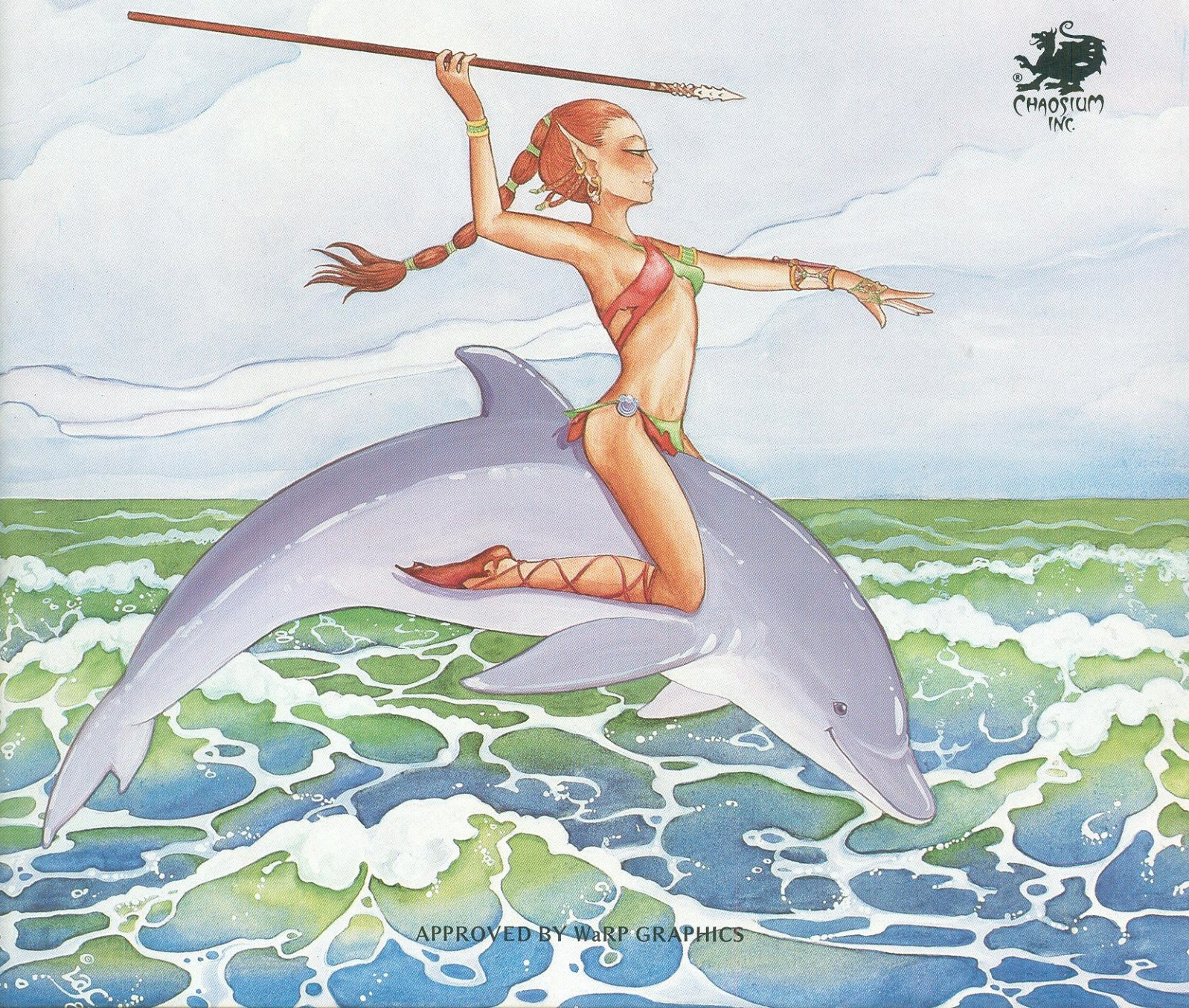


The SEA ELVES

A Complete Culture for Elfquest®

by Elizabeth Cerritelli



APPROVED BY WARP GRAPHICS

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by Elizabeth Cerritelli

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Contents

The Sea Elves	page 2
The Islands	page 6
Magic Powers	page 8
Sea and Island Creatures	page 9
Stormcoming Hunt	page 16
Little smoke Island	page 19
Assault on Smalltower Island	page 28

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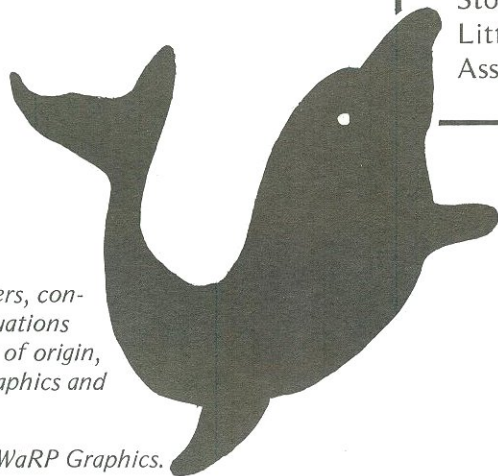
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The Sea Elves

This book is based on the short story, "The Siege of Suncliff Island", which was printed in the first issue of *Yearnings*, the Elfquest fanzine. Information is added to facilitate the use of Sea Elves with the *Elfquest* game. Background on the history and physical nature of the Sea Elves' world and their lifestyle is provided so players can design tribes and adventures of their own.

The Sea Elf information is approved for the *Elfquest* game, but is not necessarily true to the World of Two Moons as depicted in the Elfquest stories which have been published or which will be published by WaRP graphics. The Sea Elves might exist as depicted here, but there is no corroboration from WaRP Graphics that they do so exist.

How to Use the Sea Elves

These pages provide only a guideline to the environment and culture of the Sea Elves. No one knows everything there is to know about the islands or about the elves. No one knows exactly how many islands there are in the archipelago; no single tribe has discovered them all. There are probably more Sea Elf tribes than anyone has guessed. Gamemasters should be inventive and willing to add to the information.

Though humans and trolls have not yet been discovered on the islands, members of both species might have been cast away there, just as the elves were. If so, determine what they feel about the pointy-eared sea-spirits, and what the elves feel about them. There might be unidentified creatures in the ocean, or land animals and plants peculiar to a particular unexplored island. All this depends on the gamemaster's imagination.

When roleplaying Sea Elves, consider intertribal relations. On the islands, strange elf-tribes are not assumed to be friendly. Raider tribes are unlikely to ask questions before attacking and more peaceable tribes have been preyed upon too often to accept strangers freely. Misunderstandings are bound to occur. Decide which sort of tribe the

player elves come from, and map their island accordingly.

Players and gamemasters should familiarize themselves with the Sea Elves and their environment. Use the guidelines set down on these pages, but explore variations. In a largely unexplored area like the islands, nearly anything is possible. Add your own imagination, and share in the ever-shifting, ever-new adventures of the Sea Elves.

Sea Elf Characteristics and Skills

<i>characteristics</i>	<i>attributes</i>
STR 2D6+4	Age: 1D10x1D10x2D6
CON 2D6+6	Move: 3 yds/SR(ground)
SIZ 2D3+2	2 yds/SR (water)
INT 3D6	Weapons: knife
POW 2D6+6	spear
DEX 2D6+9	fish spear (treat as spear)
APP 2D6+6	trident (treat as spear)

Beginning Skills

<i>Skill</i>	<i>Beginning Percentage</i>
Attack w/ one weapon	(STR+DEX) x2
Climb	STR+DEX-SIZ
Communication	INT+APP
Dodge	(INT+DEX) x2
Jump	STR+DEX
Lore (all types)	INT x2
Manipulation	(STR+DEX) x2
Parry w/ one weapon	POW+DEX
Perception	(INT+POW) x2
Ride Wave-Dancer	DEX x5
Stealth	DEX x2
Swim	(STR+POW) x3
Throw	DEX x1

Previous experience for Sea Elves is computed the same way as for Wolfriders.

<i>Magic Powers</i>	<i>Beginning Percentage</i>
Animal Bonding	POW x1
Bone Shaping	POW x1
Finding	POW x1
Fish-Finding	POW x1
Flesh Shaping	POW x1
Healing	POW x1
Homing Instinct	POW x1
Hypnosis	POW x1
Magic Feeling*	POW x1
Plant-Shaping	POW x1
Rock Shaping	POW x1
Sending*	POW x4
Stormseeing	POW x1
Water Control	POW x1

*denotes common power.

Synopsis

Sea Elves live on a great archipelago in the Vast-deep water. They are descended from a group of High Ones who were shipwrecked there 10,000

years earlier, and have developed a unique culture. Many tribes exist, each with different customs, but all share fishing techniques and a bond with the dolphin-like wave-dancers. Centuries of tribal isolation, and a lack of the common human enemy have caused the Sea Elves to be suspicious of elfin strangers.

History

The ancestors of the Sea Elves came to the islands 10,000 years before the time of the Elfquest saga. Running before the fearsome humans, a group of High Ones fled from the castle in a direction Away-From-Hub-Star and towards Sun-Goes-Down until their way was blocked by a broad crescent-shaped bay, the shore of Vastdeep water. They hoped to escape the maurauding humans by rafting across the bay to the other side of the crescent. The humans would be forced to walk around to the other side of the bay, and hopefully would lose track of their quarry. Tree-Shapers formed a raft, and the High Ones embarked.

No elf had sailed a boat for millenia. The High Ones attempted to magically propel the craft, but their ever-weakening powers were overcome by the powerful push and pull of the tides, currents, and winds. A storm drained the already-exhausted elves completely, and they were forced to lash themselves to the raft and ride out the tempest.

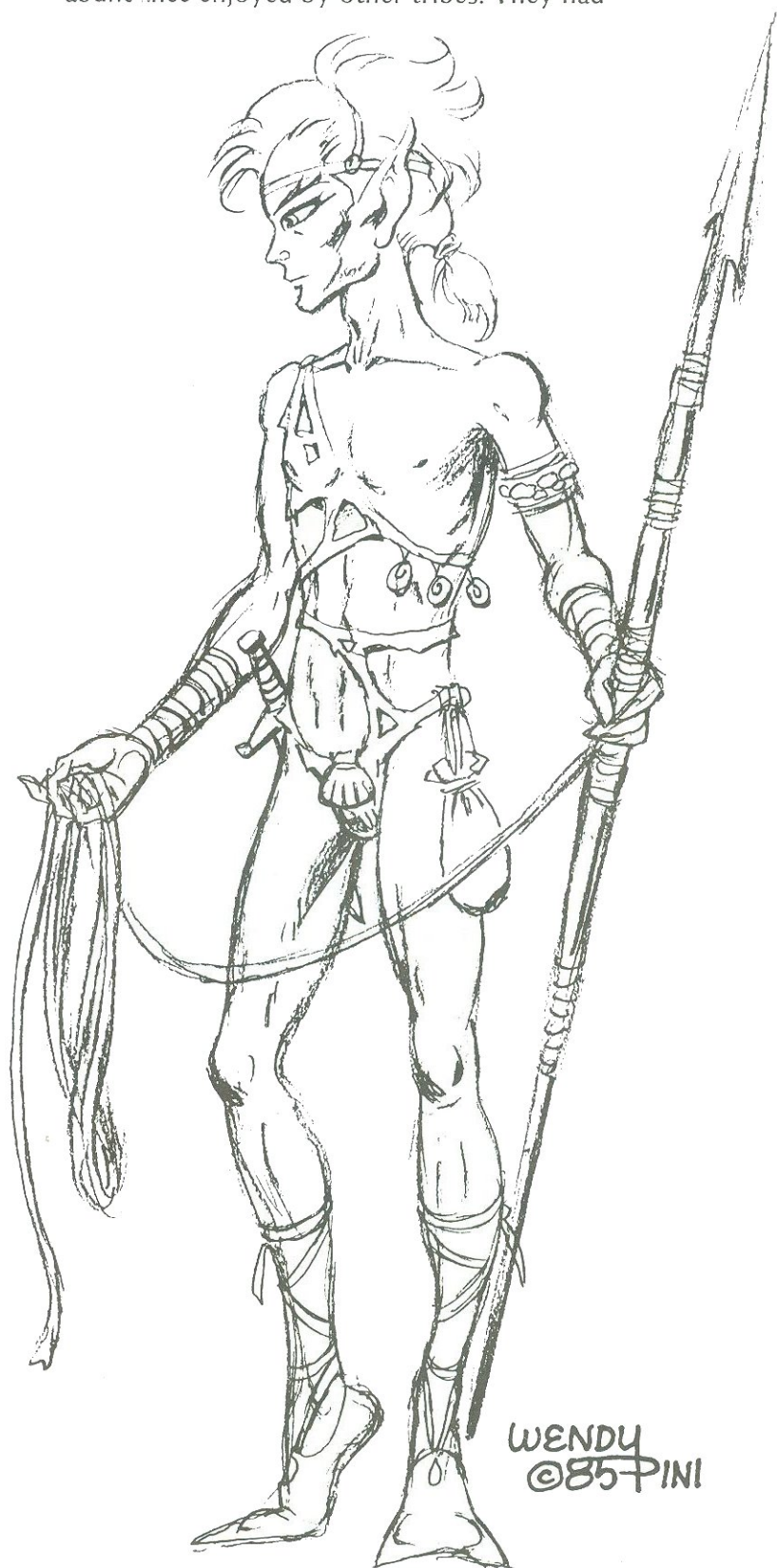
The storm continued for days, and at the mercy of wind and wave, the High Ones soon lost all sense of direction. After six days afloat, the raft was driven onto the rocky shoals of an island, and was dashed to pieces. A few survivors were left clinging to the wreckage. The survivors were washed ashore on several different islands.

Survival was a struggle, but the elves found allies in the dolphin-like creatures called Wave-dancers. These gregarious sea-mammals recognized the elves as friendly, and the elves understood the wavedancers to be clever, helpful, and capable of limited communication. Though they cannot Send, wavedancers can understand conceptual images and directions Sent by the elves. From the wavedancers the elves learned how to hunt and fight underwater. They also learned which sea plants, fish, and shellfish are safe to eat from the friendly sea creatures (they were left to learn about the island plants through trial and error). The wavedancers permitted the elves to ride them, enabling the elves to seek larger and better quarry by ranging farther from their island homes.

Later generations of Sea Elves increased their range using boats and rafts, and were surprised to discover elves living on other islands. Each group of castaways had believed themselves to be the only survivors of the wreck. Many of the original elves had died during the initial years of island

hardship, and their descendants were unsure how to treat the strange elves they encountered.

Upon meeting, some tribes (those with plentiful food and skilled artisans) formed trading agreements and alliances. Tribes who lacked natural resources viewed the other tribes only as competition for scarce and elusive prey and envied the abundance enjoyed by other tribes. They had



nothing to trade so they became pirates. The pirates were thieves, but not murderers. They used stealth, cleverness, and speed to avoid battle. But confrontation was inevitable, so the pirates relied on shows of force, numbers, and on intimidation to force tribute from their victims.

Despite constant piracy, rarely do Sea Elf tribes war; if they do, blows are aimed to subdue, not to kill. But even this limited conflict leaves the Sea Elves less trusting than their land-bound brethren.

At the time of the Elfquest saga, ten to twelve generations have passed since the sinking of the raft. To the Sea Elves, humans and preservers have become distant legends. The mainland is considered a fireside myth; at best an extra-large island. Their watery world is thought to be the only reality.

Sea Elf lives are short, but Sea Elves are relatively prolific. They live in an environment as dangerous as that of the Wolfriders, and expect lives of similar length.

Like the Go-Backs, Sea Elves have been forced to suppress Recognition and produce more offspring to keep their population stable. Recognition still occurs occasionally, usually between members of different tribes, allowing the introduction of new genes into tribal gene-pools.

Appearance

Sea Elves are small like most younger elves, but are slightly stouter than most. The extra fat helps to insulate them when they swim in cold water. Sea Elves have dark complexions, and prefer to wear their hair short. Those who sport long hair keep it braided, or tightly bound, to avoid tangling.

Clothing varies from tribe to tribe, but environment insures some similarities. Clothing is woven from plant fibers, or cut from the tanned skins of sea mammals. Hides are never used in the water; their weight makes swimming difficult. Garments are usually short and sleeveless, and are easily removed. Often Sea Elves, particularly children, wear nothing at all. Sea Elves never wear shoes, but often wear ornaments made of bone, shell, coral, ivory, or knotted fiber.

Social Structure

Each tribe developed in isolation from the others, causing social structure to vary slightly from island to island. Some tribes, particularly the raiders, have a hereditary chieftain like the Wolfriders. Others select a chieftain through election or by exhibition of battle skill. Some tribes have a council of elders to make crisis decisions rather than a single leader. In other tribes, individuals with special expertise make decisions about their

specialty. Some tribes are merely aggregates of small family groups who winter together, but who are independent for the rest of the year.

Family relationships are often temporary, particularly among nomadic rafter tribes, though if mating produces children permanent relationships sometimes evolve. Sea Elves usually share several lovemates, and have many relationships in a lifetime. Most Sea Elf tribes resemble large extended families, regardless of whether all the tribe's members are blood-relations.

Communication

Sending is the Sea Elves' favorite form of communication. It is the most efficient form of communication underwater and across craggy islands. Also Sea Elves Send to communicate with their allies the wavedancers. Among the Sea Elves it is often more private to speak out loud than it is to Send across the busy tribal network. Sea Elves have both soul-names and tribe-names.

Wavedancers

Nearly all Sea Elves are friendly with wavedancers and vice-versa. Although some pods (herds of wavedancers) frequent particular islands more than others, and are particularly friendly with certain tribes, any wavedancer will support and protect any elf, acquaintance or stranger. The wavedancers see the elves as comrades; just as no wavedancer will harm another wavedancer, neither will a wavedancer harm an elf, even if the elf is from an enemy tribe. If a wavedancer is attacked by an elf, he will try to dodge or to avoid the blows. He will swim away, refusing to strike back unless left with no other choice.

A general amiability exists between elves and wavedancers, and occasionally an elf and a wavedancer find that they have compatible personalities, easing communication and bringing on a special bond. The bond between Sea Elf and wavedancer is not like the Animal Bonding power or like the bond between Wolfrider and wolf. It is instead, a sharing of thoughts, ideas and feeling, similar to elfin soul-sharing. The Sea Elf and wavedancer become soulmates rather than bondmates. This shared friendship lasts for the duration of their shared lifetime.

Fishing and Hunting

Sea Elves are expert fishers and hunters. All swim well and can dive deep and hold their breaths for up to five minutes. Some Sea Elves build sailboats and large rafts, and are excellent sailors.

Sea Elves fish from day to day to supply the everyday needs of the tribe. This type of fishing is performed year-round except when the weather is too harsh.

Twice per year, at the beginning and the end of the Calm season, each tribe embarks a major fish hunting foray. These expeditions range far from the tribes' home islands, and often see no land for weeks at a time.

Over the centuries, the elves learned the times and routes of migrations of large schools of fish. The elves take advantage of the migrations, loading their vessels with huge catches of fish. Nets are employed to catch volumes of small fish, and spears to catch larger ones. Some nomadic tribes follow the schools throughout the entire Calm Season, returning to the islands only to weather the storms.

When the vessels return, the meat is salted and dried, and stored for consumption during the Storm Season, when fishing is difficult and food is scarce. Some tribes divert colonies of fish from the migrations, herding them home to stock artificial tide-pools created by Rock-Shapers, guaranteeing the tribe fresh meat during the Storm Season.

Other Occupations

Not all Sea Elves spend their lives on the water. Young children are kept at home on the islands until they demonstrate their readiness to accompany their elders on long fishing trips. Children often explore the shallows, gathering edible shellfish. They also help to gather fruit and eggs for the tribe.

Some older elves prefer to remain on land. They weave baskets and fabric from plant fibers, and shape utensils from wood and clay. Land and sea plants are gathered for food. Some tribes practice limited cultivation of plants and shellfish. Tools and weapons are shaped from bone, stone, and wood; metal is unknown to the Sea Elves.

Weapons

Sea Elves use mainly thrusting weapons, like spears, tridents, and knives. Neither slashing nor impact weapons are useful in aquatic combat, because the water slows the motion of the blow, robbing it of necessary force. The Sea Elves use no missile weapons — the available wood is of the wrong consistency and degree of flexibility.

Magic

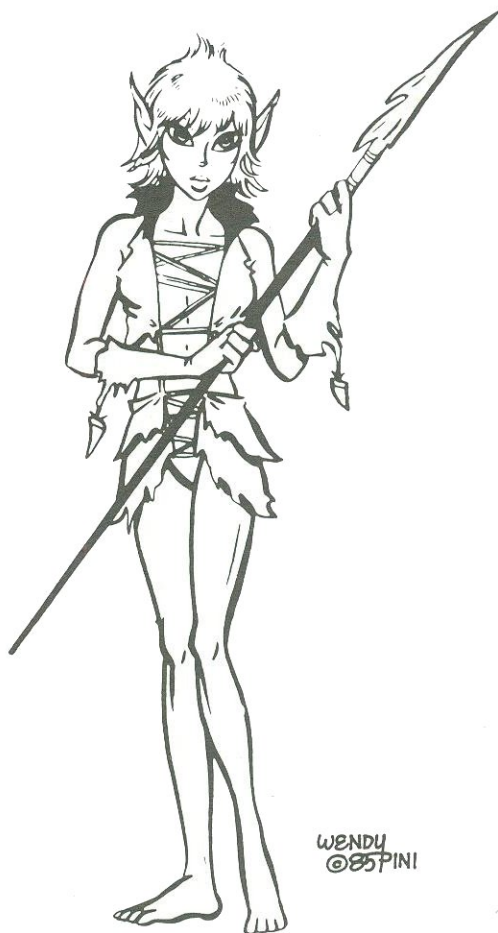
Bone Shaping elves mold the shells of huge sea turtles into boats, using the ribs of giant sea creatures as masts and booms. Rock Shapers form dwellings and weapons for their tribesfolk. Plant-Shapers manipulate both land and sea plants. Healers perform their usual function. Other magical powers include conventional forms of Flesh-Shaping, Hypnosis, Magic Feeling, Animal Bonding, and some other powers peculiar to Sea

Elves. For specific descriptions of Sea Elf magic powers see the new powers section.

Homing Instinct is a variation of Finding; it is a finely honed sense of direction. Fishfinders use a variation of this power to locate and identify schools of fish during long-hunts. Stormseers can tell whether storms are brewing and approximately when a storm will strike and abate. Water Control is a limited type of Telekinesis.

Stormseeing and Fishfinding are acquired skills as well as magical powers. Intelligent elves who lack the instinctive power can learn to recognize signs with some accuracy (they might know if a storm is coming, but not how great or how soon; or they will know that fish are passing, but not what kind or how many). Similarly, elves who lack Homing Instinct can be taught to navigate by the stars.

Use of magic on the open sea can be dangerous. Fumbled magic behaves differently on water than it does on land. On land, bad magic is stationary, resting in the same spot until triggered by some event. On water, bad magic flows with the current, sometimes for a long time and might wash up on a beach far from where the spell was cast. Also, Sea Elf sailors must beware of sailing into flows which are infected by bad magic. For a creative gamemaster, mobile bad magic creates innumerable scenario possibilities.



The Islands

The islands of the archipelago are as varied as their inhabitants. Many of the islands are volcanic, some actively so. Some of the islands are coral atolls (the accumulated skeletons of millions of coral polyps break the water, creating a shallow island). Others appear as mere rocks jutting from the sea.

Some islands have been gifted with rich soil derived from volcanic ash, allowing lush plant life, particularly on the windward (usually Southeastern) side. Most of the islands have natural springs and pools of fresh water. Elves who live on fertile islands have abundant supplies of food and water, and do less fishing than their less fortunate cousins. The trees on the islands are unsuitable for fashioning into homes, so the elves build huts from woven and shaped tree-fronds, branches, or thatched grasses.

Barren, rocky islands are used only as an occasional sheltering place by the elves dwelling there. These elves must fish constantly to survive, and sometimes supplement their stores by raiding their neighbors. Dwellings are made from the skins of sea mammals, or the tribes' rockshapers use existing caves to create honeycombed galleries in which the tribe can dwell. On both types of island, hot springs sometimes well up through the rock. Sea Elves are fond of hot springs, often basing villages around them.

Unfertile atolls are used as resting places for elves on long fishing voyages or their lagoons are used as massive traps in which to herd migrating fish. Often elves from a nearby island use the lagoon of an atoll as a fish farm.

Island Flora and Fauna

The vegetation of the islands differs from that of the mainland. Many mainland plants are never found on the islands; other plants are exclusive to them. Some plants grow in both locations; mostly forest and swamp plants. Elves from the mainland must completely relearn the Plant Lore skill to use island plants. For specific descriptions of important flora and fauna see the Creatures section.

Tropical fruits are abundant on fertile islands, and there are many varieties of edible berries.

Dreamberries do not grow on the islands, but the elves distill an intoxicating substance from parts of certain shellfish, and bake it into cakes. One or two of the cakes, called Happycakes by the elves, give an elf a pleasing feeling of well-being. Consumption of additional cakes drops an elf into lethargy, and eventually to sleep. Aphrodesiacs are sometimes added to the cakes to lessen the imbibers' inhibitions. Most tribes carefully control the distribution of Happycakes.

There are no land mammals on the islands — four-footed furry animals are unknown to the Sea Elves. Thousands of species of birds live on and around the archipelago, many of which migrate to the mainland during the Storm Season. Reptiles and amphibians are common; some are huge. Fish and sea mammals swim in the oceans near the islands.

Most of the sea birds are edible, and the elves trap them for food. One heron-like species has been domesticated by the Sea Elves and trained to fish for them. The Sea Elves use the plumage of brightly colored birds as jewelry and for ceremonial clothing.

The fish at the islands' shores are small and have little food value, but edible shellfish and crustaceans are harvested. Sea elves make frequent trips to deep water in search of larger fish.

Weather

The islands have a tropical climate, similar to that of the South-Seas islands on Earth. The air is usually moist; light rains occur throughout the year. Temperature seldom drops below 70 degrees fahrenheit. The Sea Elves recognize two seasons — the Storm Season and the Calm Season.

The Storm Season consumes about a third of the year. It builds in a period (2 cycles of the big moon long) of intermittent wind- and rainstorms gradually increasing in frequency and intensity. At the height of the Storm Season (the next four to six cycles) the rain and wind seldom abate, and the winds sometimes reach a Strength of 40 to 50. A gradual reduction follows the Storm Season, which lasts about as long as the build-up period. During the Storm Season, Sea Elves seclude themselves in their island homes. Even the nomads shun the open sea at this time of the year.

The Calm Season reigns for the rest of the year. There are minor storms during the Calm Season, but the wind never surpasses STR 25. This is the active time of the year for the Sea Elves; the time of their long fishing voyages.

Seismic Activity

Earthquakes, ranging widely in severity, are common on and near the islands. See the Earthquake Severity Table to determine effects. Major

earthquakes are always accompanied by a series of less powerful preshocks and aftershocks.

Many of the islands are actively volcanic and eruptions often occur. Eruptions can be minor (a mountain belches forth volumes of smoke and ash), or devastating, (fire shoots into the air, lava flows freely). The worst eruptions cause the destruction of entire islands.

Lava varies in form. Some is thick and slow-moving, congealing quickly into jagged sharp-edged stone. Some is liquid and fast-moving, and congeals slowly into a smooth stone. All lava destroys everything it touches.

New land can be added to an island by lava flows, and entirely new islands are sometimes the product of underwater eruptions. This new land cannot be used for many decades following its creation, because at first nothing can grow there.

Earthquake Severity Table

<i>percentile roll</i>	<i>effect</i>
01-20	barely perceptible trembling.
21-35	mild but easily noticable shake.
36-50	significant trembling of ground; small pebbles dislodged, objects fall from shelves.
51-80	strong quake; elves lose balance with a failed DEX roll, trees and huts sway, minor rockslides occur, possibility of a Great Wave.
81-90	upheaval; trees fall, tunnels collapse, major rockslides occur, possibility of a Great Wave.
91-00	major upheaval; caves collapse, rifts open, sections of island drop into the sea, possibility of a Great Wave.

Volcanic Eruption Table

<i>percentile roll</i>	<i>effect</i>
01-10	clouds of steam/smoke, rumbling.
11-20	smoke, minor earthquakes (roll 1D20 for severity).
21-30	fountain of fire at the cone.
31-40	minor ash fall.
41-50	substantial ash fall, possible asphyxiation near the cone.
51-60	major ash fall, ash drifts 1D10 feet thick, possible asphyxiation, possible Great wave.
61-70	shower of hot stones, elves who fumble Luck rolls are hit, vegetation catches fire, possible Great Wave.
71-75	limited flow of slow-moving lava, vegetation catches fire, possible Great Wave.
76-80	limited flow of fast-moving lava, vegetation catches fire, possible Great Wave.
81-85	major flow(s) of slow-moving lava, severe fires, possible Great Wave.
86-90	major flow(s) of fast-moving lava, severe fires, possible Great Wave.
91-95	significant eruption; 1D6 major lava flows, earthquake (roll 1D100 for severity, possible Great Wave.
96-00	Major Eruption; 1D10 lava flows, earthquake (roll 1D100 for intensity, fissures open in ground, sections of cone or island collapse, possible Great Wave.

Side effects of volcanic eruptions include forest fires and the release of toxic gases. Flaming fissures open on seemingly safe ground. Both earthquakes and eruptions can cause Great Waves.

Great Waves

Great Waves are caused by earthquakes and volcanic eruptions. Any time there is an earthquake near an island there is a 5% chance for a Great Wave to appear for every 10 percentiles of earthquake or eruption severity over 50%. If the game-master wishes, a Great Wave can be created by a distant earthquake or eruption about which the elves know nothing.

Great waves always start with a Strength of 1. Their Strength increases by one point for each 20 miles of uninterrupted travel from the epicenter of the wave. Each point of Strength of a Great Wave roughly corresponds to 1 foot of height. Boats and rafts which are several miles from shore are not harmed by Great Waves; their occupants merely feel a substantial rise and fall of the water. Crafts within one mile of the shore stand a 50% chance of being dashed into the coastline; the gamemaster can adjust this chance to fit the circumstances. See the Great Wave Strength Table to determine the effects of a Great Wave.

Great Waves are always preceeded by a sharp and noticeable recession of water from island shorelines. Elves who make a successful Elf Lore roll should take this as a warning to run for high ground, beyond the reach of the wave, if they can outrun it. The wave moves at one mile per melee round, and strikes between ½ hour and 2 hours after the water recedes.

Great Wave Table

<i>strength</i>	<i>effect</i>
01-05	higher tide than usual, shoreline swamped, fish beached.
06-15	low-lying areas of island flooded.
16-25	shoreline struck with considerable force, lower elevations flooded.
26-30	anything loose on shoreline swept away, elves knocked down, heavy flooding in low elevations.
31-40	low-lying areas struck with considerable force, dwellings and boats destroyed, elves swept away, medium elevations flooded.
41-50	everything (including elves) in low elevations destroyed and/or swept away, boats and dwellings destroyed, flooding even on high ground.

Conclusion

The island domain of the Sea Elves is lush, beautiful and bountiful, but treacherous. The sea gives life and takes it away. Other elves are not always friendly. Natural hazards can be devastating. For the Sea Elves every day is an adventure.

Magic Powers

Sea Elves possess several magic powers which are unknown to other elves — specific information about those powers follows. Telepathic and Telekinetic powers are included on the same list, but each power's type is listed in the first entry after its name.

Bone-Shaping

type: Telekinetic

found among: all Healers, and some non-healer Sea Elves

range: touch

Bone-Shaping is similar to Flesh-Shaping, but it is often performed on non-living matter. Bone-Shaping can be used by non-Healers, but only elves with the Flesh-Shaping power can shape living bone.

Bone-Shaping is used by the Sea Elves to form tools and weapons from the bones of sea creatures, and to shape the shells of giant turtles into usable boats. Bone-Shaping costs one magic point for every SIZ point of bone to be shaped. Bone-Shaping works as fast as Rock-Shaping on non-living bone, and as fast as Flesh-Shaping on living bone.

Bone-Shaping is a rare talent. It is useless to tribes who have metal technology. Even among the Sea elves, to whom Bone-Shaping is useful, there is seldom more than one Bone-Shaper per island.

Fish-Finding

type: Telepathic

prerequisite power: Finding

found among: Sea Elves

range: 500 yards per magic point spent.

Each magic point spent allows the user of this power to detect living creatures underwater within 500 yards (horizontal and vertical) of where he or she is standing. The user also knows the direction in which the creatures are moving, the approximate SIZ of each creature, and the number of detected creatures. Expenditure of an

additional magic point allows a Fish-Finder to identify detected creatures by species.

A fumble with the Fish-Finding power either causes the user to deny the presence of any creature, or distort the Finder's perception of detected creatures' SIZ, shape, or the number of creatures.

Elves who lack the Fish-Finding power can be taught by a fish finder to recognize certain signs which allow them to determine if fish are nearby. Elves so trained can find fish on a roll of INTx2 or less on a D100. They cannot determine species or know fish SIZ or the number of fish in a school. This skill can be improved by experience to a maximum of 75%.

Homing Instinct

type: Telepathic

prerequisite power: Finding

found among: Sea Elves

Range: five miles per magic point spent.

The Sea Elf Homing Instinct is a less sophisticated version of the instinct which allows preservers to always locate the palace. Sea Elves with Homing Instinct can find their home island from anywhere at sea. Successfully used, Homing Instinct tells an elf in what direction his or her home island lies, and approximately how far away it is.

The first magic point spent allows the user to locate his or her home island if it is within 5 miles of his or her location. Each additional magic point spent adds 5 miles to the range, or increases the user's chance of success by 10 percentiles. Successful use of Homing Instinct shows the user the exact direction and the distance, within one mile, of his target. A fumble gives an erroneous direction and/or distance.

Homing Instinct works best at night, when the elf can use the stars as navigational guides. Elves using Homing Instinct during the day do so with a penalty of 20 percentiles.

Elves who lack Homing Instinct can be taught to navigate by the stars. After an initial teaching session an Elf's navigation skill is equal to his or her Elf Lore.

Homing Instinct is used to find elves who are lost at sea, but used for this purpose the power always acts with a 20 percentile reduction.

Stormseeing

type: Telepathic

found among: Sea Elves

Stormseers have special sensitivity to the look feel, and scent of the sea, sky, clouds, and wind, allowing them to predict future weather. To accurately predict the weather for the next twelve hours a Stormseer must spend one magic point. Additional points extend the forecast for twelve

hours each. Stormseers can determine the strength and/or duration of upcoming storms by spending an additional magic point for each determination. Fumbles cause mispredictions.

Elves who lack the Stormseeing ability can be taught by a Stormseer to read weather signs to a limited extent. The skill allows any elf to forecast upcoming storms, but non-Stormseers cannot determine strength or duration of storms or make predictions more distant than twelve hours. The base skill roll for those who lack the Stormseeing power is INT x2. This skill can be improved by experience.

Stormseers cannot predict earthquakes, eruptions or Great Waves. They can identify the island source of drifting ash- or steam-clouds.

Water Control

type: Telekinetic

found among: High Ones, Sea Elves

range: 5 yards

Water Control is a rare power. It enables an elf to telekinetically direct the flow of a stream of water or to control a certain volume of water.

Water Control is used to divert streams for

irrigation, to bail boats, or to keep water from leaking into a damaged boat.

Each magic point spent controls 1 SIZ of water (1 cubic foot) with a current of 0-1 STR. Moving water against the current doubles the current's STR. Moving water with the current nullifies the current's STR.

Current STR Table

0	still water
1	slow river
2-7	brisk stream
8-12	racing stream
13-16	fast river
17-20	river rapids

Waves on the open ocean have a STR equal to the wind that is pushing them.

To successfully control large volumes of water, an elf must expend one magic point per cubic foot of water, plus one magic point for every point of the current's STR. If an elf wishes to control a volume of water with combined STR and SIZ beyond his magic point capacity, he may expend characteristic POW. Each point of characteristic POW spent counts as 15 extra magic points to be used to move the water. If the skill roll for the power is a failure, the POW is still lost.

Sea & Island Creatures

The archipelago on which the Sea Elves reside supports a multitude of plant and animal species. The ocean provides home to still more. Some of the most important creatures to the Sea Elves are described in detail below. Animals and plants are arranged in separate alphabetical lists.

Animals

Full statistics are provided for large animals, and for animals that often interact with the elves. Smaller animals are described, and limited statistics are provided.

Bigjaws/Snappers

These large fish are a favorite food of the Sea Elves. They swim in deep water, moving in small schools (1D20 fish per school). Bigjaws and snappers both feed on smaller fish. Bigjaws have a jutting lower jaw which is larger than and fits over the upper jaw. Snappers have a fierce bite, allowing them to often escape from Sea-Elf nets.

Bigjaws/ Snappers

characteristics	average	attributes
STR 1D6+6	9	move: 5 swimming
CON 1D6+2	5	hit points: 4
SIZ 1D3+1	3	
INT 2	2	
POW 1D6+2	5	
DEX 3D6	10-11	
APP 2D6	7	

hit location	D20 roll	armor/HP
tail	01-06	0/2
midbody	07-14	0/2
head	15-20	0/2

Weapon	SR	attack%	damage
bite	6	DEX x4	1D3 (snapper 1D3+2)

Note: both species are powerful fighters. An elf who catches a bigjaw or a snapper must match his STR plus the STR of his line or net against the STR of the fish (if a net, the STR of all the fish caught) on the resistance table. If the resistance is unsuccessful, the fish breaks loose.

Armor: none

Skills: Dodge DEX x4, Jump (STR+DEX) x3, Perception POW x3, Swim (STR+DEX) x5.

Blacksail

Blacksails are huge sea mammals named for their prominent, black dorsal fins which the elves see cresting the waves when the animal breaches for air. Blacksails are powerful, dangerous carnivores. They usually travel in groups ranging from 2 to 20 animals. When hungry, blacksails eat nearly anything in their path, including creatures much larger than themselves, which the group attacks as a pack. When satiated, blacksails are curious and even friendly. Blacksails are cousins to wave-dancers, and nearly as intelligent.

Blacksail

<i>characteristics</i>	<i>average</i>	<i>attributes</i>
STR 6D6+30	51	move: 6 swimming hit points: 48
CON 3D6+25	35-36	
SIZ 6D6+40	61	
INT 2D6+2	9	
POW 2D6+4	11	
DEX 2D6+3	10	
APP 3D6	10-11	

<i>hit location</i>	<i>D20 roll</i>	<i>armor/HP</i>
tail	01-03	12/17
midbody	04-06	12/21
right flipper	07-08	12/13
left flipper	09-10	12/13
forebody	11-15	12/21
dorsal fin	16	12/17
head	17-20	12/17

<i>weapon</i>	<i>SR</i>	<i>attack%</i>	<i>damage</i>
bite	6	DEX x5	7D6
ram	7	DEX x6	6D6

Armor: 2 point skin and blubber

Skills: Communication (INT+DEX+APP), Dodge DEX x4, Jump STR+DEX, Perception (INT+POW) x2, Stealth DEX x3, Swim (STR+DEX) x2.

Bluefish

<i>characteristics</i>	<i>average</i>	<i>attributes</i>
STR 5D6+12	29-30	move: 6 swimming hit points: 32-33
CON 5D6+6	23-24	
SIZ 6D6+20	41	
INT 2	2	
POW 2D6	7	
DEX 3D6+3	13-14	
APP 2D6+3	10	

<i>hit location</i>	<i>D20 roll</i>	<i>armor/HP</i>
tail	01-05	2/10
midbody	06-10	2/15
right rear fin	11	2/3
right front fin	12-13	2/5
left rear fin	14	2/3
left front fin	15-16	2/5
head	17-20	2/10

Note: bluefish are strong. Elves who catch a bluefish must match their combined STR plus the STR of their line or net against the fish's STR on the resistance table. If the elves are unsuccessful, the fish breaks free, or pulls the elves from their boat.

Armor: none

Skills: Dodge DEX x3, Jump (STR+DEX) x2, Perception POW x2, Swim (STR+DEX) x3.

Bluefish

The meat of this huge fish is prized by the Sea Elves. Bluefish travel in schools of about 100. Because of its great SIZ a single bluefish can feed an entire elf tribe for days.

Boat-Back

Boat-backs are giant turtles. The Sea Elves mold boat-back shells into boats, hence their name. An average molded boat-back shell holds 4-6 elves, and supplies for a weeks journey. Boat-back meat is prized by the Sea Elves.

Boat-Back

<i>characteristics</i>	<i>average</i>	<i>attributes</i>
STR 4D6+12	26	move: 6 swimming 2 walking hit points: 39
CON 4D6+6	20	
SIZ 5D6+40	57-58	
INT 4	4	
POW 2D6+3	10	
DEX 2D6+6	13	
APP 2D6	7	

<i>hit location</i>	<i>D20</i>	<i>armor/HP</i>
right rear flipper	01-02	5/10
left rear flipper	03-04	5/10
hind shell	05-10	20/12
fore-shell	11-15	20/12
R/ front flipper	16-17	5/10
L/ front flipper	18-19	5/10
head	20	5/10

<i>weapon</i>	<i>SR</i>	<i>attack%</i>	<i>damage</i>
bite	7	DEX x4	1D6+2D6

Note: boat backs are difficult to kill because of their shells. They can retract their heads into their shells, but not their long flippers. Elves kill boat-backs by jamming spears into the join between the upper and lower shells, near the base of the neck. An elf who critically attacks the turtle has successfully performed this procedure.

Armor: 20 point shell, 5 point skin.

Skills: Dodge DEX x2, Perception POW x3, Swim (STR+DEX) x3.

Crustaceans

The Sea Elves harvest lobsters, which they call red-claws (presumably referring to the creatures' appearance after cooking), and crabs, called sand-pinchers. Shrimp are also harvested.

Deepsinger

These sea mammals are the largest creatures known to the Sea Elves. Deepsingers are named for the eerie whistling and crooning sounds they make, apparently to communicate with each other. They are intelligent, peaceful creatures, but are capable, if provoked, of smashing a boat with a head butt or with the swish of a tail. Deepsingers feed on tiny animals and on seaweed. Usually they are solitary, or swim in groups of no more than 20.

Deepsinger

<i>characteristics</i>	<i>average</i>	<i>attributes</i>
STR 10D6+50	85	move: 12 swimming
CON 4D6+50	54	hit points: 70
SIZ 10D6+50	85	
INT 3D6		
POW 3D6		
DEX 3D6		
APP 2D6		

<i>hit location</i>	<i>D20 roll</i>	<i>armor/HP</i>
flukes	01-03	14/18
tail	04-06	14/24
hindbody	07-10	14/29
midbody	11-15	14/29
right flipper	16	14/18
left flipper	17	14/18
head	18-20	14/24

<i>weapon</i>	<i>SR</i>	<i>attack%</i>	<i>damage</i>
ram	7	DEX x5	10D6
tail strike	6	DEX x6	10D6

Armor: 14 point skin and blubber

Skills: Communication (INT+POW+APP), Perception (INT+POW) x3, Jump (STR+DEX) /2, Swim (STR+DEX).

Eel

These snakelike sea creatures are prized for food by the Sea Elves. They live in the shallows, usually hiding in caves or under rocks. Eels have 1D6 hit points, and bite (at 50% to hit) on strike rank 5 for 1D6 damage. Eels are not formidable enemies, so their full statistics are not necessary.

Eels are slippery and difficult to catch. An elf attempting to catch an eel must succeed with a roll of DEX x3 or less and must succeed again every melee round to hold on to each eel already in hand.

Flying Fish

Flying fish do not actually fly, but leap out of the water, using large fins as glider wings. They can remain airborne for up to a minute at a time if the winds are right. Flying fish travel in groups of 20-30 and love to leap and play. They are not edible.

Furryfin

Furryfins (the elves' name for seals) are the only creatures the Sea Elves have ever seen which have fur. Furryfins are gregarious, and large groups of them migrate to the warm waters around the archipelago during the Storm season. Often a furryfin herd is large enough to occupy an entire island. Furryfins are quite intelligent, and they are voracious eaters. They raid elves' nets and fish pens, overcoming all elfin attempts to keep them out.

Furryfins are considered edible by some tribes, and their pelts are prized as warm clothing by all.

Furryfins are sometimes domesticated by the Sea Elves, and make entertaining, though mischievous pets.

Furryfin

<i>characteristics</i>	<i>average</i>	<i>attributes</i>
STR 3D6	10-11	move: 7 swimming
CON 3D6+3	13-14	4 on land
SIZ 2D3+2	6	hit points: 10
INT 6	6	
POW 3D6	10-11	
DEX 3D6+3	13-14	
APP 3D6	10-11	

<i>hit location</i>	<i>D20 roll</i>	<i>armor/HP</i>
tail	01-05	3/4
midbody	06-12	3/5
forebody	13-17	3/5
right flipper	18	3/2
left flipper	19	3/2
head	20	3/4

<i>weapon</i>	<i>SR</i>	<i>attack%</i>	<i>damage</i>
bite	6	DEX x4	1D6+3
tail slap	8	DEX x3	knockdown

Armor: 3 point skin and blubber

Skills: Communication (INT+DEX+APP), Dodge DEX x5, Jump (STR+DEX) x2, Perception (INT+POW) x2, Stealth DEX x3, Swim (STR+DEX) x4.

Lizards, Giant

Many varieties of lizards inhabit the islands. Most are tiny, but there is one giant species. Giant lizards dwell in jungle areas, and never trouble elves unless an elf strays to near their nest. The elves have a taste for giant-lizard eggs, and thus often fight the lizards.

Giant Lizard

<i>characteristics</i>	<i>average</i>	<i>attributes</i>
STR 2D6+6	13	move: 5 on land
CON 2D6+6	13	3 swimming
SIZ 3D6	10-11	hit points: 12
INT 3	3	
POW 2D6	7	
DEX 2D6+6	13	
APP 1D6	3	

<i>hit location</i>	<i>D20 roll</i>	<i>armor/HP</i>
tail	01-03	3/4
right rear leg	04-05	3/4
left rear leg	06-07	3/4
body	08-14	3/5
right foreleg	15-16	3/4
left foreleg	17-18	3/4
head	19-20	3/5

<i>weapon</i>	<i>SR</i>	<i>attack%</i>	<i>damage</i>
bite	6	DEX x5	1D6+3
tailslap	7	DEX x4	knockdown

Armor: 3 point scales

Skills: Dodge DEX x2, Jump DEX x2, Perception POW x3, Stealth DEX x2, Swim (DEX+STR) x2.

Manytooth

A primitive predator, the manytooth is identifiable by its triangular dorsal fin, which breaks the water when the animal approaches the surface to feed. A successful Animal lore allows an elf to distinguish the manytooth's dorsal fin from the more rounded fin of the wavedancer. Manytooths are solitary creatures, but often the scent of blood will attract dozens at a time. When hungry manytooths will eat anything, and the scent of blood sends them into a feeding frenzy. When in a feeding frenzy, a manytooth attacks anything in sight, including other manytooths. Manytooths are the traditional enemy of the wavedancers, and they are the only creature which wavedancers go out of their way to attack. Some elf-tribes prize the flesh of the manytooth for food, and all tribes use the creatures' thick skin for dwellings, weapons grips, and clothing.

Manytooth

characteristics	average	attributes
STR 3D6+12	22-23	move: 10
CON 2D6+9	16	hit points: 20
SIZ 3D6+12	22-23	
INT 2	2	
POW 3D6	10-11	
DEX 2D6+3	10	

hit location	D20 roll	armor/HP
tail	01-03	5/7
hindbody	04-08	5/9
forebody	09-13	5/9
right fin	14	5/6
left fin	15	5/6
head	16-20	5/7

weapon	SR	attack %	damage
bite	6	75	2D6+2D6
fin slash	9	50	2D3

Note: If a manytooth's bite misses, or is dodged, three strike ranks later a fin slash takes place. If the manytooth's bite is parried or hits, the creature will not attempt a fin slash that round.

Armor: 5 point skin

Skills: Perception (Smell Blood) POW x4.

Manyarms

Manyarms are invertebrates with bulbous heads and eight arms. They are not normally aggressive, but large ones sometimes attack elves. They can change their skin color and texture at will, and can release clouds of ink into the water to distract attackers and to block views. Sea elves occasionally use manyarms' venom to poison weapons.

For every three feet a manyarms is from tentacle-tip to tentacle-tip, it has 1D6 of SIZ and STR. The statistics below describe an 18-foot creature.

Manyarms prefer to live in sheltered places near the ocean floor.

Manyarms

characteristics	average	attributes
STR 6D6	21	move: 4 swimming
CON 2D6+6	13	hit points: 17
SIZ 6D6	21	
INT 4	4	
POW 3D6	10-11	
DEX 3D6+12	22-23	

hit location	D20 roll	armor/HP
arm 1	01-02	2/5
arm 2	03-04	2/5
arm 3	05-06	2/5
arm 4	07-08	2/5
arm 5	09-10	2/5
arm 6	11-12	2/5
arm 7	13-14	2/5
arm 8	15-16	2/5
body	17-18	2/8
head	19-20	2/8

weapon	SR	attack %	damage
arm	4	60	2D3 constrict
bite	7	40	2D6 + venom

Note: a manyarms can attack with all eight arms simultaneously and then bite three strike ranks later. On the round an arm hits, it does no damage but clings. When a victim has been gripped in the same location by two arms, they will constrict, doing damage equal to half the manyarms' damage bonus each melee round. Armor protects only until broken through.

A manyarms' bite does damage equal to the creature's damage bonus (minimum of 1D3). It also injects venom with potency equal to the manyarms' CON. If the victim resists the venom, he or she takes 1D6 damage, if not, he or she takes damage equal to the venom's potency.

Armor: 2 point skin

Skills: Perception POW x3, Stealth (POW+DEX) x2, Swim DEX x4.

Mollusks

Mollusks include several species of shellfish which are eaten by the Sea Elves, and one giant species. Statistics for the giants are presented below.

Giant-Shell

characteristic	average	attributes
STR 3D6+10	20-21	move: none (anchored)
CON 3D6+6	16-17	hit points: 12
SIZ 2D6	7	
INT 1	1	
POW 1D6+3	6	
DEX 2D6	7	
APP 2D6	7	

hit location	D20 roll	armor/HP
upper shell	01-10	20/10
lower shell	11-12	20/10
body	13-20	2/8

Note: if the shell is closed, substitute lower shell for body hit location rolls.

Armor: 20 point shell; 2 point outer flesh on body

Giant shells have no weapons. They lie quietly on the ocean floor, slightly open, filtering bits of

food from the water. If anything touches the flesh of a giant shell, the shell closes, slowly but surely. An elf who tries to stop the shell from closing must match his STR against that of the giant-shell.

Seaglider

Seagliders have ovoid bodies, long tails, and two triangular wing-like fins — providing a graceful

kite-like appearance. They range in length from about a foot long to nearly 10 feet. At all sizes the tail is half the animal's length. Seagliders eat small fish and shellfish. When inactive they camouflage themselves under a thin covering of sand. Most species are harmless, but certain seagliders have stings in their tails containing 2D6 potency venom. If an elf so stung fails his or her resistance roll, the limb which was struck swells and becomes painful (taking 1D6 damage), rendering the limb useless for 1D6 days. If the resistance is



successful the victim takes 1D3 damage. Seaglider venom can be treated with whistling leaves.

Seagriders have 1D6 hit points per 3 feet of length. They attack with their sting on strike rank 7, doing 1D3 damage and, if armor is penetrated, venom effects.

Sea Snakes

Adult sea snakes range from 6 to 15 feet long. They have powerful jaws, and will eat anything that they can conveniently swallow. With their first bite, sea snakes inject a 1D20 potency poison into their prey. If the victim fails his resistance he is paralyzed, and will die if no antidote is administered. If the resistance is successful the victim takes 1D10 damage. Whistling leaves counteract the poison.

Sea Snake

<i>characteristics</i>	<i>average</i>	<i>attributes</i>
STR 4D6+20	34	move: 6 swimming
CON 4D6+20	34	hit points: 27
SIZ 3D6+10	20-21	
INT 3	3	
POW 2D6+6	13	
DEX 2D6+10	17	
APP 2D6	7	

<i>hit location</i>	<i>D20 roll</i>	<i>armor/HP</i>
tail	01-05	4/9
midbody	06-12	4/11
forebody	13-19	4/11
head	20	4/9

<i>weapon</i>	<i>SR</i>	<i>attack%</i>	<i>damage</i>
bite	6	DEX x5	3D6+ poison

Armor: 4 point skin

Skills: Perception POW x3, Stealth (POW+DEX) x2, Swim (STR+DEX) x2.

Skulker

These sea-lizards are blunt nose crocodilians with flippers instead of legs. Skulkers eat whatever they can catch. They hunt their prey quietly from below, where the shadows make them difficult to see. When a skulker detects prey swimming overhead it shoots straight up to the attack. Elves must make perception rolls at minus 20 percentiles to see a lurking skulker before it attacks.

Stingfinger

These creatures are transparent jelly-bags trailing long gelatinous streamers. The streamers are stinging tentacles which contain a mild poison used to paralyze small prey (elves take no damage, but the sting is painful). Due to their transparency, stingfingers are difficult to see in the water. To see one, an elf must succeed with perception reduced by 20 percentiles. Stingfingers sometimes wash up onto shore, but are quite obvious there. Stingfingers must follow the current; they are

capable of no independent movement. Careful elves are never bothered by stingfingers.

Skulker

<i>characteristic</i>	<i>average</i>	<i>attributes</i>
STR 4D6+12	26	move: 7 swimming
CON 4D6+12	26	hit points: 26
SIZ 4D6+12	26	
INT 4	4	
POW 3D6	10-11	
DEX 2D6+6	13	
APP 1D6	3	

<i>hit location</i>	<i>D20 roll</i>	<i>armor/HP</i>
tail	01-05	5/10
LR flipper	06-07	5/5
RR flipper	08-09	5/5
hindbody	10-12	5/10
forebody	13-15	5/10
LF flipper	16-17	5/5
RF flipper	18-19	5/5
head	20	5/8

<i>weapon</i>	<i>SR</i>	<i>attack%</i>	<i>damage</i>
bite	6	DEX x5	1D10+2D6

Note: Skulkers are solitary, but the scent of blood in the water has a 20% chance to independently attract 1D4 skulkers, looking for easy prey.

Armor: 5 point scales

Skills: Perception POW x5, Stealth (POW+DEX) x3, Swim (STR+DEX) x3

Treenecks

Treenecks are massive, flipper-footed aquatic saurians who eat small fish and manylegs. They are quite rare; when encountered treenecks swim in groups of 1D2 individuals. They average 30 feet in length. Treenecks occasionally go onto land, walking similarly to Earth's seals. Treenecks are not aggressive, and will not attack unobtrusive elves. They are so named because their long, slender necks resemble swaying palm tree trunks.

Wavedancers

Wavedancers are physiologically identical to Earth's dolphins. They are the creatures partnered by the Sea Elves — see the Sea Elf description for further information about the partnership. Wavedancers eat fish, manylegs, and crustaceans. They are gregarious and always swim in groups.

Plants

Several important island plants are described below. The elves know many others, so the gamemaster should be creative and invent plants to supplement the list. Some of the listed plants have medicinal properties, others are prime food sources for the Sea Elves.

Treeneck

<i>characteristic</i>	<i>average</i>	<i>attributes</i>
STR 6D6+30	51	move: 6 swimming 1 on land hit points 71
CON 6D6+50	71	
SIZ 6D6+50	71	
INT 4	4	
POW 3D6	10-11	
DEX 2D6+6	13	
APP 1D6+3	6	

<i>hit location</i>	<i>D20 roll</i>	<i>armor/HP</i>
tail	01-04	7/10
RR flipper	05	7/6
LR flipper	06	7/6
hindbody	07-09	7/25
midbody	10-13	7/30
forebody	14-16	7/25
RF flipper	17	7/6
LF flipper	18	7/6
neck	19	7/10
head	20	7/8

<i>weapon</i>	<i>SR</i>	<i>attack%</i>	<i>damage</i>
bite	3	DEX x4	2D6+3D6
tail slap	3	DEX x5	3D6+3D6

Note: treenecks either bite or use a tailslap each melee round; they cannot perform both actions in the same round.

Armor: 7 point skin

Skills: Perception POW x3, Swim (STR+DEX) x2.

Wavedancers

<i>characteristic</i>	<i>average</i>	<i>attributes</i>
STR 3D6+12	22-23	move: 8 swimming hit points: 18
CON 2D6+6	13	
SIZ 3D6+12	22-23	
INT 3D6	10-11	
POW 3D6	10-11	
DEX 2D6+6	13	
APP 3D6	10-11	

<i>hit location</i>	<i>D20 roll</i>	<i>armor/HP</i>
tail	01-03	2/6
hindbody	04-08	2/7
forebody	09-13	2/7
right flipper	14	2/5
left flipper	15	2/5
head	16-20	2/6

<i>weapon</i>	<i>SR</i>	<i>attack%</i>	<i>damage</i>
ram	6	DEX x5	2D6+1D6

Note: wavedancers can attack while moving, and thus can not Dodge while attacking. Usually one or more wavedancers distract a foe while others attack.

Armor: 2 point skin and blubber.

Skills: Communication (INT+DEX+APP), Dodge DEX x5, Jump DEX x5, Perception (INT+POW) x2, Stealth DEX x3, Swim (STR+DEX) x4.

Cooling Leaves

The broad leaves of this plant are used to insulate food cooked in firepits, and the leaves when used in tandem with a successful Healing Lore roll reduce the effects of Brain Fever and Infection to half normal. The cooling leaf plant thrives in medium-elevation forested areas. To find cooling leaves an elf must succeed with the Plant Lore skill.

Goldensweet

This huge, round, golden food-fruit is highly prized by all Sea Elf tribes. Each fruit is large enough to feed several elves; goldensweets grow on small trees in highly forested areas.

Milknuts

The delicious meat and juice of the milknut are a staple food of the Sea Elves. Milknuts grow at the tops of certain tall palm trees, and most Sea Elf children become excellent climbers after a few milknut-gathering expeditions. Some tribes use the hard shells of the milknut as thrown weapons; they have a SIZ of 1 and a hardness of eight armor points.

Pricklefruits

Pricklefruits have rounded, spiny bodies, sharp leaves, and juicy, sweet, edible yellow flesh. They grow on low bushes at medium elevations on islands that receive a lot of rainfall. Pricklefruit

leaves contain stiff fibers which the Sea Elves weave together to make fabric.

Sleepblossoms

Sleepblossoms have several medicinal properties. To use Sleepblossoms medicinally, an elf must succeed with Healing Lore, and Plant Lore. The Sleepblossom seed head is used as a tranquilizer, and slightly reduces the effects of the shakes. The root can be prepared as a mild local anesthetic. These large, white flowers grow singly, in open grassy areas.

Spiceroot

The foliage of the spiceroot blends well with that of the jungle in which the root grows; a successful Plant lore roll is necessary to find spiceroot. This bulbous, woody root is ground into powder for use in cooking, and can be used by an elf knowledgeable in Healing Lore to treat Creeping Chills; it reduces the effects of the disease by half.

Swampseeds

Swampseeds have brown hulls and white flesh, and provide food to many Sea Elf tribes. Some tribes cultivate the seeds. They grow on small, bushy vines in boggy areas. A successful Plant Lore roll allows an elf to find swampseeds.

Sweetsticks

Sweetsticks are tall, hollow reeds which are popular for their sweet juice. Elves harvest the

juice by chewing or pounding the stalks. The stalks are built of tough fibers from which the elves weave baskets, and the hollow reeds are used as snorkles. Sweetsticks grow in moist, sunny, low-lying areas.

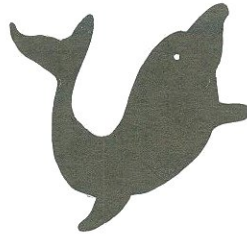
Whistling Leaves

This exotic plant derives its name from a whistling sound it makes when its leaves are struck by the wind. An elf who knows Plant Lore or Healing Lore can find the plant with a successful Percep-

tion roll. With successful Healing Lore, whistling leaves can be prepared as an antidote to natural poisons and venoms.

Yellowroot

These fat, meaty, edible roots are a major source of food for most Sea Elf tribes. They are so important that raids are often carried out only to steal this root. Yellowroot is the root of a small, inconspicuous plant which grows in dense jungles. A successful Plant Lore roll is necessary to identify yellowroot in the wild.



Stormcoming Hunt

This scenario contains everything needed to play out a Sea Elf fishing expedition. The player-elves set out in a turtle shell boat to follow schools of fish and to gather winter stores. They must return safely to their island before the outbreak of the Storm Season.

Player Information

The Storm Season is approaching and your tribe's stores of fish are low. It is time for the last fishing expedition of the season. You embark in turtle-shell boats, each of which holds six elves and enough fresh water to sustain the crew for twenty five days. The boat also carries stores of preserved goldensweet; by custom Sea Elf sailors must supplement their diet with this dried fruit. You will have to fish for the rest of your food. Each boat has a net (SIZ 60, STR 25) which requires four elves to handle, and twelve fishing lines. Each elf is provided with a fish spear and with a knife. Your wavedancer companions swim alongside the craft.

You have one cycle of the big moon (sixteen days) to gather as many fish as possible and return safely. Your tribe's Stormseason survival is in your hands.

Gamemaster Information

This scenario is designed to acclimate players and gamemaster to life in the watery world of the Sea

Elves. Most events which take place during this scenario are generated on random encounter and weather tables, so the outcome of the scenario is variable. This scenario can be repeated with differing results each time.

The player-elves' objectives are to acquire a full cargo of edible fish (plus enough to sustain themselves on the journey) and to return home safely. If the catch is particularly large, extra fish can be towed behind the boat, but this is an open invitation to predators like manytooths.

Encounters

The elves have no encounters during the first day of their journey, but catch few fish. On the morning of the second day, the Sea Elf craft reaches deep water, and the elves' home island is barely visible on the horizon. The elves should send their wavedancers in search of one of the great schools of fish which migrate through the waters of the archipelago every year at this time. Fish-Finders should use their power.

Starting the second day, the gamemaster should roll on the Encounter Table once per every four daylight hours and once per every six nighttime hours spent afloat by the elves. If the elves have a Fish-Finder the gamemaster should inform his or her player about passing sea creatures. A successful Perception roll must be made for at least one member of the party for each

encounter to take place. If there is no successful Perception, the encountered creature passes unnoticed or receives the benefits of surprise if it attacks.

Encounter Explanations

Bigjaws, Bluefish, Snappers, and small food fish — are foodfish, which the elves can endeavor to catch, or ignore.

Blacksails, Manytooths, Skulkers — are wandering predators, looking for food. The scent of blood in the water attracts manytooths and skulkers (20% chance of one of these appearing when the elves are spearfishing). Manytooths and skulkers attack anything in the water, including elves, wavedancers, and even each other.

Boat-backs, Deepsingers, Treenecks — will ignore the fishers. The elves may attack these creatures if they so wish, but

Encounter Table

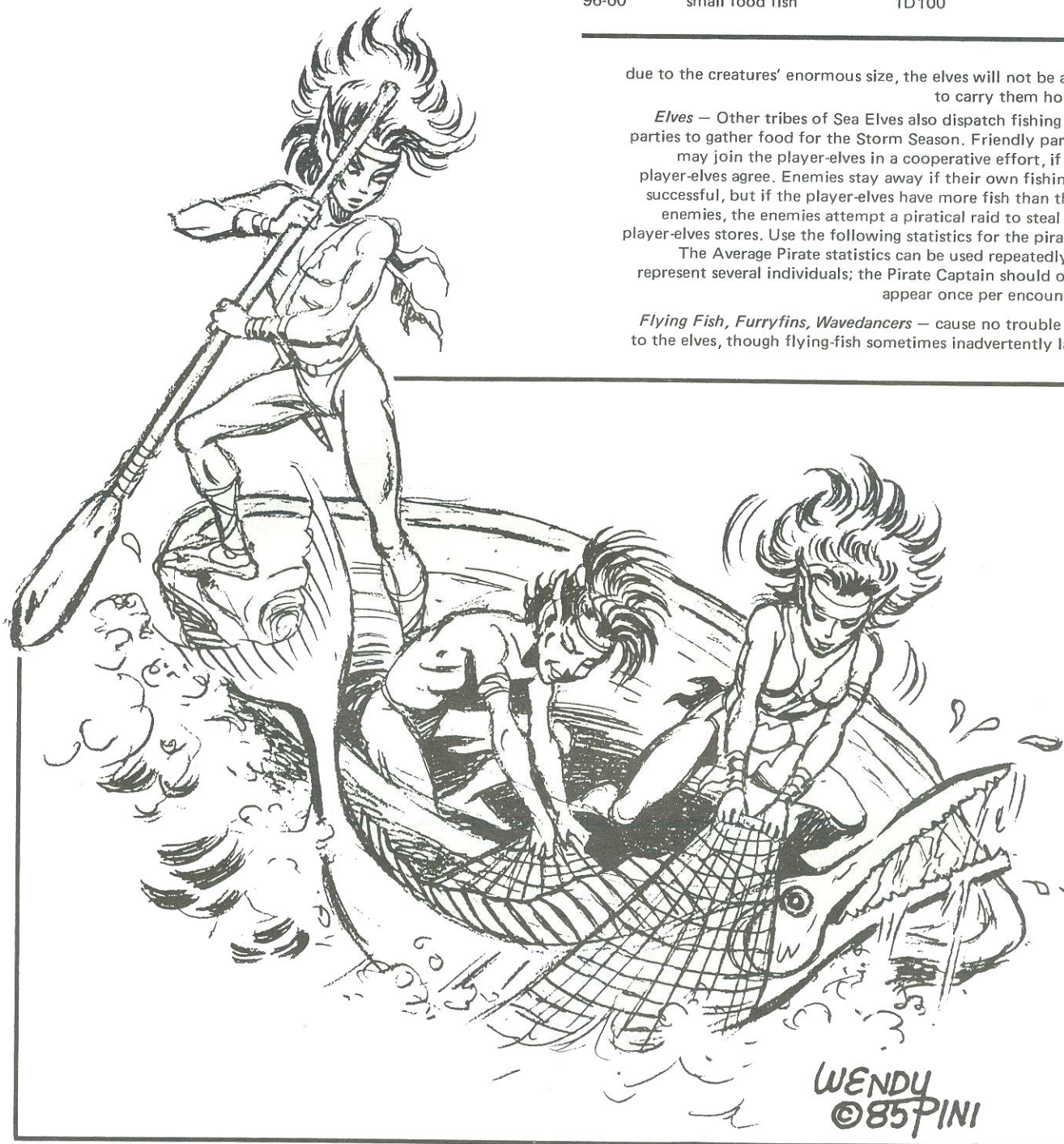
D100 roll	creature encountered	number of creatures
01-05	bigjaws	1D20
06-10	blacksails	1D10
11-15	bluefish	1D20
16-20	boatback	one only
21-25	deepsinger	one only
26-30	enemy elves	2D6
31-35	friendly elves	2D6
36-40	flying fish	1D100
41-45	furryfins	1D20
46-55	manytooth	one only
56-60	manyarms	one only
61-65	seaglidors	1D20
66-75	skulker	one only
76-80	snappers	3D6
81-85	treenecks	1D3
86-95	wavedancers	1D20
96-00	small food fish	1D100

due to the creatures' enormous size, the elves will not be able to carry them home.

Elves — Other tribes of Sea Elves also dispatch fishing parties to gather food for the Storm Season. Friendly parties may join the player-elves in a cooperative effort, if the player-elves agree. Enemies stay away if their own fishing is successful, but if the player-elves have more fish than their enemies, the enemies attempt a piratical raid to steal the player-elves stores. Use the following statistics for the pirates.

The Average Pirate statistics can be used repeatedly to represent several individuals; the Pirate Captain should only appear once per encounter.

Flying Fish, Furryfins, Wavedancers — cause no trouble to the elves, though flying-fish sometimes inadvertently land



in elf-boats. Furryfins and wavedancers are friendly with the elves, and often follow elf-boats for hours on end. Furryfins like to beg fish from the elves.

Manyarms — can be dangerous if large enough. Occasionally a large manyarms attacks a laden elf-boat to steal fish. Large specimens sometimes pull elves overboard.

Average Pirate Statistics

<i>characteristics</i>		<i>attributes</i>				
STR	13	age: 350				
CON	13	move: 3 yards/SR ground				
SIZ	6	2 yard/SR water				
INT	11	magic points: 13				
POW	13	hit points: 10				
DEX	16					
APP	10					
<i>weapon</i>		<i>SR</i>	<i>attack%</i>	<i>parry%</i>	<i>AP</i>	<i>damage</i>
trident		1	45%	50%	10	1D6+

Armor: none

Skills: Climb 23%, Communication 36%, Dodge 54%, Jump 29%, Sea Animal Lore 30%, Elf Lore 35%, Healing Lore 22%, Language Lore 5%, Mechanical Lore 5%, Mineral Lore 9%, Sea Plant Lore 45%, Troll Lore 5%, Manipulation 58%, Perception 48%, Ride Wavedancer 80%, Stealth 32%, Swim 93%, Throw 35%.

Magic: Magic Feeling 13%, Sending 52%. One pirate in each group should have Homing Instinct, and another Fish-Finding.

Pirate Captain

<i>characteristics</i>		<i>attributes</i>				
STR	14	age: 350				
CON	16	move: 3 yards/SR ground				
SIZ	5	2 yards/SR water				
INT	11	magic points: 13				
POW	15	hit points: 10				
DEX	18					
APP	9					
<i>weapon</i>		<i>SR</i>	<i>attack%</i>	<i>parry%</i>	<i>AP</i>	<i>damage</i>
Trident		1	70%	50%	10	1D6+1

Armor: none

Skills: Climb 23%, Communication 45%, Dodge 64%, Jump 45%, Sea Animal Lore 55%, Elf Lore 45%, Healing Lore 22%, Language Lore 8%, Mechanical Lore 5%, Mineral Lore 9%, Sea Plant Lore 45%, Troll Lore 5%, Manipulation 64%, Perception 80%, Ride Wavedancer 94%, Stealth 52%, Swim 99%, Throw 65%.

Magic: Magic Feeling 27%, Sending 84%.

Weather

At the close of each day's sailing, the gamemaster should roll for the next day's weather on the

Cloud Cover/Precipitation Table (see the Sea Elf description). One percentile should be added to the result of the roll per day that the player elves have been sailing, due to the rapid onset of the Storm Season. If the elves have a Stormseer among them, the gamemaster should roll a day in advance, and inform the Stormseer of the results of the roll (if the Stormseer successfully used his or her power).

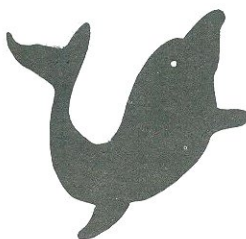
High winds cause waves to break over elf boats, tipping them or filling them with water. Rain also fills elf-boats with water; some rainwater can be saved for drinking, but most must be bailed. Elves use waterskins, hands, garments, or whatever else holds water to bail; elves with the water control power can guide small amounts of water out of the boat.

During particularly violent storms, elves unstep the mast and remove the sail, then stretch the sail over the boat to keep the rain and the sea out. However it is next to impossible to control a boat so modified, and the craft is left to drift at the mercy of the storm.

Strong winds can blow crafts off course causing elves to lose their sense of direction. If there is an elf who has Homing Instinct on a lost boat, he or she must successfully use the power to determine in what direction his or her home island lies. If the sky is overcast, subtract 20 percentiles from his or her chance to succeed. Lacking an elf with homing instinct, a lost fishing party must wait until the sky clears, and successfully use the Perception and Elf Lore skills to navigate by the stars. Remember, if the elves do not know their position they cannot find their way home, even if they navigate successfully.

Options

If the player-elves are lost at sea, they must make some quick choices. Will they wander in search of their home island until overcome by the upcoming storms? Can they find a friendly elf tribe with whom they can winter? Will they be forced to endure the Storm Season on a previously unexplored island, far from home? If the player elves choose or are forced into the latter, the gamemaster may use the scenario, Littlesmoke Island.



Little smoke Island

This scenario can be used as a supplement to the Stormcoming Hunt scenario, or it can be used independently.

The player elves arrive at the shore of a previously unknown island after being blown off course by a storm, or during an exploration expedition. They probably wish to explore the island, or at least to weather the storm there and replenish their supplies of goldensweet and fresh water. They might meet and befriend the elves who live on the island or encounter the tribe that routinely raids it.

If the player elves were blown off course not long before the onset of the Storm Season, they will have little time to search for their home. They must negotiate with the residents to gain shelter for the winter. If one of the player-elves has Homing Instinct, tell him that the fishers were blown so far, that to reach their home island they would have to travel well into the Storm Season.

Player Information (For Lost Elves)

While far from home on the last fishing foray of the year, you were blown off course by a sudden squall. When the wind and rain abate, you emerge from the shelter of your covered boat and see an unfamiliar island on the horizon. Supplies of water and of dried goldensweet are running low, so it is necessary to land.

Remember, the Storm Season arrives soon; if you wish to return to your home island safely, you have only a few days in which to gather food and water, and re-embark. It might be advisable to weather the storms on this strange island, and attempt the long journey home in the next Calm Season.

Player Information (For Exploring or Raiding Elves).

Far from your home island you finally discover an island which is both fertile and previously unexplored by your tribe. If your objective is to explore, this seems the perfect place. Perhaps your party can gather food here to supplement your tribe's supplies. If you come as raiders, there is no evidence on the shore that the island is inhabited; more exploration is needed.

Gamemaster Information

The previous scenario acclimates the players to water-borne Sea Elf adventures; this one provides a feel for land bound adventures. Little smoke island is a typical fertile island of the archipelago and contains many of the dangers and joys to which a Sea Elf can look forward when making an unfamiliar landfall.

Little smoke island is 60 miles long, and 47 miles wide at its widest point. The party can travel 20 miles per day in the flat, grassy areas of the Sun-Comes-Up and Towards-Hub-Star sides, and 10 miles per day in the overgrown, mountainous areas.

The gamemaster should determine from which direction the party first approaches the island. Roll 1D20 and consult the Arrival Direction Table.

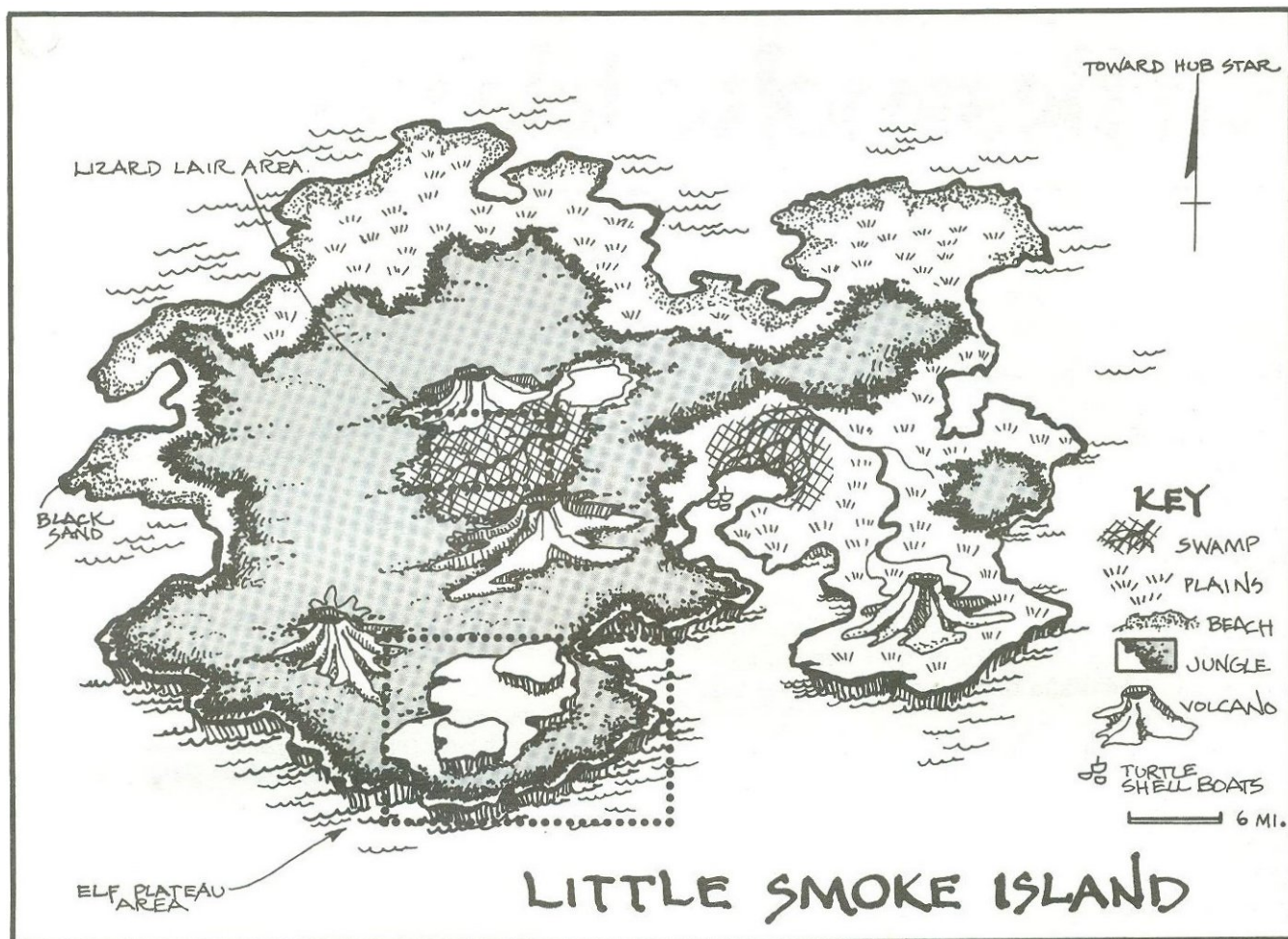
Arrival Direction Table

<i>D20 roll</i>	<i>direction of approach</i>
1-2	Towards-Hub-Star
3-4	Towards-Hub-Star/Sun-Comes-Up
5-6	Sun-Comes-Up
7-8	Away-From-Hub-Star/Sun-Comes-Up
9-11	Away-From-Hub-Star
12-14	Away-From-Hub-Star/Sun-Goes-Down
15-17	Sun-Goes-Down
18-20	Towards-Hub-Star/Sun-Goes-Down

If The Elves Approach From Towards-Hub-Star

The player elves see a long, gently-sloping coastline with a luxurious sandy beach, leading first into patches of sand-scrub and beach-grass and then into rolling, grassy plains. The land rises gradually, becoming forested at higher elevations, and mountain peaks are visible in the distance. A wide bay cuts into the shore towards Sun-Comes-Up and two swift streams empty into the ocean towards Sun-Goes-Down. The elves can land anywhere on this shore, but will probably prefer to anchor in the large bay or at the mouth of one of the two streams.

There are sleepblossoms on the plains, some sweetsticks near the riverbanks and some prickly-fruit in the scrubby areas. Farther inland, swamp-seeds grow along the shores of the river. To find these plants the elves must be actively looking for them; successful Perception (and Plant Lore in the case of Sleepblossoms), rolls are required. In the forest belt, Goldensweet trees flourish; no skill is required to identify the distinctive fruit. The pond is deep, but contains no fish.



The swamps along the river are difficult to traverse, cutting movement in half. The rest of the land on this part of the island is easily traveled.

Elves, mostly children, are out on the plains gathering crops. There is one adult supervisor for every six or eight children. If they spot the player elves, the gatherers assume them to be raiders, and run immediately to the cliffs at the Away-From-Hub-Star/Sun-Goes-Down corner of the island, where their tribe dwells. If the player-elves can catch the gatherers and convince them that no harm is intended, the gatherers lead the player-elves to the cliff village to meet the tribal elders. All of the adults found here are young, and eligible for Recognition.

If The Elves Approach From Sun-Comes-Up or Towards-Hub-Star/Sun-Comes-Up

Terrain here is similar to that found on the Towards-Hub Star side of the island, and the flora is also similar. Here there is only a small party of elf children with one adult supervisor, gathering. Again they assume that the player-elves are raiders and run for the cliff village. If the party is in a position which blocks the escape route to the cliff village, the gatherers run to the volcano

Away-From-Hub-Star and hide in the lava tunnels there.

Some of the tunnels have been rigged to collapse on intruders; the natives know which tunnels have been trapped and how to avoid the traps. If anyone else enters a trapped tunnel, there is a 75% chance that the tunnel will collapse, inflicting 3D6 damage on each occupant, and trapping all occupants under tons of rock. It is difficult to safely traverse even untrapped lava tunnels here because the lava is sharp, untempered by elvish Stone-Shapers; only the natives know where the safe footfalls are. Uninitiated walkers in the tunnels must succeed with both a Perception roll and with a Stealth roll for each 100 yards of travel in the caves or take 1D6 damage from sharp lava.

If The Elves Approach from Away-From-Hub-Star/Sun-Comes-Up

In this direction a peninsula built of a single volcano juts out from the island. The mountain thrusts straight up from the sea; high cliffs allow no landing here. The volcano is active and smokes constantly.

Every day of the party's stay on the island, this volcano has a 10% chance to erupt. Lava flows

and/or fires are limited to the volcano's immediate area; fires are stopped by marshy ground at the feet of the mountain. If the volcano spews ash, the substance blankets the entire island.

If The Elves Approach from Away-From-Hub-Star or Away-From-Hub-Star/Sun-Goes-Down

Steep cliffs line these shores. The only decent anchorage available is the small bay between the two arms of this side of the island. A river runs into the bay making the surrounding land quite marshy. Tall reeds cover all the low ground here, breaking into low brush as the land gets higher and dryer. Swampseeds grow profusely along the marshy riverbanks. If the player elves enter the bay, they find two turtle-shell boats hidden among the reeds of the marshy rivermouth (if one of the elves is successful with Perception at minus 20 percentiles).

A Perception roll at minus 20 percentiles made when the player-elves' boat is first approaching the island allows viewers to see a flurry of activity on the cliffs towards Sun-Goes-Down. These cliffs are built of a series of plateaus (the remains of a long extinct volcano) which rockshapers have transformed into a honeycomb of dwelling caves for the island's elves. The activity is the elvish cave dwellers, whose lookouts have already spotted the party, rushing to hide in the caves.

If The Elves Approach from Sun-Goes-Down or from Towards-Hub-Star/Sun-Goes-Down

This coast of the island slopes sharply upward from a narrow black-sand beach to a jungle blanketed trio of inactive volcanoes. The jungle is matted with vegetation of all types, including yellowroots and milknuts. Just beyond the beach, sea-grass and occasional stands of sweetsticks give way to scattered trees which become denser as the altitude increases. There is a tiny bay near the smallest of the three volcanoes which provides an ideal landing place.

If the player-elves land in the tiny bay, there is a 75% chance that the natives' sentries posted on the plateaus surrounding the dwelling caves will spot the party. If the sentries spot the party they will assume the player-elves to be raiders, and Send a warning to their tribesfolk. If the Sending is not received, the party will encounter 6 native children and one adult gathering milknuts at the edge of the jungle. When the gatherers see the player-elves, they assume them to be raiders, and run home, or if cornered, they climb tall milknut trees and pelt the player-elves with the hard fruit.

The valley between the three peaks is a swampy jungle, and is the source of the island's largest river. This jungle is infested with giant lizards, and the natives might try to lure strangers to the lizards' lairs.

If the player-elves can convince the adult member of the gathering party that they come as friends, the natives lead the party to meet the tribal elders.

The Villagers

Following are limited descriptions of some of the villagers whom the player elves might meet. Complete descriptions are provided of the male and female elders, an average adult, and an average villager child.

The Little smoke elves are a peaceful tribe. They only study war to protect themselves against raiders. The favorite weapon of the Little smoke tribesmen is the trident, which is useful for fishing as well as for war. The village is governed by a male (Greatwave) and a female elder (Greensea). there are 20 adults, and 12 children of various ages. When the player elves arrive at the island, 14 of the 20 adults are on fishing trips. Only the youngest of the adults (two males and four females), the two elders, and the children remain. All of the young adults are eligible for Recognition.

Greensea (Tribal Elder)

Greensea, with her mate, Greatwave, governs the Little smoke tribe. She is also the tribe's best healer and Bone-Shaper. She is respected by her tribespeople as an elf of great wisdom. Though she never travels anymore, Greensea is reknowned as a great fisher. Some of the younger elves say

Greensea

characteristics		attributes	
STR	9	age:	1620
CON	13	move:	3 yards/SR ground
SIZ	8		2 yards/SR water
INT	15	magic points:	17
POW	17	hit points:	11
DEX	15		
APP	15		

hit location	D20 roll	armor/HP
right leg	01-03	0/4
left leg	04-06	0/4
abdomen	07-10	0/4
chest	11-15	0/5
right arm	16-17	0/3
left arm	18-19	0/3
head	20	0/4

weapon	SR	attack%	parry%	AP	damage
trident	6	84%	82%	10	1D6+2

Skills: Climb 46%, Communication 90%, Dodge 80%, Jump 64%, Sea Animal Lore 80%, Elf Lore 90%, Healing Lore 98%, Human Lore 30%, Mineral Lore 48%, Sea Plant Lore 80%, Troll Lore 4%, Manipulation 88%, Perception 94%, Ride Wavedancer 90%, Stealth 30%, Swim 92%, Throw 15%.

Magic: Flesh-Shaping 72%, Healing 84%, Magic Feeling 67%, Sending 83%.

that Greensea is one of the original elves who landed on the islands but, whether or not that is so, Greensea doesn't talk about it.

Greatwave (Tribal Elder)

Greatwave shares the task of governing the Little-smoke elves with his mate, Greensea. He is a master Rockshaper, personally responsible for building many of the Little smoke elves' cavern homes. Greatwave is slightly younger than Greensea, and is more rash than she is in judgement. He no longer joins in fishing expeditions, but he enjoys occasional lizard hunts, and fights raiders as mightily as any younger elf. Greatwave and Greensea only recently Recognized, but they have been lovemates for more than 1000 years. They have two children.

Greatwave

<i>characteristics</i>	<i>attributes</i>
STR 10	age: 1540
CON 11	move: 3 yards/SR ground
SIZ 8	2 yards/SR water
INT 12	magic points: 16
POW 16	Hit Points: 10
DEX 19	
APP 17	

<i>hit location</i>	<i>D20 roll</i>	<i>armor/HP</i>
right leg	01-03	0/4
left leg	04-06	0/4
abdomen	07-10	0/4
chest	11-15	0/5
right arm	16-17	0/3
left arm	18-19	0/3
head	20	0/4

<i>weapon</i>	<i>SR</i>	<i>attack%</i>	<i>parry%</i>	<i>HP</i>	<i>damage</i>
Trident	5	99%	78%	10	1D6+2

Skills: Climb 41%, Communication 59%, Dodge 81%, Jump 59%, Sea Animal Lore 64%, Elf Lore 84%, Healing Lore 24%, Human Lore 6%, Language Lore 6%, Mechanical Lore 6%, Mineral Lore 6%, Sea Plant Lore 66%, Troll Lore 2%, Manipulation 88%, Perception 56%, Ride Wavedancer 95%, Stealth 88%, Swim 98%, Throw 69%.

Magic: Rock-Shaping 72%, Magic Feeling 42%, Sending 98%.

Average Little smoke Elf

Use the following statistics as a basis from which to create specific Little smoke elves. The adults who are on the island when the player-elves arrive are slightly less skilled than this average, and those who are out fishing are slightly more skilled.

Average Child

Use the following to represent Little smoke children. Older children are slightly more skilled than this average, and younger children are slightly less skilled. Little smoke children begin to learn

Average Little smoke Elf

<i>characteristics</i>	<i>attributes</i>
STR 11	age: 250
CON 13	move: 3 yards/SR ground
SIZ 5	2 yards/SR water
INT 12	magic points: 13
POW 13	hit points: 9
DEX 16	
APP 11	

<i>hit location</i>	<i>D20 roll</i>	<i>armor/HP</i>
right leg	01-03	0/2
left leg	04-06	0/2
abdomen	07-10	0/2
chest	11-15	0/3
right arm	16-17	0/2
left arm	18-19	0/2
head	20	0/2

<i>weapon</i>	<i>SR</i>	<i>attack%</i>	<i>parry%</i>	<i>AP</i>	<i>damage</i>
Trident	6	74%	29%	10	1D6+2

Skills: Climb 42%, Communication 33%, Dodge 76%, Jump 27%, Sea Animal Lore 54%, Elf Lore 34%, Healing Lore 24%, Human Lore 6%, Language Lore 6%, Mechanical Lore 6%, Mineral Lore 6%, Sea Plant Lore 6%, Troll Lore 4%, Manipulation 54%, Perception 70%, Ride Wavedancer 80%, Stealth 32%, Swim 91%, Throw 18%.

Magic: Magic Feeling 18%, Sending 75%, Add one other power to certain individuals as necessary.

Average Little smoke Child

<i>characteristics</i>	<i>attributes</i>
STR 8	age: 12
CON 11	move: 3 yards/SR ground
SIZ 3	2 yards/SR water
INT 12	magic points: 13
POW 13	hit points: 7
DEX 14	
APP 14	

<i>hit location</i>	<i>D20 roll</i>	<i>armor/HP</i>
right leg	01-03	0/2
left leg	04-06	0/2
abdomen	07-10	0/2
chest	11-15	0/3
right arm	16-17	0/2
left arm	18-19	0/2
head	20	0/2

no weapons

Skills: Climb 31%, Communication 46%, Dodge 50%, Jump 27%, Sea Animal Lore 28%, Elf Lore 28%, Healing Lore 28%, Human Lore 2%, Language Lore 6%, Mechanical Lore 6%, Mineral Lore 6%, Sea Plant Lore 28%, Troll Lore 2%, Manipulation 44%, Perception 70%, Ride Wavedancer 70%, Stealth 24%, Swim 86%, Throw 16%.

Magic: Magic Feeling 13%, Sending 52%, plus one other power if the gamemaster so wishes.

weapons skills when quite young, but are not allowed to carry any weapons until age 15.

The Natives' Caves

The Little smoke elves make their home in a honeycomb of caves fronting on a series of plateaus which together are the remains of a long-extinct volcano. Generations of Rock-Shapers

have formed the caves into comfortable dwellings for the elves.

When the player-elves arrive, the caverns are only inhabited by the two elders, 6 young adults, and the children. If the party reaches the caves without alerting any of the sentries or gatherers, only the two elders are present.

Sentries are posted at vantage points which allow them to spot anyone approaching the caverns from Sun-Goes-Down or Away-From-Hub-Star. Like the gatherers, the sentries will assume the player-elves to be raiders, and prepare defenses. If the party sails directly under the cliffs, the villagers pelt the boat with rocks thrown from above. If the player-elves sail into the large bay, and approach the caverns from Sun-Comes-Up, they have to climb the steep walls of the plateaus (subtract 30 percentiles from their climb skills). The natives know a series of handholds and paths which make the cliffs easy to scale.

The villagers have hidden the six cave entrances; a perception roll at minus 20 percentiles is required to find the openings. The caves all delve inward to a large central chamber which is used for meetings and for tribal councils. Several other caves branch out from the central chamber, and

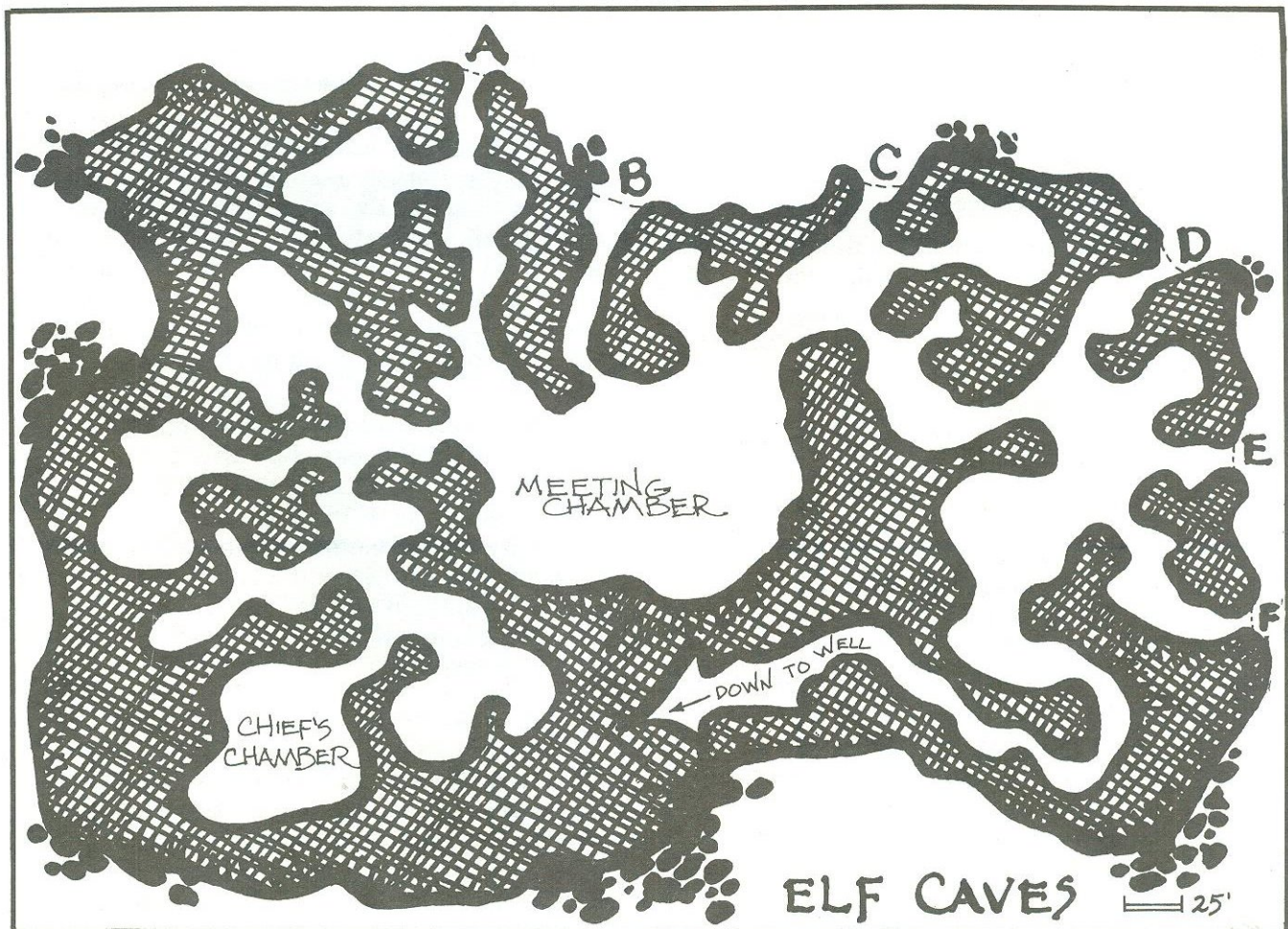
from the walls of the branching chambers, adding to the complex

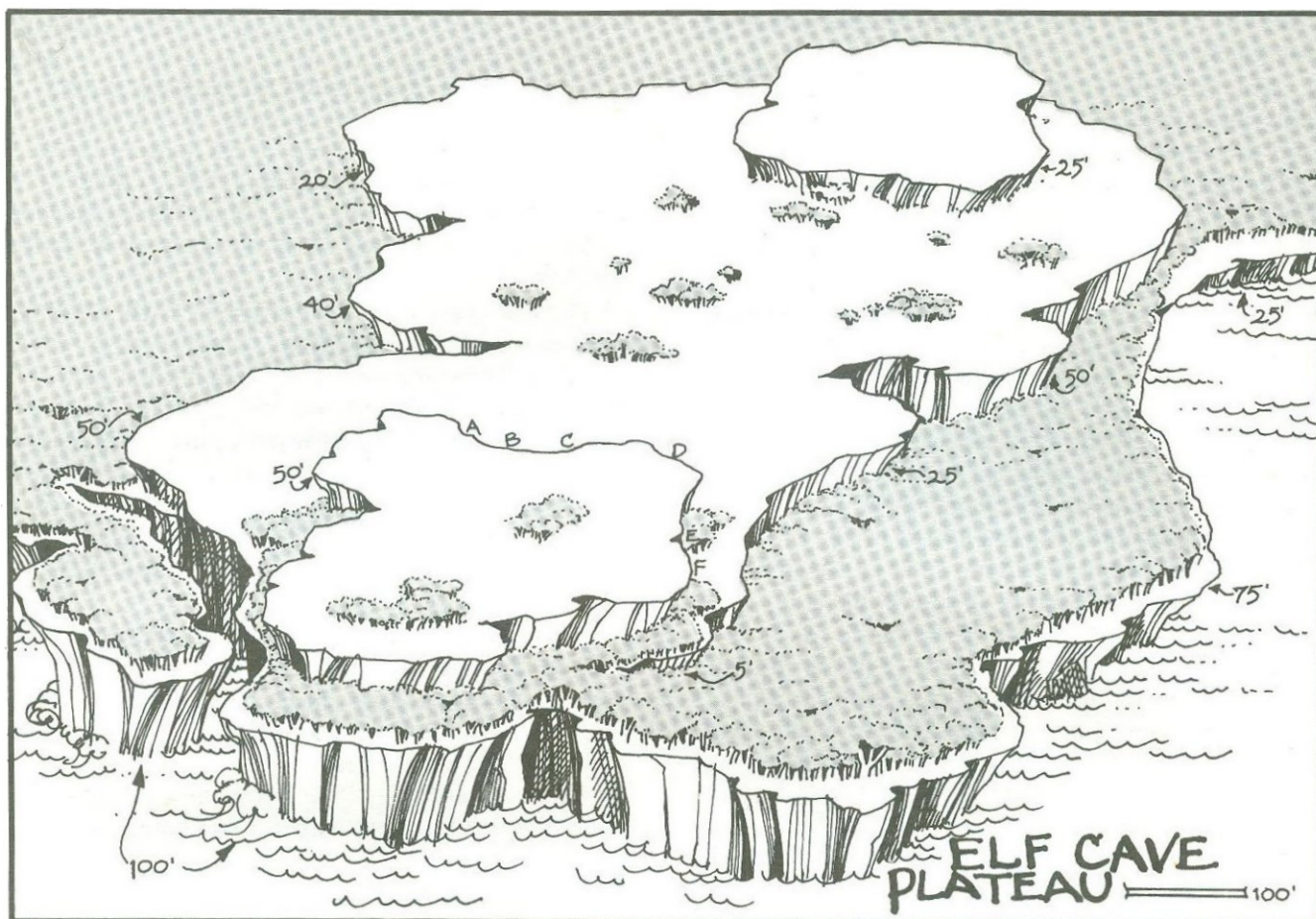
Rockshapers have braced the cavern ceilings with columns to prevent collapse, and opened carefully placed cracks to provide light and ventilation to the caves. One cave descends deep under the island, ending at a pool of clear, fresh water from which the Little smoke elves fetch all their drinking water.

The caverns are simply furnished with sleeping mats woven from grass fibers, small firepits for cooking, woven baskets and shaped bone- and clay pots filled with stored food.

If they are friendly with the natives, the player elves are escorted to the central chamber to meet with the tribal elders. The elders offer the party food; and shelter for the Storm Season in exchange for friendship and possible assistance in fighting raiders.

If the player-elves enter the caves without an escort, they feel that they are constantly watched from the shadows just ahead and just behind. The native elves encircle the party; positioning themselves with weapons ready. The natives then attempt to herd the player-elves into a dead-end cavern which Greatwave uses Rock-Shaping to





seal off. The natives keep the party imprisoned until their fellows return or until the player elves can convince the tribal elders that they come as friends.

History of the LittleSmoke Elves

If the player-elves make friends with the LittleSmoke elves, Greensea tells them about her tribe.

"We came to LittleSmoke island in the time of my father and mother, and found the land and sea bounteous. We knew no other elves for many generations, and had no need to fight. We hunted and fished, but knew little of the ways of war. Over the seasons, we nearly forgot that there were others of our race; then the raiders came. It was only 50 seasons ago that we first saw their boats on the horizon. In our ignorance we thought the strange elves to be friendly, sent signs of welcome, and invited them into our caves. We were betrayed. They bound our tribesmen, and stole our stores of food.

"After the pirates departed, we escaped our bonds, healed our wounds, and attempted to weather the long Storm Season with our depleted stores. We survived that winter, and many more winters, but every year, just before the Storm Season, the raiders return to exact further tribute.

"For many seasons since the raiders first attacked our tribe, we have been studying the arts of war. We have built traps in our caves, we have learned to use our fishing tridents as weapons, and we have learned to always watch for danger. Despite all our study, we have not yet resisted the demands of the pirates. But, now we are ready, and with your help, we can send the villainous raider tribe home without a scrap of our food, and perhaps bring enough fear into their hearts that they will never return to bring us misery again."

If the player elves agree to help fight the pirates, the LittleSmoke elves offer a treaty of eternal friendship between their tribe and the player-elves' tribe. If the player-elves refuse aid to the natives, the tribesmen retain their offer of food and hospitality for the duration of the Storm Season, but mingle little with the player-elves and expect them to leave at the onset of the Calm Season.

Raiders

Seven days after the player-elves arrive at LittleSmoke Island, lookouts spot raiders on the horizon. Eight pirates approach the island in two otherwise unladen turtle-shell boats. The raiders are accustomed to receiving no resistance from the LittleSmoke elves, so they pull their boats up to

the open shore in the large bay, gather their weapons, and trudge, singing, to the plateaus and the natives' caves.

The player-elves should help the native formulate a plan by which to thwart the raiders. If they wish to destroy the pirates' boats, the gamemaster should gently remind the players that if their elves do so, the pirates will be marooned on the island to cause trouble until they find a way to return home.

If the raiders reach the mouths of the LittleSmoke elves' caverns, the pirate leader yells "tribute". If there is no response, the pirates enter the caves. The LittleSmoke elves then attempt to capture the pirates by herding them into a small cavern and Rockshaping it closed, just like they captured the player elves.

elves to join him on a lizard hunt, to gather eggs for the upcoming feast. He explains that the special joy of the lizard hunt is to steal the eggs without harming the adult lizards.

Lizard Hunt

Greatwave organizes the lizard hunt for mid-day of the day following the raid. He says that mid-day is the best time to engage the lizards because, at that hour, the hot sun makes the lizards lethargic.

Giant lizards guard their eggs, and fight mightily to protect them, so the elves create a diversion to attract the lizards, while one stealthy elf runs in to collect eggs from the lizards' muddy nests.

The Raiders

	DEX	HP	weapon	SR	attack%	parry%	damage
raider 1	21	12	trident	5	60%	55%	1D6+2
raider 2	17	12	knife	8	90%	60%	1D3+2
raider 3	15	8	spear	6	55%	65%	1D6+2
raider 4	15	7	spear	6	65%	50%	1D6+2
raider 5	14	9	spear	7	80%	60%	1D6+2
raider 6	12	12	trident	7	55%	45%	1D6+2
raider 7	9	11	spear	7	45%	25%	1D6+2

Note: the raiders wear no armor.

Magic: each raider can Send at 75%, and has Magic Feeling at 10%.

One-Arm

characteristics	attributes
STR 13	age: 275
CON 13	move: 3 yards/MR ground
SIZ 6	2 yards/MR water
INT 15	magic points: 13
POW 13	hit points: 10
DEX 16	
APP 10	

hit location	D20 roll	armor/HP
right leg	01-03	0/4
left leg	04-06	0/4
abdomen	07-10	0/4
chest	11-15	0/5
right arm	16-17	0/3
left arm	18-19	0/3
head	20	0/4

One-Arm (Raider Captain)

One arm lost his left arm early in his life to a manytooth. That loss and the harshness of his home island coupled to make him bitter and angry. One-Arm's tribe survives by raiding several nearby fertile islands whose inhabitants have not yet learned to defend themselves. If the LittleSmoke elves show significant resistance, One-Arm and his band never return.

Victory

If the raiders are defeated, the LittleSmoke elves rejoice. Greatwave begins preparations for a feast which will take place upon the return of the LittleSmoke fishers. If the player-elves joined in the battle with the raiders, they are thanked profusely and are invited to undergo a ritual that will make them members of the LittleSmoke tribe. Greensea explains that after the ritual the player-elves will have two tribes, their own and the LittleSmoke. If any of the player-elves are hurt by the pirates, Greensea attempts to heal their wounds.

The favorite delicacy of the LittleSmoke elves is the boiled eggs of the giant lizards that inhabit the central jungle. Greatwave invites the player-

weapon	SR	attack%	parry%	AP	damage
trident	6	65%	50%	10	1D6+2
knife	8	54%	51%	6	1D3+2

Armor: none

Skills: Climb 23%, Communication 36%, Dodge 54%, Jump 29%, Sea Animal Lore 30%, Elf Lore 35%, Healing Lore 22%, Language Lore 5%, Mechanical Lore 5%, Mineral Lore 9%, Sea Plant Lore 45%, Troll Lore 5%, Manipulation 38%, Perception 48%, Ride Wavedancer 80%, Stealth 32%, Swim 73%, Throw 35%.

Magic: Magic Feeling 32%, Sending 55%.

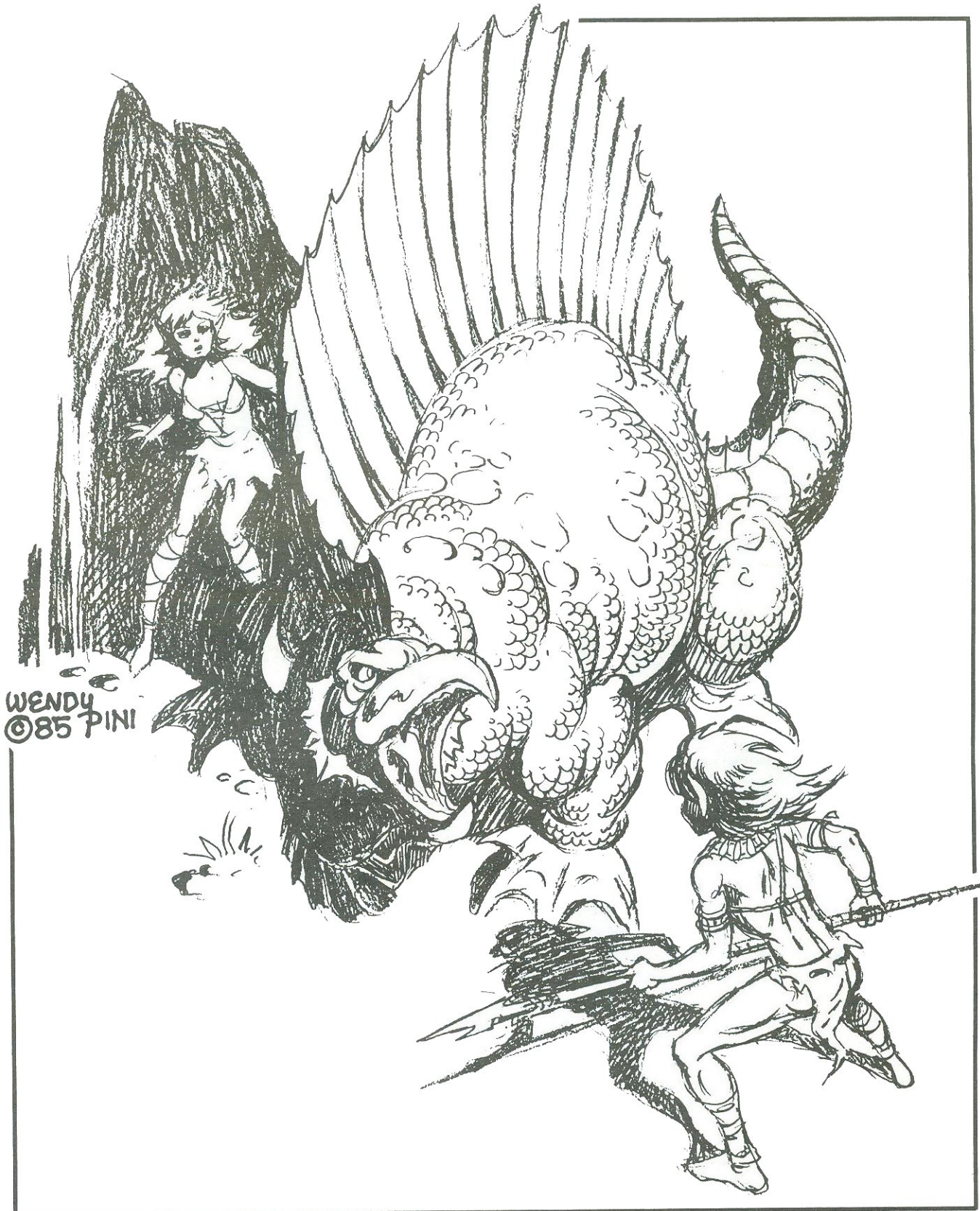
Greatwave offers one of the player-elves (the one who was the most valiant in the battle against the raiders) the honor of being the collector. The elves always leave at least one egg in each nest to insure further generations of lizards.

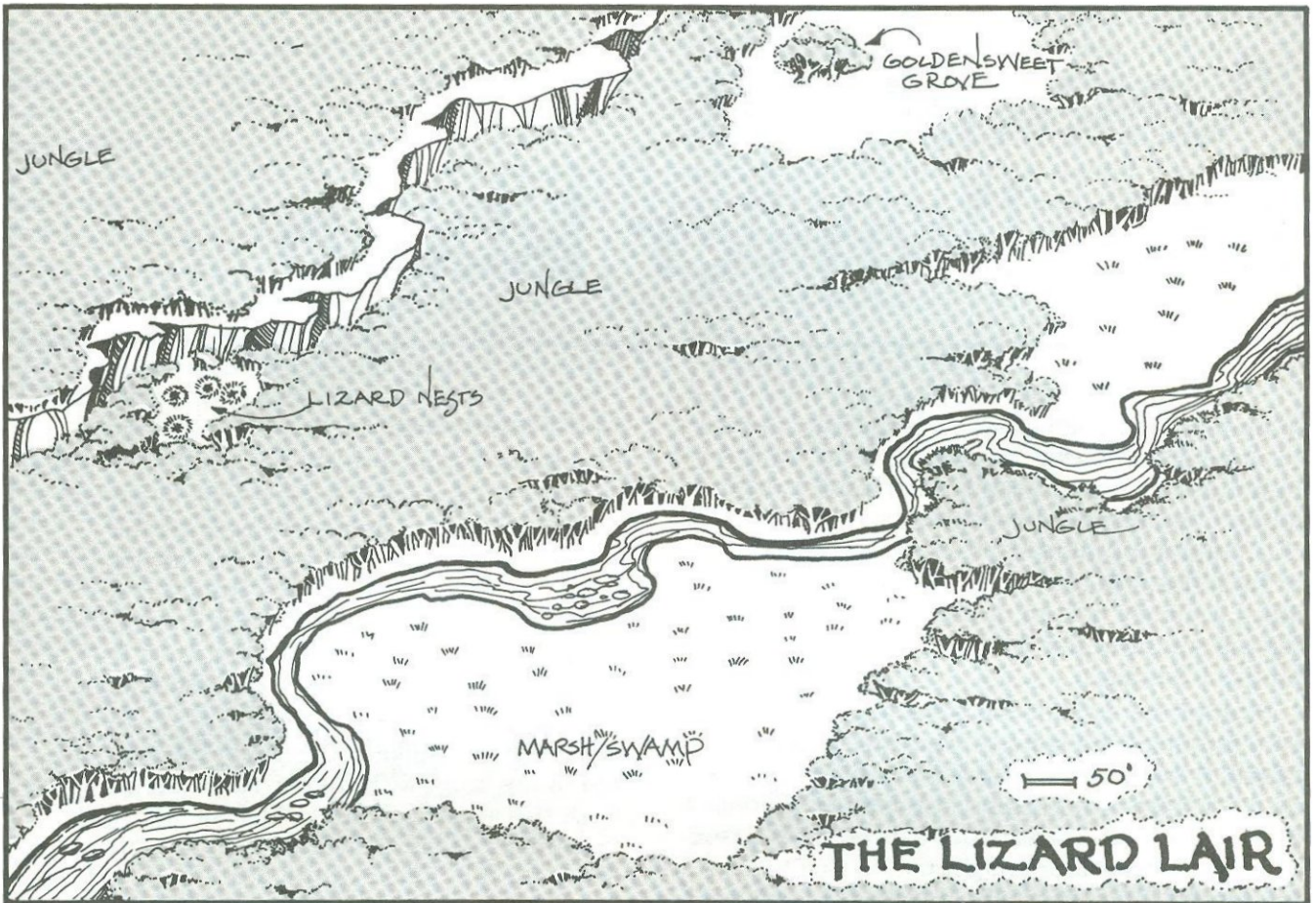
Have the player elves formulate a plan to divert the lizards' attention. Show them the map of the lizards' lair, and tell them how many lizards are present. Decide the number of lizards based on the number of player-elves and the skills of each elf.

The lizards attempt to attack the elves creating the diversion. Greatwave encourages the player-elves not to fight back, but to Dodge the lizards' attacks, all the while creating further diversion.

To divert a lizard's attention from its eggs, an elf must succeed with the Animal Lore skill. To maintain each lizard's attention each elf must succeed again with the animal lore skill each melee round. If a lizard loses interest in an elf it will stand, confused for one melee round during which its attention can be regained. If the lizard's

attention is not regained during that round, the lizard notices the egg-gatherer, and rushes to the attack. Once a lizard has focused on the egg-gatherer, its attention cannot be redirected. It attacks until it kills the gatherer or it drives him away.





Giant Lizards (use these statistics to represent 1D6+2 giant lizards)

characteristic	attributes		
STR 13	move: 5 on land		
CON 16	3 swimming		
SIZ 14	Hit Points: 15		
INT 3			
POW 7			
DEX 14			
APP 2			

hit location	D20 roll	armor/HP
tail	01-03	3/5
right hind leg	04-05	3/5
left hind leg	06-07	3/5
body	08-14	3/6
right foreleg	15-16	3/5
left foreleg	17-18	3/5
head	20	3/6

weapon	SR	attack %	damage
Bite	6	70%	1D6+1D3+3
tailslap	7	64%	1D3+knockdown

Armor: 3 point scales

Skills: Dodge 28%, Jump 20%, Perception 21%, Stealth 28%, Swim 54%.

Conclusion

If the player-elves came to Littlesmoke island as friends, they have gained loyal allies for their

tribe. They will find food and shelter on Little-smoke Island should they ever land there again, and refuge for the Storm Season if they are lost. With the onset of the Calm Season, the little-smoke tribemen do all they can to help the player-elves return home if that is their wish, but invite them to stay and become a part of the Littlesmoke tribe.

The Littlesmoke fishers return in the afternoon, two days after the lizard hunt, with a good catch. The feast goes on as planned, and the fishers exchange stories of their adventures with the stay-at-home elves.

If the player-elves came to raid, they fought a bitter battle, and have made eternal enemies of the Littlesmoke elves. Though they perhaps stole valuable supplies from Littlesmoke, the player-elves would have gained far more if they had come as friends.

If the player-elves are lost, and have no one with Homing Instinct, use the Stormcoming Hunt scenario again to play out their return. The start of the Calm Season brings an end to the winter storms, subtract 10 percentiles from all rolls on the Temperature/Precipitation Table. Bring the lost elves on a short odyssey, allow them to have some adventures before they find their home.

Assault on Smalltower Island

In the season just before the coming of the storms, two young raider elves have taken a mutual dare to prove their worth as raid leaders, and to gain support for their eventual succession to the chieftainship of the tribe. Each, with a small band of followers, will attempt to gain access to an island generally held to be impregnable, and capture whatever they can in the way of food and other useful items.

Most of the inhabitants of the island are away on a Stormcoming hunt. It is guarded and maintained by a handful of native elves, several of them children. The island is not without its defenses, but the elves are not expecting an attack and for various reasons might not be able to implement them. They will, however, defend themselves, their home, and their belongings to the best of their ability.

Raider Information

Sailslasher and Foamracer have always been rivals; it is a friendly rivalry that has made the two the best young contenders for the eventual chieftainship of the tribe. Normally the current chief, Oarbreaker, keeps them under tight rein; but with the chief and most of the older members of the tribe off on Stormcoming Hunts and raids, the younger elves have become anxious to prove themselves, both as raiders and as leaders?

Smalltower Island has been attacked before by other raiding parties, all of whom have failed to gain access to it. Considering it the ultimate challenge, these two have dared each other to successfully breach the island's defenses and carry off wood, weapons, tools, and hand-crafts, and whatever else could be useful to their tribe. Sailslasher and Foamracer have each collected a small band of followers, and have set out for Smalltower Island in two boats. One older elf, Dashull, will be acting as referee; whichever of the rivals shows best leadership capability and returns with the most booty will be hailed as the next chief of the raiders — at least for the next few seasons. If both fail, both will be disgraced, and some other, more worthy, elf will supplant them.

Native Information

Smalltower Island is normally inhabited by about forty elves; at present, all but the children and a few regular stay-at-homes are away on the Stormcoming Hunt. The remainder are led by Chief Deepwave's lifemate, Greenmist, and supervised by Brine, who is preparing the kitchens for the incoming catch, and Raingather, who is acting as lookout and commander of defense.

This late in the season, an attack by the enemy raider tribe is unlikely. Certain of the elves are out in the water with the wavedancers, gathering fresh fish and sea plants for the current inhabitants' daily needs. Others are busy preparing their island for the coming Storm Season. All the Smalltower elves are on the lookout for both their returning tribe, and vessels from an allied tribe who will be trading them supplies of fruit, plants, and grain in exchange for tools, weapons, garments, and ornaments made by the native elves.

Gamemaster Information

This scenario is unique in several ways. For one, it involves a different sort of island than is normally seen. Smalltower Island is an example of what enterprising elves can do with a barren piece of rock. This extinct volcano has been hollowed out and modified by generations of rockshapers into a complex dwelling-place complete with all the necessities, including a rooftop garden and reservoir. The island's sheer walls are difficult to scale, and the only easy access is through the boat cavern, which is defended.

More importantly, this scenario can be played in three ways; the players can choose to play the attacking force, with the gamemaster portraying the defenders, or vice-versa — or two teams of players can be pitted against each other, as raiders and natives respectively, with the gamemaster merely acting as referee.

Depending on the choice of viewpoint, the gamemaster may supply the players with as much of the Raider Information or Native Information as he deems suitable. In the event that the two-

team scenario is chosen, the gamemaster might prefer to copy the information onto separate pieces of paper, to prevent each team from gaining information to which they shouldn't have access. Similarly, if players wish to take actions that should be a surprise to the opposing team, they may write their intentions down and present them to the Gamemaster.

Statistics for both raiders and natives are provided. These characters can be used as either player or non-player characters, or the players and gamemaster can choose and supply their own. If the players play the pre-established characters they should transfer the characters' statistics to character sheets. As few or as many characters may be used as are necessary and easily manageable. If the players prefer to use characters they have created themselves, the gamemaster should thoroughly review the character descriptions provided here in order to supply the players with additional information about the island and its defenses that the characters would know. In particular, players acting as native elves should know the layout of the island and the defenses available to them; the gamemaster might wish to provide the defenders with a copy of the island map, withholding the map from the attackers, who must discover the interior for themselves. The gamemaster's directions to the raiders, who are not familiar with the island, should be more vague ("You see a spiral stairway before you, and two openings in the rock wall, one to either side"), while his directions to the natives should be more specific ("You are in the corridor by the pulley shaft"). At no time in a two-team scenario should the gamemaster suggest tactics to either team. He should serve only to make objective rolls for non-initiative acts, like Recognition, and oversee fair play, balancing odds when they become disproportionate.

With large numbers of characters involved, the gamemaster will find it helpful to use miniature figures to determine relative positions. The gamemaster should sequence all action in the same way that combat is sequenced: following the pattern of Statement of Intent, Action, and Evaluation for each player throughout the game. The only difference is that, for non-combat situations, the time span covered by the sequence is between five and ten minutes long, rather than the twelve seconds of the melee round. This makes it easier to keep track of the player's progress about the island, and to time the sequence and possibility of encounters between them.

Both players and gamemaster should remember that the elves' object here is not to kill or injure anyone of the opposing tribe, but merely to abscond with or to defend vital supplies. Injuries should be accidental, or inflicted in self-defense.

The raiders use scare tactics or cunning to win the island and take the loot. Both tribes use nets in combat much as the Gliders do (see pages 60-62 in the *Elfbook*), and prefer to first entangle a foe to immobilize him, then to keep him or her subdued with the threat of a weapon. The natives especially are more likely to entrap their foes, tie them up, and keep them securely guarded but unharmed until the chief and the rest of the island's population can return and decide their fate.

Another point to keep in mind is that, among Sea Elves, Recognition mainly takes place between elves of different tribes, to introduce new genes into tribal gene pools. Note that few elves of either tribe are already recognized. The gamemaster should (preferably unbeknownst to the players involved) make Recognition rolls each time an elf encounters another of the opposite sex and tribe for the first time.

Lastly, remember that the Storm Season is quickly approaching, and that variable weather might be a factor in the raid. The gamemaster should check on the Wind Strength, Cloud Cover, and precipitation tables twice daily, morning and evening, with ten percentiles added to the rolls due to the approach of the storms.

Assault on Smalltower Island as a Two-Team Scenario

While most scenarios are designed to pit the players against the gamemaster, it is possible to play this scenario with two teams of players pitted against each other, with the gamemaster as a neutral referee. This sort of play can be both easier and more difficult for the gamemaster, but brings very interesting play and a unique gaming experience. The most important factor to remember is organization; if the gamemaster is well-prepared before the game, and can maintain an orderly sequence of events, the game will flow smoothly and be enjoyable for all concerned.

The players should first choose sides evenly, and may either be assigned their characters by the gamemaster or be allowed to choose their own. They may either use the characters provided with the scenario, or ones they have created themselves. As few or as many characters may be used as are necessary and easily manageable; but it is recommended that, at least at first, the maximum be kept to ten characters total, to avoid confusion and to keep the game from slowing down. If additional characters are desired, the gamemaster might choose to play them as non-player characters; but again, this might create confusion, and is better left until the gamemaster is thoroughly experienced with this sort of scenario.

The players may then be supplied with information about their characters, and information

about the island itself that the characters would be likely to know. Rather than reading the Raider Information or the Native Information passages aloud, it may be preferable to copy them onto separate pieces of paper, to avoid giving away information that the opposing side should not be aware of. Similarly, the defending players should be given maps of the island and be made familiar with its defenses; it is after all, their home, and they know every inch of it. The attackers should be required to make their own maps as they explore the interior of the island. As particular characters involved in the scenario might have specific information that could be vital to play, the gamemaster should thoroughly review the character descriptions provided and, if the players choose to use characters of their own, supply certain ones with this individual knowledge. For example, someone should be detailed to man the watchtower and portcullis, and at least one player should know all the defenses available in the kitchen.

With large numbers of players involved, chaos can easily result if everyone tries to make their actions known at once. The gamemaster should establish a rank sequence among the players immediately at the start of play, and stick to it throughout the game, so that all the characters act in order without overriding each other. Beginning with the attackers, start with the leader of that group, and progress through his followers; then move the defenders and chart their actions one by one. Once the sequence is established the game should move smoothly, and will pick up speed. Follow the pattern of Statement of Intent, Action and Evaluation for all action, just as for combat situations; but let the time span of a non-combat turn last between five and ten minutes of game-time, rather than the twelve seconds of the melee round, to keep the game moving more swiftly. However the gamemaster must keep the discrepancy of timing firmly in mind in cases where combat is taking place in one part of the island but not in another. It is preferable in such a situation to suspend other action until the combat has been completed.

Have all game materials, such as reference books, maps, pencils, and miniature figures ready at the start of play. It is strongly recommended that some sort of miniature figures be used to help both players and gamemaster keep track of the locations of individual characters during the course of the game. This is particularly important in situations involving large numbers of characters, or in the event that the characters split up.

As the characters move about the island, the gamemaster should tell their players about their surroundings. For the attackers, who do not know the layout of the island, such explanations

should take the form of literal descriptions of the area. For the defenders the gamemaster should just tell what room each elf is in. The gamemaster should follow the characters carefully on his map as they move, and keep an eye out for possible encounters between them.

When two elves run into each other, the gamemaster should introduce them, describing them to each other if they are strangers, or naming them to each other if they are of the same tribe. The gamemaster should then withdraw from the encounter, and allow the players to communicate directly. If combat results from an encounter, the gamemaster should allow the players to make all their own skill rolls, and only make sure that the proper sequence of actions is followed. If the characters are of opposite tribes and sexes, the gamemaster should make a clandestine roll for Recognition, informing players involved of the results only if they are positive.

Whatever situation the players find themselves in, the gamemaster should allow them to explore it themselves. A possible exception to this rule is if the odds against one side or player become disproportionate; in this case, the gamemaster might choose to balance the odds by some means that does not interfere directly with the actions taken by player characters. At no time should the gamemaster suggest tactics to either team, or give the players any idea of what is going on elsewhere on the island. If players indicate that they are sending information to each other, they can tell each other where they are and what is transpiring in their immediate area. Players might wish to Lock-Send by writing their messages on slips of paper and passing them to each other by way of the gamemaster, to prevent the opposing side from gaining information that the players wish to keep private. Similarly, if one team takes an action that should rightfully be a surprise to the opposing team, they may hand a note to the gamemaster describing their intended actions during the Statement of Intent phase of each round. The gamemaster should then judge whether the secretive team should automatically complete their action or whether the opposing team should be allowed Perception rolls or some other chance to discover the plot.

Generally the gamemaster only acts to maintain a smooth flow of events within the adventure, to interpret rules, keep track of characters, and to help the players keep track of themselves. He is also responsible for evaluating damage done to or by the island itself, such as the likeliness of the portcullis dropping on an incoming boat, possible injuries sustained from a cliff-top dive, shutters torn in escape attempts, or plants uprooted in the garden. Rooms that have already seen action should not be straightened up; the

gamemaster should keep track of items that have been damaged, disarranged, or stolen. The weather might also affect the situation and should be checked twice daily, morning and evening.

The gamemaster, in short, serves primarily as an overseer in a two-team scenario, rather than an active participant. This does not, however, diminish the gamemaster's importance, or his enjoyment of the game; for he is still the enforcer of laws, the hand of nature, and the guardian of secrets to be revealed at just the right moment. Acts of fate are still his province, but he should not wield them in an obvious or flamboyant way. Rather, the gamemaster provides the perpetual overall view that the players lack, and the occasional subtle stumbling blocks or startling surprise that keeps play lively. The decisions belong to the players, but only the gamemaster knows what all the choices might be, and the probable consequences of each action. Keep your silence, smile a lot, and enjoy the game.

The Approach to the Island

Having been to the island before, the raiders know the location of the boat cavern, and will probably approach from that side (Sun-Comes-Up). They know that speed and stealth are of the essence, and will use as much stealth as is possible on open water.

There are about two dozen wavedancers, the allies of the Smalltower elves, playing in the water around the island. Gregarious as they are, the wavedancers greet and play with the raiders' wavedancers, and consider them friends. They will not harm or attack the elves, nor will the raiders' wavedancers harm the native elves. However, if the wavedancers see an elf attack an elf whom they consider a friend, the wavedancers will come to their ally's defense, bumping the enemy enough to dislodge him but not to injure him seriously. The wavedancers of the island pod detect the approach of the raiders from a mile or two away, and race out to meet them. A native elf who is alert (roll Perception) will notice this, and thereby become aware of the other's presence; but if he tries to communicate with the wavedancers to identify the occupants of the boats, he only gains the impression that the wavedancers consider them friends.

Two Smalltower elves, Shellcatcher and Spraydancer, are in the water with the wavedancers, gathering fresh fish, shellfish, and sea plants to supply the daily needs of the remaining native elves. They both have half-filled nets tied over their shoulders, leaving their hands free, and they carry a trident and a spear respectively. Upon discovering the approaching boats, Spraydancer rides out with the wavedancers to greet them, expecting them to be allies. She will not realize

their true identity until she is within clear sight of them, about thirty or forty yards away, and then must either compel the wavedancer she is riding to turn back, or get off and swim through the oncoming pod back toward the island, at minus twenty percentiles to her Swim roll for the first five melee rounds until the pod has passed. It is possible that a raider can overtake her and capture her, especially with the aid of a wavedancer.

Shellcatcher remains near the island, Sending to alert those inside. He also assumes the approaching elves to be allies until they are within clear sight, or otherwise prove their true nature and intent. At this point, he retreats to the boat cavern, Sending to the others to lower the portcullis over the opening. However, if Spraydancer is captured, Shellcatcher remains outside and tries to rescue her, while still Sending to warn the others. If one or both of these elves is locked out, they attempt to climb the cliff, and they know where the safe handholds are.

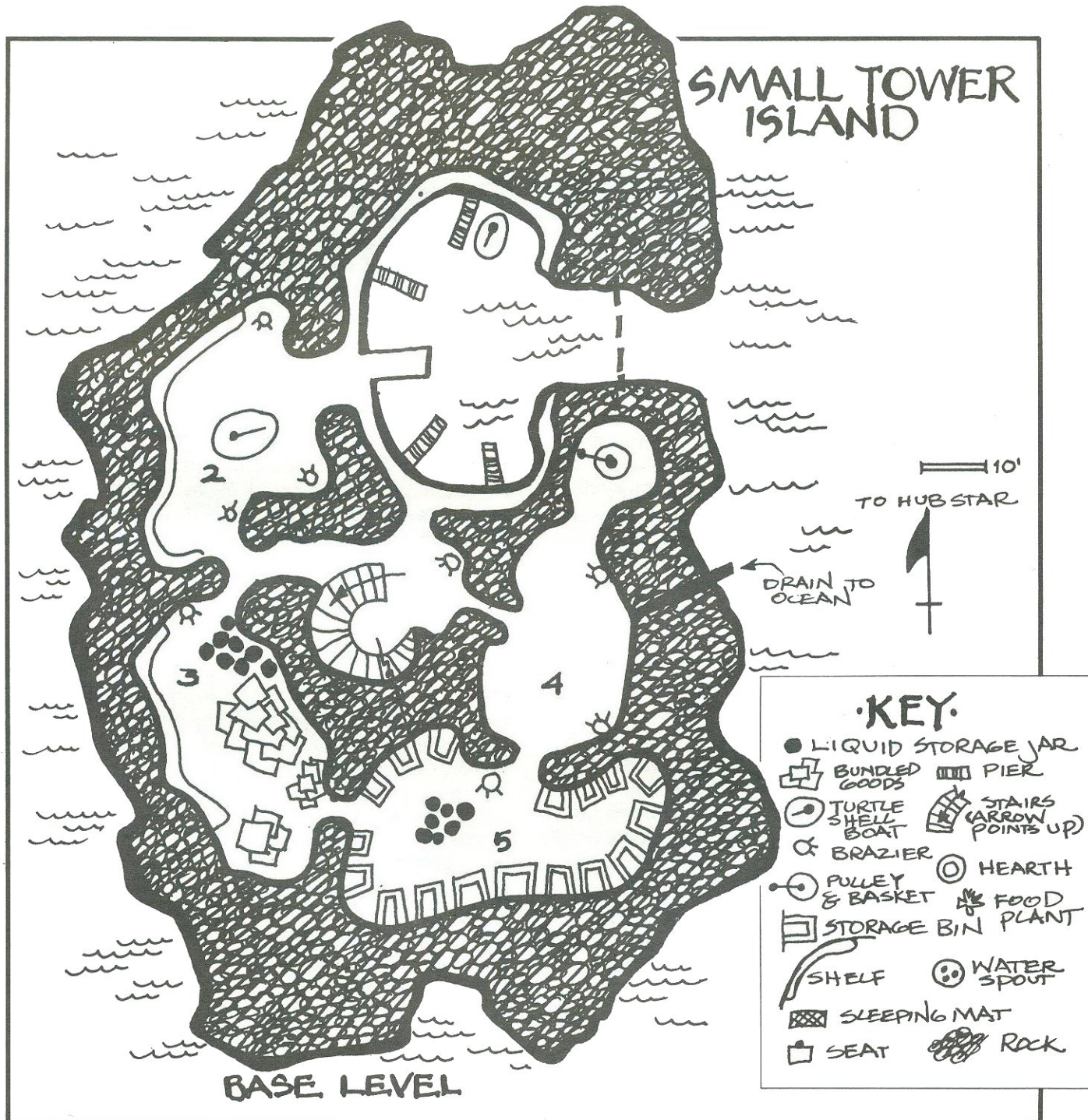
Meanwhile, there is an 80% chance that Raingather is in the watchtower, on the lookout for approaching vessels. He has his usual Perception chance, plus 25 percentiles, to spot them from the tower even before the wavedancers sense them coming. If he is in the garden helping his mate, however, he has Perception minus 10 percentiles to see them coming, due to intervening terrain and to distraction. He cannot identify the raiders until they are within 40 yards of the island, unless he sees them capture Spraydancer. At the first sign of trouble Raingather summons Brine and races to the controls to lower the portcullis over the mouth of the boat cavern. It takes him four melee rounds to come down from the tower to the level where the controls are located, or three from the garden; it takes Brine two melee rounds to reach the controls from the kitchen.

The portcullis is a thin stone slab that is lowered along grooves cut in the doorframe by ropes and pulleys that are anchored on the second level. It requires two or more elves of a combined STR of 25 or greater to lower the portcullis without dropping it. It can be simply cut loose and allowed to drop, but this causes 2D6 damage to the bottom of the slab and the door will be impossible to raise again until it is repaired — a task that takes at least one full day. To lower the portcullis smoothly and without damage takes five melee rounds. This means that the raiders, paddling at their top speed of 5 yards per melee round, only get inside safely if they are twenty yards or less away from the opening when it begins to close. If, on a 25% chance, the wind is in the right quarter, and of a STR of 19 or better, the raiders gain two yards per melee round for every wind strength point after the 19th. (For

example, a wind of strength 24 allows the raiders to gain 10 extra yards, meaning they get safe access from 30 yards away.) If the raiders reach the opening one melee round too late, the portcullis falls on their boat, smashing it, and its occupants must roll their DEX or less on a D20 to escape injury. If the raiders arrive two melee rounds late, their craft rams into the closed portcullis, taking 2D10 damage.

Once lowered into place, the portcullis cannot be broken through or dislodged. A team of elves may try to lift it (it has a SIZ of 25) but they

would have to push from underwater and may drown in the process. Although the portcullis is solid above it has a space of about a foot between it and the cavern floor, to allow for water circulation and to avoid any buildup of pressure which could damage the huge door. A small, agile elf might be able to squeeze underneath to gain access (roll (DEX-SIZ) x2)), but takes one point of damage for bruises received and water swallowed during the process. Further, he would be unable to do anything more than regain his breath and energy for the first three rounds after surfacing inside the boat cavern.



Base Level

ONE: Boat Cavern — This room is quite spacious, and deep enough to accomodate changes in the height of the water without damage to the boats docked there. There are four narrow stone jetties, creating mooring space for six boats (one boat is presently docked in the northernmost space), and a central ramp that allows damaged vessels to be brought out of the water and into the repair room. A broad stone ledge runs in a crescent shape around the north, west, and south sides. The opening to the repair room is in the west wall, and the opening to the central stairway is in the south. The raiders will probably opt to split up and explore the entire level at once.

TWO: Boat Repair and Outfitting Room — the tribe's turtleshell boats are made and repaired here, and extra or newly made sails and nets are stored in niches and shelves shaped on the western wall. At present the room is occupied by two elves, Skiffshaper, who is repairing a damaged vessel, and Linegather, who is working on a new net and lending a hand with the boat as he can. The raiders head for the supplies on the shelves as soon as they spot them. Skiffshaper uses his oratorical ability to try to talk the raiders into laying down their arms and coming to an agreement with the natives. Linegather, meanwhile prepares to fight, gathering a net to throw over the raiders to entangle and delay them. He fights to defend himself and Skiffshaper, as well as Waveskimmer, who is in the tanning room nearby. If he can get these two safely up the stairs, Linegather attempts to hold the raiders single-handedly at the bottom of the stairs, until help comes or until he is overwhelmed,

THREE: Tanning Room — here the skins of sea-mammals are prepared to be made into clothing and window- and door-coverings. Most of the equipment has been put aside, with only one or two furryfin hides being worked. The room is currently being used to store the clothing, ornaments, and supplies that will be traded to the allied tribe. Waveskimmer is here taking inventory; when she hears the commotion, she Sends a warning and summons help. Rather than fighting (if fighting has not already started), she pretends to surrender the booty to the raiders, and tries to talk them into investigating the farther reaches of the room, or better yet, the fish storeroom. Then, while the raiders' attention is thus diverted, She summons Linegather to help her string a strong net across the outside of the doorways of both rooms by the pegs for the door-skin. They do the same, if there is time, to the two doorways leading to the boat-cavern, to slow down or prevent the raiders' escape. Waveskimmer then

makes for the stairs to help organize further defense.

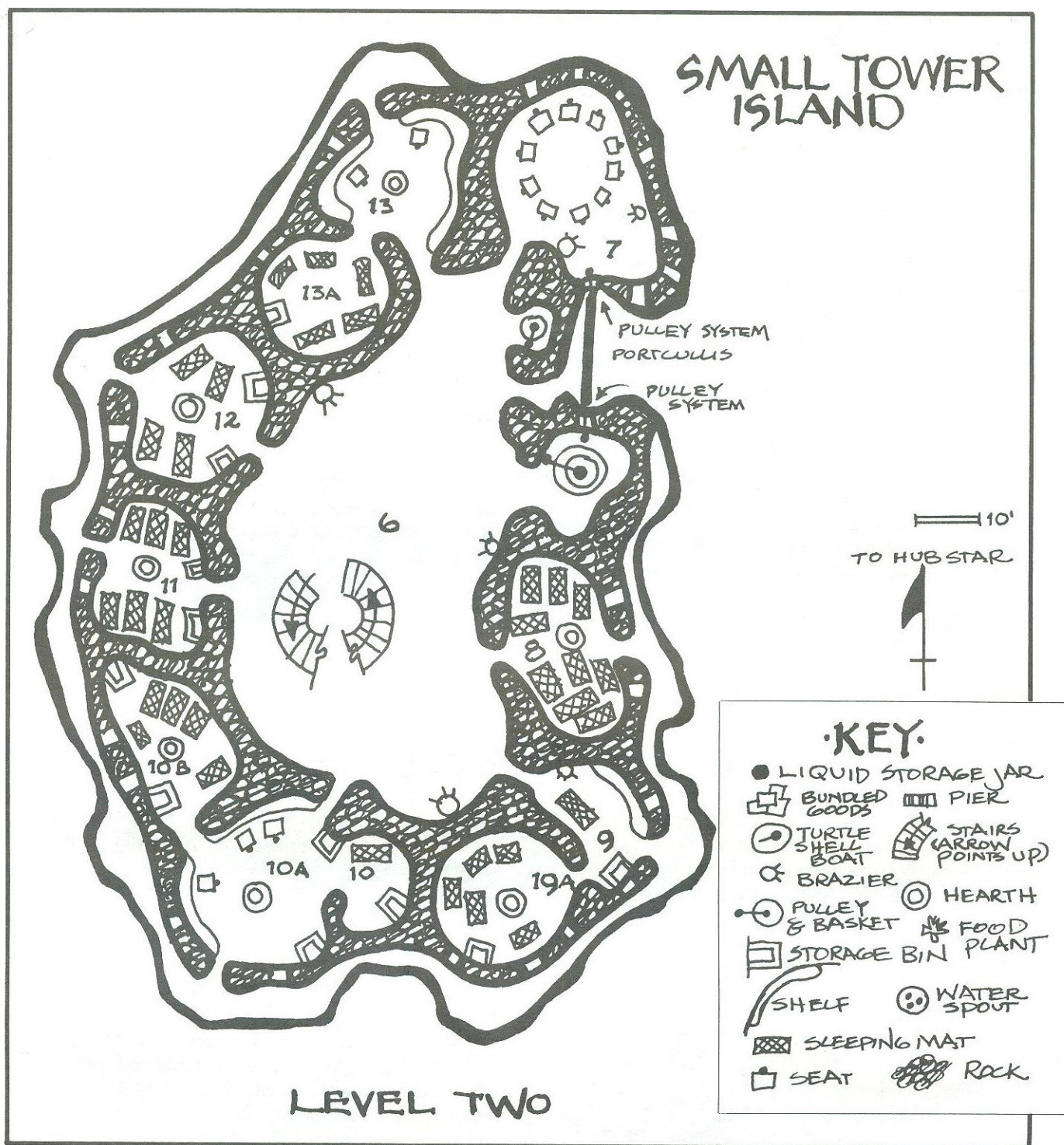
FOUR: Cleaning Room — here, fish and other prey are cleaned and gutted. The room is empty now, having recently been cleaned and readied for the incoming catch. To the north is a small room containing a pulley device, consisting of a basket and ropes, used to hoist supplies to upper levels. It runs the entire height of the island. It cannot be worked by an occupant of the basket, as the floor is required to obtain sufficient leverage to counteract the weight in the vessel; nor will the device accomodate a SIZ over 5 without damage or total collapse.

FIVE: Fish and Meat Storage Room — the Storm Season's supply of seafood and meat is stored here, once it has been properly preserved in the adjoining chamber and in the kitchen. It is kept in bins wrought from the stone walls, and covered with skins stretched taught over the tops. Most of these bins are empty, only two contain some dried fish, which are no longer good to eat, but are being used as fuel and impromptu torches. One of these fish, lit from the braziers near the stairway or in the other rooms, burns long enough to allow an elf to explore the room fully, or to get him to the top of the stairs. The central stairway spirals up in a counterclockwise direction.

Level Two

SIX: Tribal Council and Feast Hall — this huge chamber serves as the main tribal gathering place. Large feasts and meetings are held here, and during the Storm Season, when the wind and rain lash into the outer dwelling-rooms, the tribe all huddles together here for warmth and companionship. The room is empty now; the sleeping mats and the braziers will not be brought in until the rest of the tribe returns home. On the eastern side of the room are the entrances to the pulley shaft and the two ropes that control the portcullis. There is also a smaller pulley device, similar to the other basket and rope contrivance, that only runs between the kitchens and the feast hall. It will not accomodate a SIZ greater than 2.

SEVEN: Small Council Hall — in this sunny chamber the tribal elders meet to solve problems among themselves. Quarrels between individuals, small-scale business that does not involve the entire tribe, and negotiations with other tribal leaders are all dealt with here. The room contains only a circle of eight stone seats, cushioned with woven reed mats; the windows have already been sealed for the Storm Season with translucent, water-repellent, preserved deepsinger gut, which has been stretched taut and tied to stone pegs on the outside of the openings.



This room is one of the few that does not have direct access to an outside ledge; therefore it is the most likely room to be used as a prison to hold captured raiders. It might be possible for the prisoners to squeeze out of a window, but they would not have enough leverage for an accurate and safe dive. A diver's player must roll the diver's Jump skill at minus 20 percentiles. A failure costs one point of damage for awkward impact with the water, and/or a dive so deep that the elf takes water into his lungs. A fumble means

that the elf has struck the cliffwall, taking 1D6 damage.

EIGHT: Dwelling Cave — a typical extended-family dwelling-cave, this room accommodates family group of eight elves, comprising several generations. It contains sleeping mats of woven and packed grasses at either end, small stone bins along the walls for storing food and belongings, a few pegs for clothing on the walls, and a small central firepit. It has access to both the inner hall and the outer ledge, but the latter, as well as the

windows, have been sealed off with furryfin hides and deepsinger gut stretched taut across them. Anyone gaining access to the ledge at this or any other point can dive from it in relative safety, per his usual jump skill, although the same effects of failure and fumble apply.

NINE A: Healing Room, Healers Quarters —

Harbor does her healing work, and prescribes and mixes herbal remedies, in the anteroom, which is open at either end to the ledge and to the inner hall. It contains a mat for patients in the center of the room, and stone shelves for oils and potions, and hooks for herbs along the northern wall. There is also a ledge there, used as a table for preparing medicines, and a portable stone brazier in the southern corner.

The inner room serves as Harbor's sleeping room, as well as a less-drafty infirmary for patients requiring a lengthy period of care. Harbor has been caring for those children whose parents are away on the hunt, so the room is crowded with sleeping mats, and there are some toys scattered about.

The raiders will want to take the healing herbs, and possibly the potions, if they know for what they are used.

TEN A,B,C: Crafting Room and Crafters' Quarters —

The central room is used in common by the various utensil and ornament makers of the island, as a convenient place to share tools and techniques. Niches in the walls contain stones, sea jewels, balls of fiber, bones, skins, and other materials, as well as all kinds of tools for working them. The raiders will consider all of this valuable, and carry off as much as they can.

The smaller room to the east of the main room is a private dwelling-room for the eldest crafter and her mate; the other large room is a communal room shared by several unmated crafters, Linegather among them, and contains all the standard furnishings. The cooking pit is in the central room, and they all share their meals around it.

ELEVEN, TWELVE: Dwelling Rooms — these are standard dwelling rooms accomodating family groups of six and four elves respectively. They are furnished like room number 8.

THIRTEEN, THIRTEEN A: Clothing Room, Clothing Makers Quarters — The anteroom of this double chamber contains a pair of small, primitive looms, on which the fibers of sea plants are woven into cloth. It also contains a couple of racks for stretching skins, as well as materials for cutting and sewing the hides that are tanned on the lower floor. There are some half-finished garments hanging on pegs, and materials stored in bins and niches.

Tideflow and Sunshower are here, working on the last of the items that will be traded for food. If the raiders come upon them while they are alone, they both take up the knives they use for cutting leather and actively retaliate. If Harbor manages to get children to them, however, they retreat with them into the western room, and barricade themselves in with the looms and skin racks. This is their dwelling room, with Sunshower and Shellcatcher sleeping on one side of the stone partition and Tideflow on the other.

The raiders probably consider the looms too complex to be transportable, but abscond with the materials, tools, and garments, whether finished or not.

Level Three

FOURTEEN: Kitchens — Brine is here, supervising the preparation of a homecoming feast for the hunters. Harbor is assisting him, and riding herd on the six elf children, who are being either a help or a nuisance, depending on their individual inclinations. At word of the attack, Brine is summoned by Raingather to help him close the portcullis; it takes Brine two melee rounds to reach the controls. Harbor and the children might be called upon to assist in lowering the portcullis if Raingather cannot reach the controls in time. Otherwise, Harbor takes the children and, if the second level is still clear, gets them down to the weaving room to be defended by Tidepool and Sunshower; Harbor then returns to the kitchens to help Brine in the defense of them. If the raiders have already reached the second level, Harbor takes the children to room 16 A, and defends them from the cul-de-sac there until help arrives.

Neither Harbor nor Brine are fighters by nature, and both prefer to try to talk the raiders out of doing much damage. Surrounded as they are by valuable cooking utensils and foodstuffs, their chances of success are not good. However, among the dishes on the circular table are a goodly amount of freshly baked happycakes, and the two might be able to persuade the enemy to eat the cakes instead of absconding with them. (Dashhull and Preyfilcher are especially susceptible.) The attack loses momentum as the raiders begin to be affected by the cakes.

If forced to fight, both Harbor and Brine hold their ground stubbornly, and use the kitchen itself against the attack. There is a large fire-pit, roaring in preparation for cooking the feast and smoking the incoming catch, in a deep niche in the east wall; the circular table makes a fine shield and shelter, and knives are in abundance. There is a basket of shellfish under one table, which can be thrown to do 1D3 damage to any-

one they hit. Lizard eggs, fresh wet seaweed, hard fruits, used nets, dried fuel-fish, stone crockery, sharp shells, and hot fish-oil might also be useful, as might both pulleys, located to the southeast. Large jars of hot oil can be poured from the ledge onto boats moored at the cavern mouth.

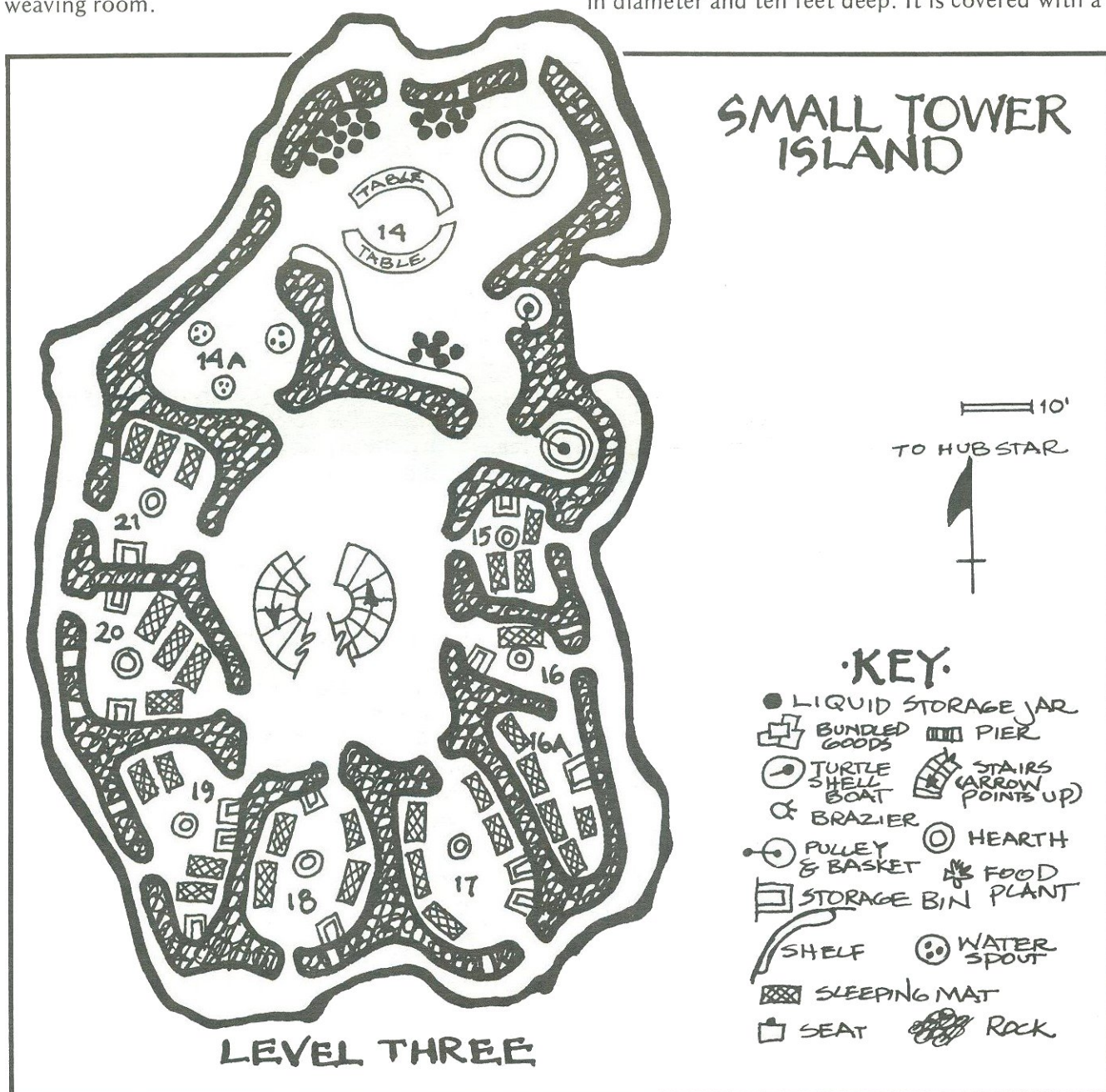
Room 14 A is situated under the reservoir, and is used to obtain fresh water. There are two small spouts in the west and south walls, and a larger opening just east of the center of the room, all operated by individual sliding panels set in the ceiling and rigged to be operated from below. The larger one can be opened full-force to a maximum STR of 8. All have basins large enough to hold an elf, as they sometimes double as showerbaths. They drain away under the floor to a spout on the north side of the island, overshooting the weaving room.

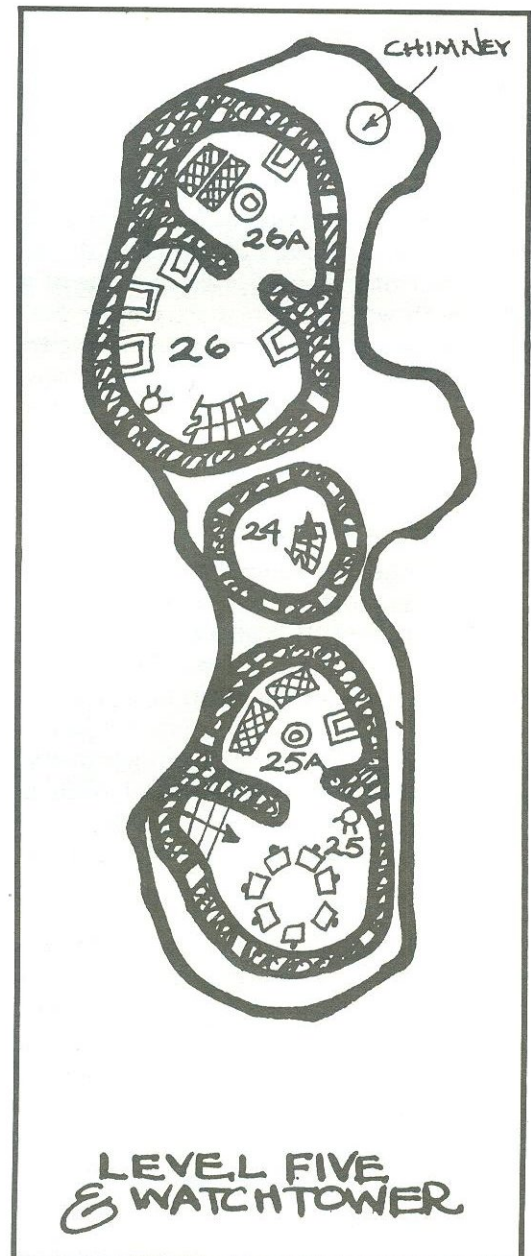
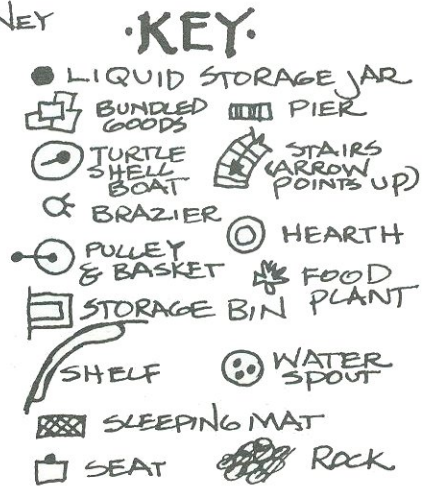
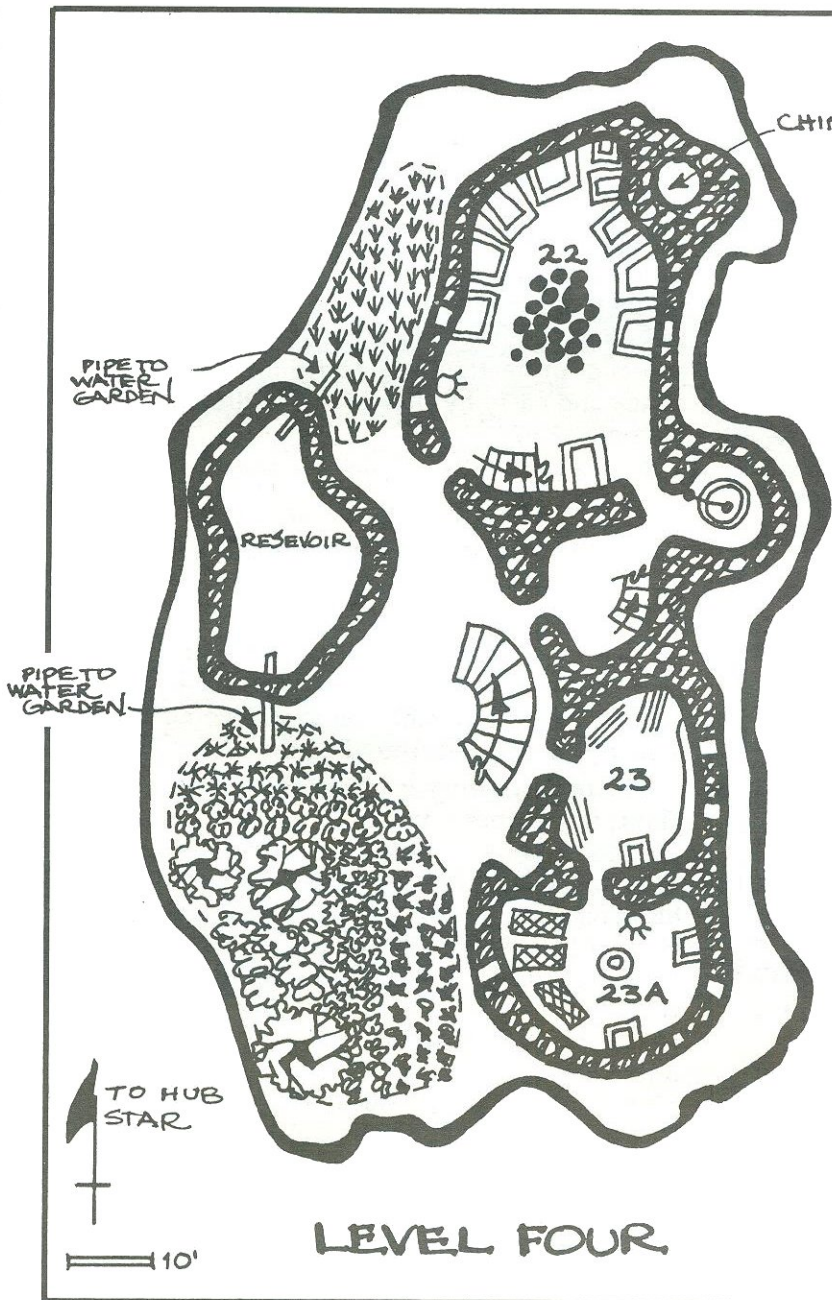
FIFTEEN to TWENTY-ONE: Dwelling Rooms — these are all furnished like number 8, and accommodate varying numbers of elves, an average of three per room. All are currently uninhabited and have had their windows and outer doors sealed, except for number 21, where Brine and his family live, and number 15, which Spraydancer normally shares with two other elves. Room 16A is used as a retreat for the children if they cannot reach the weaving room below.

Levels Four & Five

Level four is the roof of the island, half of it being taken up with gardens and the reservoir, and the other half occupied by two two-level dwellings and the watchtower.

The reservoir is roughly twenty by thirty feet in diameter and ten feet deep. It is covered with a





huge piece of sailcloth during hot weather to slow evaporation. Rainwater collected in the reservoir supplies the islanders fresh-water needs. Extra water is kept in large stone jugs, and stored in room number 22 with the fresh produce.

The small north garden is used for growing swampseed, and is kept well-irrigated. The surplus water runs off into a drain that connects with the drain of the water-room below. The southern garden is much larger, and contains yellowroots, a few pricklyfruit, and two small goldensweet trees still too young to bear fruit. These last are in the garden as an experiment, to see whether, with care, they can survive on this inhospitably rocky island.

In the northeast corner is the chimney of the firepit in the kitchen below. Between it and the

watchtower are several boulders, quarried out of their locations on the island and saved for emergencies. They can be rolled off the ledge and onto boats anchored below, causing 3D6 damage and/or a wave large enough to upset the vessel.

It is harvest time, so Greenmist, Seedkeeper, and Seabreeze are weeding rows and picking fruit and seeds. If he is not in the watchtower, Raingather is helping the weeders and supervising irrigation. As soon as they are alerted to the attack, Greenmist and Raingather organize the defense from here by Sending instructions to the others, then go to where-ever they are most needed. Raingather races to assist Brine in closing the portcullis. The other two stay to defend their garden against the rapacious raiders, who have a field day, never having seen so much food in one place in their lives. The raiders collect and carry off as much as they can from the garden, as well as any water they can carry.

TWENTY-TWO: Produce and Water Storage Room — this large room is ringed with bins Stone-Shaped from the walls to contain the fruit and grain grown in the gardens. About half of the bins are full, as harvesting is currently in progress. There are also about a dozen large stone jars in the center of the room, two or three of which are filled with water; the rest are empty. Several large baskets, also empty, are tossed among the jugs. These and the jars are used to bring convenient quantities of supplies to the lower floors by way of the pulley, which reaches through a tunnel opening off the south wall. A stairway in the southwest corner leads to Raingather's and Seedkeeper's quarters above.

This is the one room that the natives protect at all costs, as most of their winter supply of grain and fruit is here. It is also the one room the raiders most wish to despoil. Getting the supplies out and escaping with them however, will be rather difficult, as the baskets and jars are heavy and bulky. Anyone bright enough to try throwing them into their boat below risks losing a D100 percent of the contents, due to the jar overturning in the fall, as well as 1D6 damage to the boat from the stone jar.

TWENTY-THREE, TWENTY-THREE A: Weapons Shop, Armory, and Weapons Maker's Quarters — another room the raiders would be glad to find is the armory. Most of the tools and weapons normally kept here have been taken on the hunt, but there are still six each of tridents and spears and a dozen stone knives, hung in racks on the walls. A table between the windows holds various tools for shaping bone, shell, and stone; the raiders might find these useful. There are also some unfinished weapons, and unshaped pieces of stone and bone lying about.

The opening to the south leads to the room of the weaponsmith Shellwhet, and his mate, both of whom are away on the hunt. It is furnished like the others with firepit, mats, and bins, and also has another smaller table between the two windows, at which Shellwhet does fine detail work such as decorative carving. Propped up against the north wall is a turtle-shell shield, with which Shellwhet has been experimenting. It is unfinished and the angle of the straps inside is awkward; but it is serviceable and provides 10 points of protection, while cutting the user's attack and parry by fifteen percentiles, due to its unfamiliarity.

A stairway at the front of the level leads to the chief's quarters.

TWENTY-FOUR: Watchtower — steep and narrow steps cut into the wall of a tall shaft provide access to a round watchtower. There are windows cut all around it, and a circular platform on which to walk. Rising twenty feet above the fourth level, the watchtower gives a commanding view of the ocean surrounding the island.

The regular sentry is off on the Stormcoming Hunt; Raingather is taking his place for the duration, having very keen sight. When he occupies this excellent vantage point, add 25 percentiles to his Perception rolls to spot incoming vessels. However his time is also demanded by the gardens, which require his water control ability for irrigation, so there is only an 80% chance that Raingather is in the tower at any given time. If he is not in the tower, but is still watching for boats, his Perception roll is reduced by 10 percentiles. He cannot identify the incoming elves as raiders until they reach about forty yards from the island, unless they act beforehand in a manner that betrays their true intentions. At the first sign of trouble, Raingather Sends to Brine to meet him at the portcullis controls to lower it, but it takes Raingather four full melee rounds (three from the garden), and Brine two to reach then. If time is of the essence, Harbor and the combined strength of the children might be required to assist Brine in lowering the portcullis.

TWENTY-FIVE: Chief's Quarters — Chief Deepwave and his mate Greenmist live here, at the top of the island, so that the chief can keep a more or less constant lookout on the ocean himself. The room to the south is sometimes used for small council meetings or problem-solving, and contains a circle of seats like those in the council chambers downstairs. The northern room is the chief's living quarters and is furnished as the others' are, except for some decorative ceremonial weapons and robes hung on one wall, a gift from tribal allies. The doors and windows have been sealed off for the Storm Season, as the chief and chief-

tess prepare to move into the feast room with the rest of the Smalltower elves during the storms.

TWENTY-SIX: Raingather's and Seedkeeper's Quarters — this pair and their daughter live here, to be near the gardens and the reservoir that are their responsibility. Unlike the other elves, they live here year round, occasionally sharing meals with the remainder of the tribe, but otherwise enduring the discomfort of the Storm Season in performance of their duties. The western room is used as a sort of greenhouse, where seedlings are started and kept protected from the elements until they are big enough to be planted outside with the rest. The couple sometimes holds small meetings here, with the chief or with those responsible for planting and harvesting. The eastern room is furnished as usual, with one or two decorative plants hanging from brackets drawn by Stone-Shapers from the walls. The plants were a friendship gift from the allied tribe that first supplied the Smalltower elves with plant seedlings and helped Seedkeeper and Greenmist to establish the gardens.

Conclusion

Can the young raiders get past the island's defenses? It is certain that they will keep trying as long as they are able, to avoid disgrace and humiliation. How much booty can they gather and get away with — assuming that the natives let them get away at all? Perhaps they will succeed in getting into the island only to be trapped there as the portcullis slams down. For that matter, a storm may begin, stranding the raiders on the island with their enemies until it abates. Will this result in surrender, negotiation, or several days of combat and pursuit? It all depends on your players.

Other factors can be added to extend this scenario. The allied trader tribe might arrive, and assist the native elves; or their own tribe might return from their Stormcoming Hunt. On the other hand, the raiders' chief might come home, hear of the daring attack, and come to the island to observe the results — or even take command of the raid himself. And what of Recognition? It might cause someone to stay behind — or someone to be carried off. Even if an agreement can be reached between the two elves involved, how would their respective tribemembers react? Would the Recognition result in reconciliations or recriminations? These are only some of the challenges that your ingenuity and roleplaying ability might face. Think about what your elf would do in each situation; then play to the hilt and enjoy. Descriptions of and statistics for both the raiders and the natives follow. Have the players choose characters from among them.

Raiders Group One

Sailslasher

Sailslasher is one of the rivals for the chieftainship involved in the challenge which brought on the raid, and he leads one group of raiders. He is an outstanding warrior, strong and fast, with a sense of logic and planning that makes him an excellent tactician. He is not one to take foolhardy risks, but carefully calculates his attacks to cover all contingencies. In addition, Sailslasher is very persuasive, and can bring others around to his point of view.

Sailslasher is usually casual in attitude, but sometimes can be arrogant and overbearing, especially in a leadership capacity. He is love-mated with Billowsnitch, but not Recognized; Dashhull is a good friend and a mentor to him, and Foamracer is a long-time competitor. By and large, Sailslasher is considered by most of his tribe to be the better of the candidates for cheiftainship.

In addition to his conventional weapon, Sailslasher wears two bracelets covered with spines from a poisonous shellfish. Anyone touched by them must make a resistance roll against potency 10 venom or take 2D6 damage.

Sailslasher

<i>characteristics</i>	<i>attributes</i>
STR 16	Age: 30
CON 13	move: 3 on land
SIZ 6	2 in water
INT 15	hit points: 10
POW 16	magic points: 16
DEX 20	
APP 17	

<i>hit location</i>	<i>D20 roll</i>	<i>armor/HP</i>
right leg	01-03	0/4
left leg	04-06	0/4
abdomen	07-10	0/4
chest	11-15	0/5
right arm	16-17	0/3
left arm	18-19	0/3
head	20	0/4

<i>weapon</i>	<i>SR</i>	<i>attack%</i>	<i>parry%</i>	<i>AP</i>	<i>damage</i>
spear	6	82	76	10	1D6+2

Armor: none

Skills: Animal Lore 43%, Climb 53%, Communication 63%, Dodge 70%, Elf Lore 44%, Healing Lore 30%, Human Lore 8%, Jump 49%, Language Lore 8%, Manipulation 72%, Mechanical Lore 8%, Mineral Lore 8%, Perception 82%, Sea Plant Lore 43%, Ride wavedancer 100%, Stealth 70%, Swim 108%, Throw 42%, Troll Lore 8%.

Magic: Magic Feeling 26%, Sending 94%.

Dashhull

Although he admits being partial to Sailslasher, Dashhull takes his role of referee seriously enough

to give both raid leaders their due, and he will not assist Sailslasher too much. He has been to this island before with other raiding parties, and knows that the key lies in somehow getting into the boat cavern. He does not know what lies beyond the boat cavern.

Dashhull is a veteran raider who regards this whole affair as an amusing and educational childish prank. He fully expects neither of the contenders to succeed, but is willing to indulge their determination on the grounds that it will be a good experience for them. Occasionally Dashhull's quick wit will turn to tart comments that sting the two youths into action. Dashhull loves his creature comforts, and if the raiders gain access to the island, he will probably abscond with a number of luxuries to keep for himself.

Dashhull

<i>characteristics</i>	<i>attributes</i>
STR 14	age: 63
CON 17	move: 3 on land
SIZ 7	2 in water
INT 14	hit points: 12
POW 12	magic points: 12
DEX 19	
APP 12	

<i>location</i>	<i>D20 roll</i>	<i>armor/HP</i>
right leg	01-03	0/4
left leg	04-06	0/4
abdomen	07-10	0/4
chest	11-15	0/5
right arm	16-17	0/3
left arm	18-19	0/3
head	20	0/4

<i>weapon</i>	<i>SR</i>	<i>attack%</i>	<i>parry%</i>	<i>AP</i>	<i>damage</i>
trident	5	88%	61%	10	1D6+2

Armor: none

Skills: Animal Lore 28%, Climb 46%, Communication 26%, Dodge 76%, Elf Lore 28%, Healing Lore 28%, Human Lore 7%, Jump 33%, Language Lore 7%, Manipulation 66%, Mechanical Lore 7%, Mineral Lore 7%, Perception 72%, Sea Plant Lore 28%, Ride Wavedancer 100%, Stealth 88%, Swim 110%, Throw 30%, Troll Lore 7%.

Magic: Magic Feeling 12%, Sending 86%.

Billowsnitch

Lovemated to Sailslasher and fiercely loyal to him, Billowsnitch accompanied him on this raid despite her pessimism about its chances for success. She shares his precision of thought and care of planning, but has more imagination and can sometimes be quite resourceful, particularly in difficult situations. Whether by being amorous, admiring, or soothing, she builds her lovemate's ego and urges him on to triumph over his rival.

Preyfilcher

Preyfilcher loves a good time, and has come along on this expedition purely as a lark. Although he

Billowsnitch

<i>characteristics</i>	<i>attributes</i>
STR 12	24
CON 17	move: 3 on land
SIZ 7	2 in water
INT 11	hit points: 12
POW 17	magic points: 17
DEX 19	
APP 12	

<i>location</i>	<i>D20 roll</i>	<i>armor/HP</i>
right leg	01-03	0/4
left leg	04-06	0/4
abdomen	07-10	0/4
chest	11-15	0/5
right arm	16-17	0/3
left arm	18-19	0/3
head	20	0/4

<i>weapon</i>	<i>SR</i>	<i>attack%</i>	<i>parry%</i>	<i>AP</i>	<i>damage</i>
spear	6	82%	76%	10	1D6+2

Armor: none

Skills: Sea Animal Lore 22%, Climb 45%, Communication 23%, Dodge 80%, Elf Lore 22%, Healing Lore 22%, Human Lore 6%, Jump 41%, Language Lore 6%, Manipulation 62%, Mechanical Lore 6%, Mineral Lore 6%, Perception 80%, Plant Lore 22%, Ride Wavedancer 95%, Stealth 80%, Swim 103%, Throw 39%, Troll Lore 6%.

Magic: Magic Feeling 17%, Sending 95%.

Preyfilcher

<i>characteristics</i>	<i>attributes</i>
STR 14	age: 30
CON 17	move: 3 on land
SIZ 6	2 in water
INT 11	hit points: 10
POW 13	magic points: 13
DEX 19	
APP 10	

<i>location</i>	<i>D20 roll</i>	<i>armor/HP</i>
right leg	01-03	0/4
left leg	04-06	0/4
abdomen	07-10	0/4
chest	11-15	0/5
right arm	16-17	0/3
left arm	18-19	0/3
head	20	0/4

<i>weapon</i>	<i>SR</i>	<i>attack%</i>	<i>parry%</i>	<i>AP</i>	<i>damage</i>
spear & net	6	80%	63%	10	1D6+2

Armor: None

Skills: Sea Animal Lore 22%, Climb 50%, Communication 21%, Dodge 85%, Elf Lore 22%, Healing Lore 22%, Human Lore 6%, Jump 33%, Language Lore 6%, Manipulation 66%, Mechanical Lore 6%, Mineral Lore 6%, Perception 75%, Sea Plant Lore 6%, Ride Wavedancer 95%, Stealth 75%, Swim 106%, Throw 49%, Troll Lore 4%.

Magic: Magic Feeling 13%, Sending 89%, Water Control 13%.

has a certain admiration for both rivals, and perhaps a little more so for Sailslasher, he would not be averse to taking the initiative himself and furthering his own chances for the chieftainship. There is a chance that Preyfilcher will trip up either of the rivals if he can do so without being caught.

Preyfilcher is mischievous and clever and loves playing practical jokes; he also loves happycakes, female elves, and other delights of the flesh. Obviously, Preyfilcher will cause the natives great distress if he gains access to the island.

Like Sailslasher, Preyfilcher wears two bracelets of shellfish spines, which affect with poison anyone who is touched by them. Preyfilcher has not yet discovered his Water Control power, having never had the occasion to use it.

Torrent

Hoping to oust Billowsnitch from his affections, Torrent joined Sailslasher's expedition to prove that she is worthy of his attention. She will do almost anything to get him to notice her. Unfortunately, Torrent's personality is not as pleasing as her rival's. She is headstrong and rash, and often acts without thinking, so that she sometimes upsets her leader's plans rather than furthering them. Torrent is also too frank and blunt of speech. She is a warrior in training and needs a good deal of polish.

Torrent

<i>characteristics</i>	<i>attributes</i>
STR 13	age: 20
CON 14	move: 3 on land
SIZ 6	2 in water
INT 11	hit points: 10
POW 15	magic points: 15
DEX 19	
APP 12	

<i>location</i>	<i>D20 roll</i>	<i>armor/HP</i>
right leg	01-03	0/4
left leg	04-06	0/4
abdomen	07-10	0/4
chest	11-15	0/5
right arm	16-17	0/3
left arm	18-19	0/3
head	20	0/4

<i>weapon</i>	<i>SR</i>	<i>attack%</i>	<i>parry%</i>	<i>AP</i>	<i>damage</i>
spear	6	86%	54%	10	1D6+2

Armor: none

Skills: Sea Animal Lore 37%, Climb 52%, Communication 23%, Dodge 70%, Elf Lore 22%, Healing Lore 22%, Human Lore 6%, Jump 45%, Language Lore 6%, Manipulation 66%, Mechanical Lore 6%, Mineral Lore 6%, Perception 62%, Sea Plant Lore 22%, Ride Wavedancer 95%, Stealth 68%, Swim 99%, Throw 39%, Troll Lore 6%.

magic: Magic Feeling 15%, Sending 80%.

Reef

As one of her tribe's tent-makers, Reef joined the raid in hope of gaining extra skins, fabrics, and other supplies to augment her existing stores. She is very much in favor of completing the raid as quickly as possible. An inexperienced warrior, Reef suspects danger at every turn, and does not take anyone's assurances for granted. Reef has an

unfortunate tendency to act on what she thinks someone is going to do, rather than what they are already doing; this leads to potential disaster.

Reef

<i>characteristics</i>	<i>attributes</i>
STR 12	age: 32
CON 15	move: 3 on land
SIZ 6	2 on water
INT 13	hit points: 11
POW 14	magic points: 14
DEX 17	
APP 14	

<i>location</i>	<i>D20 roll</i>	<i>armor/HP</i>
right leg	01-03	0/4
left leg	04-06	0/4
abdomen	07-10	0/4
chest	11-15	0/5
right arm	16-17	0/3
left arm	18-19	0/3
head	20	0/4

<i>weapon</i>	<i>SR</i>	<i>attack%</i>	<i>parry%</i>	<i>AP</i>	<i>damage</i>
trident	7	78%	51%	10	1D6+2

armor: none

armor: none

Skills: Sea Animal Lore 32%, Climb 43%, Communication 27%, Dodge 60%, Elf Lore 32%, Healing Lore 26%, Human Lore 7%, Jump 49%, Language Lore 7%, Manipulation 68%, Mechanical Lore 7%, Mineral Lore 7%, Perception 64%, Sea Plant Lore 26%, Ride Wavedancer 95%, Stealth 54%, Swim 97%, Throw 17%, Troll Lore 7%.

magic: Magic Feeling 14%, Sending 86%.

Raiders Group Two

Foamracer

Sailslasher's rival and leader of the second group of raiders, Foamracer is a somewhat different sort of character. Although he is as logical and careful a planner as the other, he is also very much an independent thinker, capable of finding innovative and unique solutions to problems. He is not as smooth-spoken as Sailslasher, but his arguments are made persuasive by their sheer good sense. As a leader Foamracer is firm and authoritative, but not overbearing; in fact, he is often willing to make personal sacrifices for the good of the tribe as a whole.

The idea of the raid was originally Foamracer's; but he planned it as a solo or limited venture, with the sole object of obtaining sufficient stores of food to last the tribe through the Storm Season. It was only when Foamracer began quietly gathering volunteers that Sailslasher found out about the plan, and took it as a personal challenge. Foamracer originally planned to attack an island with defenses easier to breach; although he is not optimistic about the raiders' chances for success

here, he has taken up the dare in hopes that, between the two of them he and Sailslasher might succeed where others have failed.

Foamracer has a limited Animal Bonding power, with which he is beginning to experiment. He once attempted to bond with a manytooth, but that did not work out very well; he now wears the creature's teeth as a bracelet, to remind himself to choose his bondmates more carefully next time.

Foamracer

<i>characteristics</i>	<i>attributes</i>
STR 15	age: 31
CON 14	move: 3 on land
SIZ 6	2 in water
INT 16	hit points: 10
POW 15	magic points: 15
DEX 14	
APP 17	

<i>location</i>	<i>D20 roll</i>	<i>armor/HP</i>
right leg	01-03	0/4
left leg	04-06	0/4
abdomen	07-10	0/4
chest	11-15	0/5
right arm	16-17	0/3
left arm	18-19	0/3
head	20	0/4

<i>weapon</i>	<i>SR</i>	<i>attack%</i>	<i>parry%</i>	<i>AP</i>	<i>damage</i>
spear	7	78%	50%	10	1D6+2

Armor: none

Skills: Sea Animal Lore 39%, Climb 39%, Communication 46%, Dodge 60%, Elf Lore 32%, Healing Lore 32%, Human Lore 8%, Jump 29%, Language Lore 8%, Manipulation 58%, Mechanical Lore 8%, Mineral Lore 8%, Perception 72%, Sea Plant Lore 32%, Ride Wavedancer 95%, Stealth 58%, Swim 107%, Throw 14%, Troll Lore 8%.

Magic: Animal Bonding 21%, Magic Feeling 15%, Sending 90%.

Stonediver

Stonediver is one of Foamracer's best friends and most loyal supporters. He believes in his leader's more selfless ideals and tries to emulate his ways, feeling that Sailslasher only seeks his own self-aggrandizement. Still, Stonediver can be self-indulgent; he is fond of jewelry and other pretty, decorative things, and is as likely to steal such luxuries for himself as he is necessities for the tribe. He is adventurous and curious, and has come along as much to see this remarkable island for himself as to accompany Foamracer.

Surfrider

One of the best divers of his tribe, Surfrider was recruited by Foamracer in hope of locating a possible underwater entrance to the island. Surfrider is intrigued by the idea and certainly willing to try; but his haphazard approach to the search exasperates his methodical leader. Surfrider often

Stonediver

<i>characteristics</i>	<i>attributes</i>
STR 14	age: 18
CON 16	move: 3 on land
SIZ 7	2 in water
INT 10	hit points: 12
POW 11	magic points: 11
DEX 19	
APP 13	

<i>location</i>	<i>D20 roll</i>	<i>armor/HP</i>
right arm	01-03	0/4
left arm	04-06	0/4
abdomen	07-10	0/4
chest	11-15	0/5
right arm	16-17	0/3
left arm	18-19	0/3
head	20	0/4

<i>weapon</i>	<i>SR</i>	<i>attack%</i>	<i>parry%</i>	<i>AP</i>	<i>damage</i>
knife	7	66%	60%	8	1D3+2

Armor: none

Skills: Sea Animal Lore 20%, Climb 46%, Communication 23%, Dodge 78%, Elf Lore 20%, Healing Lore 20%, Human Lore 5%, Jump 43%, Language Lore 20%, Manipulation 66%, Mechanical Lore 5%, Mineral Lore 5%, Perception 72%, Sea Plant Lore 20%, Ride Wavedancer 95%, Stealth 58%, Swim 99%, Throw 19%, Troll Lore 5%.

Magic: Magic Feeling 11%, Sending 74%.

acts without thinking about the consequences, and can easily be distracted from the task at hand, especially if he sees in the distraction material for a joke. Elfmaids are another distraction for him;

Surfrider

<i>characteristics</i>	<i>attributes</i>
STR 14	age: 32
CON 14	move: 3 on land
SIZ 7	2 in water
INT 13	hit points: 11
POW 10	magic points: 10
DEX 18	
APP 12	

<i>location</i>	<i>D20 roll</i>	<i>armor/HP</i>
right leg	01-03	0/4
left leg	04-06	0/4
abdomen	07-10	0/4
chest	11-15	0/5
right arm	16-17	0/3
left arm	18-19	0/3
head	20	0/4

<i>weapon</i>	<i>SR</i>	<i>attack%</i>	<i>parry%</i>	<i>AP</i>	<i>damage</i>
spear	7	74%	68%	10	1D6+2

Armor: none

Skills: Sea Animal Lore 26%, Climb 40%, Communication 22%, Dodge 62%, Elf Lore 26%, Healing Lore 26%, Human Lore 7%, Jump 30%, Language Lore 7%, Manipulation 74%, Mechanical Lore 7%, Mineral Lore 7%, Perception 76%, Sea Plant Lore 26%, Ride Wavedancer 100%, Stealth 66%, Swim 106%, Throw 48%, Troll Lore 7%.

Magic: Magic Feeling 10%, Sending 90%.

although his is the only member of either raider band to be previously Recognized, he has always been flirtatious by nature, and Recognition has not stopped his enjoyment of the opposite sex.

Firmrudder

This elf was recruited for his skill at navigation and sailing, which Foamracer foresaw might be essential this close to the Storm Season. He admires Foamracer's ideals and attitudes, and is one of the few raiders who bears the more peaceable Smalltower tribe no malice. Rather, he is looking forward to learning from this experience and from his limited contact with this new tribal culture. He will not harm another elf unless it is unavoidable.

Firmrudder is talkative, sometime to the annoyance of others in the group (it does their Stealth skills no good), and he can easily be talked into and out of actions by anyone presenting a sound, or a complex argument.

Firmrudder

characteristics	attributes
STR 15	age: 23
CON 14	move: 3 on land
SIZ 8	2 in water
INT 13	hit points: 11
POW 13	magic points: 13
DEX 14	
APP 12	

location	D20 roll	armor/HP
right leg	01-03	0/4
left leg	04-06	0/4
abdomen	07-10	0/4
chest	11-15	0/5
right arm	16-17	0/3
left arm	18-19	0/3
head	20	0/4

weapon	SR	attack%	parry%	AP	damage
trident	7	58%	27%	10	1D6+2

Armor: none

Skills: Sea Animal Lore 33%, Climb 34%, Communication 25%, Dodge 54%, Elf Lore 26%, Healing Lore 26%, Human Lore 7%, Jump 46%, Language Lore 7%, Manipulation 58%, Mechanical Lore 7%, Mineral Lore 7%, Perception 72%, Plant Lore 26%, Ride Wavedancer 90%, Stealth 58%, Swim 107%, Throw 14%, Troll Lore 7%.

Magic: Magic Feeling 13%, Sending 82%.

Snapmast

Foamracer brought Snapmast along because of his familiarity with the sorts of food plants which the raiders seek. Foamracer and Snapmast hope to learn how the elves of Smalltower island have managed to grow crops on an island nearly as barren as their own, and possibly also to steal some seedlings to cultivate for themselves. Like Firmrudder, Snapmast holds no animosity toward the other tribe at all; he is looking forward to

finding out how they manage so well, and hoping to learn their methods and apply them to help his own tribe.

Quarryseek

Foamracer hopes that, even if his party cannot break into the island, they might still be able to

Snapmast

characteristics	attributes
STR 14	age: 21
CON 15	move: 3 on land
SIZ 7	2 in water
INT 12	hit points: 11
POW 15	magic points: 15
DEX 14	
APP 11	

location	D20 roll	armor/HP
right leg	01-03	0/4
left leg	04-06	0/4
abdomen	07-10	0/4
chest	11-15	0/5
right arm	16-17	0/3
left arm	18-19	0/3
head	20	0/4

weapon	SR	attack%	parry%	AP	damage
knife	8	66%	49%	8	1D3+2

Armor: none

Skills: Sea Animal Lore 24%, Climb 39%, Communication 35%, Dodge 52%, Elf Lore 34%, Healing Lore 24%, Human Lore 6%, Jump 40%, Language Lore 6%, Manipulation 56%, Mechanical Lore 6%, Mineral Lore 6%, Perception 64%, Plant Lore 44%, Ride Wavedancer 90%, Stealth 48%, Swim 94%, Throw 14%, Troll Lore 6%.

Magic: Magic Feeling 15%, Sending 80%.

Quarryseek

characteristics	attributes
STR 13	age: 40
CON 18	move: 3 on land
SIZ 8	2 in water
INT 10	hit points: 13
POW 13	magic points: 13
DEX 15	
APP 15	

location	D20 roll	armor/HP
right leg	01-03	0/4
left leg	04-06	0/4
abdomen	07-10	0/4
chest	11-15	0/5
right arm	16-17	0/3
left arm	18-19	0/3
head	20	0/4

weapon	SR	attack%	parry%	AP	damage
knife	8	76%	48%	8	1D3+2

Armor: none

Skills: Sea Animal Lore 56%, Climb 36%, Communication 40%, Dodge 50%, Elf Lore 30%, Healing Lore 20%, Human Lore 5%, Jump 28%, Language Lore 5%, Manipulation 55%, Mechanical Lore 5%, Mineral Lore 5%, Perception 66%, Sea Plant Lore 20%, Ride Wavedancer 95%, Stealth 50%, Swim 104%, Throw 25%, Troll Lore 5%.

Magic: Fish Finding 13%, Magic Feeling 13%, Sending 92%.

locate and catch some extra fish and at least not return empty-handed. Quarryseek was therefore brought along; he is always glad to be of help, and looking forward to developing his newly discovered Fish-Finding power. He is the quietest of the group, tending to keep to himself and always deferring to Foamracer's wishes. However, Quarryseek is also quite sensible, and if he believes a plan will fail, he does not hesitate to say so, nor can anyone budge him from his belief. Quarryseek is willing to go to great lengths for the benefit of his tribe, but he will not take foolish risks.

The Natives

Greenmist

In the absence of Chief Deepwave, his mate Greenmist is acting chieftess of the island. At present, she is engaged in readying the items to be traded with the Smalltower tribe's allies, and making sure that sufficient stores of fruits and vegetables are saved to last through the Storm Season. As one of the gardeners of the tribe, she is in the South Garden gathering yellowroots when the raiders attack.

Greenmist is a firm and sensible chieftess; she likes the tribe to run smoothly and efficiently. She responds to the attack in a straightforward manner, taking steps to cut off or limit the advance of the raiders, and trying to either take them prisoner or to evict them from the island, with as little loss of native life and property as possible. However, Greenmist is quite clever, and is willing to take chances if she thinks she can coerce the raiders into leaving. Her defenses are both practical and shrewd.

Greenmist is lifemated to Deepwave, but not Recognized; they have no children.

Brine

As keeper of the kitchens, Brine is presently busy preparing to preserve the incoming catch, as well as planning a great feast to welcome the hunters home, and to greet the allied traders, who are his former tribesfolk. Most of the younger children are under Brine's care and command.

Brine is a gentle, pleasant-tempered, maternal soul of the sort who feels that it is his duty to feed anyone in the vicinity. His main concern is the comfort and well-being of the tribe as a whole and of the children in particular. He will not fight if he can avoid it, but will defend the children with his life, and will not allow anyone to upset the kitchens. Brine uses the facilities of the kitchens themselves (such as the firepit and the waterspouts), as well as tools and utensils in the kitchens' and the children's defense.

Originally a member of the trader tribe, Brine chose to stay at the Smalltower Tribe when he

Greenmist

<i>characteristics</i>	<i>attributes</i>
STR 13	age: 360
CON 13	move: 3 on land
SIZ 7	2 in water
INT 16	hit points: 10
POW 15	magic points: 15
DEX 16	
APP 12	

<i>location</i>	<i>D20 roll</i>	<i>armor/HP</i>
right leg	01-03	0/4
left leg	04-06	0/4
abdomen	07-10	0/4
chest	11-15	0/5
right arm	16-17	0/3
left arm	18-19	0/3
head	20	0/4

<i>weapon</i>	<i>SR</i>	<i>attack%</i>	<i>parry%</i>	<i>AP</i>	<i>damage</i>
knife	8	58%	46%	8	1D3+2

Armor: none

Skills: Sea Animal Lore 32%, Climb 62%, Communication 68%, Dodge 64%, Elf Lore 62%, Healing Lore 52%, Human Lore 8%, Jump 49%, Language Lore 8%, Manipulation 78%, Mechanical Lore 8%, Mineral Lore 8%, Perception 92%, Sea Plant Lore 82%, Ride Wavedancer 103%, Stealth 52%, Swim 107%, Throw 16%, Troll Lore 8%.

Magic: Magic Feeling 15%, Sending 100%.

Brine

<i>characteristics</i>	<i>attributes</i>
STR 13	age: 75
CON 16	move: 3 on land
SIZ 8	2 in water
INT 13	hit points: 12
POW 14	magic points: 14
DEX 18	
APP 13	

<i>location</i>	<i>D20 roll</i>	<i>armor/HP</i>
right leg	01-03	0/4
left leg	04-06	0/4
abdomen	07-10	0/4
chest	11-15	0/5
right arm	16-17	0/3
left arm	18-19	0/3
head	20	0/4

<i>weapon</i>	<i>SR</i>	<i>attack%</i>	<i>parry%</i>	<i>AP</i>	<i>damage</i>
knife	7	1D6+2	54%	8	1D3+2

Armor: none

Skills: Sea Animal Lore 40%, Climb 66%, Communication 86%, Dodge 76%, Elf Lore 26%, Healing Lore 30%, Human Lore 7%, Jump 53%, Language Lore 6%, Manipulation 76%, Mechanical Lore 7%, Mineral Lore 7%, Perception 74%, Sea Plant Lore 76%, Ride Wavedancer 100%, Stealth 60%, Swim 129%, Throw 30%, Troll Lore 7%.

Magic: Magic Feeling 14%, Sending 106%.

Recognized Waveskimmer. They have one son, Flurry.

Waveskimmer

When the raiders arrive, Waveskimmer is in the tanning room downstairs, sorting and packing the

goods to be traded for food and plants. She is a maker of tools and utensils herself, and Recognized her mate Brine, when he arrived on another such trading expedition. They have a son, Flurry.

Waveskimmer is known for always remaining calm. Greenmist finds her helpful when attempting to maintain order during a crisis. Waveskimmer will be an asset to any organized defense of the island. In addition Waveskimmer can be clever and devious when she chooses, and can find ways of tricking and diverting the raiders, rather than directly fighting them.

Waveskimmer

<i>characteristics</i>	<i>attributes</i>
STR 13	age: 36
CON 13	move: 3 on land
SIZ 5	2 in water
INT 13	hit points: 9
POW 11	magic points: 11
DEX 18	
APP 14	

<i>location</i>	<i>D20 roll</i>	<i>armor/HP</i>
right leg	01-03	0/4
left leg	04-06	0/4
abdomen	07-10	0/4
chest	11-15	0/5
right arm	16-17	0/3
left arm	18-19	0/3
head	20	0/4

<i>weapon</i>	<i>SR</i>	<i>attack%</i>	<i>parry%</i>	<i>AP</i>	<i>damage</i>
knife	8	62%	41%	8	1D3+2

Armor: none

Skills: Sea Animal Lore 42%, Climb 26%, Communication 43%, Dodge 62%, Elf Lore 42%, Healing Lore 42%, Human Lore 7%, Jump 41%, Language Lore 7%, Manipulation 72%, Mechanical Lore 17%, Mineral Lore 18%, Perception 68%, Sea Plant Lore 42%, Ride Wavedancer 95%, Stealth 46%, Swim 98%, Throw 18%, Troll Lore 7%.

Magic: Magic Feeling 21%, Sending 94%.

Raingather

As keeper of the reservoir, Raingather divides his time between acting as lookout in the tower and using his Water-Control ability to help his mate, Seedkeeper, irrigate and maintain the gardens. Raingather has sharp sight (add ten percentiles to his normal perception roll when he is using this faculty) and, if he is in the watchtower, will be able to identify the incoming raiders in time enough to drop the portcullis.

Raingather hates the raiders and retaliates actively for their assault. He is likely to take command of the defense of the island, overriding or arguing against those who advocate a more passive or reasonable approach. Raingather's hot temper makes it difficult for anyone to reason with him.

Raingather and Seedkeeper are Recognized, and have a daughter, Seabreeze.

Raingather

<i>characteristics</i>	<i>attributes</i>
STR 12	age: 90
CON 13	move: 3 on land
SIZ 6	2 in water
INT 14	hit points: 10
POW 14	magic points: 14
DEX 14	
APP 10	

<i>location</i>	<i>D20 roll</i>	<i>armor/HP</i>
right leg	01-03	0/4
left leg	04-06	0/4
abdomen	07-10	0/4
chest	11-15	0/5
right arm	16-17	0/3
left arm	18-19	0/3
head	20	0/4

<i>weapon</i>	<i>SR</i>	<i>attack%</i>	<i>parry%</i>	<i>AP</i>	<i>damage</i>
Trident	8	70%	50%	10	1D6+2

Armor: none

Skills: Sea Animal Lore 28%, Climb 80%, Communication 35%, Dodge 60%, Elf Lore 28%, Healing Lore 28%, Human Lore 7%, Jump 20%, Language Lore 7%, Manipulation 60%, Mechanical Lore 7%, Mineral Lore 7%, Perception 75%, Sea Plant Lore 58%, Ride Wavedancer 100%, Stealth 28%, Swim 104%, Throw 14%, Troll Lore 5%.

Magic: Magic Feeling 20%, Sending 76%, Water Control 60%.

Seedkeeper

As chief-gardener, Seedkeeper's Recognition with the reservoir-keeper, Raingather, was an extremely advantageous one. The two work well together, and have a daughter, Seabreeze, who assists her mother with the gardens.

Like her mate, Seedkeeper is efficient and firm within her sphere of expertise. Unfortunately, she shares his tendency to overreact to stress. It is not unusual for her to jump to conclusions or to make hasty decisions based on partial information. Seedkeeper's behavior is often theatrical; her actions under attack will range from dramatically distressed to mildly heroic.

Harbor

Like any healer, Harbor is always found where she is most needed. During the raid, she is helping Brine in the kitchens and keeping an eye on the children of the tribe. In the event of attack, she herds the children into the weaving room, where Sunshower and Tideflow will protect them, while she herself stands and fights alongside Brine in the kitchens. If she cannot reach the weaving room, Harbor barricades the children into a nearby room and defends them herself.

All the facets of Harbor's personality are likely to come into play. Always friendly, generous and equitable among her own people, she will try to make peace with the raiders and to talk them out of doing the islanders and harm. At least, she tries to outwit the raiders allowing others of her tribe

to subdue them. Having a healer's distaste for inflicting injury, she fights only if her life or the lives of the children are at stake. If she must, Harbor displays her courage and endurance by stubbornly refusing to yield to any force or terrorism.

Seedkeeper

<i>characteristics</i>	<i>attributes</i>
STR 11	age: 112
CON 17	move: 3 on land
SIZ 7	2 in water
INT 10	hit points: 12
POW 18	magic points: 18
DEX 17	
APP 12	

<i>location</i>	<i>D20 roll</i>	<i>armor/HP</i>
right leg	01-03	0/4
left leg	04-06	0/4
abdomen	07-10	0/4
chest	11-15	0/5
right arm	16-17	0/3
left arm	18-19	0/3
head	20	0/4

<i>weapon</i>	<i>SR</i>	<i>attack%</i>	<i>parry%</i>	<i>AP</i>	<i>damage</i>
hoe	8	86%	65%	8	1D6

Armor: none

Skills: Sea Animal Lore 20%, Climb 51%, Communication 62%, Dodge 64%, Elf Lore 39%, Healing Lore 30%, Human Lore 5%, Jump 37%, Language Lore 5%, Manipulation 76%, Mechanical Lore 5%, Mineral Lore 5%, Perception 86%, Sea Plant Lore 100%, Ride Wavedancer 95%, Stealth 54%, Swim 94%, Throw 17%, Troll Lore 5%.

Magic: Magic Feeling 18%, Sending 102%.

Harbor

<i>characteristics</i>	<i>attributes</i>
STR 12	age: 96
CON 13	move: 3 on land
SIZ 7	2 in water
INT 16	hit points: 10
POW 15	magic points: 15
DEX 17	
APP 11	

<i>location</i>	<i>D20 roll</i>	<i>armor/HP</i>
right leg	01-03	0/4
left leg	04-06	0/4
abdomen	07-10	0/4
chest	11-15	0/5
right arm	16-17	0/3
left arm	18-19	0/3
head	20	0/4

<i>weapon</i>	<i>SR</i>	<i>attack%</i>	<i>parry%</i>	<i>AP</i>	<i>damage</i>
knife	8	53%	37%	8	1D3+2

Armor: none

Skills: Sea Animal Lore 42%, Climb 42%, Communication 57%, Dodge 56%, Elf Lore 42%, Healing Lore 62%, Human Lore 8%, Jump 39%, Language Lore 8%, Manipulation 68%, Mechanical Lore 8%, Mineral Lore 8%, Perception 61%, Sea Plant Lore 42%, Ride Wavedancer 95%, Stealth 44%, Swim 97%, Throw 17%, Troll Lore 8%.

Magic: Healing 65%, Magic Feeling 25%, Sending 83%.

Linegather

Linegather is the net- and sail maker of the tribe, and can usually be found in the company of Skiffshaper, his friend and mentor. He is quite industrious and takes pride in his work, so that his products are often traded to other elves for a substantial price. His sense of honor is strong, and he takes seriously any responsibility given to him.

When the raiders arrive, Linegather is in the boat repair room, working on a new net and giving Skiffshaper what assistance he can. Although he admires the older elf's good sense and persuasive ability, Linegather does not share Skiffshaper's confidence in the basic goodness of elfin nature; while the other is negotiating, Linegather will be quietly and unobtrusively getting his weapons ready, just in case. His skill at throwing a net is excellent, and he immediately attempts to ensnare foes. He will defend Skiffshaper and Waveskimmer with his life, and if he can reach the stairs before the raiders do, he doggedly holds them against the raiders' advance until help comes or he is overwhelmed.

Linegather

<i>characteristics</i>	<i>attributes</i>
STR 13	age: 24
CON 15	move: 3 on land
SIZ 7	2 in water
INT 10	hit points: 11
POW 14	magic points: 14
DEX 14	
APP 13	

<i>location</i>	<i>D20 roll</i>	<i>armor/HP</i>
right leg	01-03	0/4
left leg	04-06	0/4
abdomen	07-10	0/4
chest	11-15	0/5
right arm	16-17	0/3
left arm	18-19	0/3
head	20	0/4

<i>weapon</i>	<i>SR</i>	<i>attack%</i>	<i>parry%</i>	<i>AP</i>	<i>damage</i>
trident & net	8	74%	48%	10	1D6+2

Armor: none

Skills: Sea Animal Lore 20%, Climb 40%, Communication 23%, Dodge 58%, Elf Lore 26%, Healing Lore 20%, Human Lore 5%, Jump 27%, Language Lore 5%, Manipulation 64%, Mechanical Lore 15%, Mineral Lore 5%, Perception 68%, Plant Lore 20%, Ride Wavedancer 90%, Stealth 38%, Swim 84%, Throw 14%, Troll Lore 5%.

Magic: Magic Feeling 14%, Sending 76%.

Seabreeze

The daughter of Raingather and Seedkeeper, Seabreeze can be found helping her mother in the garden, although she does not have quite as much interest and aptitude as Seedkeeper could wish. The world is still new and fascinating to Seabreeze, and she does not quite take life seriously

yet. She considers the raid to be little more than a grand and adventurous game, and does not really believe that the raider elves mean the islanders harm. However, Seabreeze takes umbrage if the raiders despoil her mother's gardens, and energetically beats them off.

Seabreeze

characteristics	attributes
STR 11	age: 15
CON 14	move: 3 on land
SIZ 6	2 in water
INT 10	hit points: 11
POW 12	magic points: 12
DEX 18	
APP 12	

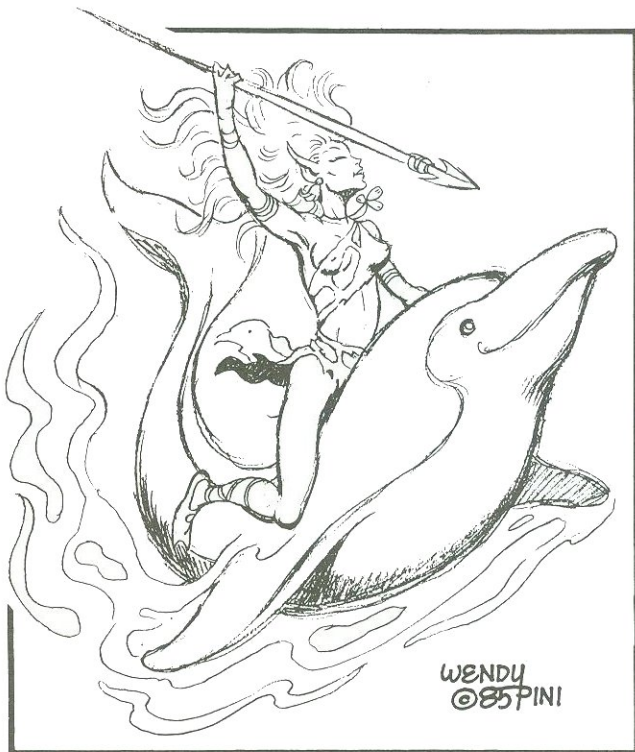
location	D20 roll	armor/HP
right arm	01-03	0/4
left arm	04-06	0/4
abdomen	07-10	0/4
chest	11-15	0/5
right leg	16-17	0/3
left leg	18-19	0/3
head	20	0/4

weapon	SR	attack%	parry%	AP	damage
hoe	6	68%	40%	6	1D6

Armor: none

Skills: Sea Animal Lore 20%, Climb 53%, Communication 22%, Dodge 55%, Elf Lore 20%, Healing Lore 20%, Human Lore 5%, Jump 44%, Language Lore 5%, Manipulation 58%, Mechanical Lore 5%, Mineral Lore 5%, Perception 64%, Sea Plant Lore 30%, Ride Wavedancer 90%, Stealth 46%, Swim 85%, Throw 18%, Troll Lore 5%.

Magic: Homing Instinct 12%, Magic Feeling 12%, Sending 78%.



Shelltrapper

With the rest of the tribe away, Shelltrapper has elected to stay to provide fresh fish and shellfish for the remaining islanders' daily needs. He is engaged in this pursuit when the raiders arrive, and might have to resort to climbing the cliff if he is locked out by the portcullis. He will not fight the raiders on the open sea because, lacking a boat, he would be at a disadvantage; but within the island Shelltrapper will fight as fiercely as any.

Shelltrapper is full of life and energy; he loves being in the water and often spends spare time frolicking with the wavedancers. He also spends much time frolicking with the maidens of the tribe, although more recently he has settled into a more or less steady lovemate relationship with Sunshower. Shelltrapper's vanity sometimes gets the better of him, but for the most part he is casual and friendly, and he is generally well-liked.

Shelltrapper

characteristics	attributes
STR 10	age: 48
CON 14	move: 3 on land
SIZ 7	2 in water
INT 11	hit points: 11
POW 16	magic points: 16
DEX 19	
APP 13	

location	D20 roll	armor/HP
right leg	01-03	0/4
left leg	04-06	0/4
abdomen	07-10	0/4
chest	11-15	0/5
right arm	16-17	0/3
left arm	18-19	0/3
head	20	0/4

weapon	SR	attack%	parry%	AP	damage
trident & net	6	78%	35%	10	1D6+2

Armor: none

Skills: Sea Animal Lore 52%, Climb 72%, Communication 24%, Dodge 60%, Elf Lore 22%, Healing Lore 22%, Human Lore 6%, Jump 59%, Language Lore 6%, Manipulation 68%, Mechanical Lore 26%, Mineral Lore 6%, Perception 74%, Sea Plant Lore 22%, Ride Wavedancer 105%, Stealth 68%, Swim 107%, Throw 49%, Troll Lore 6%.

Magic: Magic Feeling 16%, Sending 84%.

Skiffshaper

His Bone-Shaping ability makes Skiffshaper the boatmaker and repairman of the tribe. At the time of the raid he is, as usual, in the large room just off the dock, which is used to store the huge turtlesHELLS that are made into boats. Currently he is repairing one that ran aground on the last hunt. He is likely to be the first native elf encountered by the raiders.

Skiffshaper is very popular among the tribe, being friendly, helpful and likeable; he is known for never saying an ill word about anyone. He is

fond of learning and delights in discovering new concepts and ideas. His reasoning is always sound and his trading negotiations are always honest and straightforward; it was Skiffshaper's diplomacy that first settled the trade agreement between the two allied tribes. If encountered by the raiders, Skiffshaper uses his considerable persuasive skills to try to talk them into either laying down their arms and retreating, negotiating a peaceful compromise, or even forming a trade alliance similar to the one they hold with the other tribe. Skiffshaper fights only as a last resort.

Skiffshaper

<i>characteristics</i>	<i>attributes</i>
STR 10	age: 202
CON 11	move: 3 on land
SIZ 8	2 in water
INT 14	hit points: 10
POW 18	magic points: 18
DEX 17	
APP 13	

<i>location</i>	<i>D20 roll</i>	<i>armor/HP</i>
right leg	01-03	0/4
left leg	04-06	0/4
abdomen	07-10	0/4
chest	11-15	0/5
right arm	16-17	0/3
left arm	18-19	0/3
head	20	0/4

<i>weapon</i>	<i>SR</i>	<i>attack%</i>	<i>parry%</i>	<i>AP</i>	<i>damage</i>
spear	7	74%	55%	10	1D6+2

Armor: none

Skills: Sea Animal Lore 38%, Climb 60%, Communication 62%, Dodge 72%, Elf Lore 58%, Healing Lore 38%, Human Lore 7%, Jump 37%, Language Lore 7%, Manipulation 84%, Mechanical Lore 27%, Mineral Lore 7%, Perception 74%, Sea Plant Lore 28%, Ride Wavedancer 98%, Stealth 44%, Swim 91%, Throw 17%, Troll Lore 7%.

Magic: Bone-Shaping 68%, Magic Feeling 28%, Sending 108%.

Spraydancer

Another elf who is outside the island when the raiders arrive is Spraydancer, who is collecting sea plants and shellfish to satisfy the everyday food needs of the islanders. She is a light-hearted soul and a fond playmate of the wave-dancers. Because she is expecting allies rather than raiders to arrive, and because of her tendency to consider everyone a friend until he or she proves otherwise, Spraydancer rides a wavedancer out to greet the approaching raiders surrounded by the island's pod of wavedancers. She will not realize her mistake until within clear sight of the raiders. Moreover, having no parameters to judge them by, she takes anything the raiders say at face value, be it promise or threat, and reacts accordingly.

Sunshower

Shelltrapper's lovemate is Sunshower, and her romantic admiration of him is equalled only by

Spraydancer

<i>characteristics</i>	<i>attributes</i>
STR 14	age: 110
CON 16	move: 3 on land
SIZ 6	2 in water
INT 14	hit points: 11
POW 15	magic points: 15
DEX 14	
APP 12	

<i>location</i>	<i>D20 roll</i>	<i>armor/HP</i>
right leg	01-03	0/4
left leg	04-06	0/4
abdomen	07-10	0/4
chest	11-15	0/5
right arm	16-17	0/3
left arm	18-19	0/3
head	20	0/4

<i>weapon</i>	<i>SR</i>	<i>attack%</i>	<i>parry%</i>	<i>AP</i>	<i>damage</i>
spear & net	8	56%	49%	10	1D6+2

Armor: none

Skills: Sea Animal Lore 48%, Climb 52%, Communication 36%, Dodge 66%, Elf Lore 43%, Healing Lore 38%, Human Lore 7%, Jump 28%, Language Lore 7%, Manipulation 56%, Mechanical Lore 7%, Mineral Lore 7%, Perception 78%, Sea Plant Lore 68%, Ride Wavedancer 90%, Stealth 46%, Swim 99%, Throw 14%, Troll Lore 7%.

Magic: Magic Feeling 15%, Sending 90%.

Sunshower

<i>characteristics</i>	<i>attributes</i>
STR 8	age: 29
CON 13	move: 3 on land
SIZ 7	2 in water
INT 12	hit points: 10
POW 13	magic points: 13
DEX 18	
APP 11	

<i>location</i>	<i>D20 roll</i>	<i>armor/HP</i>
right leg	01-03	0/4
left leg	04-06	0/4
abdomen	07-10	0/4
chest	11-15	0/5
right arm	16-17	0/3
left arm	18-19	0/3
head	20	0/4

<i>weapon</i>	<i>SR</i>	<i>attack%</i>	<i>parry%</i>	<i>AP</i>	<i>damage</i>
knife	8	52%	41%	8	1D3+2

Armor: none

Skills: Sea Animal Lore 24%, Climb 59%, Communication 33%, Dodge 60%, Elf Lore 44%, Healing Lore 24%, Human Lore 6%, Jump 22%, Language Lore 6%, Manipulation 64%, Mechanical Lore 6%, Mineral Lore 6%, Perception 60%, Sea Plant Lore 24%, Ride Wavedancer 90%, Stealth 46%, Swim 98%, Throw 18%, Troll Lore 6%.

Magic: Magic Feeling 13%, Sending 82%.

his own. She is a dreamer, and has a generally rose-colored outlook. The one dark spot in Sunshower's perception of the world is the existence of the raiders. Sunshower had a difficult time accepting the existence of other tribes when the peaceful trader tribe discovered Smalltower island, and she still does not fully trust Brine. The raiders'

attacks have earned them her undying enmity. If the raiders succeed in breaking into the island, Sunshower will be among the foremost fighters.

Sunshower is a weaver and a garment maker, and is in the weaving room with Tideflow preparing items to be traded to the allied tribe when the raiders arrive. In the event of attack, the two barricade themselves, and possibly the children, into their sleeping quarters, and stand at the mouth of the cul-de-sac to protect their quarters and the children.

Tideflow

The tanner and garment-maker of the tribe, Tideflow throws most of her energy into her work, and tends to keep to herself. Although she is sensitive and compassionate, Tideflow is often bluntly honest when expressing her opinions — particularly her opinions of raiders. Not long ago, Tideflow's lovemate Crestsail was accidentally killed when his hunting party was robbed; she has never gotten over the loss or forgiven the enemy. Having long harbored thoughts of revenge, she will only be deterred from active retaliation against the raiders by her responsibility to protect the children. Once she feels the children are safe, she is likely to seek out the foe and exact retribution (whether or not these particular raiders killed her lovemate) and it will be difficult for her tribesfolk to dissuade her.

Tideflow

<i>characteristics</i>	<i>attributes</i>
STR 10	age: 29
CON 13	move: 3 on land
SIZ 5	2 in water
INT 15	hit points: 9
POW 11	magic points: 11
DEX 16	
APP 11	

<i>location</i>	<i>D20 roll</i>	<i>armor/HP</i>
right leg	01-03	0/4
left leg	04-06	0/4
abdomen	07-10	0/4
chest	11-15	0/5
right arm	16-17	0/3
left arm	18-19	0/3
head	20	0/4

<i>weapon</i>	<i>SR</i>	<i>attack%</i>	<i>parry%</i>	<i>AP</i>	<i>damage</i>
knife	8	52%	27%	27	1D3+2

Armor: none

Skills: Sea Animal Lore 30%, Climb 49%, Communication 26%, Dodge 62%, Elf Lore 30%, Healing Lore 30%, Human Lore 7%, Jump 32%, Language Lore 8%, Manipulation 50%, Mechanical Lore 8%, Mineral Lore 8%, Perception 52%, Sea Plant Lore 30%, Ride Wavedancer 90%, Stealth 32%, Swim 104%, Throw 16%, Troll Lore 5%.

Magic: Magic Feeling 11%, Sending 95%.

Children

There are six young children present at the time of the raid.

Shoal, age 13 — is the oldest of the children, and is usually the one directing the others. He takes charge of the children with Sunshower and Tideflow, and assists as he can in the defense of the younger children.

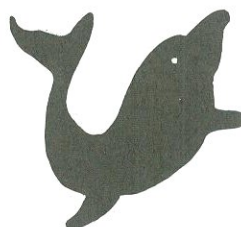
Flurry, age 11 — is the son of Waveskimmer and Brine, and is a tough, active youngster. He admires Shoal, and will want to help in the defense in imitation of him; though limited skills make Flurry more of a liability than an asset.

Rippleshell, age 11 — is very feminine; little Pebble is her special charge. She regards the attack with wide-eyed distress and a conviction that her tribespeople are all doomed, but she will do as she is told by her elders without hesitation.

Smallsail, age 10 — is by contrast a budding warrior. She is a fearless and determined child and makes her presence felt if any raider comes within reach. Like Flurry, it is hard to keep her out of the fray.

Littlewave, age 6 — is prim and obedient, but presently rather indignant at the raiders' interruption of the feast preparations. She gives the raiders a piece of her mind, but at a safe and respectful distance.

Pebble, age 4 — is in the tantrum throwing phase, and is a handful for all concerned. He does not understand what is going on around him unless it does not seem to concern him, at which idea he takes vocal umbrage. He is not likely to obey anyone's orders, as he feels that the orderer is trying to deny him something interesting and fun that everyone else is being allowed to enjoy.



A Complete Culture for Elfquest

Descended from a band of High Ones who were cut off from their fellows soon after the palace landed, the Sea Elves developed a unique culture. Their isolation has caused them, like the Wolfriders, to adapt to a life-style different from that to which most elves are accustomed. The Sea Elves inhabit hundreds of islands which arc across the Vastdeep water to form a great archipelago. Some of the islands are barren, some are lush and fertile, nearly all are actively volcanic. The elves live a life that is, like their island homes, at once harsh and beautiful. Life is often short; very old elves are uncommon on the islands.

Soon after their arrival on the islands the Sea Elves allied with the wavedancers, a species similar to Earthly dolphins. The wavedancers taught the elves to fish, and which sea plants were good to eat. Sea Elves and wavedancers still enjoy their alliance, often sharing a bond more similar to that of soulmates than to that of bondmates. The wavedancers allow the Sea Elves to ride on their backs, giving the elves great range, and allowing them to seek larger and better fish on the open sea.

Some elves who live on the less fertile islands have become pirates, raiding other, more-fortunate elves for food and essential goods. Sea Elves have learned not to trust strange elves unless the strangers prove themselves to be friendly first.

The Sea Elves includes everything needed to play a campaign taking place on the archipelago. The culture and history of the sea elves is completely described. The island environment of the elves is presented, including rules for volcanoes, earthquakes and Great Waves. The Sea Elves have some magic powers which are possessed by no other tribes; these are also given here. The creatures of the sea and of the archipelago are described, including wavedancers, manyarms, sea snakes, boat-back turtles, manytooths, and skulkers. Island plants are also covered. Three scenarios complete the package.

The Stormcoming Hunt brings player-elves on a typical Sea Elf fishing expedition.

Littlesmoke Island is a new island discovered by exploring or by lost elves.

Assault on Smalltower Island is the story of a raid on a well protected island. Players can portray either the attackers or the defenders, or both.

