

FORGOTTEN
LEGENDS
*FORGOTTEN
LEGENDS*
OF
GALADOR.



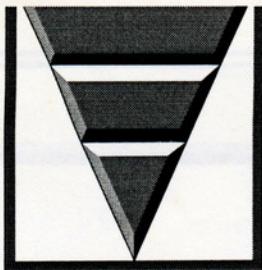


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Introduction

An elf, dwarf and human trek across the vast desert in Ridderlmond. Elsewhere another Party are camped in a dark forest. A lone adventurer rides his horse at top speed across the Estramon Fields towards the small town of Praap.

Galador, originally occupied by humans, now homes all races known. It is the most well known continent on the world. Nine ancient Gods govern the lands, sending fine weather and hurricanes. Three Greater Gods, and six Lesser Gods.

Galador is a centre of trade and travel. The Capital, Estramon homes the King Vallener who is pushing his age. This book will let you in on the happenings, history and secrets of Galador, often referred to as the eternal battle field.

The Inhabitants

Since the arrival of the Elves and Dwarves, Galador has become home to nearly all races, with the exception of Minatour. The races that dwell on Galador include Humans, Gnomes, Dwarves, Half-Elves, Elves, Kender, Halflings, Lizard-Men, and inevitably the Dragons have established themselves on Galador too. These are the dominant races. Other races such as snake-men, Orcs and Goblins dwell

deep in underground caverns, but are not considered important.

The Humans, Gnomes, Dwarves, Elves, Half-elves, Kender and Halflings can be found all around Galador, from the deepest dungeon, to the highest peak. Lizard-men are only found on the West Island, and underground, mainly in the caverns of Estramon. Dragons dwell in the highest peaks across the country, not threatening the other races. Every now and then the dragons would come out and war with other dragons, during which damage to nearby towns is often major.



Galador and it's people

This is an extract from the famous history books "Legends Of Galador". The books where written by the Eternal God Kalin. The book provides an accurate description of all the races on Galador, and their short history.

For years the humans occupied the land of Galador in harmony. I, Kalin have the gift of all-see, that is I can see any place on Galador at will. At the moment I look upon the city of Delaware. It is a thriving city, well established. There is little poverty and the citizens are content. It is the province of Eleinoch. All who live there serve the Greater God Aesyrn.

The People

The land was farmed and looked after well by the humans. On the fourth of Deketrend, 79 the first dwarven sailing ship arrived at the Port Kluhmo. The humans knew not of the outside worlds, except for some fabricated stories most past off as tales. The dwarven ship was large and had a massive stern with the Dwarven God, Reorx carven into it. As the ship rolled into the docks, the humans stopped work and came out to look. As the first dwarf came off the ship, a brave human stepped forward. He was clothed in animals skin and bore a heavy broadsword. His name was Farns. He greeted the dwarf from a distance. The dwarves had not expected any life on the island they had found. Their leader, Peddoke spoke to Farns.

"We come in search of Gold and Fortune" He bellowed. Farns was not sure how to react. The only mines humans had built where coal mines.

"We have no Gold, now leave and return to the water-land." Farns responded.

"We will stay" Peddoke stubbornly insisted. Farns stared at him hard and lifted his broadsword. Peddoke drew a war-axe from behind him.

"Defeat me and stay" Farns proposed, "Else, leave" So they fought. The dwarf was not easy to defeat, but Farns won over and the dwarven ship left.

Little to Farns knowledge, the ship had simply found a small island off-shore about 100 miles. The dwarves landed there to find it deserted. They named the island Peddoke Island, after their lost leader. It was later renamed Axe Island.

On Axe Island the dwarves began a community. Several years later the dwarves set sail once more, this time with an army five hundred strong they overtook the small town of Fahnete. Had it not been for the arrival of the Elves, the humans would have been doomed. The humans had little knowledge of war and battle.

It is not exactly clear where the Elves originated, it is thought the landed in the Gap Of Hope and settled in the Eastern Mountains, although there is no evidence of this left today. The Elves allied themselves with the Humans and drove out the Dwarves.

The dwarves were not killed, but rather, made prisoners of war. This was a technique introduced by the elves. The citizens where kept in prisoner camps and forced to work for the humans. As the war between the Dwarves and Humans settled, the prison camps were destroyed and dwarves allowed to roam freely throughout Galador.

Kender were created by the god Branfus. He was in search of an alternative method of

creation. Any kender would disagree, but the race was a mistake. Branfus has not regretted his creation though and he helped the Kender to be accepted into society. The Kender where eventaully accepted, but now are considered as an annoyance sent by the Gods. The kender race had an uncanny ability to taunt other people. Most people learnt to hate Kender, especially the Dwarves.

Yet, the Kender make no attempt at war, and although annoying, the other races put up with them.

Gnomes and half-elves were the results of cross breeding. In the first case between dwarf and kender, and in the second, between human and elf. Half-elves usually live with their human side, and are often rejected by the pure Elves.

Gnomes became another annoyance to society. The gnomes learnt to live with kender, but were rejected wildly by the Dwarves, who refused to believe that the gnomes where part dwarf. Gnomes consistantly experimented with inventions that never worked, and techniques that failed.

Lizard-men had always been on Galador. They hid in the underground caverns, such as the Caverns of Estramon, where their major dwellings are. Today, however, their once magnificent underground cities under Estramon are gone, due to natural distasters. They still live quietly underground though. Many people deny their existence, although they do keep contact with the outside world, and sometimes even venture out of the underworld.

Although few Lizard-men speak Common, they come across as a friendly

race, unconcerned with the happenings of the world.

The Dragons of Galador arrived long before the dwarves and found their dwellings in isolated caverns and mountains. The majority are good dragons and take little heed for the humans and the other races. They live in small communities, away from the rest of Galador.

Whenever the Dragons come out, it is amazing to see just how many of them there actually are. Little is known, even to me of where and how the dragons live.

Dwarves

After the prison camps were destroyed, the dwarves split into three main groups.

The mountain dwarves left the main islands for Axe Island, and set up as a mining community. Other dwarves left to the hills where they established themselves as Hill Dwarves. The remaining dwarves that stayed with the humans where known simply as City Dwarves.

Mountain Dwarves

Because of their isolation from other races, the Mountain Dwarves became arrogant and impatient. They were greedy and spent their time digging for gold. The odd Mountain dwarf came to the mainland in search of trade. Due to this Mountain Dwarves gained a reputation of ripping people off. This reputation was not to far from the truth, and still sticks to this day.

When the city of Archeded was founded in 251, many of the Mountain Dwarves left Axe Island and went to search for Gold and rich metals in the surrounding mountains. These mountains provided a plentiful source of gold. Many mountain dwarves didn't

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come out to see the daylight for weeks, and they began to develop a method of seeing in the dark. Now all dwarves inherit this ability.

Hill Dwarves

The hill dwarves have a similar reputation to the mountain dwarves, only the hill dwarves are more friendly, and willing to travel. Once again, the main business of a hill dwarf was mining, but many took up the merchant business. The hill dwarves founded the town of Fucionti, which soon became a rich, triving city.

The hill dwarves live a menial lifestyle. Each person has their place in society. They live happily, but are always prepared for conflicts. They have an army capable of overtaking any enemy.

Hill dwarves are often seen amongst City Dwarves and in towns, doing business. They are always distinguishable from City dwarves from thier clothing and speech. A hill dwarf has a strong, loud voice. They speak very fast and can scream extraordinarily loud. Hill dwarves are generally a lot taller than the other two variants.

City Dwarves

The dwarves that mingled with the humans and elves mainly became merchants, theives, and mercanaries. They are quite welcome in society and play a major roll.

They are much richer than the other two types of dwarves. They still have the lust for gold, like the mountain and hill dwarves. The City dwarves and Mountain dwarves do not get on very well together. Mountain dwarves believe that they are the original dwarf, and that no dwarf belongs in a place with humans or elves.

The city dwarves have a more laid back lifestyle than their cousins, and tend to enjoy their shorter lives than their relatives.

Clothing

Mountain dwarves wear rugged work clothes wherever they go. This is the traditional wear. It comprises usually of a thick leather vest over a bare chest, with short leather pants and fur edgeing. Mountain dwarves often wear a lot of jewerelly, most of which is gold and has been crafted by themselves.

Hill dwarves dress with less jewerellry, but in more of a civilized fashion. Usually a shirt, some sort of a vest, baggy long pants, and a rich belt. They seldom wear footwear and thus have strong, hairy feet.

City dwarves have very rich clothing and lots of jewellery. They wear baggy, rich shirts with rich dark doublets and long baggy pants, tight around the feet.

Weapons are nearly always worn on the outside of the body ans is considered a sign of strength. Although these weapons are rarely used, they hang in their sheath's simply for show. Dwarven armour is usually heavy plate armour. Once again armour is for show, although when in battle it is designed to be very practical. Dwarven plate has a high reputation and is very valuable. Some dwarven heroes where enchanted suits of plate, however most dwarves try to keep away from the magic.

Art, Music, and Literature

All variants of dwarves have little of either art, music or literature in their lives. Many of the dwarves can not even read or write. The only music dwarves ever hear is war chants or drunken songs of gold and riches.

Galador

Galador is a company that has been around since 1992. It started as a small business with just two employees, but has since grown into a major player in the industry. Galador's products are used in various industries such as construction, mining, and agriculture. The company has a strong focus on quality and customer service.

Galador's success can be attributed to its commitment to innovation and quality. The company has invested heavily in research and development, which has led to the creation of several new products. Galador's products are designed to meet the specific needs of different industries, making them highly effective and efficient. The company also places a strong emphasis on customer service, providing support and assistance to its customers throughout the product lifecycle. This focus on customer satisfaction has helped Galador build a loyal customer base and establish itself as a leading provider in its field.

Galador's products are widely used across various industries. In the construction industry, Galador's products are used for tasks such as earthmoving, material handling, and site management. In the mining industry, Galador's products are used for tasks such as haulage, screening, and processing. In the agriculture industry, Galador's products are used for tasks such as seed sowing, fertilizer application, and irrigation. Galador's products are also used in other industries such as quarrying, waste management, and environmental remediation.

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There are few books written by dwarves. Mostly tales of war and battle, or gold and mining. Dwarven musicians are very rare and are often frowned upon.

Faith and the Gods

Only few remaining dwarves worship their original god Reorx. Worship is not a major part for a dwarf. Dwarves only call upon their gods in times of desperate need. Nonetheless, when a dwarf feels his god is insulted, he is not happy.

Most dwarves worship Glidsins, the Lesser God. There is usually a temple or shrine to him in each dwarven town, where a dwarf can go when he is feeling down or lonely. There are rarely any ceremonies or processions.

Relations with others

Dwarves maintain a neutral role in society, with few enemies. The main conflict dwarves have are Elves. Although not a major problem, few dwarves and elves mix. This dates back to the times when elves allied themselves with humans to drive them off the land.

Any elf found in dwarven mountains or sacred area is immediately scorned upon and becomes a long term enemy. This applies in reverse for the Elves. Dwarves are forbidden to enter elves forest, unless with the express permission of the High Elf himself.

Dwarves also dislike gnome and kender. Although it is not uncommon to see a dwarf associated with a kender. On the outside a dwarf hates a kender, but many are good friends and enjoy each others company. Gnomes are a different story though. Dwarves have nothing to do with gnomes.

They even consider it pointless to invade a gnomish area.

The dwarves appear to dislike society generally, but never really take enough notice of the bad points to care. The only wars dwarves make are usually amongst themselves. There is considerable heat between mountain and city dwarves. Hill dwarves are indifferent towards mountain dwarves. There is yet to be a major breakout between mountain and city dwarves, yet I'm sure that one will be in the near future.

Games and Revelry

All dwarves are great gamblers. Whether it's dice or cards, they are experts. They are also expert cheats. Dwarves, especially city dwarves have an incredible reputation of cheating. One presumes that a dwarf is cheating if he is at the table. Dwarves have gambling in their blood, they cannot resist a bet. Many a time a dwarf has been led into deep water because of this trait.

Getting drunk and celebrating is another past-time of dwarves. They are famous for holding their drink. They develop their own liquor, including the infamous Dwarven Spirits, which only dwarves seem to be able to hold. For whatever reason, dwarves enjoy a drink and a song.

Drinking starts early for dwarves. It is a sign of maturity. When a young dwarf is first drunk he becomes an adult. It has been a tradition since the beginning of time, and one the dwarves are proud of.

Elves

The Elves on Galador have become a more friendly race since their arrival. They tend to stay in groups of their own race, however many an elf does mix with humans.

They have little respect for dwarves, who to them are arrogant and dirty. There are four branches of elves living on Galador: sea elves, wood elves, high elves, and dark elves or Drow.

Sea Elves

Sea elves are no considered creatures of the ocean. They have little concern for the world beyond the sea. They feel at harmony with themselves and the surrounding waters, and are sensitive to changes in the water and environment around them.

The sea elves have for themselves an underwater empire. They have adapted to conditions underwater and now live in peace and harmony with the other denizens of the deep. They did not live underwater forever though. The sea elf branch began as a coastal city called Kamitar. The sea and the beach were very much a major part of the elves lives. A freak storm brought tidal waves and rising waters which litterally sunk the city. The elves were able to survive however due to their experience with water. Not wanting to leave their city, many elves stayed on and learnt to live underwater.

Their empire is vast and unknown to most other races. They rarely venture past the surface of the water. Sea elves are a friendly, happy race that are a lot more expressive than their closer cousins. They can often be seen playing joyfully among the waves. Yet to the outsiders they seem like a mysterious, serious race. Whenever ships sail past a sea elf community the sea elves swim as deep as possible until the ship passes.

The sea elves have developed their own language which is similar to a dolphins. Anyone underwater during a sea elf's

conversation would hear a series of click and sharp squeals.

The sea elves of Galador live in their own little separate world, sharing and living in harmony with the surrounding environment.

Clothing

Sea elves wear little or no clothes. It is sometimes seen as an offence for a sea elf to where clothes. Those who do wear clothes normally dress in tunics, made from the sea plants of the ocean. Ornaments are all made from the surrounding environment. They carry what possessions they need in a net sling.

Wood Elves

Wood elves keep well away from other races, and other terrains. Wood elves live for their forest, and as such have become expert hunters and camouflagers. They are often thought of as the wild elves, although this is not true. They live in networks of smaller communities amongst the forest.

A wood elf community is totally integrated with the surrounding forest. Their dwellings a build high up in the trees and they have long spiralling walkways going down them. Wood elves respect their forest to a great degree and would do anything to protect it. That is why they have set up a network of small communities rather than few larger ones like the humans. Word travels fast throughout the forest and the wood elves can go to aid anyone in any part of the forest in an instant of their summons.

Their major city, Elven city, is housed completely in the trees, save their King, Dal-Ydir'Quinu palace, which is a magnificent building. It has long pathways connecting the areas and even though much of it is built on

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the ground, it is incorporated so well into the forest, at times it is barely visible.

Green elves are hostile to other races which dare to enter their sacred grounds. They do not mind their other cousins, but have grown to be a very protective race. Their defense system is excellent, and hidden. Amongst the trees lie battlements which encircle the whole forest. These battlements are manned day and night.

Although wood elves seem to be a rigid, arragont race, this is quite wrong. The younger generations play joyfully amongst themselves while the elders roam the forest. They are a very communitive race and are known well for their stories. It is fabled that a wood elf has the ability to talk to the animals, and this is indeed true.

The favourite weapon of the wood elves is long bow. They find it extremely practical in warding off their enemies. All youngsters are taught how to use a long bow, and by adolescence they are experts. In the case of malee combat, wood elves prefer long swords or short swords.

Clothing

As with the sea elves, clothing is kept to a minimum. The green elves try to become a part of the environment, this is why they decorate themselves with war paints, feathers, or tattoos. When needing to blend in into a forest, a wood elf can often not even be seen. The only jewelry worn is usually some sort of beads or bones.

High Elves

High elves are a lot more open than their cousins. They interact with other races much better and learn to put up with things such as laws. High elves are generally considered

smarter than their cousins. This is mainly due to their longer life.

They live mainly in multi-racial cities and towns, yet their are several cities that are restricted to high elves. The main high elf city is Nevilville, a coatal community. This town is upmarket and efficent, probably due to the tight governing by their King, Gilerthang. Gilerthang encourages trade and interaction with the other races.

When a high elf is in business he is very serious and sticks to the rigid, platform of his standard. It is because of this that high elves have got a bit of a name as merchants, one which they despise. After business hours though, high elves tend to enjoy more material things, such as liquor. Their cousins, the green elves dissaprove of this, beleiving that elves are meant to be a part of nature.

High elves have a much vaster empire and are more informed on the ways of the other races. They have developed new spells and inventions to make war easier. Their weapons and techinques are much more vaster than their relatives.

Many high elves have made a place for themselves in society, such as Prince Palmyra of Delaware. He earnt his position not from inheritance but by serving the King. All high elves serve and are loyal to their king. They are hard workers and will stop at no end to please their king.

The wood elves fear that soon the difference between high elves and humans will soon be gone. This is partly due to the introduction of another race, the half-elf. High elves deny this though.

Clothing

High elves dress in common clothes, but generally more upper class.

Their armour however is an important part of them. Most elves wear some sort of chainmail, however the odd elf posses a suit of elven chain, or elven enchanted plate. The elven chain is the best possible quality of chainmail armour. It is said that some suits have elven verses or prayers on the inner sides of the chains.

The Dark Elves

Dark elves are not considered true elves by the other elves. Dark elves are the only race of evil elves. They are selfish and greedy. They live in isolated towns and get their enjoyment from annoying other races.

Little can be said about the Dark Elves, also known as the Drow. Their skin is a much darker shade than any of their cousins. The other elves believe it to be a curse of the gods.

The Dark Elves serve Hasturi, their God. Their king is called Hiphokl and lives for his treasure and riches.

Art, Music and literature

Elves are most famous for their poetry which nearly always tells the story of an old war or battle. Songs also play a major part in all elven society. A unique singing method was developed by the sea elves, who use their dolphin-like calls to sing. They also found large sea shells, stones and plants. Their songs create a serene atmosphere amongst the waters.

The Drow sing on rare occasions, usually long, low slave-work-like chanting. Whereas wood elf, who sing constantly in high, melodic notes. They sing while they work and play, they sing to the animals and the gods. The wood elves also incorporate instruments such as harps and mandolins.

The sea elves art consists of sculptures, as most other art gets washed away. They carve sculptures depicting guards and use them in worship, decoration, or in defense. Wood elves consider their body decoration as a form of art. Their tattoos nearly always depict animals such as eagles, bears or fish; which is meant to represent the inner-animal of the elf.

Faith and the Gods

All elves, even the Drow, have a great loyalty to their Gods. The wood and sea elves serve the elven Goddess Minei, The High elves generally serve Aesrynard of course, the Drow serve the evil Hasturi.

Sea and Wood elves are the most ceremonious and can often have services that last for hours. High elves will serve their God to what they consider a reasonable amount. They consider 'over-worshipping' impractical. On the other hand the Drow constantly serve Hasturi and consider him more of a King than a God. Their services are short and sweet though.

Wood elves have amazing temples, often housed *inside* trees. As do the sea elves, who have spectacular underwater alters and a singing choir that fills the seas.

Blasphemy is a serious offense to elves and punishment is great. Any elf who betrays his or her King or God is immediately scorned and often rejected from society.

Relations with others.

Sea and Wood elves are generally isolated from other races and are tolerated. They would prefer to stay this way. Whereas High Elves, who mingle with other races more, make friends and enemies in other races. A friend (or enemy) of a high elf is never

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forgotten. High elves do not, in general, like dwarves, and the same applies in reverse. The Drow elves are hated by nearly all races, with the exception of sea elves and dragons, who have little contact with them.

All the elves keep mainly to themselves and are accepted as a part of society. The Humans forget that if it had not have been for the elves, they would perhaps not be on Galador.

The fact that the Prince of Delaware is an elf, helps elves to be accepted. The elves know that they could probably overrun the humans, but they let the humans dominate as they have little desire for power. Apart from the Drow that is. Palmyra, the Prince of Delaware, has acted as a representative for the elves and spread a good reputation for them.

The Other Races.

Humans, Dwarves and Elves make up about 60% of the population on Galador. The rest is a mixture of Gnomes, Kender, Half-elves, and Halflings. Other dominant races that make up a very small part of the population are Lizard-men and Dragons.

Gnomes

Gnomes, as stated previously, are a cross-breed between Kender and Dwarves. Gnomes are shunned by their Dwarven cousins, who refuse to believe that Gnomes are a part Dwarven. The thing about Gnomes that most annoys the Dwarves, is the fact that they are so jolly.

Gnomes are a happy, jolly race, that cannot resist but to laugh at any situation. It seems they have inherited more of their Kender side, who also have similar habits. Gnomes only mix with Kender and Humans, that is the Humans that will accept them. The Kender and Gnomes together are the worst

team for practical jokes. Kender and Gnomes can spend days on end annoying each other, until eventually one race gives in.

Another trait Gnomes have is their ability to make inventions that never work. Many a human or dwarf have tried using gnomish inventions, and have ended up on the ground, or with their hands around the gnomes throat.

Gnomes look more similar to their Dwarven cousins than their Kender. They are noticeably slimmer, however have much larger noses and faces. Their feet are a lot bigger and their bodies hairier. Other characteristics they have inherited from the dwarves is their love for gold and gems and their ability to see in the dark. A gnome is an expert on all gems and therefore, some have become rich businessmen by ripping people off.

The gnomes on Galador have learnt to live with the other races more than other gnomes. They mix with selected humans, although still hold great suspicion to elves and larger humans. Gnomes live in small, isolated communities, often underground or in burrows.

Many gnomes still serve the ancient god Reorx, but most have left the gods and live by the land.

Gnomes enjoy singing mining songs, and working songs. They do so while they travel or work.

Kender

Being a neutral, I must write both sides of the story to the Kender, but first let it be known that Kender are a mistake, a mistake made on behalf of Branfus. Kender are hated by all beings, except perhaps by Branfus.

Kender are the scum of society. Although, to them they cannot see why this is so.

Kender are the biggest jokers, like the cousins, the gnomes. Not only are they similar to gnomes, but they have an amazing habit of 'accidentally' finding other peoples possessions in their pockets. When a kender is caught stealing the usual excuses come as "You must have dropped it, I was just returning it" or "Good thing I picked it up for you - you could have lost it"

Perhaps I should give Kender a better introduction. Kender are short, skinny beings, with pointed ears. They favour the hoopak for a weapon, a kind of staff that doubles as a sling. They are quick runners and dodges, it is possible that this ability has been picked up due to having being chased so many times. They are also expert hiders and taunters.

That is the skill all Kenders possess. Taunting is a favourite pastime, much to the annoyance of everyone else. Taunting is a verbal technique of driving people mad. Some Kender have even succeeded in making people insane. When in battle Kender use this technique to get te opponent off guard.

Kender live amongst humans, High elves and gnomes, even where they are not welcome. A kender is a mages worst nightmare. Should a Kender get loose in a mages laboratory, disaster is inevitable. Kender have the inquisitiveness of a small child. For this reasons, Kender are always being watched, however, as soon as the watcher turns his back the Kender dips his hand into the nearest persons pocket, or slips on a magical ring or does something equally as mischeivous.

Half-elves.

Half-elves are everthing they are expected to be. Most hold more human attributes than elven. They live mainly amongst their human cousins. They still, however have the general love of nature that pure elves hold.

Half-elves are simply an intermission between humans and elves. They are much more open than pure elves when with other races, yet still hold the same, adventurous, one with nature spirit in their hearts. Often they are so similar to even humans or elves that they are considered just that. Elves use a method of tracking down ancenstors to see whether the person is human or half-elf. That is, if more ansestors are humans than are elves, the person is a human, otherwise the are a half-elf. If all ancestors are elven, the person is a pure elf.

There are no half-elven communities, but rather, a half-elf will live with humans or elves, or both. They do not speak separate languages either.

Half-elves can often be a help when there is conflict between human and elven societies, as they can speak freely to the elves as well as the humans.

Halflings

Halflings are similar to small humans in looks. They are short, fat people with cheery faces and short legs. They spend most of their time indoors, with little regard for the happenings of their surroundings.

Halflings are one of the smaller races on Galador and arrived their by ship from other continents. They live together, and some in the major cities, with the other races. They are a peaceful race and make no threat to others.

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A Halfling's pride and joy is his home. He spends most his time polishing and cleaning his house. They pride themselves on the ornaments they collect.

Most races cheerfully tolerate the Halflings, passing them off as peaceful inhabitants.

Epilogue

Galador is the home to many races, but it should not be thought that they *all* live together peacefully. Blood, generation long feuds are not uncommon between races and communities. Small wars break out constantly. The two races who try to distance themselves from these things, and live peacefully and hasslefree are the elves and halflings.

Us, the Gods will look over the land of Galador and try to keep the races in harmony, it is not easy, but it must be done.

The world is a place of wonder and beauty, filled with life and death, love and hate, joy and sorrow. It is a place where good and evil coexist, where light and darkness are always present. In this world, there are many different paths to follow, each leading to a different destination. Some paths lead to happiness and fulfillment, while others lead to suffering and despair. The choice is yours, but remember, the path you choose will determine your fate.

жизни от пра-засновите от Десманис: „Две години се съмнавах, че барбес ще е хипер-стартиър и съмнение ми беше, че ще се измести на мястото на барбеса. Но във времето, когато барбес се измести, барбесът е бил първи в Европа и в света“.

Но също така барбес е бил и първи в Европа и в света във времето на барбеса. Той е бил първи в Европа и в света във времето на барбеса. Барбесът е бил първи в Европа и в света във времето на барбеса.

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The following is an extract from Sir Morgans diary, when he was on a visit by orders of the King do a summary of the greatest towns of Galador.

Delaware

Stunning cliffs surround the eastern, northern, and southern borders of this magnificent city. From the outside the city seems calm and peaceful, even serene. But the moment you set foot into Delaware you are struck by loud, busy streets, merchants and travellers going about their business.

I will always remember Delaware for that quality - it's people. About 400,000 people make up what has become a very rich city, full of small businesses. My stay was a short one, something I regret now. I seemed to enjoy seeing a city full of ordinary people doing ordinary day to day tasks, this is unusual for me.

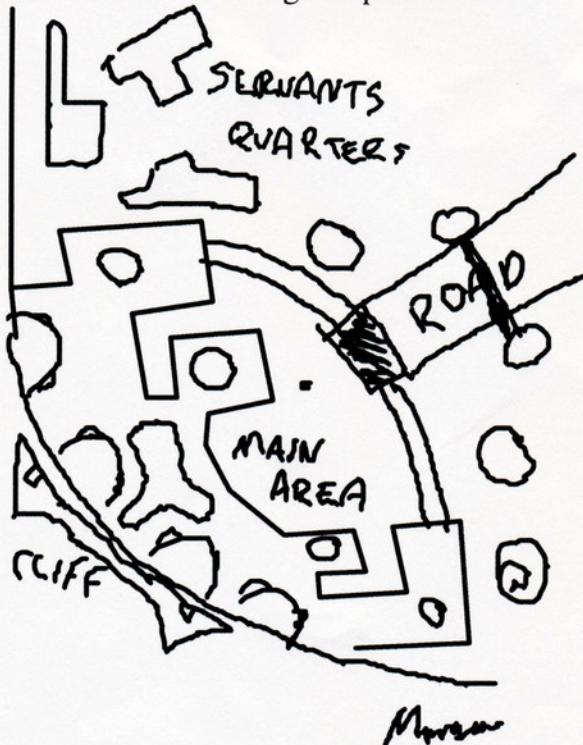
I write about all the different and wonderful places I was lucky enough to see.

1. The Palace

I was amazed by the efficiency and economics of Delaware Palace. Everyone had their assigned jobs and went about them with a certain quiet grace. This is not to say the people in Delaware are boring. On the contrary. During my stay I met some very interesting people.

But enough about the people-a major credit of Delaware palace is it's design. Built during early years when Dragons still roamed, the palace was built for extension and defense. Since then the palace has been extended to cover over fifty acres of land, and is constantly. The palace is an excellent example of the architecture of Delaware. free

after hundreds of extension the palace looks like one. This is a rough map of the area



The Palace

2. Temple

Because of the mixed religions and races in Delaware, the temple is divided into 3 sections - the major section, a large circular room with a domed roof serves as the temple to Aesryn, the God that most humans and Elves serve. Also under the domed roof are alters to the other Gods of good. The two wings are dedicated to the neutral Gods and evil Gods.

The temple is one of the largest and most beautiful buildings in Delaware. It is always full of people and very alive. while I was there, however, I heard rumours of evil cult members performing sacrifices underground, under the temple. I do not know how much truth is in those stories however.

Delaware

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3. Arena

At first I was disgusted at the violence and ferocity of the fights here - that is until I found out that they were fake.

I was amazed at the number of people at the Arena-people of all races, come to enjoy themselves. The arena brought the races together here in Delaware. I can even remember seeing a Dwarf and a Kender chanting together.

4. Knight's field.

The knight's field is a long rectangular field lying at the bottom of the Delaware Cliffs. The facilities here are great, and all put to good use. It is an area for both young and old knights to get in some practise in any of their skills

5. Clock Tower

This beautiful piece of artwork was erected by the citizens of Delaware themselves. It was a project that the government put forward in order to add more unity to their city. It worked.

6. Public Park

This park, one of the largest in the country, was a "reward" to the citizens after they constructed the Clock Tower. The Park is beautiful, shades trees overhang the cobblestone paths. A large pond is found in the center of the park, with a statue of the King acting as a fountain.

7. Sheyrend Tavern

There is nothing much to say about this tavern. It is your average tavern. The only reason I mention it is because I thought it perfectly portrayed the people of Delaware - all races and all type of people visit the

Tavern. This is something I think is missing from all towns -Including my own.

8. Mugeails Inn

This is the inn that I stayed in during my visit. the Inn has been owned by the Mugeails ever since Delaware was built. The Mugeails are pleasant people who have maintained their business for hundreds of years and their Inn has now become the largest and most popular in the City.

9. Royal Gardens

For many hours I walked among these magnificent gardens that surrounded the palace. The gardens are watered and cared for constantly. Cobblestone pathways meander their way through magnificent beds of colour and under shady trees. Just being in the garden puts you at peace.

10. The Delaware Cliffs.

One of the greatest landmarks in the world of Galador-the Delaware Cliffs. The cliffs stand 60 feet above Delaware. Not only do the cliffs provide a great landmark, but they also assist in the defense of the city.

11. The Markets

Every merchant in town has their own little stall in the infamous "markets". The markets are also a great source of entertainment. Buskers line the streets with smiles on their faces-trying to coax people out of a Copper piece or two. This is the perfect storybook market - animals, food, buskers, and lots of people.

On a less lighter note - apparently there are a fair few thieves in the area too. Although I didn't encounter any, I came out

a few gold pieces shorter than I should have been.

12. The Fortress

One of the uglier buildings in Delaware is the fortress. It is purely for defence purposes. The fortress is funded by the government and runs day and night.

13. Traders Square

Although with a similar appearance, as the markets the traders square is very unique. There are no stalls here, instead merchant's turn up with one case of goods and spend all day trying to sell them. It is quite an experience to watch the merchants haggle, buy and sell.

14. City walls.

The city walls surround only the western borders of the city due to the Cliffs.

15. Jail.

I did not stay long here as I had other, more important areas to visit. But from what I saw it seems the jail is well maintained, and not crowded, although there have been some very nasty stories going around which I will not venture into, as to protect my integrity.

So ends my visit to Delaware - the big city of little people.

Elven City

I was led into this well guarded city blindfolded and in the complete care of two elves, although I could feel the eyes of many more coming from the nearby rainforest. The first thing I noticed about this place - there are no houses, or very few rather. This, I later discovered was because most of the

elves had begun to go back to live in the trees and forests. The older section of the city, however are scattered with homes.

I am not sure on how many people populate this city. I imagine it is somewhere between 5,000 and 7,000, for many of the elves are quiet, hidden in the trees and unnoticed. Elven City is the main, but only one settlement of Wood Elves. Many more colonies hide, un-named in the surrounding forest.

1. Palace

Small, and hidden amongst the trees the modest yet beautiful elven palace stands calmly and gives the whole area a certain tranquil peace. Elven chatter softly as they go about their business, the cries of children playing in a nearby lake can be heard now and again.

King Dal-Ydir'Quinu's palace is amazing. From the outside the palace looks like a huge crystal protruding from the ground, it seems to defy all forces of physics for it has no support but seems to have simply 'grown' out of the ground. Once inside the dome, an eternal source of music streams out a flowing soft tune that echoes throughout the dome. The two domes are lit by the sun which comes through a small hole in the roof and a small glass object spreads the light to all corners of the palace.

The light that filters through the side walls is made colourful like that of a rainbow because of a continuous stream of water running down the inside. The water comes from the fountain in the middle of palace, which is enclosed in the statues of previous kings. The water flows through an hollow glass tube and spills out the top, some falling

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Special Places

Elven City

back down and some creeping along the roof and down the walls creating the rainbow effect. It has never ceased to amaze me at how dry the elves can keep this place.

2. Temple

After my short stay at the palace, I progressed to the temple, hidden amongst the trees just to the soundwest of the palace. After being in the noisy Delaware temple, I was taken back by surprise when I entered to find elves, all in silence in the room. I stayed for one of the services, which was treated with extreme respect.

The most significant feature about the temple is that all it's sermons are held outside the actual temple. The inside of the temple is used mainly for lodging, special occasions and personal meets with the priest.

3. Secret garden

It seems like ages of trampling through thick jungles before I got here. I got totally lost, but somehow, my elven guides took us out right on target.

The place we came to is known as the secret garden, a simple circular field that breaks the thick forest. Tall daisies and other colourful flowers carpet the ground. Apparently the garden has a magical healing property about it, although I know not of how it works.

Horses and centuars graze often in this small garden, although I saw none while I was there.

4. Sandstone road

All the main roads in Elven City are made from some sort of a compacted sandstone. The roads look like sandstone, however their texture is smooth, but provides excellent grip for your boots.

5. Crystal Lake

Wherever I go in this city I see sights of beauty, and Crystal Lake is just one of them. True to it's name, the surface of the water gleams like that of a crystal. The deep floor of the lake can be seen clearly through the water. A soft wind blew across the top of water, filtering the suns ray to form a brilliant pattern of light on the floor of the lake.

The water was even nicer than it looked when I dived in. It was fresh and cool like none other. The size of the lake was enormous, and the end seemed like a small dot in the distance. The trees that overhung the sides of the lake, along with the mangroves, provided a perfect shade where you could sit and cool off on a hot day.

6. Peaceful Abode

I nick-named this place "Peaceful abode" because of the complete silence in the area. It is above 150 yards across and twice that in length - similar to the size of Crystal Lake.

The only sounds in this area come from the soft whistling of the birds and the faint chattering of Elves amongst the trees.

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7. Government Buildings

One of the very few places with housing in the city is the government buildings. They were some of the very first buildings to be put in place in the city. There are only few for a city of such size, but that it because of the Elves effecient governing system.

8. Tower

The tower, I was told I would visit. My mind conjured an image of a large, cylidrical crystillan tower. But instead, I was lead to the base of a tree.

The insides of this tree have been hollowed out and steps have been built inside. Several windows provide a means of viewing the outside world with. It seemed an age before I reached the top, the trunk getting narrower and narrower. Once at the top I could see for miles in every direction - to the south I could see a vast stretch of the Crystal Ranges, to the north, the extensive rainforest of the elves, to the east I could make out the flowing elven river, and to the west I could see as far as the Dividing sea.

9. Hidden Lakes

These two, small lakes are hidden amongst the trees and connected to Crystal Lake by a small stream. Here centuar, dryads, and other Sylvan creatures stop to drink and play. There are many rocks and small cliffs that provide amusement for the young elves as they jump off and into the deep waters of the hidden lakes.

10. Star Tavern

One of the few buildings I visited - the infamous Star Tavern. A place where nearly all elves go to have a good drink and a laugh. The streets in this, 'developed' part of town

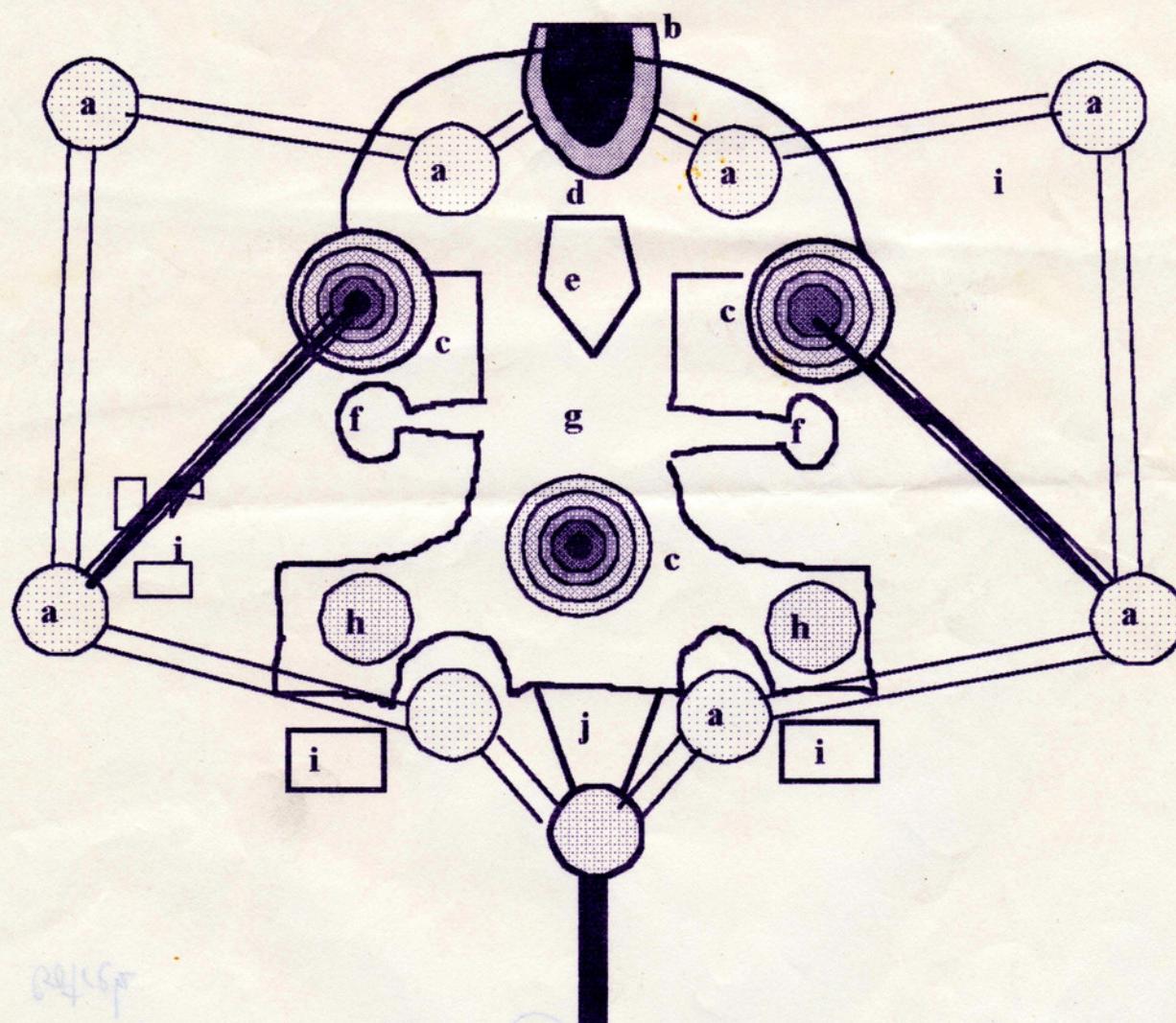
are beautiful and the houses that line them are decorated.

11. Hidden Army

One of the greatest secrets of the Elves - their defence. Only the elves know for sur how big it is and how well they fight. But I know that they stay hidden amongst the protection of the trees and the Crystal Ranges, ready for any attack.

Since I have left Elven City, all things in my mind became a hazy blur of information. I remember little of the beautiful things I saw and the joy I experienced in Elven City. But it is true - all good things must come to and end.

The Estramon Palace



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