play in Alfheim, too. The land could be a stopping-off place for a brief adventure before continuing on to other things, but there is always room for one more non-elf to settle in Alfheim.

The elves are always looking for non-elf mercenaries to handle some of the tougher monster-fighting — and they pay well for the assistance. High level fighters can always find work training 10th level elves to improve their fighting.

Magic-users are welcomed in some areas, and the magic points make some kinds of research very easy. High level magic is always welcome, since so few elves manage to get to those rarefied levels, and certain high level spells are denied to even the elven Treekeepers.

Clerics and thieves are less welcomed, though the elves find places for them in the community of Alfheim Town. The elves don't mind clerics who do not attempt to promote their human faith among the elves. Unlike most of the world, the elves still remember the technology-worshipping clerics of Blackmoor, and do not trust proselytizing clerics.

The elves just treat most thieves as adventurers. As long as a thief acts like an

adventurer, robbing only those whom the elves don't mind seeing robbed, they are tolerated.

However, the elves have no more love for those who rob and steal from citizens of their nation and town than humans do. See Crime and Punishment in the Elven Society section. The elves are far less lenient with human thieves than they are with elves who make a mistake in judgement.

Master Level Games

The previous suggestions deal with Basic through Companion level games. But what of the Master level of play? We provide one adventure idea for characters of that level, but what of the basic goal of a Master class player? How should an Alfheim Elf attain Immortality?

Elf Paragons

The Paragon was once the usual Alfheim path of choice. Both Ilsundal and Mealiden followed that path, creating, respectively, the Sylvan Realm and the Tree of Life (for Ilsundal) and Alfheim and the Egg of the Phoenix (for Mealiden) as part of their ascension to Immortality. They were also each fortunate in that it was easy for each of them to defeat all magic-users within 1,000 miles because there were far fewer magic-users at the time.

The opportunity for an elf to attain this route now is not great. The world is too full of wizards who are much more powerful than the common elf, though the Treekeeper wizards and those taught by

them do have a better chance. Elven Paragons have a lot of time to plan and accomplish Immortality — and any elf interested in Immortality has the will power to offset the usual elven sloth.

The Elven Hero

The Epic Hero is the other elven path of choice. In many ways it suits them better than the Paragon, but it is not the way of Ilsundal and Mealiden, so it is not as favored. However, other elves who are not of Alfheim have followed this path with at least as much success as human thieves.

The Dynast

While the Dynast is probably the easiest route for elves to follow, it has very little favor in Alfheim. Some sages claim that Ilsundal and Mealiden were following both the route of the Paragon and the Dynast in their careers, but it is in their roles as Paragons that they are emulated.

Many high level elves are considering this path in these days of entirely too many human wizards of high power. King Doriath, in fact, is said to be actively following this path, and still searches for a time travel device that will allow him to aid his descendants. If his acknowledged heir gives him a grandchild, it is thought that he might retire from the monarchy of Alfheim and seek to establish a new elven kingdom in Norwold.

FOREST DENIZENS

Any series of adventures in Alfheim is going to result in characters wandering through the forest. The elves purposefully keep Alfheim as wild as possible. Game animals, a category including many monsters, abound because they are carefully managed by the foresters. Travelers in the forests of Alfheim can run into many different sorts of monsters.

Monsters are considered game animals by the elves. To the hunt-loving elves, the creatures that come from the Broken Lands or Bad Magic points are fair game — so long as the death of game animals will not imperil the total population.

RANDOM ENCOUNTERS

If you wish to determine random encounters in Alfheim forest, use the appropriate-to-the-party-level Forest Encounter Table out of either the D&D® Expert or Companion game rules. Anything on those tables can be found somewhere in Alfheim.

Certain creatures on these tables need further discussion in the context of Alfheim. The main consideration is that everywhere you find *men*, read *elf*, and vice versa.

MONSTER NOTES

Animals. *Herd Animals* are usually deer (from small mule deer to elk), elf horses, or even a solitary moose.

Dragons. Most dragons are passing through, having come from the mountains to hunt. Others come from the Dracontree Bad Magic Point. The dragons can be any size, small to huge.

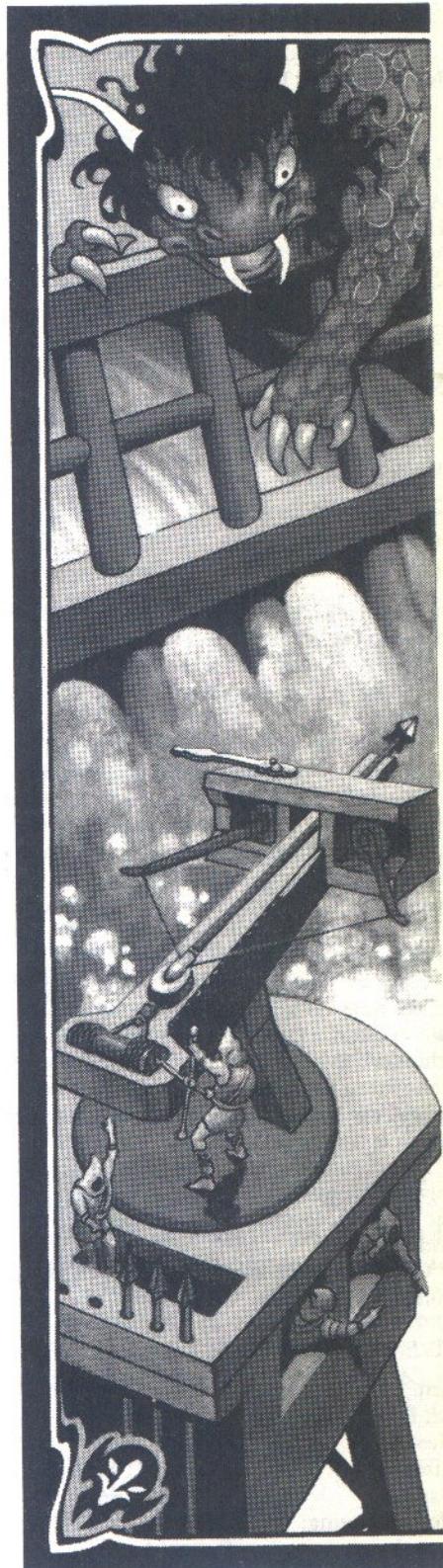
Elves (Men). There are a number of possible elf encounters. Among them are: A *Clanmaster* is on his way to a meeting with other clan leaders. He'll have 2-20 other elves with him of level 3-6. See *Clanmaster* descriptions in "Personalities." The *Forestguard* is the official patrol of the forest. Be prepared to have all necessary licenses ready for examination. *Foresters*, check on the state of the forest, and usually report to Durifern Widefarer. They have little interest in others in the forest unless they are harming trees. *Gatherers* are out picking nuts and other

vegetative matter for the daily meals. *Hunters* are looking for fun, (and meat for dinner). *Metamorphs* are a strange breed of shapeshifters (see the D&D® Master rule books) who have several small settlements in Alfheim. They are friendly to elves, but avoid humans. In Alfheim they are treated like unaffiliated clans. An *NPC Party* is another adventurer group. They may have a similar purpose to the PCs, or they may not. The *Shadowelves*, on the other hand, are definitely enemies. Even if the party has set up a special deal with one of the *Conspirators* (see "The Plot"), these shadowelves don't know about that and don't care. They are to stay hidden until the day of revenge, attempting to pass themselves off as elves, but often have a hard time doing so. A *Trekeeper* is either on his or her way to a meeting of the *Keepers* or on a research expedition, perhaps to one of the Good Magic Points. All honor should be paid to a *Trekeeper* or the party of elves with the *Trekeeper* (similar to that with a *Clanmaster*) will be very upset and, at the least, report boorish behavior to other authorities. An *Unaffiliated Clan* is a small clan of elves not affiliated with the Seven Clans. Usually they are grudgingly hospitable to other elves, but do not want any real contact. They are as likely as not to shoot at humans and other non-humans.

One or two of these clans are actually quite friendly, but good luck finding them.

Fliers. *Pixies* and *Sprites* can be found everywhere in Alfheim. They frequently serve as mascots at holdings. The elves have a great deal of affection for their "little brothers," and tolerate no aggravation of them.

Unusual. The *basilisk*, the *gorgon* and most of the lycanthropes and most of the other creatures on this list do not belong in the forest. Most of them have escaped from a Bad Magic Point. They are fair game for any party.



MONSTERS

THE CHEVALL

Chevalls were first described in B10, *Night's Dark Terror*.

	Horse Form	Centaur Form
Armor Class:	2	4
Hit Dice:	7*	7*
Move:	270' (90')	180' (60')
Attacks:	2 hooves/ 1 bite	2 hooves/ 1 weapon
Damage:	1d6/1d6/1d8	1d6/1d6/ by weapon
No.		
Appearing:	0(1-3)	0 (1-3)
Save As:	Fighter 7	Fighter 7
Morale:	11	9
Treasure Type:	C	
Alignment:	Neutral	Neutral
XP Value:	850	850

A chevall is a creature which can change at will between two forms: an intelligent horse and a powerful centaur. In either form, a chevall may only be hit with silver or magical weapons.

Chevalls concern themselves with striving for the good of all horses. They often go about in horse form, checking on the welfare of horses in the service of humans, demihumans, and humanoids. If a chevall finds a horse which is unhappy with its lot because of maltreatment or neglect, it will not rest until it has freed the animal. Chevalls hate wolves, and are the blood foes of were-wolves.

Dogs are wary of the scent of chevalls, but horses have no fear of them. In either form, chevalls can communicate with horses in a whinneying language and can command all horses to do their bidding. Once per day, a chevall can magically summon 1d3 war horses which appear in 1d4 rounds.

In centaur form, chevalls usually arm themselves with wooden clubs or short bows and can speak the local language of humans, elves, and centaurs.

Chevalls helped create the unique elven war horses of Alfheim.

ELVEN WAR HORSE

Armor Class:	7
Hit Dice:	3
Move:	150' (50')
Attacks:	2 hooves/1 bite
Damage:	1d6/1d6/1d6
No. Appearing:	0 (5-60)
Save As:	Fighter 4

Morale:	10
Treasure Type:	Nil
Alignment:	Neutral
XP Value:	50

The creation of Elven War Horses is described in the "Elven Secrets" section. They are not really intelligent in the way that people are, but their intelligence far exceeds normal horses and mules (comparable to a dolphin). They can talk to any horse or mule and share an empathic link with the elves, particularly those who ride them often.

SHADOWELVES

Armor Class:	3
Hit Dice:	1+ (varies)*
Move:	120' (40')
Attacks:	1
Damage:	by weapon
No. Appearing:	1-8 (2-40)
Save As:	Elf of same level
Morale:	6-8
Treasure Type:	(V)H
Alignment:	Chaos
XP Value:	13 and up

Shadowelves appear much like elves, have the same progression as magic-user and fighter and most of the same limitations as normal elves. They differ in their *infravision*. Because of their long experience underground, Shadowelf *infravision* has a range of 90'.

WYRD

The Wyrd originally appeared in AC9, *Creature Catalogue*.

	Normal	Greater
Armor Class:	4	0
Hit Dice:	4*	8***
Move:	120'(40')	120'(40')
Attacks:	2 glowing spheres	2 spheres + special
Damage:	1-6/1-6	1-10/1-10 + paralysis
No.		
Appearing:	1-6(1-6)	1-2 (1-2)
Save As:	E4	E8
Morale:	12	12
Treasure Type:	B	B
Alignment:	Chaotic	Chaotic
XP Value:	125	2300

Normal Wyrd. A wyrd (pronounced "weerd") is an undead spirit inhabiting the body of an elf. It usually appears as a dark, robed figure holding a small, diffuse, red glowing sphere in each hand. In combat, the wyrd can either strike with two hands using spheres as melee weapons, or throw the two spheres as missiles

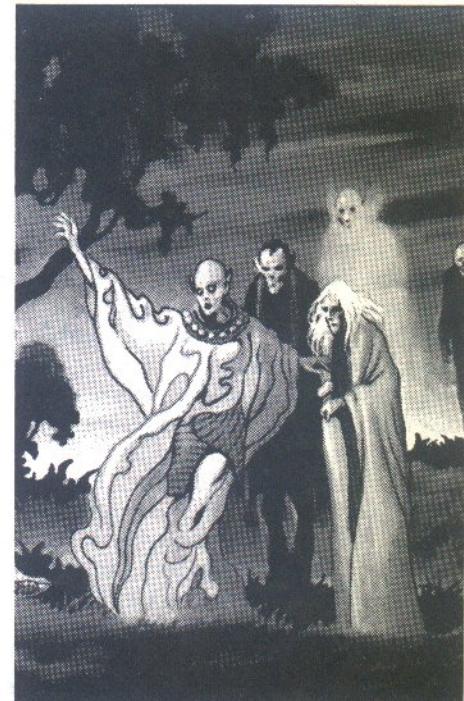
(range 30/60/90), or use one as a melee weapon and one as a missile.

If a sphere hits its target (normal roll to hit), it explodes, inflicting 1d6 against most opponents, but 1d6+3 against elves. As each sphere explodes, a replacement instantly appears in the wyrd's hand, but it can only make two attacks per round. Clerics can Turn wyrds as if they were wraiths.

Greater Wyrd. This more hideous variety of the normal wyrd is the result of a powerful undead spirit entering the body of a high level elf. This undead being is greatly feared, for its appearance causes all who view it to make a Saving Throw vs. Spells or attack with a -3 penalty to both Hit and Damage Rolls. A minimum of 1 point of damage, however, is always scored by anyone hitting the wyrd.

A greater wyrd creates two glowing green spheres each round, using them either in melee or as missiles. Anyone struck by a globe suffers 1d10 points of damage and must make a successful Saving Throw vs. Paralysis or be paralyzed for 2d4 turns. Elves, however, suffer 1d10+5 points of damage, but are immune to the globes' paralyzing effects. Clerics Turn greater wyrds as if they were phantoms.

Both normal and greater wyrds can be hit only by magical or silver weapons. They are immune to *sleep*, *charm*, and *hold* spells.



The Adventures

The following adventures are set in Alfheim and can be played by almost any level of character, whether generated for Alfheim or a veteran character brought in for the campaign. Details and statistics are purposefully kept brief.

The Great Hunt

This adventure can be run any time during a campaign and can be used more than once, though the assassination attempt on King Doriath should only be done once, unless you come up with other ways to accomplish the same result.

As characters become more accustomed to the peculiarities of the elven hunting system, feel free to change elements, bring in different objectives for the hunt (such as recently discovered Shadowelf infiltration — hunt the fugitives), and let the characters assume bigger roles in the organization. If they are responsible for destroying the main monster in the first hunt, then call upon them to plan the next one. If nothing else, veteran characters can assume the Emmit Kelso position of explaining the seeming lack of organization to newcomers.

Joining the Hunt

There are two different ways to start the hunt, depending on the characters' previous experience. Read the boxed text to the players whose characters have grown up in Alfheim and have not yet gone adventuring. For more experienced characters go ahead to the next description.

You are in your clan holding. A lookout yells, "There's a rider coming up the trail!" You gather to find out who would ride an elf pony in a time of relative peace. As you gather around, Duarlinga Quickfoot, a messenger from Ainsun, clan center of the Grunalf Clan, reins in her pony and announces, "Monsters have escaped the guards at Thornbush! There's to be a Great Hunt!" Then, she swings her pony around and is gone again. Whispers go through the crowd, and

someone starts singing a song about the hunt of 823, when seven great worms came out of Thornbush and 10 elves died before all worms were destroyed. It is a happy song, as most elf hunting songs are, full of praise of hunter and hunted; other elves join in. Excitedly, you realize you must see to your hunting gear. This is your chance to be a part of a song!

These hunts happen every few months. Usually, they are fairly routine, but this one is big — they don't usually use ponies for message carrying.

When the characters are ready, they can enter the forest for the hunt immediately. Every band is on its own. The usual procedure is to report your success at Ainsun after a week or so. Scouts search for anyone reported missing.

Run the characters through about three days of hunting, using D&D® game Encounter Tables. If an encounter seems particularly difficult, assume it is one of the escaped monsters and encourage the players to avoid confronting it directly. There are other, better equipped, bands in the forest.

After three days, blend in the storyline with the one below.

Starting in Alfheim Town

Read this for any adventurers currently staying in Alfheim Town.

The rumors have been running throughout Alfheim Town for days. Now, the word has officially come down. You can read it, or have it read to you, from the newspaper on the Guildmaster wall.

There is to be a Great Hunt.

*Monsters have escaped
from Thornbush.*

*Hunters who wish to participate must
obtain a license from Arloen Treelife at
the Offices of the Seven Clans.*

A Monster Hunt! This hasn't happened for months. What a great chance to take a break and get out in the forest!

THE PLOT

There is one plot thread that runs throughout about half the adventures, referred to as "The Plot," it involves the schemes of Shadowelf infiltrators to take over Alfheim for themselves. Here is a short description.

The Main conspirators. General Gilfronden and Chossum Counselor Carlisan are the main elves behind the plot. They have agents everywhere.

The Big Picture. Gilfronden is smuggling out vital war materials through Carlisan and his agents. The supply of *elven longswords* has been halved through sales to faraway nations such as Ethengar and the Atruaghin Clans, and the money is being used to hire mercenaries for a takeover attempt. Many of the mercenaries are currently in Alfheim Town, biding their time and waiting for the day to come.

The master plan calls for the Shadowelves to end the Darokin/Alfheim alliance, destroy Alfheim Town in fire (blaming it on Darokin), and assassinate the king. When the country is in turmoil, the conspirators can move.

As part of the plan, several hundred Shadowelves have infiltrated the forest. They pretend to be independent clans (whom nobody ever keeps track of), but are revealed by their pale skin, pale hair, strange dialect, and intolerance for direct sunlight.

Player characters can actually come in on either side of this conspiracy, though most characters may be inclined to support the elves, not the Shadowelves. Nevertheless, the Shadowelves do have some small justice to their side of the story, and non-Alfheim-born adventurers might consider their side to be the right one. If you want to run an "*Against the King of Elfland*" campaign, good luck to you.

The Adventures

A Great Hunt is a massive expedition of elves and anyone else who wants to participate and who Arloen Treelife (see "Personalities" section) will let into the forest. One called every month or two — whenever the Forestguard either misses an incursion into the forest from either Thornbush or Dragontree or the monster(s) is too much for the Thornbush guard (usually only a half dozen 2nd to 5th level elves) to handle.

Those who pass Arloen's less-than-exacting scrutiny are told to assemble outside the walls of Alfheim Town tomorrow to join the rest of the hunting party.

Tomorrow Morning

With typical elven efficiency, no one specified just where outside the walls the hunters were supposed to meet.

Read the following to the players from Alfheim Town:

As you leave the Trade Gate, you are met by at least 50 other elves and humans, all looking for some direction. There is no sign of Arloen, the Guardian, the King, or anyone else in authority. You can see some elves already trampling over the vegetable fields toward the far forest. None seem to know where they are going, either, but being elves, they are here for fun and there must be something to hunt out there, somewhere.

In the crowd, you see the furrier Emmit Kelso, sitting above most of the crowd in the seat of his wagon. As you press closer, you can hear him say to a crowd of other newcomers, "Aye, it's always the same. Just bide your time and someone'll come lookin' for us. Ah, speak of the demon..."

One of the Guardian's patrollers rides up on his elf pony and shouts, "You're all at the wrong gate! Follow me!" As you follow, you pick up other parties at other gates until you find yourselves in a group of about 250, facing King Doriath, General Gilfronden, Arloen, and another elf in forester garb.

King Doriath says, "Thank you, my friends, for coming to join us. The mon-

sters who have escaped Thornebush have slain three of its warders. There are many of them, and they have scattered in many directions. Please hearken to Master Durifern, who will tell you all."

Durifern is the unknown elf in forester's clothes. He explains that there are too many people here for one hunting party, so he divides the crowd into five under various leaders. The PCs are all placed in the group led by the king and General Gilfronden.

As the other groups leave, the king informally addresses his group.

I don't think Durifern has much hope that we can find any monsters, but I think we can fool him. Split up into smaller teams and form a line of teams going into the forest. We can cover more area and each team can support the others if they need help.

Now, form into ten groups..."

Needless to say, one of the groups includes all the player characters (don't worry about having too large a group). If none of the PCs are elves or have forestry skills, add an NPC elf (or perhaps Emmit Kelso) to provide hunting and tracking skills.

Hunting the Monsters

Run the PCs through the forest, using D&D® game forest encounter tables, for two days. If you have two groups of characters (holding elves and town characters), run them into each other at some point in these proceedings and arrange for them to join forces.

Note: This makes a good meeting scenario for adding new characters to the campaign. Again, assume that particularly fearsome monsters are objectives of the hunt. If the PCs are overmatched, bring in other hunting parties to help. Perhaps the group can be saved by the king himself!

Traveling in the Forest

A party on foot can travel about 25 miles (three of the hexes on the color fold-up map) in a day, or even 50 miles if

they force-march and walk from dawn to dusk (in which case they are exhausted by nightfall).

Possible Plotlines

Besides bushwhacking through the forest and fighting monsters, there are some possible incidents that can provide role playing and even advance the general campaign storyline.

Assassination Attempt

Hunts are dangerous events. People are shooting arrows and crossbow bolts in all directions and accidents can happen. History records several human kings who died in hunting "accidents."

This is an ideal time for General Gilfronden to advance the Shadowelf plot and assassinate the King.

Of course, he can't do it himself, but he can arrange for the King to be isolated while confederates attempt to kill him with poisoned arrows. Poisoned arrows are allowed on monster hunts, and a shaft from out of the forest can be attributed to bad luck or a hunter who didn't make sure of his target.

Characters could come upon a masked and cloaked Gilfronden conspiring with his confederates (probably Shadowelves described below, but perhaps some other, evil elves or even Chaotic halflings) by making a successful Tracking roll to see suspicious signs and a successful Hiding roll to come up unseen and see the ambush being laid or they can come upon a wounded king (who obviously made his Saving Throw versus poison) surrounded by arrows — the PCs came upon the scene before the assassins could gather the evidence that it was not a hunting accident.

Shadowelf assassins (6): E7; AC 4; hp 20, 21, 23, 22, 19, 24; MV 120'; #AT 1 (bow or shortsword); D 1-6 (plus poison); Save as E7; ML 8; AL C; XP 850 each.

Skills: Hiding 12, Poison Brewing 12, Treewalking 13.

Spells Usually Carried: Level I: charm person, protection from evil, sleep. Level II: invisibility, mirror image, web. Level III: haste, protection from normal missiles. Level IV: polymorph self.



The Adventures

The poison carried by the Shadowelves is more virulent than the one described in the Dungeon Master's Companion. They derive it from fungi grown in their caverns under the Broken Lands. A missed Saving Throw means instant death, though the bonuses to saving throws given in the Companion still apply. If the saving throw is made, the normal poison damage given still affects the victim.

The assassins carry three arrows each with the poison on them and each has a shortsword lined with the poison. The sword's poison will evaporate after one use, whether the swing was successful or not. The poison on the arrows is good for one shot each. The assassins do not carry more poison, nor do they have their spellbooks.

Given half a chance, in a fight the assassins will use spells like *invisibility* and *polymorph self* to escape. If captured, they can reveal the trail they used to enter Alfheim, but it is no different than any other. They do not know Gilfronden, they were just told to contact the masked elf.

If Gilfronden is with the assassins, he will use *dimension door* to get away instantly, following with *teleport* if the first spell is not sufficient.

Save the King!

It is not necessary to save the king from assassins to gain his attention. King Doirth was an adventurer. The hunt is a chance to fight again. He loves it.

It is possible for even so experienced an adventurer to misjudge the power of a monster. The PCs come upon the king fighting desperately for his life as he stands over the body of his horse. His followers are scattered over the forest floor, unable to stand before the monster, possibly a beholder or large dragon — enough to give the PCs a chance to shine in the king's eyes and maybe gain entry into his social circle — something that could become very important later!

If the characters are too weak to fight something that could do so much damage to the king and his party, just make sure the creature is wounded badly, just not as badly as the king. Then, with the king's help, the

weaker PCs can finish it off.

Or the PCs can come to the king's attention by having to be saved by him, though this is not quite so sure an entry into his confidence.

Save Someone Else!

Even Gilfronden might have his problems with a monster and need aid. It would be a sore trial to him to be in debt for his life to possible enemies. He might even try to recruit the characters (but not personally, that's what agents are for) for the Shadowelf cause — offering them loot and power when the Shadowelves are in power.

We're Not in Alfheim anymore Toto!

The Magic Points of Alfheim can appear at any time and anywhere. Only the most stable and long-lasting are shown on the map. A hunting party can suddenly find itself in a swamp and menaced by dinosaurs because they've walked into a time-warping magic point. Since you want the characters in Alfheim, the way back may simply be to walk a mile to another leading back to Alfheim, or it may be much more complicated. Give them the puzzle and hit them with dinosaurs when they get stalled.

Other areas can do things as simple, and as challenging for role playing, as changing the sex or race of the character. This leads to interesting interaction until the situation is corrected.

DM NOTE: This sort of thing should always be either temporary or correctable with the right combination of events. Players can become frustrated when the foundations of their characters are permanently crumbled through no fault of their own.

END OF the Hunt

The hunt ends when the monsters are either all destroyed or reduced to controllable numbers. If all goes well, the characters should come back from their first and subsequent hunts, with good experience and, with luck, their initial involvement with "The Plot."

The Grand Tour

This is an adventure outline meant for play by characters near the top of normal elven advancement, about 10th level. It's called *The Grand Tour* because the characters end up relating to all of the major clans of Alfheim. With few exceptions, the named NPCs in this adventure all appear in the "Personalities" section.

INCITING INCIDENT

A Grunalf forester, torn and bleeding stumbles out of the woods. He mumbles something about "a meeting" near Shadownow. Before they can act, three Shadowelves attack the PCs (use the Assassins from "The Great Hunt"). Once they have disposed of the attackers, the forester is dead unless some party member healed him in the middle of the fight.

The characters are presented with an immediate choice: take the body to Ainsun or follow his trail to the meeting place. If the characters managed to heal the elf during the attack, he will accompany them back to the meeting place, explaining that he came upon a meeting of shadowy figures who seemed to be plotting some kind of mischief, but had to flee before he could discover anything. Use Endoric from "The Nithian Lich" adventure as the Grunalf Forester.

If the characters take the body to Ainsun, they are met by Clanmaster Durfern Widefarer himself, who says that the elf was his special agent, sent to discover Shadowelf infiltrators. He asks the PCs to continue the job and suggests that they might follow the elf's backtrail to find out where this mysterious meeting took place.

At the meeting site, the players can find two items of interest. One is a Chossum Account book with the personal sigil of Sharlikran of Chossum on it. The other is a toolbelt of the type used by Erendyl bowyers. Both clans have been suspected of Shadowelf infiltration at one time or another. Both items look as if they were set aside for the meeting, and the owners didn't manage to find them again after the meeting was broken up by the spy.

At Desnae: The account book is full of ongoing account records from a recent trad-

ing trip to Glantri. The last few pages, however, are written in an unknown language and in a different handwriting. Going to Desnae and asking the Chossum elves about the account book gets an interview with Carlisan, who identifies the book as Sharlikran's and suggests that perhaps the handwriting is from the same writer but with his other hand. Of course, he'd be the last person to suggest Sharlikran is helping the Shadowelves...

Sharlikran is in town and states that he lost the book shortly before the end of his last trip. He claims most of the handwriting as his own, but knows nothing of the strange writing in the back. "It wasn't there when I had it."

At Elleromyr: The toolbelt belongs to an Erendyl elf called Semien. Draugin identifies the owner and calls him in. Semien panics and tries to fight his way out. He is actually an 8th level Shadowelf (everyone thought he was much less skilled).

Semien is an adopted Erendyl elf. He is supposed to be a survivor of the Brightleaf disaster — the same disaster that supposedly orphaned Carlisan, who was adopted into the Chossum clan.

If captured, Semien talks. If killed, Father Dominicus happens to be visiting and will either do *speak with dead* or *raise dead* for Draugin to get information out of the culprit. Then Semien talks.

Semien is not aware of the identities of either Carlisan or Gilfronden. He knows that there are Shadowelves in places of power in the elf political structure. He also knows that there are three major plots afoot.

1. The Treeslaying: Shadowelves are using the Mealidil Library Tree to discover any way they can kill the Trees of Life.

2. The Elfslaying: Semien has just made a defective bow for Beasthunter. Beasthunter is even now hunting for a monster which is actually under Shadowelf control and waits to destroy the Long Runner clan chief when his bow breaks.

3. The Swordsleying: A prominent elf is infiltrating his shadowelf minions into Shieldtree to slay Redsword Truetalker.

These three events will occur on a time schedule that would allow fast riders to get to each event in time to intervene (regardless of the order in which they are run). The DM should decide which order he wants to run the adventures and specify an appropriate time for each.

In Mealidor: The characters find that the Shadowelves have left already. Shelingar will be glad to tell them how much he helped them, and Mealidan will get in their way as much as possible (all in the name of helping them further). Mealiden is not part of the conspiracy; this is just his way of doing things.

Shelingar eventually informs the PCs that he sent them to Feador. Jorodrin has a book detailing what Ilsundal went through to create the Trees.

In Feador: The PCs come on carnage in the halls of Feador. The Shadowelves have slain several elves and think they've slain Dyradyl. The PCs find Dyradyl who comments that he's a lot tougher than he looks. He says the Shadowelves have gone to the Tree of Life to get Jorodrin.

The characters get to the Tree of Life in

time to help Jorodrin destroy the intruders, perhaps with assistance from the Tree of Life itself. Remember, it is intelligent.

In Pinitel: The characters find Coolhands, who leads them to Beasthunter. They arrive just as Beasthunter draws back his bow to feather some incredible beast (DM's choice). He has an arrow enchanted against that creature and expects to slay it in one shot.

The bow breaks, the arrow flops onto the ground, and the monster charges Beasthunter. The characters can help slay the monster, find its controller(s) and get them, or both.

In Shieldtree: The characters arrive at night and are met by Brightsword, who is not interested in awakening Redsword just on the say-so of a bunch of adventurers. If Questioned Brightsword reveals that the only newcomers are new recruits sent over for training by General Gilfronden.

Brightsword gives them someplace to rest the night, a Home Tree residence that happens to look over Redsword's. If they are alert, they see the "recruits" (again, use the assassins from the "Great Hunt") sneaking into Redsword's tree. If they decide to rest until the morrow, they are alerted by Redsword's battlecries. He is surprised, but manages to fight off his attackers at least momentarily.

Finale: Whatever the sequence of events, the PCs will have met all the Clanmasters, learned many elements of "The Plot" and have information that at least throws some doubt on the integrity of Carlisan and Gilfronden..



Follow That Orc!

This is an adventure for Basic level characters in Alfheim Town. At least one PC should be an elf who is familiar with the others.

The Guardian contacts the PCs and asks for help. His agents are all too well known for the job. He wants this investigation kept quiet. It seems that a town orc, no one is sure which, is starting fires and preaching treason, that the Shadow-wolf cause is right.

The culprit must be found! The orcs are valuable citizens and it would be wrong to punish them all for a single orc's misdeeds. Furthermore, the Guardian does not trust Urgham the Quiet (leader of the orcs) to do the job, though he can be consulted about strange happenings among the orcs. Urgham is too quick to defend his orcs and would probably alert the culprit.

How to Handle the Investigation

There are two ways the investigators can handle this search: (1) talk to the orcs or

(2) watch the orcs.

Talk to the Orcs.

Talking to Urgham is as futile as the Guardian thinks it. Questions from a non-orc falls on deaf ears. If pressed, Urgham protests that no one ever pays attention to orcs, so why bother with a troublemaker?

However, the PCs can try to ferret information from the rest of the orc community. The Gut Bucket Tavern (location 29 in Alfheim Town) is the main meeting place for the orcs. In spite of a tough reputation, no bunch of orc laborers is likely to assault a party of adventurers, even beginners — or so the PCs may hope. If the PCs try to talk to an orc on the street, he tells them to meet him at the Gut Bucket.

The Gut Bucket itself is a large, three-story structure with a door on each of the three streets it fronts. It's amazingly clean on the outside, but basic orc slovenliness takes over inside. That the last time it was cleaned out was when the roof collapsed and the rain-catchers swamped the place. Only orc brew is served here.

If any PCs hang around outside while others go in, they are subjected to the stares of a steadily increasing orc crowd. Eventually Urgham appears and asks the PCs what they want. If they answer civilly, he suggests they go into the Gut Bucket. Once inside, play out the drinking contest scenario.

If one or two non-orcs enter the Gut Bucket, the orcs stare at them in silence until the newcomers either give up or try to break the ice. Orcs ignore a party of more than two non-orcs. The orc barmaid serves them ... eventually. She ignores questions, but once questioned, immediately goes off to whisper to several customers. Customers do the same thing — ignore the questions and whisper to others.

After a while, an orc will come over to the characters and say: "I unnerstan' youse want some questions answered? Well, me an' da guys don' like talkin' to strangers 'bout sech things. How'd you like to stop bein' strangers?"

If the characters agree, the orc introduces himself as Rishdak and challenges one PC to a drinking contest. The contest

is run according to the rules of the orc drinking game.

Orc Drinking Game

1. Each contestant rolls 2 dice. The low roller takes a drink. If a tie, both take a drink.
2. Each character who took a drink must make a roll of Constitution or less on 1d20 (the orc has a Constitution of 13). If successful, nothing happens. If unsuccessful, temporarily reduce both Constitution and Dexterity by 1. If the result is a 20, roll a d6. On a d6 result of 1-4, the character regurgitates the potent drink. On a result of 5-6, the character passes out.
3. Each participant (whether he just drank or not) must do a dextrous feat (done in game terms by making a roll of current Dexterity or less on 1d20); the orcs are Dexterity 12 to start with. Feats include standing on one foot, balancing a stool on your palm, balancing a knife on your finger, etc.
4. If one participant fails the Dexterity check, record the failure and start over again until one has failed three checks, vomited or passed out.
5. The first contestant to miss three Dexterity rolls, vomit or pass out loses, and pays for the drinks.
6. Optional Rule: very wealthy and/or foolhardy drinkers can make this a group game, with several participants. However, the first one to fail pays for ALL the drinks.

It doesn't matter who wins or loses the game, the characters are no longer strangers and the orcs will tell them all about Ugbruk.

Watching the Orcs.

If the characters don't care for the Gut Bucket, they lurk around the orc enclave's alley ways and try to watch orcs without being seen.

For every watcher, have the PCs make a Hiding roll (Hide in Shadows for thieves). If they don't have the skill, they can try both a Dexterity roll at -3 and an Intelligence roll at -3. If either fails,

they were not hidden.

If the rolls are failed, they see Ugbruk doing something suspicious, but he sees them, too. If the rolls are successful, they see him and he only sees them if he rolls a 1 on 1d6.

What is Ugbruk doing?

Either the characters see Ugbruk sneaking through an alleyway to the palisade wall or the orcs in the Gut Bucket say that he's been lurking around the area.

If the PCs follow Ugbruk, they find a cleverly concealed rope ladder which has been thrown over the wall. Ugbruk has already left.

This is treason in itself. The PCs have several options.

1. They can run down Ugbruk and try to capture him for the Guardian.

If Ugbruk knows the PCs are following him, the rope is a ruse. He summons allies and leads the PCs into an ambush. Otherwise he defends himself as best he can and tries to get away.

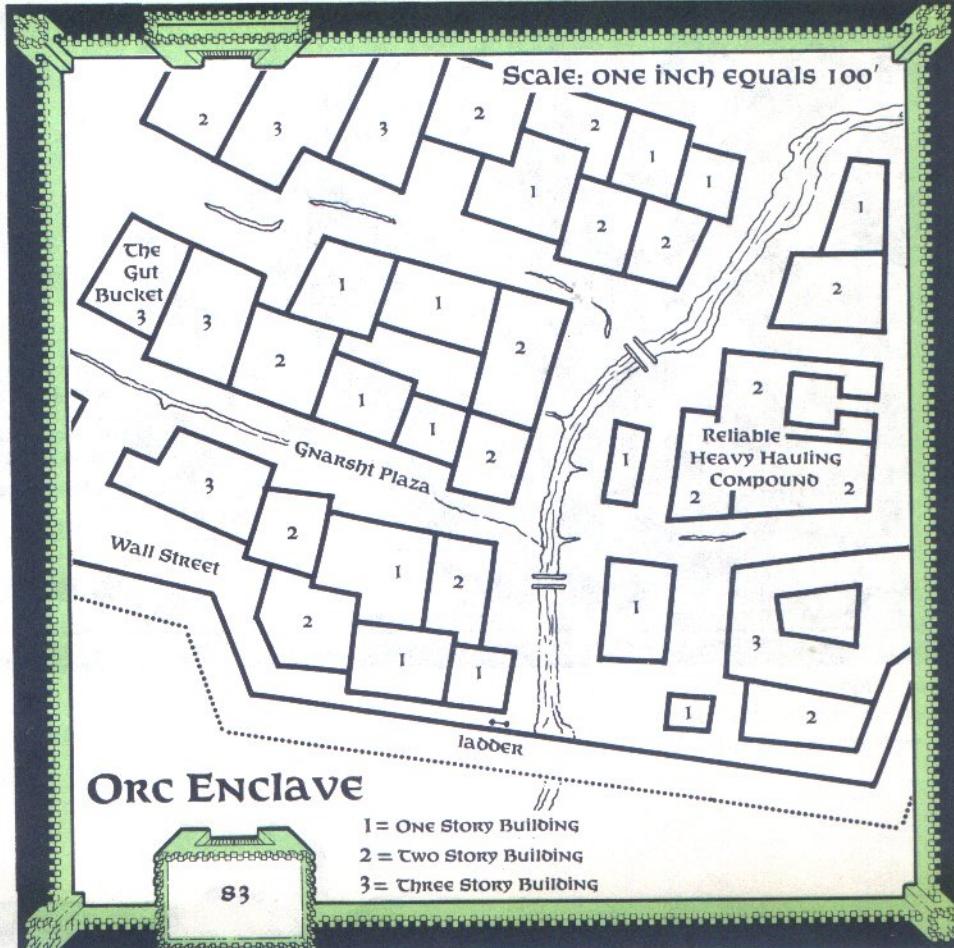
2. The PCs can wait and see who comes

over the ladder. If they do so, they wait until the middle of the night when Ugbruk shows up again and whistles. If Ugbruk is unaware of the PCs, the whistle is answered and two (or more, if there are more than four characters) forms come over the wall. If anyone waited outside, they see two (or more) orc-like figures run to the ladder and start to climb.

If Ugbruk is aware of the watchers, he has set up a trap. The whistle is a signal for his hidden friends to attack the PCs. There is no one on the ladder.

3. The characters can just continue to follow Ugbruk and ignore the ladder. If so they will eventually find him trying to start a fire. Either he knows they are there and he sets up an ambush (as above) or he has his friends with him to set the fire and the characters can catch them all together.

4. The characters can, of course, just go and tell the Guardian about the culprits. The Guardian and his patrols pick up Ugbruk and pay the characters a 100 gp. per character reward (which they get no matter what happens, as long as Ugbruk is caught). However, the XP reward is only



The Adventures

1/10 what it would be for actually capturing Ugbruk themselves.

The Culprit

Ugbruk Tallorc

Shadowelf orc-impersonator

History: As orcs go, Ugbruk is a whining, standoffish sort of fellow, not particularly liked by even his own kind. However, he is not an orc, but a Shadowelf impersonating an orc. Due to the conditions in the Broken Lands, many Shadowelves do not grow up tall and straight like their Alfheim cousins. Many, in fact, end up looking like orcs. Once abandoned, these semi-orcs have found employment within The Plot.

DMing Notes: Like most of the lower level conspirators in The Plot, Ugbruk knows nothing of the higher level leaders. He just acts as a spy and a subtle in-

citer. He never reports what he learns as a spy to anyone. Instead, he just saves up the information and waits for the Great Day, when he will give everything he knows to the Masters who will take over the Town. Note that Ugbruk is literate, though he pretends not to be. One other function is to bring in more Shadowelf-orc impersonators and build up a power base. The first ones are on their way.

Combat Notes: E5; AC 5 (+2 from dexterity); hp 20; MV 120'(40'); #AT 1; D 1-6 (shortsword); Save E5; ML 7; AL C; XP 300; S 14, I 13, W 10, D 17, Co 11, Ch 10.

Abilities & Skills: Hiding (I+1), Knowledge of Broken Lands (I), Knowledge of Orcish Society (I), Military Tactics (I), Riding (D).

Languages: orc, elf, gnoll, hobgoblin, Alignment (C), Thyatian, Darokin.

Spells Carried: Level I: *read languages*, *shield*. Level II: *invisibility*, *knock*. Level III: *clairvoyance*.

Notes: Ugbruk's carefully hidden spell books also include *charm person*, *web*, and *fly*. If he knows he's going to be in danger, he switches spells around.

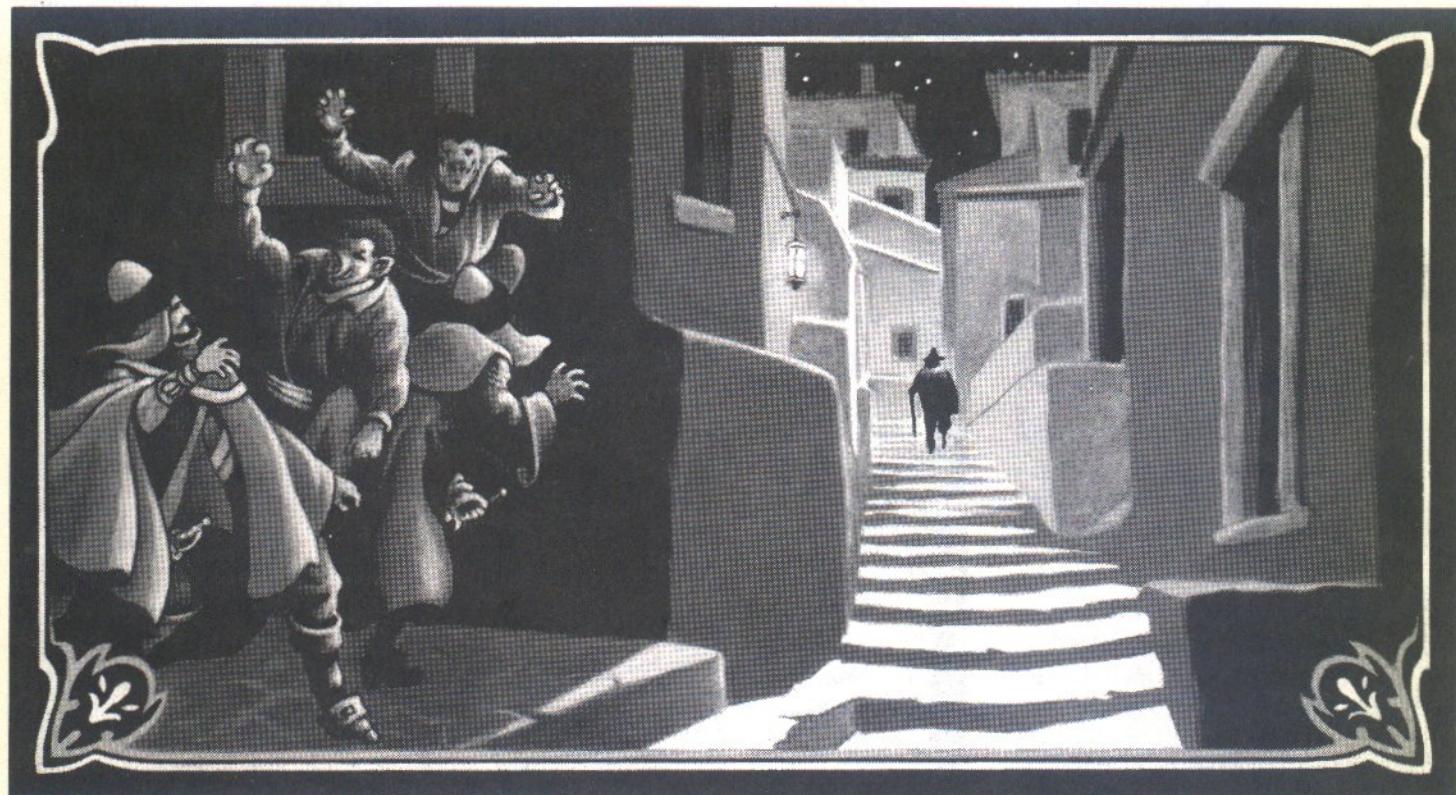
Shadowelf Orc-impersonators

DMing Notes: These are the new generation, following in Ugbruk's mold. They have no more idea of the ultimate leaders of the conspiracy than Ugbruk does.

Combat Notes: E2; AC 5 (with +2 Dexterity bonus); hp 7; MV 120'(40'); #AT 1; D 1-6 (shortsword); Save E2; ML 9; AL C; XP 25 each.

Skills: Hiding (13), Knowledge of Broken Lands 13, Knowledge of Orc Ways 13, Military Tactics 13.

Spells: *charm person*, *shield*.



The Missing Artifact

This is an adventure for Expert level characters. A vital artifact has been stolen and the PCs must get it back. The player characters first realize something is wrong when they hear that the Guardian's patrols have been stopping and searching every wagon and traveler leaving Alfheim Town. They can make their own inquiries with the Guardian, if they already know him, or when they are called into his office. There is no subterfuge here, a patroller calls them over and instructs them to go to the Guardian's office.

The Stolen Egg

A very valuable artifact has been stolen from the Mealidil clan representative in Alfheim Town. The Guardian asks the PCs to find it before the scoundrels escape from Alfheim with it.

The Guardian explains just what the artifact is (read "commonly known facts" from artifact description).

Within hours of the theft, the Guardian has been searching for the egg. He is sure the item is still in Alfheim Town. If the characters find the egg, they get 1,000 gp. and keep any loot taken from those responsible for its theft (other than the egg itself).

What's Going On Here?

The theft is part of "The Plot." A phoenix will be summoned to destroy Alfheim Town when the time is right.

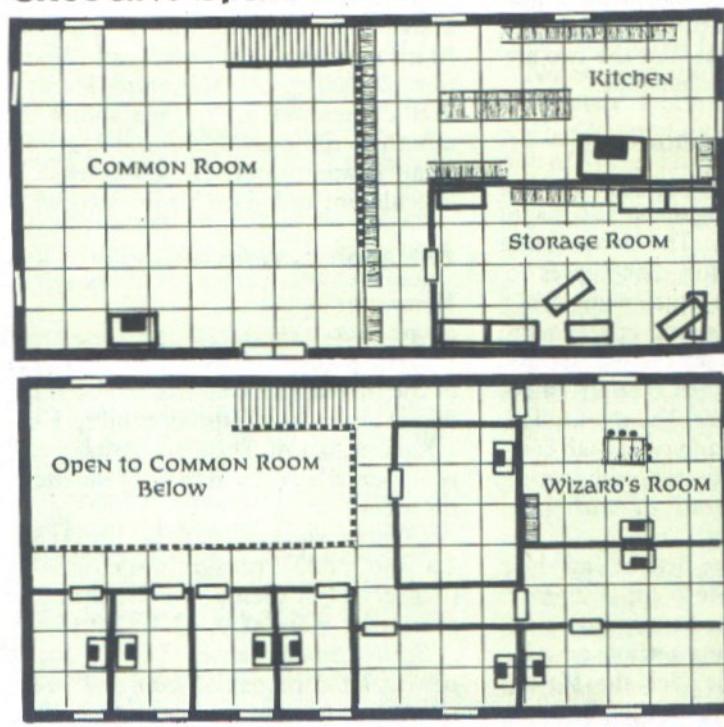
The missing egg is currently guarded by a group of mercenaries who have taken over an abandoned building in the town's Refuge section. The door is locked, all the windows are boarded up. Anyone inquiring in the area, however, will be told that there is usually a light behind one of the boarded second story windows. Smoke has been seen coming from the chimney, too.

No one thinks this is particularly strange; destitute folk often hole-up in closed buildings for shelter, especially in always-damp Alfheim Town.

There is also a 5% chance that a character will find a local resident who has seen

TREE AND SPARROW TAVERN

Back Yard



Scale: ONE SQUARE = 10 FEET

a furtive sort of man open the main door and walk in when they thought no one was looking. He may have been carrying packages of food.

Tracking Down the Egg

Checking around, the characters will not find much in the way of clues until a furtive figure comes up to one of them in an out-of-the-way place and tells them to go to the moneylender. The informant knows only that, it is the message he was directed to give. In the Refuge, "the moneylender" means Violet Pismire and no other. If the PCs can make contact with Violet Pismire, she asks for oaths of secrecy, promising that what she has to say is nothing treasonous to Alfheim Town and is only for their benefit.

If the characters don't go along, she says she is sorry to have wasted their time and shows them out the door. If they go along, she reveals that she is a member of the Thieves' Guild. Last week, she was contacted by a mage whom she did not trust at all. Unfortunately, he put her un-

der charm person spell and got from her the code phrases to contact the real thieves' guild. She has just now recovered from the charm.

Rather than let the characters have the code phrases, she has already found out who the mage hired, a man who used the name Infernus when talking to her. The thieves are Boris Gerov and Durnhelm Rotgere, a couple of long-time Alfheim Town residents. They are not aware that they participate in The Plot. All the PCs have to do is track them down. She tells them that they usually hang out in The Human's Right tavern.

This tavern only allows humans into it. If any demi-humans who aren't the city patrol go in, a fight usually ensues. However, if the party consists entirely of demi-humans, the tavern's clientele go in and out all the time, and they can probably be intercepted without any trouble.

Intercepting patrons elicits the information that Boris and Durnhelm haven't been seen lately, but one interceptee says he saw them at the back door of the tavern, picking up supplies. He followed

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them and saw them go into the old Tree and Sparrow tavern in the next block. It's been closed for months, but the two are obviously using it for a hangout.

DEFENDING THE TAVERN

If the PCs assault the tavern, the bandits fight intelligently, using magic and magical items intelligently. The mercenaries will fight with dedication. The thieves do not consider this a job worth dying for.

The fighter with the *ring of regeneration* will gladly fall as if dead and let the battle pass over him, then arise refreshed and attack from the rear. The thief called Boris likes to use the *ring of human control*, and Fabius likes to use *hold person*. He won't use the *staff of withering* against elves, naturally.

Mercentius helps the best he can, but might panic easily. Since he is already hooked by the artifact, he might just release the phoenix, giving a whole new dimension to the battle. See the Master DM's Book for statistics on the phoenix.

If the mercenaries are caught and ques-

tioned, Mercentius is the only one who knows anything about what is going on. In his room is the payroll for the operation, 20,000 gp. All Mercentius knows is that a Shadowelf is expected within the month to come and claim the Egg from him. He was contacted by a Shadowelf in Specularum and given his instructions.

THE MERCENARIES

Mercentius

Magic User

DMing Notes: Mercentius is the leader of the mercenaries and has activated the Egg to get the *fire resistance* ability. He is a Karameikan of Thyatian heritage and now spends his time in front of the fire in his room.

Combat Notes: M10; AC 6; hp 33; MV 120' (40'); #AT 1 (dagger or spell); D 2-5 (dagger +1 or spell); Save M11 (*ring of protection* +2); ML 9; AL C; XP 1600.

Spells Usually Carried: Level I: *charm person*, *light*, *protection from evil*, *sleep*. Level II: *detect invisible*, *phantasmal force*, *web*. Level III: *dispel magic*, *hold*

person, *lightning bolt*. Level IV: *dimension door*, *wizard eye*. Level V: *cloudkill*, *feeblemind*.

Skills: Magic Lore (I+1).

Notes: Mercentius carries a *dagger +1* and wears a *ring of protection +2*. His door is *wizard locked* (one of the spells in his spell book) and he has an *amulet vs. crystal balls* and *ESP*.

THE FIGHTERS

DMing Notes: These four fighters have worked together for years as bandits. There used to be seven of them, but three have died recently, and the others are now more cautious.

Combat Notes: F8; AC 2 (banded mail and shield and dexterity bonus); hp 48; MV 90' (30'); #AT 1; D 2-9 (sword and +1 strength bonus); Save F8; ML 9; AL C; XP 1200 each.

Notes: Each fighter has a different magical ring. One has a *ring of fire resistance*, one has a *ring of spell turning*, one has a *ring of regeneration*, and one thinks he has a *ring of protection* but it's really a *ring of delusion*.



If the attacking PCs are well-stocked with magic, feel free to give these characters magical weapons and magical defense bonuses.

The Thieves

DMING Notes: These two thieves are the ones who stole the Egg in the first place. They are also the group's only contact with the outside world, as they go out for groceries and news. The two are experienced and have worked together frequently. They were hired through the local Thieves' Guild. Violet Pismire is the one who told Mercentius where to find them.

Combat Notes: Th 7; AC 3 (*leather armor +2 plus Dexterity bonus*); hp 21; MV 120'(40'); #AT 1; D 1-6 (shortsword); Save Th7; ML 9; AL C; XP 450 each.

Skills: Open Locks 45%, Find Traps 40%, Remove Traps 38%, Pick Pockets 50%, Move Silently 48%, Climb 93%, Hide 35%, Hear 58%.

Notes: These thieves obtained their enchanted leather at the same time. Each has a magical ring. One has a *ring of human control* and one has a *ring of clerical spell storing* with *cure light wounds* (x2), *protection from evil* (x2), and *find traps*. It holds six spells, but he used one use of *find traps* in getting the Egg, and hasn't replenished it yet.

The Cleric

DMING Notes: Fabius Valerosus is a cleric of the Church of Thyatis, but Patriarch Clovis does not know he is here. He still prays to the Immortals of Thyatis, but he has no contact with the regular church. He likes being a bandit.

Combat Notes: C7; AC 1; hp 27; MV 90'(30'); #AT 1; D 3-8 (*mace +1 and strength bonus*); Save C 7; ML 10; AL C; XP 850.

Notes: Fabius wears *plate +3* and uses a shield. He fights with a *mace +1*, although he also has a *staff of withering* with 7 charges.

Spells Carried: Level I: *cause fear*, *cure light wounds*, *light*. Level II: *bless*, *hold person*. Level III: *remove curse*, *striking*.

FURTHER COMPLICATIONS

There is another player in all this. Master Edrecort is very interested in this item too. His agents will try to intercept the characters and get them to work for him (he is always referred to as "an interested party," not as Edrecort). In the course of this one of Edrecourt's agents plants a pin on a character which Edrecort can trace with a *locate object* spell and his crystal ball.

When the characters retrieve the Egg, Edrecort sends three Thugs (see **Master Rulesbook**) to try to get the Egg from them.

These thugs will attempt to catch the party unawares, perhaps running into them in the street. They will attack the characters holding the Egg without warning, attempting to slay them immediately and get away, using their various traveling devices.

Thugs

Combat Notes: Thug 9; AC 2; hp 44; MV 120'(40'); #AT 1; D 2-5 (*dagger and strength bonus*) + poison; Save T 9; ML 10; AL C; XP 3700 each.

Skills: Open Locks 54%, Find Traps

50%, Remove Traps 46%, Pick Pockets 60%, Move Silently 55%, Climb 95%, Hide 41%, Head Noise 66%.

Notes: Each thug has a different getaway device. One has a *ring of invisibility*, one has *boots of speed*, and one has a *potion of flying*. The poison on their blades is the normal poison as described in the blowgun rules in the **Players Companion Book**.

This means that the thugs can try to kill the characters in standard thug fashion (50% chance + or - 5% for each difference in level); if that fails, the poison might work; and if that fails, maybe they can just kill the characters with weapon damage (though this last possibility is unlikely). If foiled in any way, the thugs leave.

The Egg of the Phoenix

This is an artifact, said to be the creation of Mealiden — the artifact he created in the process of becoming an Immortal. Breaking the egg summons a Phoenix from the elemental plane of fire. If the phoenix is summoned, it does the will of the summoner for three days, then immolates everything within 1000 feet and builds a nest of the ashes. It then immolates itself and leaves a new egg in the ashes.

The egg, which is about the size of a kickball, bestows *fire resistance 10' radius* and *fly* at all times, and the ability to throw three *fireballs* (one of 6d6, one of 8d6, and one of 10d6) per day. Once any of its abilities has been used, it places the user under compulsion to always be in firelight and never touch pure water. This makes for a user who is generally foul-smelling and drunk.

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Assassins

This is an Expert level adventure for a party of four to eight characters.

This adventure is more of a problem-solving run than the generalized dungeon crawl or wilderness bushwhacking. Most such adventures have a relatively fixed structure: the party begins at point A, then proceeds to point B, then point C, etc. Sometimes there is a story line, which begins with event A, then B, then C, and so forth. In this adventure, the players, through their characters, have to solve a mystery. They are presented with a problem — the death of chief assistant Anwar — and then they are free to do with it what they will, preferably proceeding energetically to follow down the original clues, then the secondary clues, and finally finding and dealing with the perpetrators of the crime.

This is also an exercise in restraint. There aren't very many monsters to slaughter in Alfheim Town — even the orcs are under the protection of both the Guardian and the Merchant's Brotherhood. Inappropriate slaughter of innocents should be met with suitably overwhelming civic force, judgment, and sentencing.

Initiating Occurrence

The action of this scenario takes place in different locations around Alfheim Town. It begins wherever the party of adventurers is staying, or where they have met to begin their adventure. A messenger in vaguely Ylari costume (normal tunic and breeches, but wearing a burnoose) approaches the party and begs their attention. He states that his exalted employer, Abdullah Hazarkan, extends an invitation for the adventurers to join him at his business office at the earlier opportunity. Since the characters know that "Uncle Silk" is a rich and influential personage, they will probably follow at once.

What Abdullah Tells the Adventurers

Location: Abdullah Hazarkan's Office (I). This luxurious suite of offices is actu-

ally located in the Purveyor's District, upstairs from Honorous's Scriptorum. The PCs meet Abdullah in his receiving room. They notice that there are a large number of well-armed Ylari-looking men and women hanging around as guards. They are stopped at least twice, even though they have a guide with them. The guards are obviously looking for signs that the guide is being coerced. Since he isn't, there is no untoward incidents.

When they meet Abdullah, he comes right to the point, for an Ylari. This means he actually talks business while you are drinking the traditional three small cups of Khaphee.

Uncle Silk states that he has an impossible problem. His chief assistant, Mr. Anwar, has been murdered, probably assassinated, and the authorities have no idea who might have done it.

Anwar was found just this morning, at first light, stabbed and dying in his office at Hazarkan's Warehouse in the Caravansary. Anwar's corpse has been taken to the Thyatian Temple for services.

An attempt by the Thyatian Patriarch, Father Clovis, to *raise dead* was a failure — Anwar was not a very healthy man in any case. *Speak with dead* was similarly a failure.

Uncle Silk further states that he is particularly vulnerable right now, because several groups might be ready to kill him as well as his assistant. Hazarkan has been financing the opposition to the Kin faction in Ylaruam which caused him the loss of two fortunes. To give money to the opposition group, he borrowed money from the Alphatians. This loan is now past due for repayment. To get the money to pay back the Alphatians, he undercut a Darokin merchant to get a new market in Thyatis. The Thyatians are mad because they think Abdullah is now overcharging them on his subsequent shipments of the goods and they are withholding payment. Any one of these groups could have sent an assassin.

The Guardian's police are busy right now with pressing matters. Abdullah was advised to get private assistance, just as the elves always do. The PCs are urged to accept the task, and discretely find out

both who actually did the deed, and what the motive was.

The party will have to go to many places in Alfheim Town and find out what is known there. The party can follow their reading of the clues, and not necessarily visit the locations in the order given.

The Game is Afoot!

Chasing Clues in Alfheim Town —

Location: Hazarkan's Warehouse. Anwar was still alive when his clerk found him; his final words were "Blue head killer ..." There were signs of an intense struggle. If a thief Spots Hidden in the office, a strangely curved dagger is found, with traces of poison still on it.

Location: Thyatian church. Clovis allows the party to examine Anwar's body. He states that the assistant died of poison, rather than the wound. One PC may investigate the wound; if the player makes an Intelligence roll, he is able to state with certainty that it was made with an unusually curved dagger.

Location: Thyatian Trade Palace. The clerk assures the party that all is well with Hazarkan's prices, now that everyone understands the real pricing situation. The payment is coming on the next caravan. By the way, the Thyatian guards are all from the same tribal group within the empire. They all have blue facial tattoos.

Location: Darokin Consulate. The merchant who was undercut by Abdullah is now making a killing with the same goods in Norwold. He left Alfheim Town a week ago and doesn't care about Uncle Silk any more.

Location: Guardian's Office. The liaison officer gives the inquirers a report if they say they are working for Abdullah. "You want to know about people with blue heads? Funny you should ask, the town's full of them. Blue Hooded strangers from Thyatis have been seen in the Refuge quarter. Red-headed strangers (with blue beards) from Darokin are at the Silver Chalice Inn. Strangers from Ylaruam wearing blue-trimmed burnooses have been seen in the Purveyor District. Strangers with blue haloes have



been seen at the Alphantian magic school. And, of course, there's those Thyatian barbarians at the Thyatian Trade Palace."

If asked about strangely curved daggers, he says "I don't know about that, but the expert on knives is Andronicus Leo at the Silver Blade school. You had best see him."

Location: The Silver Chalice Inn. The red-headed men with blue beards have checked out, saying that they are going monster hunting in the forest. They left this morning after having breakfast. If asked, Boris Beerthumb says that their breakfast was pickled red herrings.

Location: The Silver Blade School. Andronicus Leo, the knife expert, says, "The only times I've seen such daggers in town, they were borne by blue-haloed strangers I saw in the market place the day before yesterday, and by some strangers wearing blue hoods that I saw on Spiral Street yesterday. They might have been the same daggers."

Location: Purveyor District. The Strangers from Ylaruum are from a caravan delivering exotic foods (including pickled

red herrings), to Abdullah Hazarkan's warehouse. They are his employees.

Location: Alphantian Magic School. The blue-haloed individuals are mystic representatives of the sorcerer Barimoor, a Ylarian resident. We understand he retired there. Yesterday, they gave money and some strangely-curved daggers to three Blue Hood magic users. Then the Blue Haloes teleported away.

The Blue Hoods? They come here for practice, but they live in the Artisan's district, I think.

Location: Artisan's District. The Blue Hooded strangers are living in one room in Sadie's Boarding House, next to the Crafter's Rest.

The Assassins' Lair

Location: Sadie's Boarding House. The Blue Hood Assassins of the Order of Death lurk in their room. If things have been quiet, they don't suspect a thing. On the other hand, if the word is out that the heat is on, they're ready and waiting. What this means is that if the party came

almost directly here, they have nearly complete surprise over the assassins. If they spent their time looking up some blind alleys, the party has a normal chance of surprise. If the adventurers have been at nearly every possible location and made a public case of their search, the magic-users are ready and waiting. They have paid informers, who are also living in the boarding house, who bring them this information. If the party attacks at night, Sadie's is full of innocent bystanders. During the day, the only people there are the Blue Hoods and Sadie herself, who occupies a first floor apartment. The Blue Hoods are on the second floor, diametrically opposite Sadie's apartment. If unprepared, one is sleeping, one is eating, and one is writing an incriminating report back to their Blue-Haloed employers. If they are ready, the report has been written and is stuffed between the leaves of one of their magic books.

Blue Hooded Mage-Assassins (3): M8; AC 1(3) (bracers of shield and dexterity bonus); hp 24, 25, 23; MV 120' (40');

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#AT 1 or spell; D 1-4 + poison or spell; ML 10, AL C. XP 1200 each.

Spells Carried: Level I: *magic missile* (x2), *sleep*. Level II: *invisibility*, *web* (x2). Level III: *lightning bolt*, *protection from normal missiles*. Level IV: *confusion*, *polymorph others*.

DM NOTE: If you have a favorite different spell mix, feel free to use it.

Treasure: The mages have 24 250 gp. gems (their initial payment for the job), their spell books (which also include *charm person*, *read magic*, *ESP*, *locate object*, *clairvoyance*, and *dimension door*), and two of them still have their poisoned daggers. Their *bracers of shield* are special magic items which act exactly like a *shield* spell and can be used once per day.

Conclusion

Location: Abdullah Hazarkan's Office (II). The PCs should have a story ready when they return here.

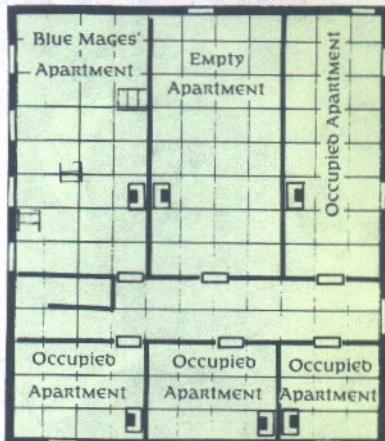
If they correctly identify the assassins as

the Blue Hoods, and their employers as the Blue Haloes who work for someone called Barimoor, Uncle Silk congratulates the adventurers and says, "I knew it in my soul. Barimoor is the man behind that fiendish Kin sect that dogs my fate." He rewards the party with 2,000 gp. each. If the party killed the assassins, he rewards them with another 500 gp. each bonus. On the other hand, if they brought back at least one of them for questioning, the bonus is 2,000 more gp.

If the adventurers come back with the theory that the Blue Hooded strangers are the killers, but with no clue as to their employer, Abdullah is disappointed, and gives a reward of 500 gp. If they brought back a prisoner, he gives them the 2,000 gp. bonus.

If they come back with any other guess, Abdullah smiles sadly and sends them back into the street to look some more (by this time he knows that neither Thyatia or the Darokin merchant are mad at him any more). If they come back again with the wrong guess, he pays them off at 250

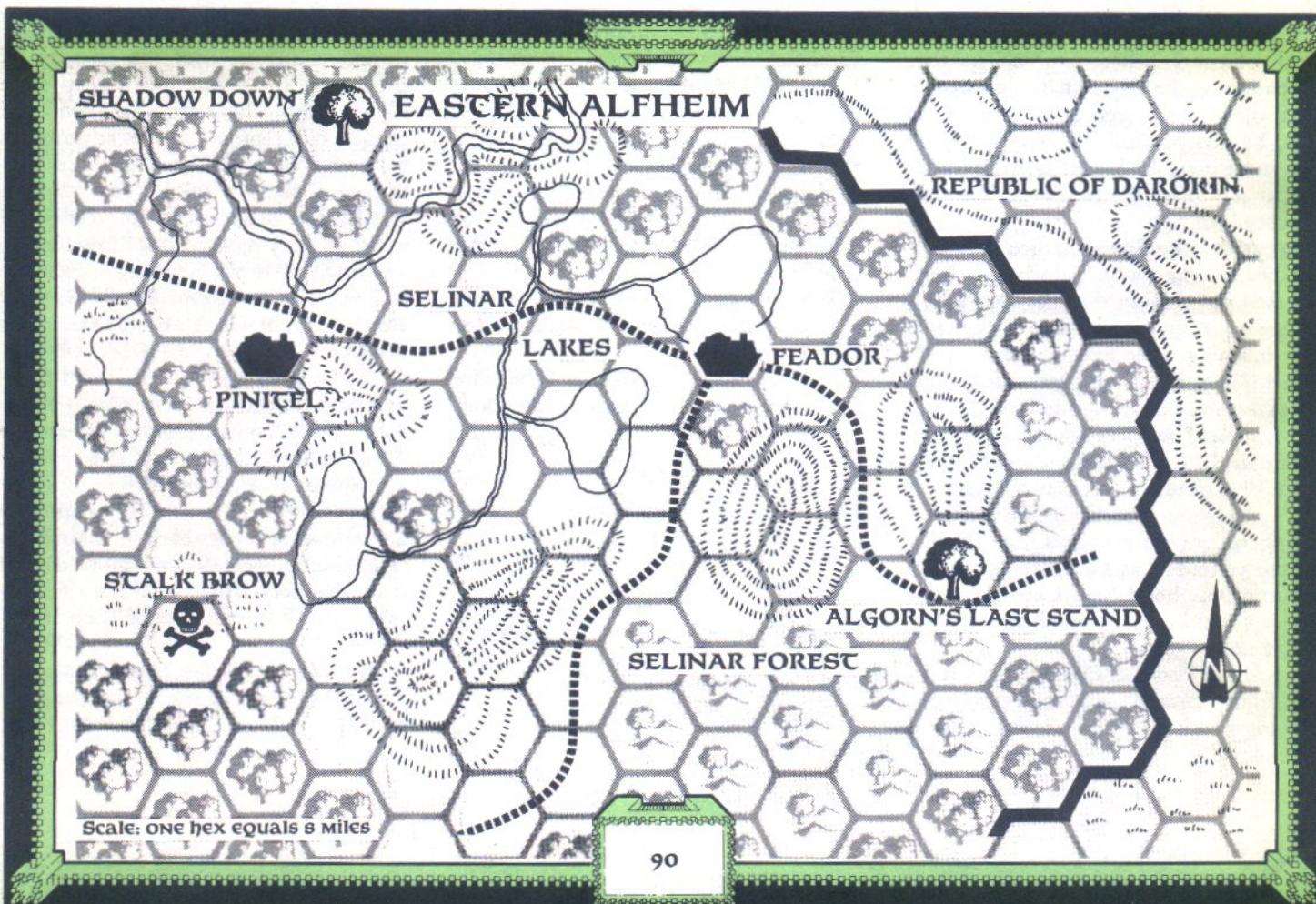
Sadie's Rooming House



Scale: ONE SQUARE = 10 feet
gp. and looks for different agents.

The DM should assign experience points equal to Abdullah's reward.

If any characters are killed, the Guardian will command the human clerics of the town to *raise dead* any elf of importance (higher than 5th level) for free. Otherwise, the common fee is 5,000 gp. There are no clerics capable of *raise dead* fully in Alfheim Town.



The Nithian Lich

A Companion Level adventure — **Summary**

This is an adventure for elves with an Attack Class of E or better and/or six extra levels in magic. The PCs are called upon to assist a clan leader who has learned that one of his holdings has been destroyed by undead, always a tricky thing for elves to deal with.

The main enemy here is a lich, once a powerful sorcerer of the ancient Nithian Empire, a long-dead civilization — one which was destroyed partially by the weatherchange magic that created Alfheim.

INCITING INCIDENT

The characters are summoned before

their Clanmaster, or King Doriath, or the Guardian of Alfheim Town, depending on their current location. In each case, they are approached by an important secondary leader, such as one of General Glorfinden's staff officers, or a Clan Counselor, or a high-ranking agent of the Guardian.

The leader who calls them in says that they have received word that the Shadowtree stronghold in the eastern forest has been wiped out by an attack of undead.

Undead are not common in Alfheim. Elves are not usually candidates for becoming undead beings, except for those who are made into zombies and skeletons. Even the Bad Magic points rarely produce undead creatures.

If the party includes human clerics, the reason for summoning them is obvious. If

there are no human clerics in the party, then none are available for this mission.

The Feadiel elves have asked for assistance and sent their Lightship (see "Elven Secrets" section). If the party will go, the Lightship can get them to Feador in one day. The village is about one day's journey from there.

The leader says that he will be following up things with the local Guard units, but this looks like the sort of thing a well-equipped body of adventurers is better at dealing with than a group of soldiers with little experience.

What Has Really Happened

When the elves were creating Alfheim, The Empire of Nithia sent an expedition to find out what was going on. The leader of the expedition was Prince Hashabur-



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minal, a noted wizard with necromantic leanings.

His expedition was caught in the backwash of the magic and was literally buried. Hashaburminal used his magic to barely preserve his life, as a lich, but he could not free himself or his followers from their entrapment.

Recently, a Shadowelf infiltration force took refuge in a cave in the hills near the Lakes of Selinar and found the entryway into a strange burial chamber. Entering, they found the mummy-like body of Hashaburminal and the strangely preserved bodies of 16 followers, all in the strange garb of the Nithian Empire (similar to ancient Egyptian or Mesopotamian clothing).

The explorers contacted their superiors and the invasion council realized what they had. With any luck they could revive this ancient body, perhaps turn it into a mummy, and use it to wreak havoc upon the Alfheimers!

A Shadowelf wizard attempted to revive Hashaburminal, and discovered the hard way that *the body was already awake*, and had been since the Shadowelf explorers had entered his resting place.

The Shadowelves thought to use the Nithian against the elves. The prince, however, has his own agenda, the destruction of all elves, *including the Shadowelves*.

His first act was to rid the wizard Shadowelf of his body and use it to house the spirit of one of his followers, creating a Greater Wyrd (see "New Monsters"). He then did the same for the wizard's followers, turning them into Normal Wyrds.

Using the energy of the displaced Shadowelf spirits, he managed to recreate the bodies of his followers and turn them into skeletons. The spirits of the followers that hadn't been turned into wyrds became spectres.

He found that his old refuge was too small for such a company, so he moved into the forest, finding the nearby stronghold of Shadowtree. His attack was overwhelming, and now he is turning the bodies of the slain elves into zombies. Many of their spirits are already spectres under the control of his followers.

Meeting the Clanmaster

Coming into Feador, the characters are conducted into the presence of Dyradyl Fadiel, the Clanmaster. They are told that a Fadiel elf came into Feador from the stronghold of Shadowtree three days ago and told of an attack "as if from nowhere" of an army of skeletons and spectres and some other strange creatures that threw glowing globes. The fleeing elf ran when his arrows would not harm the spectres and all of his friends were dying.

Dyradyl thanks the characters for responding so quickly. Unfortunately, his own most powerful clan people are scattered throughout the forest. It took less time to summon help from King Doriath than it would have assembling a group from the Fadiel elves.

He will, of course, continue to assemble Fadiel elves to back up the characters, yet would prefer to have a substantial force of Fadiel elves before he puts them into the problem.

However, if the characters are few in number (five or less), he offers to let some of the early responders go with the party. Use the writeups on various characters described in the "Personalities" section for these warriors — just change the names.

At the very least, the elf who fled the village will go back with the characters.

INFORMATION About Shadowtree

If asked about the stronghold, Dyradyl says that it was colonized shortly after the Fadiels arrived in Alfheim, three hundred years before.

It got its name from the aura that seemed to hang about the place, as if some unquiet spirit was haunting the area. However, no Treekeeper or even visiting human clerics could find any sign of such a thing, and no one reported any hauntings.

In fact, this was a side effect of the magic which kept Hashaburminal in his lich state and his followers in a state of some preservation.

ENTERING the Village

The first problem the characters have is that the village cannot be seen. The lich put several *massmorph* spells on it, covering the living areas and floor of the forest. The area looks just as it probably did before Shadowtree was established, three hundred years before.

Endoric (the elf who discovered the undead), of course, knows exactly where the stronghold should be, and is willing to walk right into it, probably breaking the illusion. If the characters follow him in, they are walking right into the trap.

Once the illusion has been dispelled, the characters can see that the ground is still littered with the corpses of the elves who lived in the stronghold and many of their belongings. The place looks as if a raider has looted it and moved on. There is no immediate sign of any invaders. A *detect magic* shows that several of the corpses are magical — they are elf zombies meant to ambush the characters who try to examine the bodies.

Once the characters are under the trees of the stronghold, Hashburminal signals the attack. The skeletons arise from among the piled elven belongings, and the wyrds and spectres drop or fly out of the trees.

The spectres concentrate their forces, with a group of three attacking each party member. The most obviously powerful characters are the first targets. The wyrds concentrate on non-elves first, trying to paralyse them and knock them out of the fight.

Hashburminal himself will stay out of the fight until he sees the measure of the attacking forces. When he enters the struggle, he concentrates on the elves, exhorting non-elves to join him, as shown in the character description.

If the Characters Don't Rush In

Making a reconnaissance of the village site before breaking the *massmorph* spell is a good idea. If the characters seem definitely outgunned, be sure to suggest this. Even Endoric may think of it if the characters don't.



Using a *crystal ball* in the trees shows the placement of all the spectres and wyrds and even Hashburminal himself. It doesn't matter if the group has approached silently or not. Hashburminal is willing to have every creature under his control wait in the same place for a week until some more elves come along to be butchered and added to his undead army.

ESP reveals everyone but Hashburminal (remember the permanent *mind-mask* spell).

Clairvoyance gets the chance to look at some tree branches with the strangely skewed vision of a spectre, which sees living auras rather than solid substance.

Wizard eye has the same results as a *crystal ball*.

Approaching the Village

Hashburminal has minions watching the skies for an aerial approach and the forest floor for a ground approach. He is not ready for an attack through the trees — his desert culture background has not prepared him for this. The only ones who might warn

him of this possibility are the elf spectres, and nobody asked them for advice.

Once the characters make themselves known, the battle plan remains the same as shown above. The spectres and wyrds scatter to avoid being caught in a *fireball* or other area effect spell. In general, the spectres and wyrds carry the combat, with the skeletons and zombies acting as "cannon fodder" and finishing off anyone who has been paralyzed or drained of so much energy that they become easy meat for the undead. Hashburminal will engage any prominent magic users, but he will attempt to escape if the tide turns against him.

If he does escape, he can either (1) find another group of Shadowelves and try again or (2) move back to his home territory in what is now Ylaruam, find Barimoor (an evil wizard seeking Immortality), and work to help Barimoor and regain his kingdom in the process.

Hashburminal
Lich of the Nithian Empire

History: Hashburminal was a dissident

prince of the Empire. He was positive that outside forces were working to destroy the empire and led his expedition westward to prove the truth of his theories. Unfortunately for him, he discovered he was right — by being caught in the backlash of the mighty wizardry that created Alfheim.

Personality: Hashburminal is a homicidal megalomaniac with two fixations: his long-standing fascination with the undead and his current determination to see the destruction of every elf on the face of the earth. He considers all elves responsible for the tragedy that overtook his people.

Appearance: The prince is a skeleton, richly garbed in the remnants of the royal dress of a prince of the Nithian Empire.

DMing Notes: Hashburminal is formidable but impatient. He could have held back and slowly built his power base, but he is too anxious to visit his wrath upon the elves. He wants the elves to come to him.

If confronted by humans or other demi-humans, he will rail at them for be-

The Adventures

traying him and his followers and de-
scribe his version of his history to them,
calling upon them to help him destroy all
the elves.

Combat Notes: M 31; AC -2; hp 50;
MV 90'(30'); #AT 1; D 1-10 + paralysis;
Save M31; ML 10; AL C; S 8, I 18, W 9, D
12, Co 18, Ch 5; XP 10,000.

Abilities & Skills: Lore of the Nithian
Empire (I+2), Lore of Magic (I+3).

Languages: Alphatian, Ancient Thya-
tian, Nithian, Alignment (C), others
too obscure to mention.

Spells Carried:

Level I: *charm person* (x 2), *detect
magic*, *magic missile* (x 3), *read lan-
guages*, *read magic*.

Level II: *ESP*, *knock*, *mirror image*, *phan-
tomal force* (x 3), *web* (x 2).

Level III: *clairvoyance*, *dispel magic*
(x 3), *fireball*, *haste*, *hold person*, *in-
fravision*, *lightning bolt*.

Level IV: *charm monster*, *dimension door*
(x 2), *hallucinatory terrain*, *ice storm*,
polymorph others, *wizard eye*.

Level V: *animate dead* (x 2), *cloudkill*,
dissolve, *feeblemind*, *telekinesis*, *tele-
port*.

Level VI: *death* (x 2), *disintegrate* (x 2),
flesh to stone, *invisible stalker*, *pro-
jected image*.

Level VII: *delayed blast fireball* (x 2),
power word stun (x 2), *reverse gravity*,
create wraith, *sword*.

Level VIII: *create spectre*, *explosive
cloud*, *force field*, *permanence*, *power
world blind*, *symbol — discord*.

Level IX: *create any monster*, *immunity*,
maze (x 2), *meteor swarm*, *power
word kill*.

Notes: Hashaburminhal has *detect in-*

visible and *mindmask* on him as perma-
nent spells. He has *sandals of levitation*, a
staff of earth, a *ring of life protection* (4
charges), a *ring of memory*, and a *dis-
placer cloak*.

There are also three *elven longswords*,
4 *elven cloaks*, six pairs of *elven boots*, 24
elven arrows, and several other low level
magical items that had belonged to the
people of Shadowtree.

Hashaburminhal has new magic books
recording just the above spells, which are
the only ones he knows. His old magic
books were destroyed by the work of 1700
years of insects while he lay sleeping. The
same spell that preserved him and his fol-
lowers bodies did not do as well with their
paper goods.

Wyrds (5)

DMing Notes: These are the bodies of
the Shadowelves who have become
wyrds. They are totally loyal to the lich.

Combat Notes: AC 4; hp 20; MV
120'(40'); #AT 2 (glowing spheres); D 1-
6/1-6; Save E4; ML 12; AL C; XP 125.

Notes: Carries a red, glowing, sphere
in each hand. Can either hit or throw
with each sphere.

Greater Wyrd

DMing Notes: This is the former Shado-
well wizard.

Combat Notes: AC 0; hp 40; MV
120'(40')/240'(80'); #AT 2; D 1-10 + 5
(for elves) or paralysis; Save E8; ML 12;
AL C; XP 2300.

Notes: Carries a green, glowing,
sphere in each hand. Can either hit or
throw with each sphere.

Spectres (10)

DMing Notes: These are the spirits of the
lich's former followers, affected by his
create spectre spell, a specialized version
of the *create magical monsters* spell.

Combat Notes: AC 2; HD 6**; hp 30;
MV 150'(50')/300'(100'); #AT 1 touch;
D 1-8 + double energy drain; Save F 6;
ML 11; AL C; XP 725.

Elf-Spectres (20)

DMing Notes: These are the spirits of
elves of Shadowtree who were hit by the
lich's spectres. Every time one of the lich's
spectres is destroyed, two of these stop
fighting and stand around bewildered for
1d20 rounds. Then they re-enter the
fight as free-willed spectres, attacking
anyone, even Hashaburminhal.

Combat Notes: AC 2; HD 3**; hp 15;
MV 150'(50')/300'(100'); #AT 1 touch;
D 1-8 + double energy drain; Save F6;
ML 11; AL C; XP 65.

Elf Zombies (30)

DMing Notes: These are the zombies
of the bodies of the elf former residents of
Shadowtree.

Combat Notes: AC 7 (elven leather ar-
mor); HD 2; hp 10; MV 90' (30'); #AT 1;
D 1-8 (punch); Save F1; ML 12; AL C; XP
20.

Skeletons (16)

DMing Notes: These are the skeletons
of Hashaburminhal's followers.

Combat Notes: AC 5; HD 1; hp 5; MV
60' (20'); #AT 1; D 1-6 (shortswords);
Save Fighter 1; ML 12; AL C; XP 10.

More Adventures

The following are less detailed outlines for further Alfheim adventures.

Defend The Weir

Basic Scenario

This is an opportunity for some good, old-fashioned, monster-bashing. Beginner elves (and perhaps non-elves) have been inducted into the Weirguard, and here come some of those monsters.

The duty is long and arduous and very few elves are really there to deal with things (about 50 over a 2-mile line). Many times they are completely out-classed by the monsters coming down the river.

This is an opportunity to use the siege engine rules from the Master Players book. Elven siege weapons are not very large, but they can make the difference when dealing with aquatic dinosaurs, small dragon turtles, or other horrendous monsters.

The characters can be involved with stopping small monsters who try to get by while the big monsters distract the main crews.

Rough Play

Expert Adventure

In *The Dwarves of Rockhome Gazetteer*, a secret organization known as the Thorns is described. It consists of dwarves who like to come down out of Rockhome and play devastating (but rarely fatal) pranks on the elves.

The elves have had quite enough of this, so the characters are given the mission to stop the Thorns from raiding Alfheim. Unless the dwarf mischief results in death, the elves should not try to kill the dwarves. If dwarf actions do cause deaths, the elves must kill every dwarf but one, so he can carry the tale of elven vengeance back to his dank burrows.

Elves and other characters are stopped from pursuing the dwarves at the border by bribed Darokin border guards.

Cross and Double-Cross

Expert Adventure

Someone gets information to the characters, who by now have been involved in other Shadowelf thwartings, that a high-ranking elf is actually a Shadowelf. The source is actually Carlisan or Glorfinden. The fingered elf is the other of the two (DM's choice as to which is which).

The two have fallen out and one has decided to take out the other. The information is such that the characters are convinced that the traitor is very dangerous and must be killed immediately — this is part of the plan so the other won't be identified by his erstwhile co-conspirator.

One further twist to this adventure is that either the identifying or the identified Shadowelf may be undergoing a change of heart, and may be about to tell Doriath all about "The Plot."

The New Holding

Companion Adventure

This idea is hinted at in the Campaigning section. A PC can try setting up a new clan either in Alfheim or outside of Alfheim.

The Root of the Trouble

Companion Adventure

This would make a good prelude to the adventure that follows ("Into the Bad Magic Point"). Alternately, the hit dice of the monsters and the difficulty can be toned down and this could be an Expert level adventure.

In brief, a Tree of Life is dying. The characters or the Treekeeper who brings them into the situation have learned that something is destroying the tree's roots, but nothing they do will discover what.

The characters have to enter the underground river that feeds the Tree from a sinkhole miles away, then wend their way to the actual root system of the tree (easy to distinguish from other roots with a detect magic).

The culprit is a fungoid monster developed by the Shadowelves. It looks like a giant serpent, but has many of the properties of the various oozes and puddings.

It is not so much destroying the roots themselves as keeping the water away from them.

The creature has several underground guardians (the type is determined by the levels of the adventuring party) and its ultimate guardian is a group of Shadowelves of about the same level as the party. The monster itself is extremely susceptible to fire.

The treasure (besides the reward of saving a Tree of Life) consists of the magical gear carried by the Shadowelves (much of which is cursed if used by a non-Chaotic) and the money they were holding; they are also the purse-holders for much of the Shadowelf plot. Again, these Shadowelves do not know the exact identities of Gilfronden and Carlisan.

Into the Bad Magic Point

Masters Adventure

This is a Master level adventure that takes high-level characters into worlds within the Sphere of Entropy and back. Characters are recruited to go into the Thornbush and try to find out where the monsters are coming from. There seem to be more and more and nastier and nastier of them in recent months (this can be established by another hunt adventure, with beholders and sporacles and large dragons and so forth popping up everywhere).

Entering the thicket, they can get to a point where they find themselves in a tunnel. It is, in fact, a "worm-hole", providing transportation through the Shphere of Entropy to the Broken Lands. Characters unprepared for interplanar travel simply die (saving throw vs. Death to try to get back to the Bad Magic Point before dying).

Those who survive run into nightcrawlers (see Master DM's book) and other worm-like monsters while they walk down the tunnel until they get to the other side, the lowest levels of the Broken Lands (See *The Orcs of Thar Gazetteer*).

If this Gazetteer is not yet available, use some deep dungeon level to represent the place, with lots of patrolling Shado-

The Adventures

welves, orc slave soldiers, undead, and fungus monsters wandering about. There are also some other "gates" nearby, obviously meant to bring monsters through to send through the wormhole to Alfheim. The party can either get back through the wormhole (finding that it is a much more pleasant trip, without the monsters — the gate uses two different routes), dodge through one of the other gates (which takes it to some monster-filled part of the Broken Lands), or fight its way up through the levels of the Shadowelves' domain.

Again, if *The Orcs of Thar Gazetteer* is not available, use some other monstrous dungeon and fill it with Shadowelves.

Wrapping Up the Loose ENDS

There are two unresolved mysteries herein that we are leaving for you, the DM, to resolve.

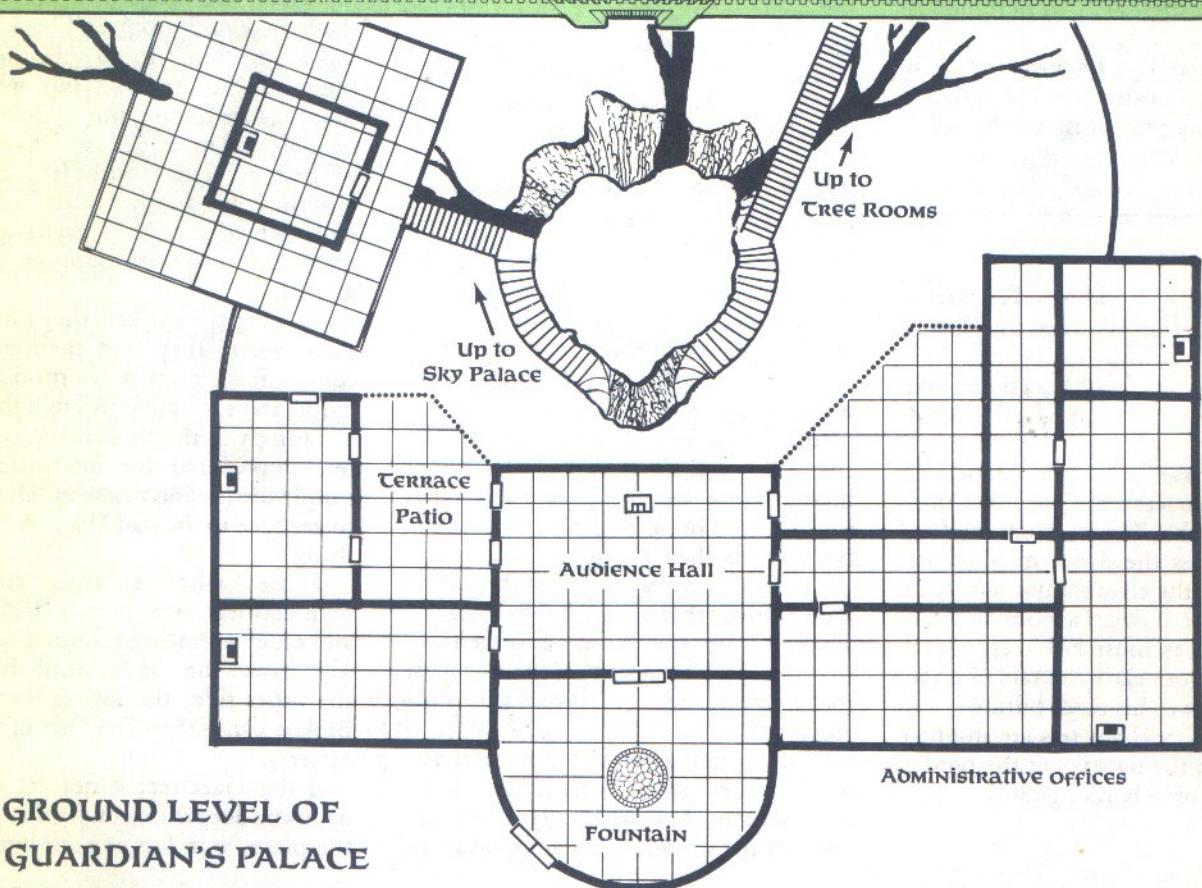
The Plot

So what happens? Do the Shadowelves succeed? That's for you to find out. The Shadowelves are patient — far more so than their Alfheim cousins. They can wait for years. If the characters destroy elements of the plot, they will slowly build themselves back up again. The plot may still be hatching two hundred years later, when the war depicted in X10 (Red Arrow, Black Shield) boils over. Perhaps the Shadowelves are helping the Master —

with Alfheim as their reward. If you want to add them to the X10 plot, they start in the Broken lands. They have four units, with most of the Alfheim characteristics except they are foot troops. They might also have another three units of orcs, who are very low morale and low efficiency troops.

The Trees of Life

We have purposely stated that there are 10 Mother Trees of Life. Seven are accounted for in these pages. The Calarii elves of Karameikos might have another one. This still leaves two unaccounted for. Are they still alive? Where are they? What has been happening to the clans connected with them? This is something for you, and your players, to find out.

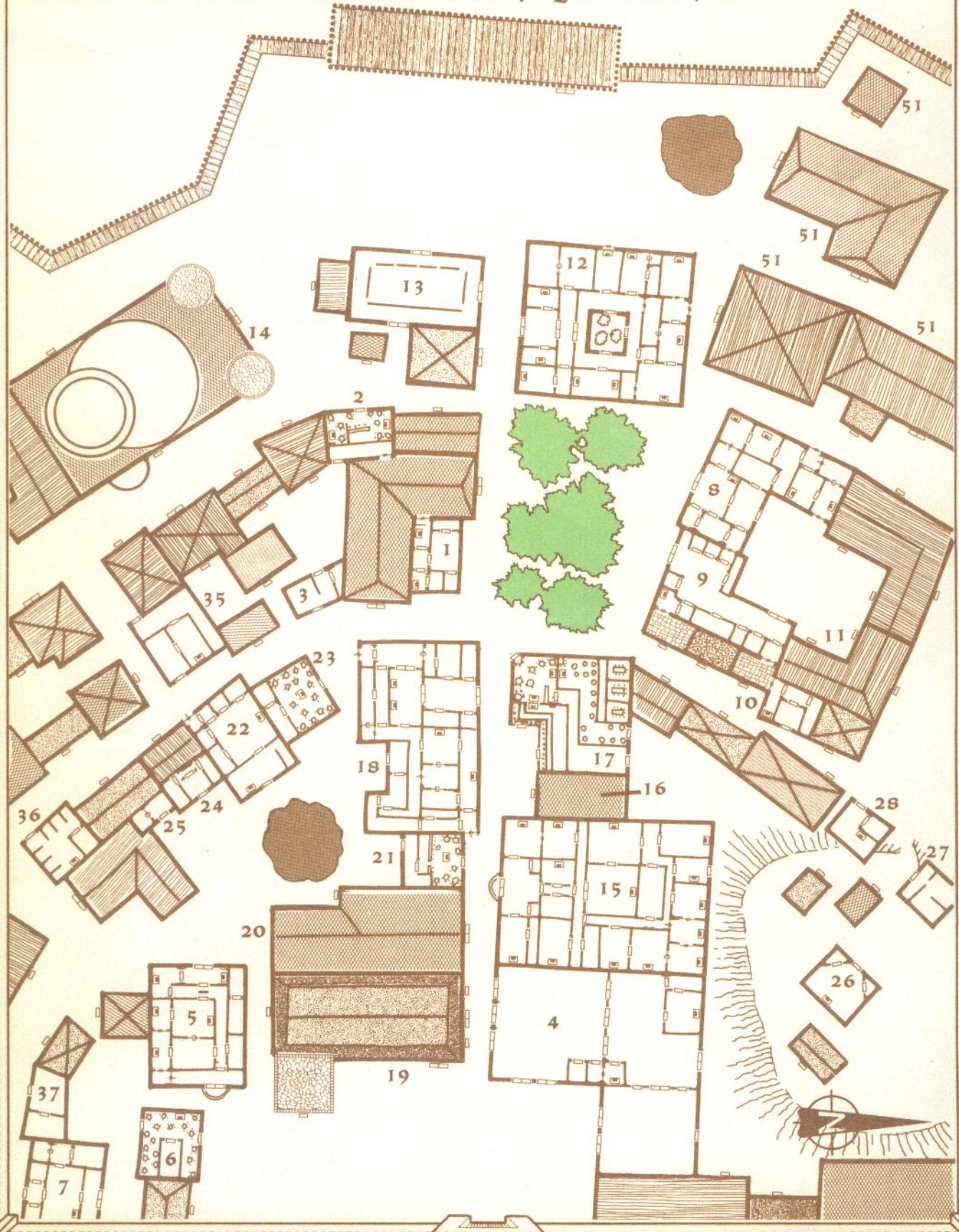


GROUND LEVEL OF GUARDIAN'S PALACE

Scale: ONE SQUARE EQUALS 10 FEET

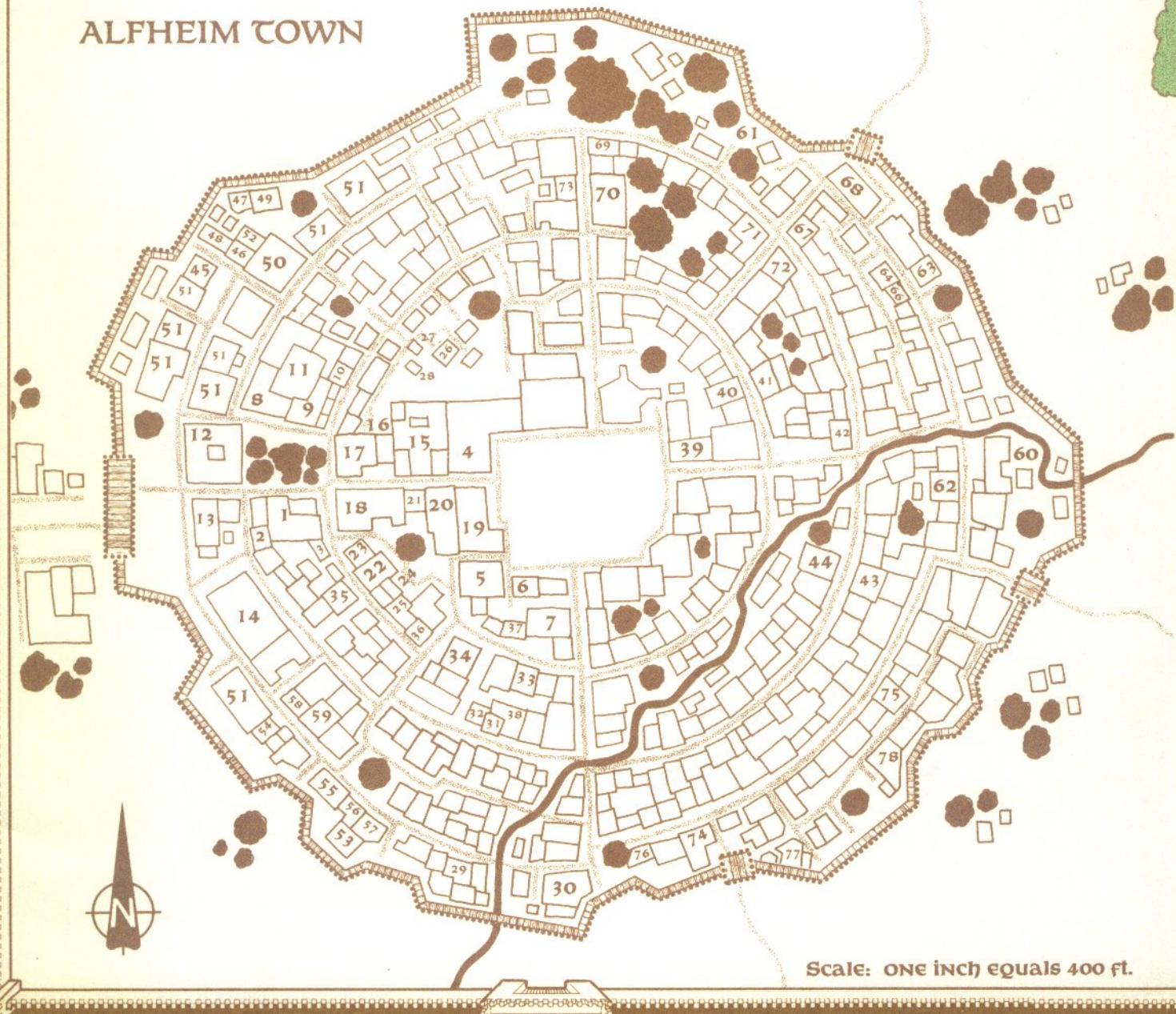
EMBASSY ROW

scale: ONE INCH equals 140 FEET.

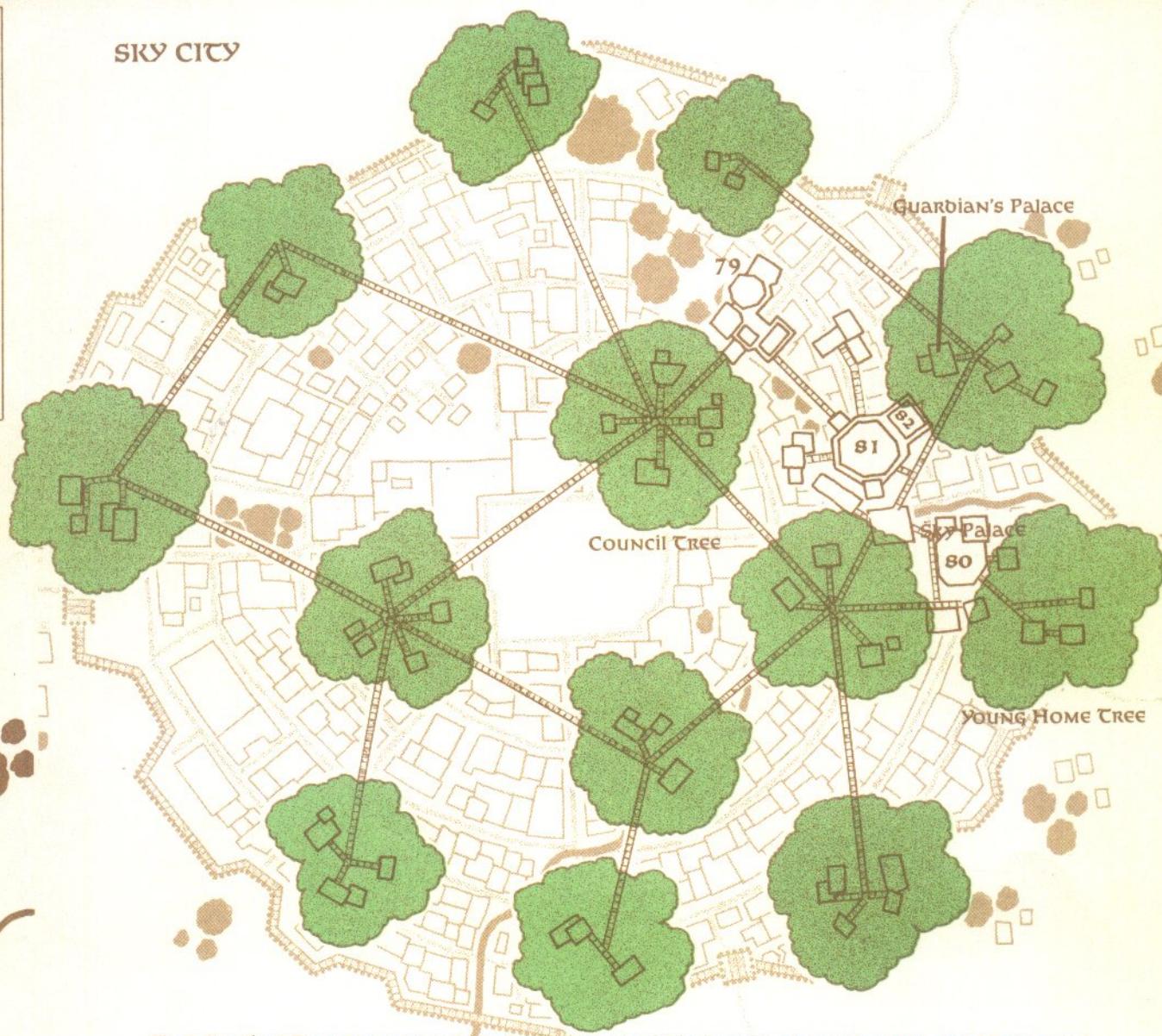


1. Embassy of Karameikos.
 2. Tavern—The Silver Chalice.
 3. Tavern—The Traveler's Boot.
 4. Merchants' Brotherhood Hall.
 5. Embassy of Minrothad.
 6. Tavern—The Counting House.
 7. Shipping Office—Iceland Connection
 8. Embassy of Alphatia.
 9. Mercenaries' Guild Hall.
 10. Alchemist Shop.
 11. Magic School—Edrecort's Academy of Thaumaturgical Science.
 12. Embassy of Thyatis.
 13. Trade Palace.
 14. Cathedral.
 15. Embassy of Glantri.
 16. Magic Users' Guildhall—The Unified Magician's Beneficial Association.
17. Tavern—The Wizard's Mug.
 18. Embassy of Darokin.
 19. Cathedral of the Church of Darokin.
 20. Library.
 21. Tavern—Durnheld's Axe.
 22. Guildmasters' Hall.
 23. Tavern—The Rock Drink.
 24. Money Changer—Gringold's House of Gold.
 25. Jeweler—The Elven Eye.
 26. Halfweigh House.
 27. Newsdealer/Rumormonger/Scriptorium.
 28. Cartographer.
 29. Tavern—The Gut Bucket.
 30. Drayers—Reliable Heavy Hauling.
 31. Illuminator—Jansten's Uncials.
 32. Bowyer & Fletcher—Shafter's Shafts.
 32a. Silverblade School of Arms.
 33. Engraver—Fine lines & Fancy.
 34. Tavern—The Oaken Mug.
 35. Furrier—The Ermine's Tip.
 36. Scribe—Honorius's Scriptorium.
 37. Tailor—Deever's Magic Shears.
 38. Food and Drink Purveyor—A Feast in the Forest.
 39. Carpet & Tapestry Maker—The Flying Yeti.
 40. Inn—The Crafter's Rest.
 41. Fishmonger—Scales on Scales.
 42. Veterinarian—The Great Creature.
 43. Outfitter—sign of the Kitchen Sink.
 44. Horsetrader—Ephraim's Forest Ponies.
 45. Carvansary—Avdullah Hazarkan.
 46. Cobbler—Sign of the Cushion.
 47. Potter—Sign of the Gargoyle Jug.
 48. Baker—Sign of the Golden Kernal.
 49. Leatherwork—Sign of the Awl & Hide.

ALFHEIM TOWN

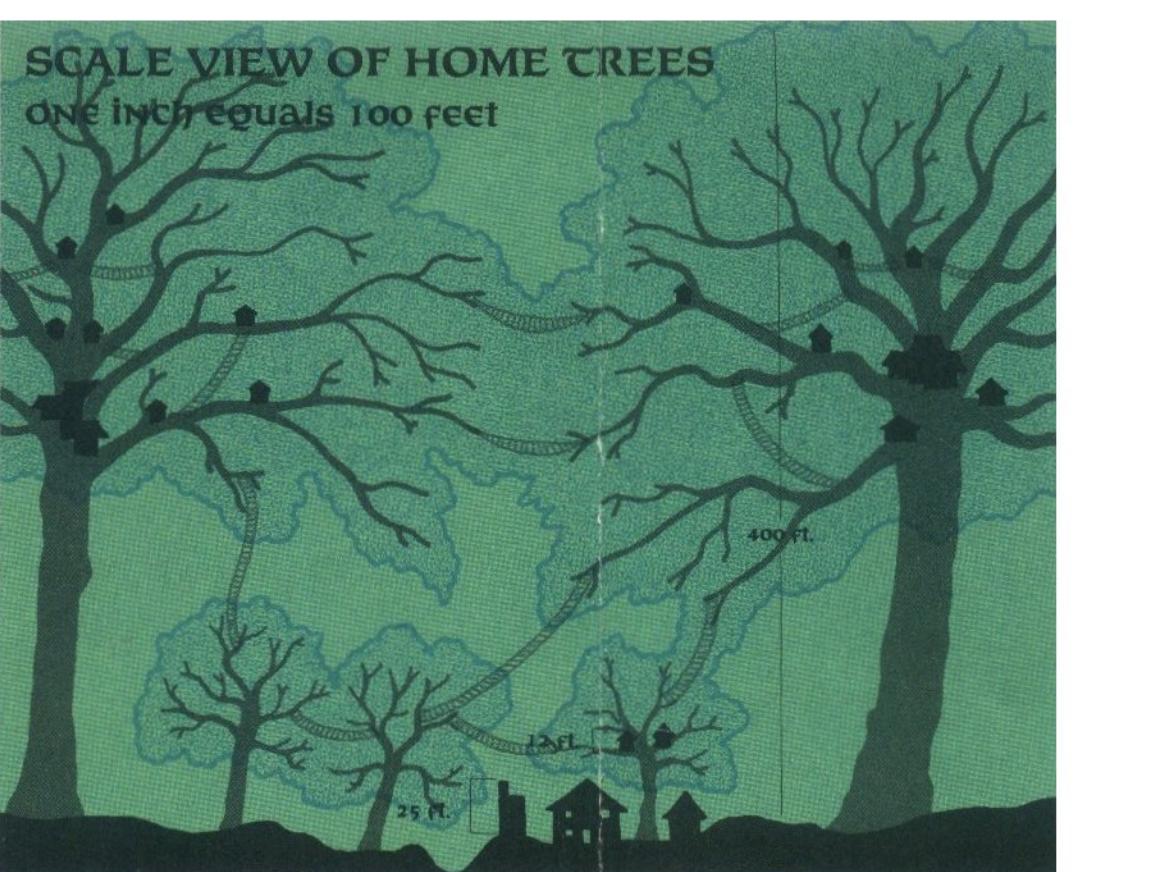
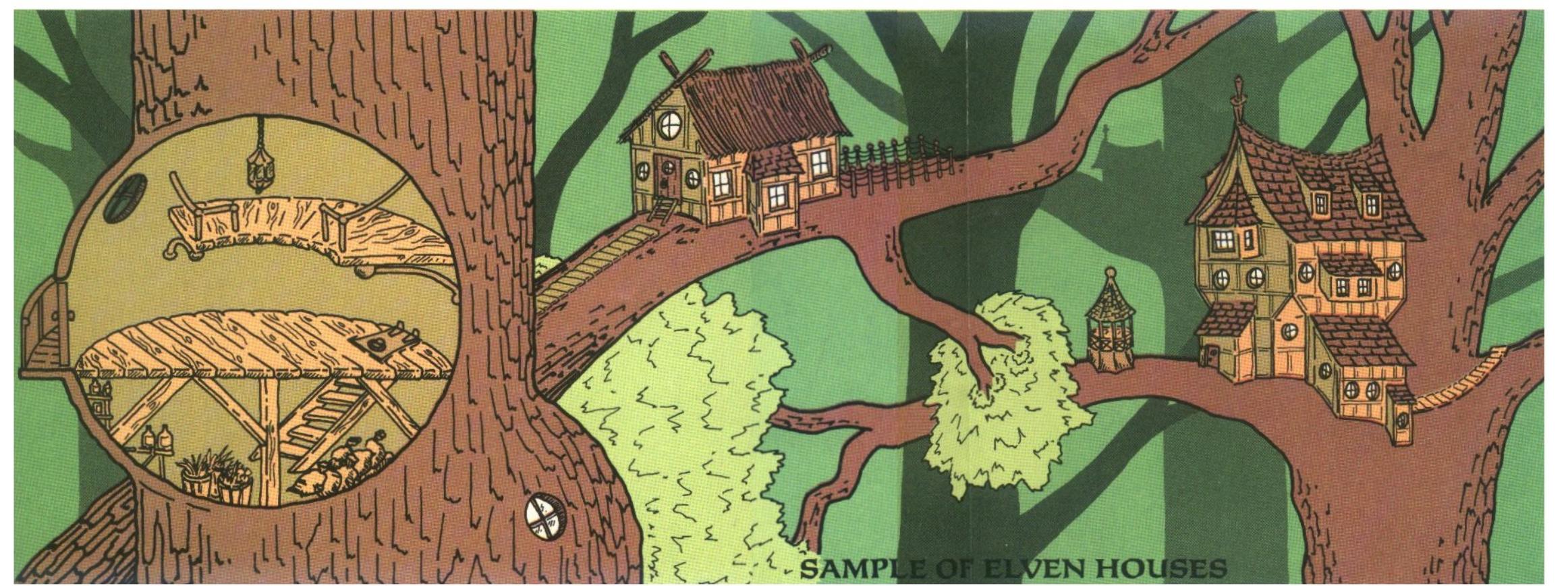


SKY CITY



Each Sentinel Tree has several small structures within it, such as guard posts, small huts, meeting and sleeping chambers.

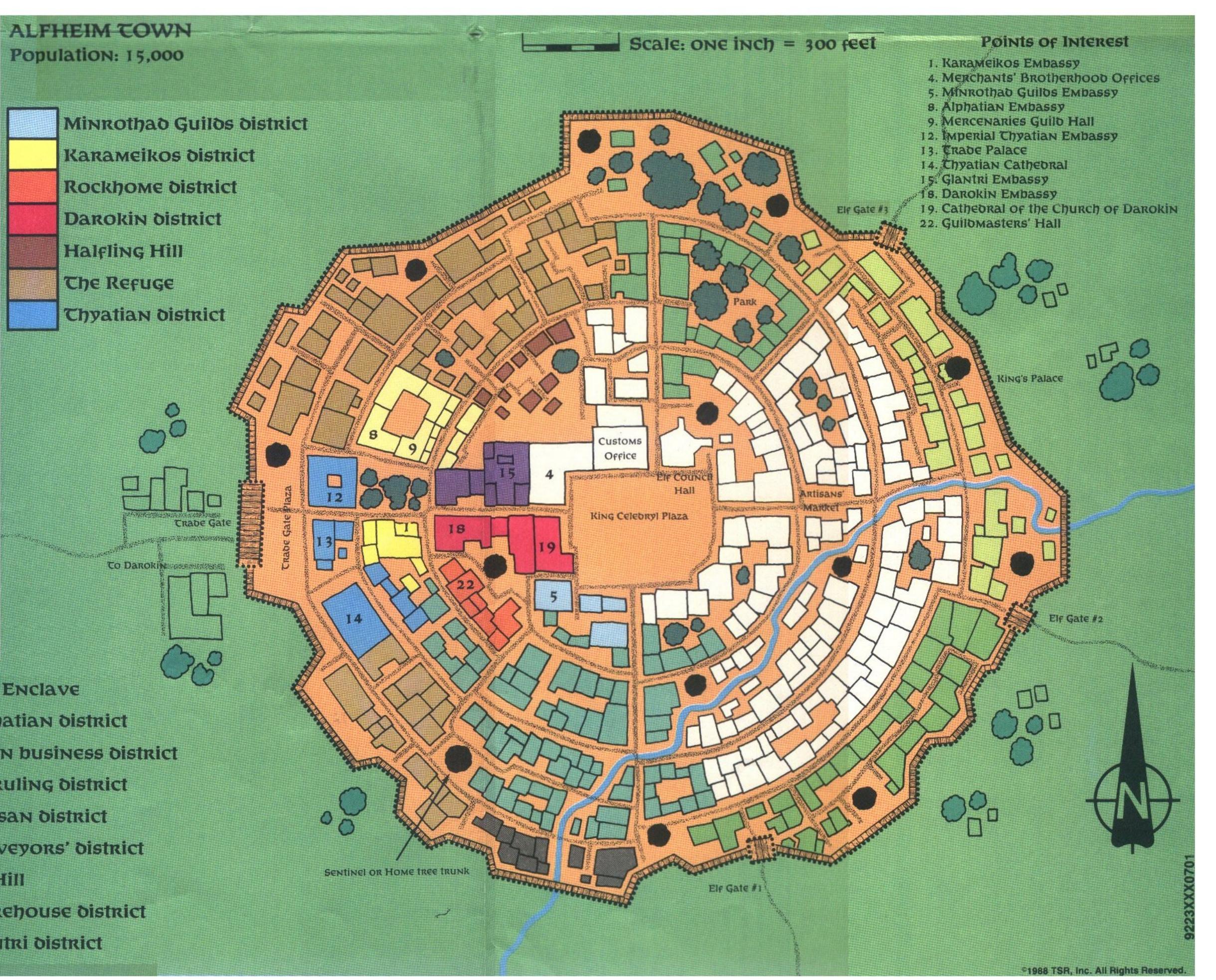
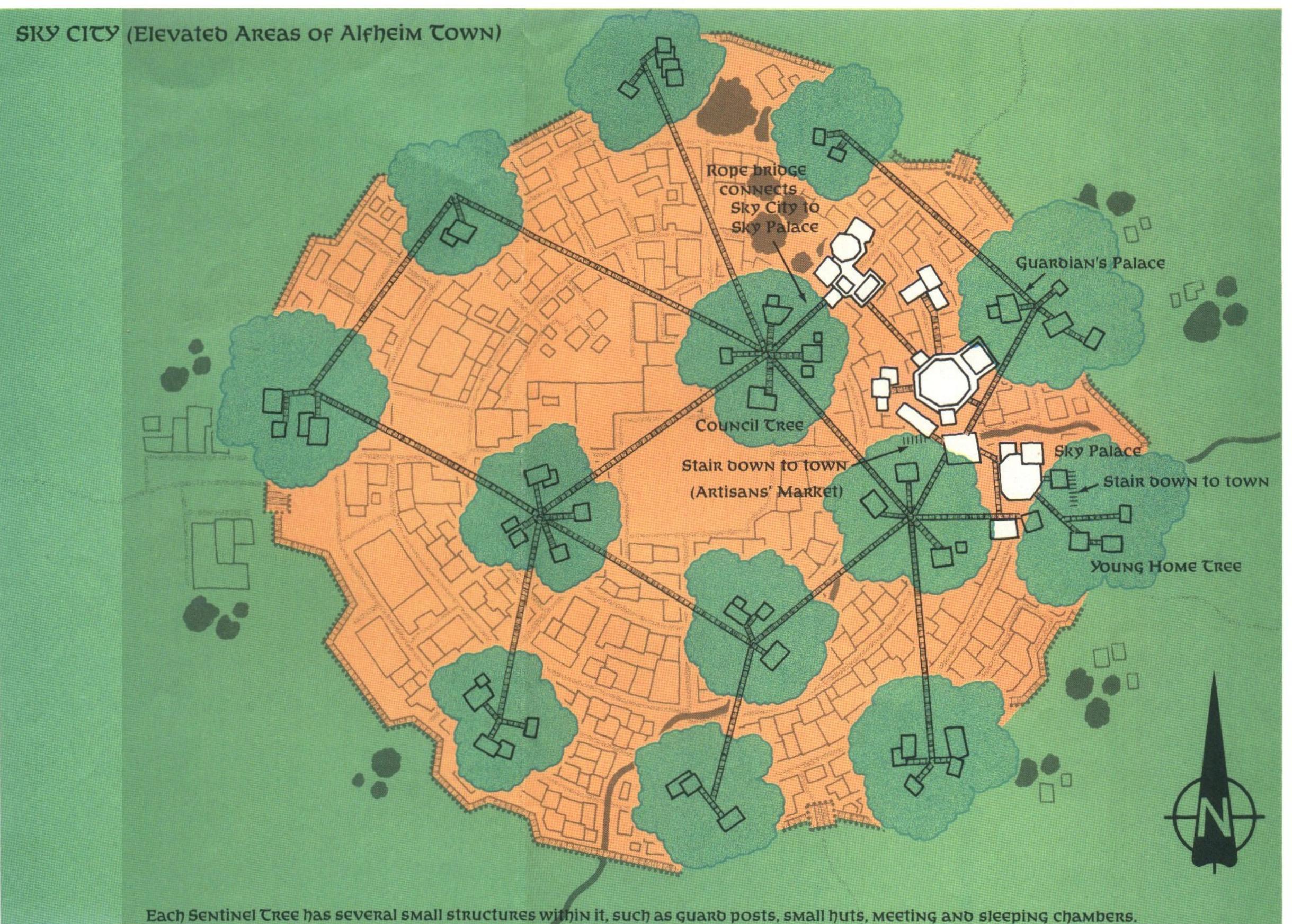
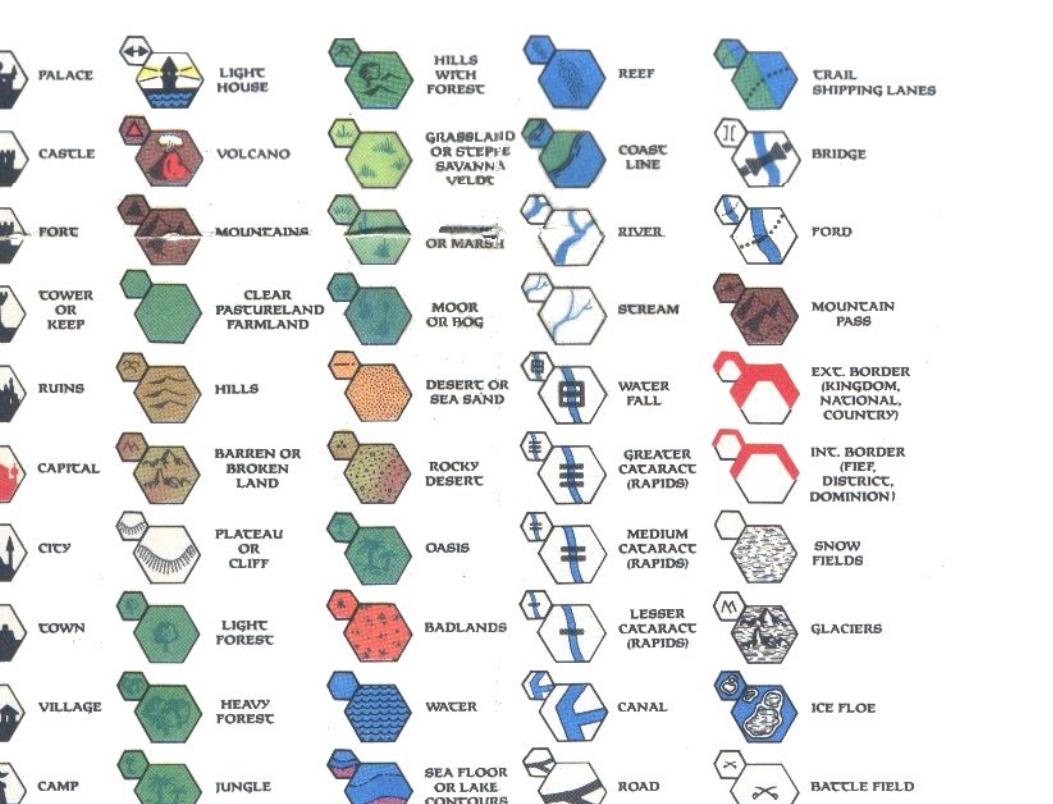
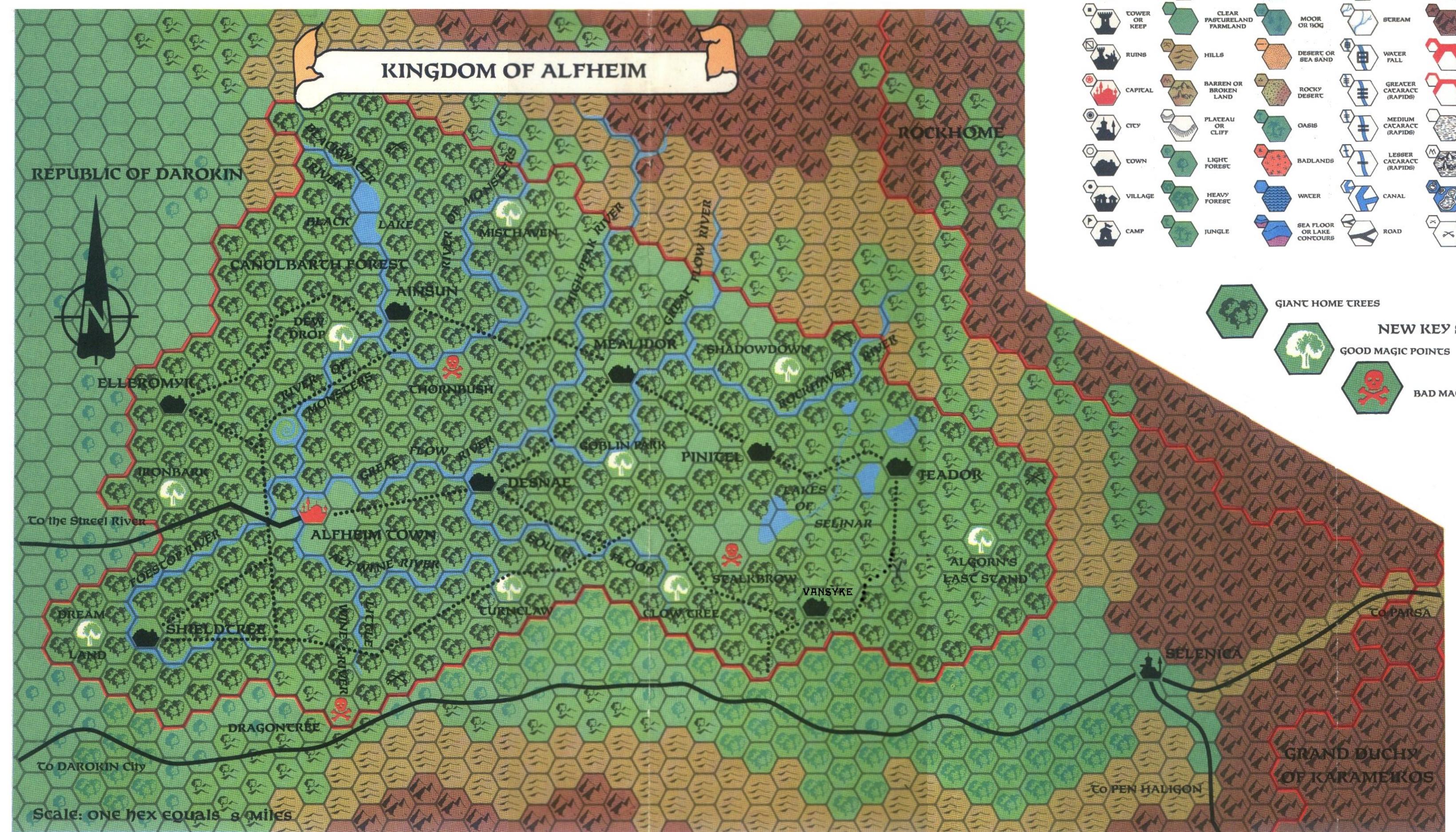
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|---|--|---|
| 50. Barber—Sign of the Clean Chin. | 61. The Druid's Grove. | 73. Artist—Dewpoint Images. |
| 51. Warehouses. | 62. Hiring Hall—The Elven Army. | 74. Medium Quality Stable—The Heard Meadow. |
| 52. Tavern—The Mule's Skin. | 63. Offices of the Seven Clans. | 75. Laundry—Night Run Laundry. |
| 53. The Grand Order of the Grey Mouse Lodge—Thieves' Guild. | 64. Professional Office—Representative to the Clans. | 76. Low quality tavern—Orc's Breath. |
| 54. Moneylender—Sign of the Saved Imperial. | 65. Alchemist—Ferian Leafgather. | 77. Cooper—Dwarf's Run Barrels. |
| 55. Public Bath—Sign of the Godly. | 66. Professional Office—Translator. | 78. Distiller—Morning Rain Liquors. |
| 56. Gambling Hall—Sign of the Busted Nugget. | 67. Dealer in Monsters and Exotic Animals. | 79. Residence—Astronomer/Astrologer. |
| 57. Candlemaker—Sign of the Twice-Burnt Taper (burning at both ends). | 68. Residence (and academy)—Scholar Tulenil of the Mealdil Clan. | 80. Medium Quality Tavern—The Bird's Feast. |
| 58. Pawnshop—Sign of the three Bezants. | 69. Cartographer—Vineleaf Maps. | 81. Poor Quality Rooming House—The Grand View |
| 59. Tavern—The Human's Right. | 70. Horse Trainer—The Lonely Pony. | 82. Gambling Hall—Highest Odds. |
| 60. The Guardian's Garden. | 71. Tavern—Quickneedle's Rest. | |
| | 72. Armorer—Trollproof. | |



Population 1,000 - 15,000

By human standards an elven town is a sprawling, lightly-populated community. Where a human settlement may occupy a few acres, its elven counterpart can be a half-mile square. While it is possible to build a fortified wall around a town of this size, it is impractical to defend a two-mile wall with 100 to 1,500 elves.

The elves have created a fluid defense in depth. Over the centuries trenches have been dug and ravines extended to hold special gardens. Raspberry and other thorny vines have been cultivated into a living barbed wire entanglement. Attacking forces must either slowly hack through the vines or follow the paths around the vines. These paths channel the attackers into Flanking Zones. Elven archers in trees that border the narrow paths rain deadly arrow fire into the crowded enemy masses. Some paths lead to cul-de-sacs that stall the attackers. Other paths twist and turn, joining and branching into other paths. This tends to disperse the enemy into many small units. Some units advance faster as others are stalled or repulsed. Arrow fire continually rains down from the surrounding trees. The elves move faster than their foes by using tree to tree movement that keeps them above the vines. This mobility allows the elves to concentrate their forces and overwhelm the enemy, unit by scattered unit.



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GAZETTEER

OFFICIAL GAME ACCESSORY

The Elves of Alfheim

by Steve Perrin

This is the first Gazetteer to outline a non-human culture: that of the Elves. Herein DMs and players alike will find information on elven society, politics, economics, and culture. Fascinating, first-hand details on the fabulous tree-cities are at last available to adventurers. The pageant of elven life hinted at in such previous TSR products as CM7, *The Tree of Life*, is now revealed in its entirety.

For players of elven characters, this is an invaluable resource. Portions of the elven way of life that were cloudy until recently are outlined here in crystal clarity. The same material will be of aid to the DM who uses Alfheim in his or her campaign.

The Elves of Alfheim is sure to become a staple of any D&D® game campaign.

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