

IGNORING THE IRREVERENT ATMOSPHERE
AT THE TABLE, PICKNOSE BEGINS TO PAINT
AN INTRIGUING WORD-PICTURE OF THE
MYSTERIOUS CREATURE KNOWN AS --

TWO-EDGE

"HE COMES AND GOES AS
HE PLEASES-- ALWAYS HAS.
SOMETIMES HE'S UP IN THE
SNOW COUNTRY, SOME-
TIMES DOWN HERE WITH US
WOODLAND TROLLS, AND
SOMETIMES NO ONE SEES
HIM FOR A GENERATION
OR MORE..."



Worldbook

by Steve Perrin



Wendy and Richard Platt's
ELFOQUEST

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Introduction

The Worldbook provides guidelines for the gamemaster who wants to run a campaign. It defines types of campaigns and tries to make the sometimes-daunting task of running an *Elfquest* game a little easier.

Also provided are characteristics and descriptions for creatures, a section about handling the world's relation to the players' characters, and three scenarios which the gamemaster may use to start off his *Elfquest* campaign.

A glossary of *Elfquest* terms and names is included at the end of the book.

Gamemaster Guidelines

Elfquest adventures can be run as one-shot episodes or as parts of a continued campaign.

The first method calls for gathering friends together, rolling up new characters, and having an adventure, either duplicating one from the books or creating one yourself.

The next time the same characters may be used, but there would not be any connection with the first adventure. Considering the lifespan of an elf, a series of episodic adventures for the same elves could be played, each separated from the others by a century.

The second method, ideal for a group who can meet regularly each week, calls for creating characters and playing a series of adventures tied together by one plotline, just as are the *Elfquest* books.

This gives the players a chance to watch their characters grow, just as the readers have watched Cutter and his tribe grow and develop in the original books.

Approaching the Campaign

Every *Elfquest* gamemaster should read the *Elfquest* books. No other participant in the game needs to be familiar with the World of Two Moons at the start of a campaign.

The gamemaster should work out a plotline. There is no need for extensive detail, but an idea of where the story is going should be ready to hand.

Something relatively simple, such as new humans hunting in the woods, is all that is needed to start a campaign. However, you must be ready to tell the players why these humans are now in the forest. You should know whether these humans are different from others of their race, and you should know the humans' goals.

A knowledge of the *Elfquest* books, and having a plotline in mind, is all that is needed to start.

Where and When

Conducting either an episodic or full campaign for *Elfquest* is a challenge for the gamemaster who wants to be

true to the spirit of the original books, yet entertain his players with new and different adventures that are not repetitions of the story plots.

Attempting to duplicate the books exactly would rapidly become impossible, unless every player followed every move of the original characters exactly. The plot would soon start to diverge when, for instance, Cutter gets stabbed while rescuing Redlance, or Bearclaw survives the fight with Madcoil.

The gamemaster attempting to run a campaign game of *Elfquest* must decide how far his elves will diverge from the ones in the books, and whether the events in the books actually happen in his campaign.

The campaign could be started back in time. The Wolfriders would be following Mantricker, or Huntress Skyfire, or even Bearclaw, who led the Wolfriders for several hundred years. All of the events of the *Elfquest* books are in the future, and the elves must contend with human, troll, and other problems unhinted at in the books. Using this approach, players can use such stalwarts as Strongbow, One-Eye, and Treestump as characters, or the gamemaster can use them as important non-player-characters while the players use elves who have died by the time of Madcoil's incursion.

Another approach is not to use the Wolfriders at all. The potential elf tribes in the *Elfbook* provide interesting possibilities for strange adventures, totally unconnected to the *Elfquest* books, yet still in the same world.

The elves of the *Elfquest* story could be played as characters with the firm realization that history will change. The campaign would take the familiar Wolfriders into totally different paths of the gamemaster's choosing.

The fourth alternative calls for the gamemaster to establish another tribe of Wolfriders, some distance from the old Holt, and set them off on their own adventures. The scenarios with this game are based on that premise.

Where do these new Wolfriders come from? Our playtest campaign was based on information from the early history of the tribe, when chief Two-Spear waged a war on the humans and almost got his tribe slaughtered. The elves had neither developed their deadly archery skill nor their trade with the trolls for metal weapons. Humans were stronger, almost as fast, and far more numerous.

Finally, it is known that Huntress Skyfire, Two-Spear's sister, drove her brother out of the tribe and led her people to a less confrontational relationship with their centuries-old antagonists.

The elves of our campaign were assumed to be descendants of elves who followed Two-Spear into exile. They went on to another forest and established the Wolfhaven Holt.

From Wolfhaven, Wolfriider characters named Darkwing, Whirlwind, Treebark, Sureshot, and Oakheart, plus others, have ventured forth to confound humans, travel the plains, encounter the Plainsrunner elves, and meet the Lord of the Spiders, described in the third scenario in this book.

Preparing for a Game

A gamemaster is the host for the game, no matter whose residence the game takes place in. As host, it is his job to

make the game enjoyable for all concerned. He is inviting the players into his version of the world and as a good host he must try to make sure that all his guests have a good time.

In compensation, he controls the storyline of the campaign and has the right to rule on how the rules are interpreted. How he uses his control will determine the enjoyability of the experience.

In setting up an adventure for the players, the gamemaster should have a plan of action. Non-player-characters should be on character sheets, or at least set up in his notes for use, and he should have the terrain to be encountered firm in his mind, if not on a map.

Physical Preparations

The game should be played around a table or other flat surface with room both for player-character sheets and for the gamemaster to show terrain and non-player-characters.

If the gamemaster is using the metal *Elfquest* figures issued by Ral Partha or other metal or plastic figures to control location of characters for encounters, the figures should be ready to hand, with every player having the figures for his character.

The Player-Characters

The gamemaster should help his players create their characters, interesting personalities who will be fun to play for many sessions. They should be led through the character development process step-by-step, with explanations about each step.

Make sure that the character is appropriate to the campaign; a thousand-year-old who hates humans is probably inappropriate for a group of youngsters sent out on a diplomatic mission.

If the player needs more than one character, each character should be created with the same care as the first.

The Non-Player-Characters

Much of the fun of any roleplaying game comes from encounters with gamemaster-controlled non-player-characters. The gamemaster should make his non-player-characters live up to their importance in the plotline of the scenario, and still be entertaining personalities.

Features such as manner of speech, or physical description make the non-player-character distinctive. If portraying Olbar the Mountain-Tall, the gamemaster should take on a gruff voice and tell the players that the man they are talking to looms over other men as other men loom over elves. Olbar's brother, Thief, whose name has been taken from him, should speak in an impassioned whisper, as if he does not dare raise his voice and resents it bitterly.

The Locale

There are no towns or castles to detail in *Elfquest*. The terrain is made of either forest, plains, or mountains.

When just starting out as a gamemaster, it is a good idea to map out everything, even simple encounters such as shown in the first scenario.

As you gain experience, you will be able to describe a locale in your notes ("clearing in dense woods, rock formation to the south with humans hiding") and draw it on your playing surface freehand when the time comes.

Hazardous Worlds

The World of Two Moons has many hazards and difficulties, for any character, which have nothing to do with the actions of others.

This chapter deals with the impersonal world and its effects on its residents.

Terrain

Terrain defines the natural features of the world which may affect play. It affects use of some skills and movement.

The skills affected by terrain and the manner in which they are affected are described in the Skills chapter of the Elfbook.

Movement is affected by terrain in the following ways. The value shown is the number of yards per strike rank which are subtracted from the total movement distance of a character.

	scrub	bush	tree
light	0	0	1
medium	0	1	2
heavy	0	2	3

Weather

Weather includes all atmospheric conditions which may affect characters, including wind, cloud cover, temperature, and precipitation.

Wind

Wind is moving air and has two factors of import: strength and direction.

Wind strength is obtained from the following table, which shows the relative velocity of the air in terms of STR points.

Wind Strength Table

STR	result
0-2	calm; no or minimal air motion
3-6	light air; little movement; will not blow out a candle
7-12	breeze
13-18	light wind; lower limit for good sailing in boats
19-24	moderate wind; dangerous for flying creatures, may knock them down.
25-30	strong wind; menacing to normal human or elf-sized creatures, may knock them down; upper limit for sailing ships to endure
31-36	fresh gale; difficult for average human or elf-sized people to remain afoot.
27-45	whole gale
46-50	hurricane

Wind will usually have three effects on play. These are adjustments to movement, adjustments to missile accuracy, and adjustments to visibility.

Movement adjustments are those which will automatically affect a character. To find if this is important, add the character's STR + SIZ. The result is the wind strength which will always affect the character. In such a wind, the gamemaster should have the character make a resistance roll vs. the STR of the wind minus his STR + SIZ total. A failed roll indicates that the character has lost his footing and has fallen.

Flying creatures match their STR versus the STR shown on the table to find the appropriate wind effect.

Missile adjustments begin at wind STR 10. Each further strength point of the wind will reduce missile accuracy at the rate of 5 percentiles per point of STR.

Visibility may be affected by materials carried by the wind. It might be dust, snow, leaves, or butterflies. In such cases the strength of the wind determines the size of particles picked up, thereby reducing the visibility. In situations where wind may blow something about, a rule of thumb is that the percentile reduction of Perception equals the missile accuracy reduction

As the Wolfriders fought in the snow against the trolls, the wind blew up to STR 28, a strong wind. This meant that Strongbow lost 36 percentiles from his chance to hit with an arrow (which brought him down to a mere 83%, since his long years had given him a better than 100% accuracy) and subtracted 36 from everyone's Perception. Thus, the Go-Backs approached almost within touching range before either wolfriders or trolls were aware they were there.

The direction of the wind is measured using a four point compass.

Cloud Cover

Cloud cover defines the amount of the sky which is obscured by clouds.

This number also determines the percentage chance of precipitation, and the amount of water likely to fall.

The Cloud Cover Table gives descriptions of the various states of cover.

Cloud Cover Table

% cover	scale	precipitation
0-10	none	0-.25 inches
11-20	scant clouds	.26-.75 inches
21-30	scattered clouds	.75-1.25 inches
31-40	slightly overcast	1.26-1.75 inches
41-50	moderately overcast	1.76-2.25 inches
51-65	mostly overcast	2.26-2.90 inches
66-80	completely overcast	2.91-3.40 inches
81-00	dense clouds, dark	3.41-4.00+ inches



AROREE!
WHAT ARE
YOU DOING?

MY LORD SENDS TO ME...

I AM ONE OF
HIS CHOSEN!

I AM HIS TO
COMMAND!



ENOUGH,
VOLL! LAND
THIS BIRD
NOW!

NO! IF THE
WOLFRIDERS WILL
NOT SEEK THEIR
RIGHTFUL HERITAGE
BY CHOICE--

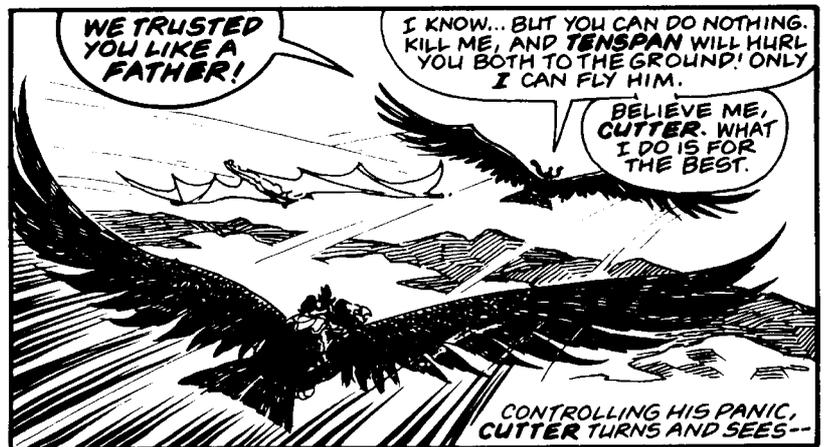
--THEN I
MUST FORCE
THEM TO FOLLOW
ME!

YOU MAY HATE
ME NOW, YOUNG CHIEF,
BUT WHEN YOU STAND
BEFORE THE PALACE OF
THE HIGH ONES, YOU WILL
BE GLAD I TOOK SUCH ACTION.



I'LL TAKE
YOUR THROATZ
OUT, YOU
DECEIVER!

YOU'RE
WORSE THAN
WINNOWILL!!



WE TRUSTED
YOU LIKE A
FATHER!

I KNOW... BUT YOU CAN DO NOTHING.
KILL ME, AND TENSAN WILL HURL
YOU BOTH TO THE GROUND! ONLY
I CAN FLY HIM.

BELIEVE ME,
CUTTER. WHAT
I DO IS FOR
THE BEST.

CONTROLLING HIS PANIC,
CUTTER TURNS AND SEES--



--TYLDAK! THE OTHERS
ARE OUT OF SENDING
RANGE, BUT HE ISN'T!

TYLDAK, GET
BACK TO THE
WOLFRIDERS!

TELL THEM
NOT TO FOLLOW!
SAY I ORDER
THEM TO STAY
IN THE WOODS!
HURRY!

UNABLE TO MATCH THE GIANT
BIRDS' SPEED, THE WINGED
ELF VEERS OFF AND HEADS
BACK TO BLUE MOUNTAIN.

Precipitation (rain or snow)

Precipitation chances are equal to the % of the sky that is covered. Roll 1D100 each day. If the result is equal to or less than the percentage of sky covered, rain falls.

Natural Damage

One source of damage to a character will be the weapons of his foes. How this damage affects the character is explained in the Elfbook. However, there are several natural hazards in the world which can serve to damage an elf besides weapons.

Asphyxiation

Asphyxiation damage results from drowning, smoke, poison gas, choking, or other situations where the character is cut off from oxygen.

If the character was not surprised, he can hold his breath the first melee round if his player succeeds with a roll of his character's CON times 10. (Remember, a roll of 96-00 is still a failure.) For each successive melee round, the CON roll is reduced by one multiple. Thus, on the second round the roll would be CON times 9, then CON times 8, and so forth.

On the tenth and following melee rounds, the player must make rolls of his character's CON as a percentage.

When any of these rolls are missed, the character takes damage to his total hit points at the end of each following melee round.

Damage per melee round depends on the substance inhaled. Water does 1D6. Smoke does 1D3, while dense smoke will do 1D6. Poison gas will do 1D6 plus its corrosive effect, if any.

If the character was surprised, a Luck roll (POW x 5 or less on 1D100) will determine whether he had taken a breath. If successful, then follow the above procedure. If unsuccessful, all CON rolls must be at his CON or less.

A character deliberately strangled must make a roll of his CON as a percentage each melee round or he will take 1D3 damage to his general hit points. He has no chance to hold his breath in this situation.

Falling

This damage is the sort taken by falling down a pit or cliff, or being tossed by a zwoot or elk.

A character takes 1D6 damage to a random hit location (use the Hit Location Table) for every three yards he falls. The maximum damage from a fall is 11D6. The entire damage done through the fall will apply both to the hit location and to the total hit points of the character. This is an exception to the rule that a limb may take only twice its hit points in damage.

Forward velocity is also counted in determining damage. A fall from a zwoot is in the 1-3 yards range (1D6), but being tossed from a zwoot converts it into the 3.1-6 yards range (i.e., 2D6).

The SIZ of the falling character is also counted in determining falling damage. If the character is under SIZ 5, he takes 1D6 less damage. For every 20 points of SIZ, or fraction over 20, add 1D6 to the damage done by a fall.

Gamemasters may make an adjustment for the relative softness of the area fallen upon. Although armor usually does not help against falling damage, there may be times that it does, and this should be decided upon by the gamemaster.

If a character falls on any stake or other pointed object at the bottom of a pit, then the falling damage counts as a damage bonus for the stake. Normal stake damage is 1D10+1, with the chance of hitting determined by the gamemaster in setting up the trap.

A falling character who makes a successful Jump skill roll can subtract 1D6 from damage done and specify which hit location he lands on.

A character will fall two yards after one strike rank, a total of twenty-one yards after two strike ranks, and a total of forty-eight yards after three strike ranks.

Fire

Fire will do damage to any hit location it contacts at the end of each full melee round the location is exposed to the fire. The number of hit locations affected is a function of the size of the fire. A torch will only affect one hit location, but if the character is tossed into the middle of a bonfire, all his locations will be affected.

Armor will subtract its protection points from this fire damage for one melee round only.

Clothing, hair, armor padding, and other material on the body of the character might catch on fire through contact with the flames. This must be settled on a case-by-case basis by the gamemaster. Metal weapons and armor are not destroyed by fire unless left in flames for several full turns, but they may be too hot to use, even if they are undamaged, when withdrawn.

A character dropped into the middle of a bonfire may also take Asphyxiation damage

Heat

Heat is measured in amounts of damage according to its effects.

The table below gives examples of important effects of heat.

Heat Effects Table

damage	effects
1	small fire; enough to ignite torch
1D6	moderate heat; enough to start a whole campfire, boil water
2D6	hot fire; as hot as steam, burning huts, bonfires; melts tin
3D6	melts lead
4D6	melts zinc
6D6	melts aluminum
8D6	melts bronze
9D6	melts silver
10D6	melts copper
13D6	melts rock and glass
14D6	melts nickel
15D6	melts iron

To figure damage from a heated object, find it on the table above. Boiling water will do 1D6 damage per melee round. Melted lead, however, will do 3D6 damage.

Poison

All poisons have a potency which is matched against the CON of a poisoned target. If the poison overcomes the target's CON, then its full potency is done as damage to that target's hit points. If the poison does not overcome the target CON, then it has a lessened effect – usually this means half the poison's potency as damage to the target hit points.

Poison damage is always applied to total hit points, not one hit location.

Poison damage is usually not received in the same melee round in which the target is poisoned. The delay before poison damage takes effect depends upon the poison. Unless otherwise specified by the gamemaster, the delay is 3 melee rounds.

If a target is the recipient of two doses of poison, he can resist against each one separately. Thus, two doses of a potency 10 poison are not the same as one dose of a potency 20 poison.

Antidotes

Almost all poisons have antidotes, and all antidotes have potency ratings. If a target imbibes a poison's antidote no more than a half hour before being poisoned, the antidote's potency is subtracted from the poison's potency before damage is figured.

At the gamemaster's option, an antidote for one type of poison may give a lessened benefit even when used against the wrong poison type.

An antidote taken after the poisoning is done will not help unless taken during the three melee round delay.

Disease and Infection

There are many plagues and afflictions to beset the inhabitants of the World of Two Moons. Whenever a character has been exposed to a disease, a roll must be attempted for his CON x 5 or less on 1D100. If that fails, a roll of his CON x 5 must be attempted again. Keep trying until a successful roll of the character's CON x 5 is made. Cross-index the number of times that the character's CON roll has failed with the following table.

Illness Severity Table

failures	degree of illness
0	none
1	mild: lose 1 point/week
2	acute: lose 1 point/day
3	serious: lose 1 point/hour
4	terminal: lose 1 point/minute

The diseases given herein cause their victim to lose a characteristic point at regular intervals of time. If the character fails at least one roll, the first point is lost when he initially contracts the disease.

After contracting a disease, the character must attempt another CON roll every interval as specified above. For example, a character with a mild disease would attempt a

CON roll once a week. If this CON roll is successful, the character is cured of his illness and loses no more characteristic points. This recovery CON roll is typically CON x 5, but may be CON x 4, CON x 3, CON x 2, or CON x 1, if the gamemaster judges that this particular case of the disease is particularly tenacious. Remember, the character loses one characteristic point when initially failing a CON roll for a disease.

A character must rest and be tended while recuperating from a disease. His recovery roll is lessened if he does not rest. The extent of this penalty is up to the gamemaster; if the recovery roll would ordinarily be CON x 5, it could be reduced to CON x 4 if the character was not in a shelter, it could drop to CON x 3 if the affected character were hiking in the wilderness, it would drop to CON x 2 if he engaged in strenuous activity such as combat, and could drop down to CON x 1 if he were actually injured.

Disease Types

Wasting Disease: muscle atrophy that affects STR. When a character's STR reaches 0, he dies.

Creeping Chills: chills and fever, that affects CON, ruining health. When a character's CON reaches 0, he dies.

Brain Fever: delirium, affects INT. When a character's INT reaches 0, he becomes a vegetable.

Soul Waste: a psychic disease that affects POW. When a character's POW reaches 0, he dies.

The Shakes: nerve ailment that affects DEX. When a character's DEX reaches 0, he becomes a shaking mass of random nerve impulses.

Infection: this has the effects of both Chills and Brain Fever. Unlike other diseases above, initial contact with the source – a wound from an animal bite or other septic condition – does not subtract a characteristic point automatically. Also, the ultimate level of effect is serious, a loss of one point per hour.

Treatment with whistling leaves (see the Flora and Fauna chapter) will cure the character if it is administered before either INT or CON is reduced to 3 or less. The character will regain a point of INT and CON each continuous day he rests after the treatment. Once he ceases resting, the rest of the characteristics cannot be regained in this manner.

Exposure, Hunger, and Thirst

For every day a character cannot eat or drink, he takes 1D3 damage directly to his hit points. If the hit points are reduced to 0 or less, he will die after that day is over. The gamemaster will decide just what constitutes the day being over, depending on the circumstances.

Damage to Inanimate Objects

People are not the only things to take damage in *Elfquest*. Inanimate objects, such as doors, chairs, walls, etc. are likely to get in the way of a blow or need to be battered down in order to free an imprisoned character.

Armor Points for Objects

An inanimate object is like a weapon or piece of armor. It has armor points which are also hit points. If the damage points received by the object exceed the armor points,

the hit points are reduced by the amount of damage in excess of the armor points. This in return reduces the armor points.

If an object is reduced to zero hit points by a character's attentions, it is totally destroyed, if it is smaller than or equal to man-sized. If it is larger, it simply has a human- (or elf-) sized hole in it.

In some cases, the armor points of an object would be equal to its SIZ, but this is not necessarily the case, as some heavy but soft objects would take less damage to destroy than a light but resilient object.

Armor Points of Objects Table

<i>object</i>	<i>armor points</i>
light wooden furniture	5
light wooden door	6
heavy wooden furniture	8
heavy wooden door	8
hut wall	6
fence rail	12
farmhouse wall (wood & plaster)	15
large rock	20
loose stone wall	20
adobe	25
wooden palisade	30

Results of Damage

An inanimate object attacked with a weapon will take all excess damage to its hit points, which will reduce its armor. If an object gets in the way of a blow because of the hit location rolled, it is considered to be attacked by the blow.

Parrying with Objects

An inanimate object used as a shield will take damage just as a shield does, losing one hit point, and therefore armor point, for every blow which exceeds the armor points of the object.

or pegasi. In fact, the world is gripped in an Ice Age like those of our own Earth, and the animals are reminiscent of the Pleistocene epoch, with the equivalents of saber-toothed tigers, mammoths, and large bears.

About Characteristics

Characteristics on the animals depicted below are read the same way they are for elves, humans, and trolls, except for INT and APP, in most cases.

INT (Intelligence)

INT is given as *fixed INT*, and is a measure of the animal's intelligence as a species compared to other species. It is a measure of its cunning and successful instincts. Intelligent creatures such as elves, Wave-Dancers, and humans also have instincts, but they can overcome them with reasoning. Animals do not have that option.

APP (Appearance)

All appearance scores are given on the basis of how humans and elves view the creature, not how it views another of the same species. Thus, some animals are always considered at least good-looking, while others are generally considered ugly, even though another of that species might consider a particular specimen quite appealing.

Damage Bonus

The derived characteristic of damage bonus is determined in the same way as it is for elves. For simplicity, a Damage Bonus Table is provided.

Damage Bonus Table

<i>STR + SIZ</i>	<i>damage bonus</i>
01-24	0
25-32	1D3
33-48	1D6
49-64	2D6
65-80	3D6
each +16 points	+1D6

For each animal, the normal damage of the natural weapon is given first, then the damage bonus which applies to that weapon. For instance, a Long-Tooth's claw does 1D6 damage, plus a 2D6 damage bonus, which is written as 1D6+2D6.

Bear

This bear, like the European brown bear, is a source of many legends and tales. It is larger than the American black bear, but not nearly as gigantic as the grizzly.

Bears hunt deer. They can be vicious or cowardly. Bears sleep in the winter, but it is not a true hibernation. At intervals, an overwintering bear will go forth to forage. Bears are solitary.

Statistics below are for male bears, which are likelier to turn rogue, and are more aggressive. Females have a SIZ and STR of 3D6+12 each.

Bear

<i>characteristics</i>	<i>average</i>	
STR 3D6+15	24-25	move: 7
CON 2D6+6	13	hit points: 19
SIZ 3D6+15	24-25	
INT 5	5	
POW 3D6	10-11	
DEX 3D6	10-11	
APP 3D6	10-11	

Flora and Fauna

The World of Two Moons is Earth-like in many ways. Like Earth, it lacks the truly fantastic creatures that populate many fantasy worlds; here are no dragons, or unicorns,

area	D20	points
right hind leg	01-02	3/7
left hind leg	03-04	3/7
hindquarters	05-09	3/9
forequarters	10-14	3/9
right foreleg	15-16	3/7
left foreleg	17-18	3/7
head	19-20	3/7

weapon	SR	attack%	damage
Bite	6	DEX x 4	1D6 + 2 + 2D6
Claw	6	DEX x 5	1D6 + 2D6

Notes: a bear may attack twice in a round, using either two claws or a claw and bite. The second attack will be on strike rank 9. He may use both attacks and still Dodge.

Armor: skin and fur worth 3 points of armor

Skills: Climb DEX x 3, Dodge DEX x 1, Jump DEX x 2, Perception POW x 3, Stealth DEX x 2, Swim DEX x 3

Bison

These resemble the North American bison, and travel in colossal herds, though they sometimes move alone or in small groups. They are strictly plains dwellers.

Bison

characteristics	average	
STR 4D6+24	38	move: 9
CON 3D6+9	19-20	hit points: 29
SIZ 4D6+24	38	
INT 4	4	
POW 3D6	10-11	
DEX 2D6	7	
APP 2D6	7	

area	D20	points
right hind leg	01-02	5/8
left hind leg	03-04	5/8
hindquarters	05-09	5/12
forequarters	10-14	5/12
right foreleg	15-16	5/8
left foreleg	17-18	5/8
head	19-20	5/10

weapon	SR	attack%	damage
Butt	7	DEX x 4	2D6 + 3D6
Trample	7	75	6D6 to downed foe only

Note: a bison cannot butt and trample in the same round. It must charge at least one strike rank to get its damage bonus in the butt attack.

Armor: 5 point skin

Skills: Perception POW x 3

Bloodworm

These are essentially gigantic 6-foot leeches. They live underwater, but can crawl on land for some distance. Even so, they only leave the water in moist environments (such as swamps). A given river might be known to be infested with these dread worms, and hence impassable.

Bloodworm

characteristics	average	
STR 3D6	10-11	move: 2/4 water
CON 2D6+6	13	hit points: 15
SIZ 3D6+6	16-17	
INT 1	1	
POW 3D3	6	
DEX 1D6	3-5	
APP 1D3	2	

area	D20	points
hindbody	01-06	2/5
midbody	07-14	2/6
forebody	15-20	2/5

weapon	SR	attack%	damage
Bite	8	STR x 4	1D6

Note: once a bloodworm strikes home, it will remain attached to its target and drain 1D6 STR from it each round until either the worm is killed or the target dies. The bite has no damage bonus. The attached bloodworm will hinder the victim by reducing all his skill percentages by its SIZ in percentiles until it is removed.

Armor: 2 point rubbery hide

Skills: Perception POW x 5, Swim DEX x 10

Bristle Boar

Similar to Earth's peccaries, these wild pigs live in the hills around Sorrow's End and in other, wilder, sections of the



continent. They are hunted by most predators, including elves, and can sometimes turn on their pursuers and do significant damage with their powerful tusks.

They are the main meat source for the elves of Sorrow's End.

Bristle Boar

characteristics	average	
STR 2D6+3	10	move: 5
CON 3D6	10-11	hit points: 8
SIZ 1D3+2	4	
INT 3	3	
POW 3D6	10-11	
DEX 2D6+6	13	
APP 1D6	3-4	

area	D20	points
right hind leg	01-02	1/3
left hind leg	03-04	1/3
hindquarters	05-09	1/4
forequarters	10-14	1/4
right foreleg	15-16	1/3
left foreleg	17-18	1/3
head	19-20	1/3

weapon	SR	attack%	damage
Tusk	9	DEX x 4	1D10
Knockdown	6	DEX x 4	knockdown

Notes: a bristle boar will attack on the run. Whether it hits or not, it will continue running unless it has knocked its victim over. If the victim is downed, it will stay and gore it.

Armor: 1 point skin

Skills: Climb DEX x 2, Dodge DEX x 5, Perception POW x 4, Stealth (DEX – SIZ) x 4, Swim DEX x 2

Crocodylian

These large saurians live in swamps and rivers. They are active predators, eating fish, snakes, and animals coming for drinking water.

Crocodylians are not social animals, but are often found in large numbers. Crocodylians are faster in the water than on land, and are likeliest to attack a victim in the water or close on the shore.

A moderately-sized reptile 3 yards long is described below.

Crocodylian

characteristics	average	
STR 4D6+12	26	move: 3/4 water
CON 3D6+8	18-19	hit points: 23
SIZ 4D6+12	26	
INT 3	3	
POW 3D6	10-11	
DEX 2D6	7	
APP 1D6	3-4	

area	D20	points
tail	01-03	5/8
right hind leg	04	5/6
left hind leg	05	5/6
hindquarters	06-09	5/10
forequarters	10-14	5/10
right foreleg	15	5/6
left foreleg	16	5/6
head	17-20	5/8

weapon	SR	attack%	damage
Bite	7	DEX x 7	1D10 + 2D6
Tail Lash	7	DEX x 5	2D6 + knockdown

Note: a crocodylian may use either tail lash or bite in combat, but not both simultaneously.

If the tail lash hits, the target must resist the crocodylian's STR with its STR + SIZ or be knocked down. Tail damage is equal to the crocodylian's damage bonus.

If a crocodylian bites a target in the water, it will hang on and spin around, twisting a hunk of the prey off to eat. This does damage equal to the crocodylian's damage bonus to the area struck each round. Armor will not help vs. this damage. This spinning attack will not work on land.

Armor: 5 point hide and bone armor

Skills: Perception POW x 3, Stealth DEX x 7, Swim DEX x 8

Deer

This deer is equivalent to the European red deer, and is somewhat larger than the American white-tailed deer. It is much larger than the other common European deer, the fallow deer.

All deer live on the fringes of forests and in brushy areas. They are easily frightened, shy, and wary. Occasionally a stag will attack an elf or human when cornered or during rutting season.

Deer live in small herds, consisting of either a number of does and fawns with one stag or a group of bachelor stags.

Does lack horns. Their SIZ and STR is 6 points lower than that of the males.

Deer

characteristics	average	
STR 2D6+6	13	move: 6
CON 3D6	10-11	hit points: 17
SIZ 3D6+12	22-23	
INT 4	4	
POW 2D6	7	
DEX 3D6+6	16-17	
APP 3D6	10-11	

area	D20	points
right hind leg	01-02	1/5
left hind leg	03-04	1/5
hindquarters	05-09	1/8
forequarters	10-14	1/8
right foreleg	15-16	1/5
left foreleg	17-18	1/5
head	19-20	1/6

weapon	SR	attack%	damage
Butt	5	DEX x 3	1D6 + 1D6

Armor: 1 point hide

Skills: Dodge DEX x 3, Jump DEX x 4, Perception POW x 2, Stealth DEX x 4

Dreamberry

These bush-grown berries are common to the forests of the World of Two Moons. The berry has a high (for a natural fruit) alcohol content at most times, particularly when it is ripe and fermenting on the bush.

Humans cannot eat dreamberries safely. A double-handful of dreamberries will produce a poison in the human system of 2D6 potency. In elves and trolls, the berries produce mild intoxication and hallucinations.

To determine the detrimental effects of dreamberries on the system, compare their potency of 2D6 against the CON of the user on the Resistance Table. This should be done with every double-handful of berries or swallow of dreamberry wine (which is brewed by the trolls).

If the CON of the user is overcome, he loses 10 percentiles from all percentile rolls he must make for the next hour, including percentile rolls based on his DEX, INT, CON, or whatever. He also loses 2 points of CON solely for use against the potency of the dreamberries for the next double-handful or swallow.

Pike, with a CON of 12, has swallowed a double handful of dreamberries which have a potency of 9. He has a 65% chance of resisting their influence, but his player rolls 79%. Pike loses 10% off of all his rolls, including his spear attack and parry percentages, and even including his INT x 5 roll to refrain from taking more. Since his INT is 10, his normal 50% Intelligence roll is reduced to 40 and the player rolls 63. Pike takes another double-handful of berries.

For the purpose of resisting the influence, Pike's CON is now 10, but his player rolls 37 and resists. However, since he is still reduced by 10 percentiles for his INT roll, that is failed again and Pike takes another double-handful. This time the CON roll is 82, and he loses another 10% and another 2 points of CON for resisting the intoxication. It is a familiar downhill slide for Pike.

Elk

These large grazers move in herds about the northern lands of the World of Two Moons. Mostly they are game animals, but the elf tribe of Go-Backs domesticate and ride them.

Elk

characteristics	average	
STR 3D6+16	26-27	move: 7
CON 2D6+6	13	hit points: 20
SIZ 2D6+20	27	
INT 4	4	
POW 3D6	10-11	
DEX 2D6+6	13	
APP 3D6	10-11	

area	D20	points
right hind leg	01-02	1/6
left hind leg	03-04	1/6
hindquarters	05-09	1/9
forequarters	10-14	1/9
right foreleg	15-16	1/6
left foreleg	17-18	1/6
head	19-20	1/7

weapon	SR	attack%	damage
Butt	6	DEX x 3	1D10 + 2D6
Kick	6	DEX x 3	2D6 + 2D6

Note: an elk will butt or kick, not both. If half the elk's STR is greater than the victim's SIZ, it will also toss the victim a number of yards after butting equal to the difference between half the elk's STR (drop fractions) and the victim's SIZ. The victim will take damage as from a fall of that length (see Natural Damage chapter).

The Go-Backs add metal points to the antlers of their elk, allowing them to impale with a Butt attack, doing 2D10 + 2D6 impaling damage.

Armor: 1 point hide

Skills: Dodge DEX x 2, Jump DEX x 2, Perception POW x 3, Stealth DEX x 1, Swim DEX x 3

Fin-Back

These monsters are leftovers from the equivalent of dinosaurs on the World of Two Moons. They are found in equatorial lands and sometimes in swamps in more temperate regions. Skywise once saw one while searching for healing plants for his blood-poisoned friend Cutter.

These creatures are like the duck-billed dinosaurs of Earth, except for the large fin down their back.

Herbivorous in nature, they herd together in large numbers in the southern swamps. The fin-backs found in more temperate regions are often rogue males driven from the herd by dominant males and they lead a lonely existence on what is, to them, the fringes of their society.

These creatures are so large and their skin so tough that they are often avoided rather than hunted by elves and men. Southern-dwelling human tribes find their eggs and young to be delicacies, however.

Fin-Back

characteristics	average	
STR 2D6+18	25	move: 6
CON 3D6	10-11	hit points: 21
SIZ 2D6+24	31	
INT 3	3	
POW 3D6	10-11	
DEX 1D6+6	9-10	
APP 1D6	3-4	

area	D20	points
tail	01-02	4/5
right hind leg	03-04	3/7
left hind leg	05-06	3/7
abdomen	07-11	3/8
chest	12-16	3/8
right foreleg	17	3/5
left foreleg	18	3/5
head	19-20	3/7

weapon	SR	Attack%	damage
Kick	6	DEX x 5	1D6 + 2D6
Bite	6	DEX x 5	1D10 + 2D3

Note: a fin-back may attack two different foes in the same melee round, but not the same foe. The second attack will come on strike rank 9.

Armor: 4 point skin

Skills: Jump DEX x 2, Perception POW x 3, Swim DEX x 5

Hawk, Giant

These are the giant bond-birds used by the Gliders of Blue Mountain. They are a rare breed, only known to the Gliders, and they reproduce slowly. When full-grown they can carry a man-sized creature for hundreds of miles without tiring.

Counting the bulk of their feathers, they are elephantine in height, though not, of course, in weight.

Giant Hawk

characteristics	average	
STR 3D6+12	22-23	move: 2 ground/8 flight
CON 3D6	10-11	hit points: 22
SIZ 4D6+20	33	
INT 3	3	
POW 3D6	10-11	
DEX 2D6+12	19	
APP 2D6+6	13	

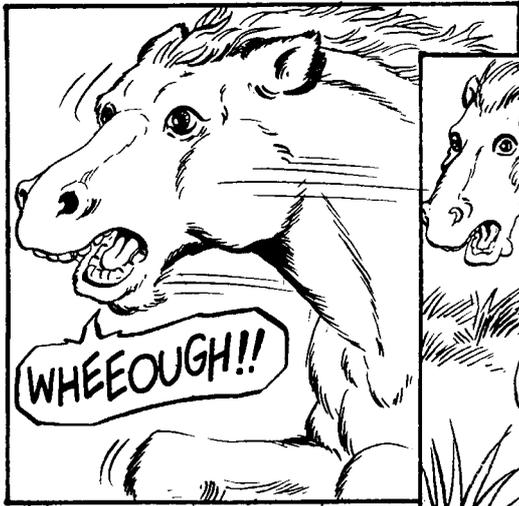
area	D20	points
right claw	01	2/5
left claw	02	2/5
body	03-07	2/7
right wing	08-12	2/6
left wing	13-17	2/6
head	18-20	2/6

weapon	SR	attack%	damage
Bite	6	DEX x 3	1D10
Claw	6	DEX x 4	1D6+2D6

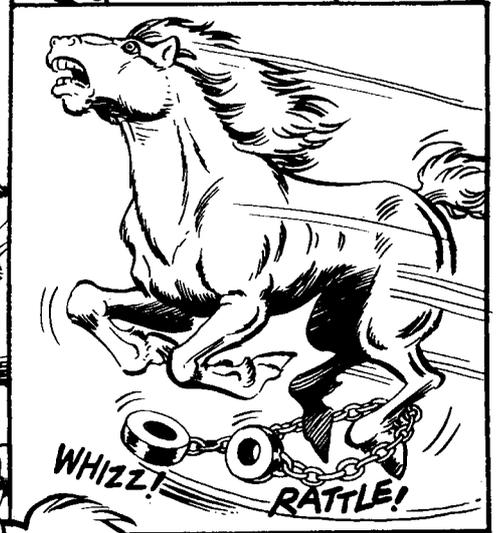
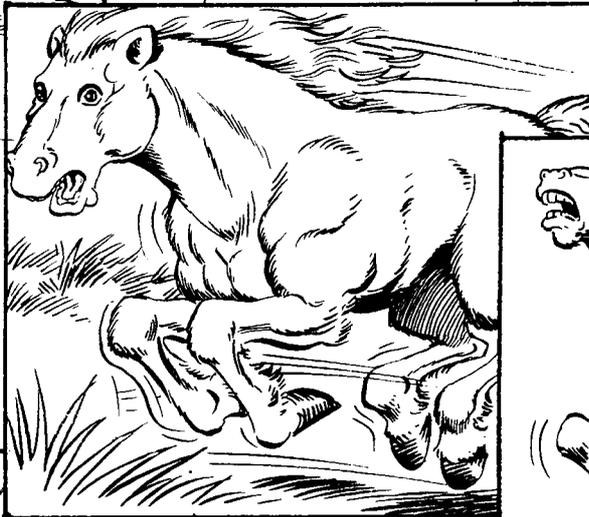
Notes: a hawk may either Bite or Claw in one melee round, not both. It may only Dodge while in the air.

Armor: 2 point feathers

Skills: Dodge DEX x 2, Communication INT x 3 (9%), Manipulation DEX, Perception POW x 3, Stealth DEX x 1

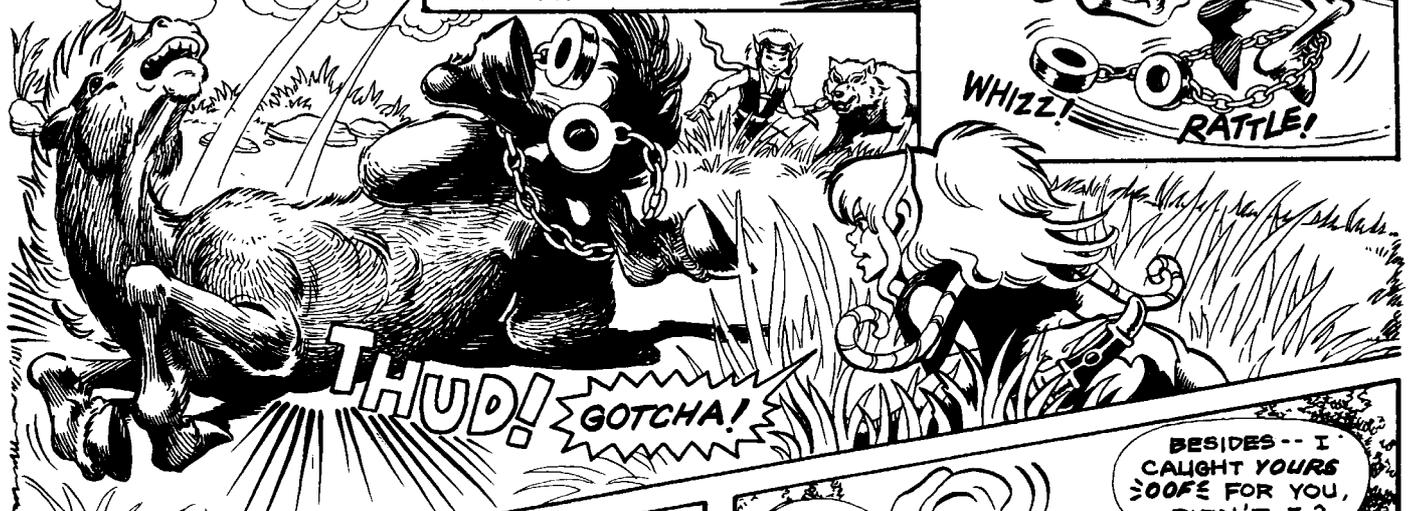


WHEEOUGH!!



WHIZZ!

RATTLE!



THUD! GOTCHA!



ANYTHING BROKEN THIS TIME, GUTTER?

NOPE! ALL IN ONE PIECE!

PICKNOSE'S ANKLE CHAINS MAKE HANDY ANIMAL CATCHERS!

WELL... YOUR FIRST TRY WASN'T SUCH A SUCCESS!

ALL RIGHT, SO I BROKE THE LITTLE BEAST'S NECK!



BESIDES -- I CAUGHT YOURS SOOFE FOR YOU, DIDN'T I?

WE HAD TO -- EAT -- ANYWAY -- UNH:!

SETTLE DOWN, GRASS EATER!

YOU'RE MINE!

Long-Tooth

These solitary big cats, similar to saber-toothed tigers, live in jungles and grassy areas, also surviving well in cold climates. Long-tooths hunt by ambush, and are intelligent enough not to attack clearly dangerous foes.

Long-Tooth

<i>characteristics</i>	<i>average</i>	
STR 5D6+12	29-30	move: 8
CON 3D6+3	13-14	hit points: 20
SIZ 4D6+12	26	
INT 5	5	
POW 3D6	10-11	
DEX 3D6+6	16-17	
APP 2D6+6	13	

<i>area</i>	<i>D20</i>	<i>points</i>
right hind leg	01-02	2/7
left hind leg	03-04	2/7
hindquarters	05-09	2/9
forequarters	10-14	2/9
right foreleg	15-16	2/7
left foreleg	17-18	2/7
head	19-20	2/7

<i>weapon</i>	<i>SR</i>	<i>attack%</i>	<i>damage</i>
Bite	8	DEX x 3	1D10 + 2D6
Claw	5	DEX x 4	1D6+2D6
Rip	5	DEX x 5	2D6+2D6

Note: a long-tooth gets two claw attacks simultaneously and one bite three strike ranks later each round. If both claws hit, the long-tooth will hang on and rip with its hind claws on strike rank 5 of the next round, while continuing to bite on strike rank 8.

Due to the cat's long canine teeth, the bite can impale.

Armor: 2 point skin

Skills: Climb DEX x 3, Dodge DEX x 3, Jump DEX x 4, Perception POW x 3, Stealth DEX x 4, Swim DEX x 1

Mad Horn

These mainly solitary pachyderms, similar to a woolly rhinoceros, live in much the same places as do serpent noses. They are short-sighted and ill-tempered — good animals to avoid.

Mad Horn

<i>characteristics</i>	<i>average</i>	
STR 4D6+30	44	move: 8
CON 2D6+25	32	hit points: 38
SIZ 4D6+30	44	
INT 4	4	
POW 3D6	10-11	
DEX 2D6	7	
APP 2D6	7	

<i>area</i>	<i>D20</i>	<i>points</i>
right hind leg	01-02	8/13
left hind leg	03-04	8/13
hindquarters	05-09	8/16
forequarters	10-14	8/16
right foreleg	15-16	8/13
left foreleg	17-18	8/13
head	19-20	8/13

<i>weapon</i>	<i>SR</i>	<i>attack%</i>	<i>damage</i>
Butt	7	DEX x 2	1D10 + 4D6
Bite	7	DEX x 3	1D10
Trample	7	50%	8D6 to downed foe only

Note: the mad horn may use one attack mode in a round. It may only use its damage bonus in the butt attack if it can charge for at least one strike rank.

Armor: 8 point hide

Skills: Perception POW x 1, Swim DEX x 2

No-Hump

These plains wanderers are like the direct ancestors of the Earth horse. They have already developed all the characteristics of the horse, such as the ungulate foot, but are still smaller than modern horses. They have not been domesticated on any scale, and are generally considered meat animals.

No-Hump

<i>characteristics</i>	<i>average</i>	
STR 2D6+14	21	move: 8
CON 3D6	10-11	hit points: 16
SIZ 2D6+14	21	
INT 4	4	
POW 3D6	10-11	
DEX 2D6+6	13	
APP 3D6	10-11	

<i>area</i>	<i>D20</i>	<i>points</i>
right hind leg	01-02	1/5
left hind leg	03-04	1/5
hindquarters	05-09	1/8
forequarters	10-14	1/8
right foreleg	15-16	1/5
left foreleg	17-18	1/5
head	19-20	1/6

<i>weapon</i>	<i>SR</i>	<i>attack%</i>	<i>damage</i>
Kick	6	DEX x 3	1D6+1D6
Bite	6	DEX x 3	1D6

Note: a no-hump will either kick or bite in one melee round, not both.

Armor: 1 point hide

Skills: Dodge DEX x 1, Jump DEX x 3, Perception POW x 3, Stealth DEX x 2, Swim DEX x 3

Puckernut

These nuts are commonly found in the forests of the World of Two Moons. They are nutritious to elf and man, but have a sour taste which puckers up the mouth.

The name is often used as an expletive by those confronted by a situation which leaves a bad taste in the mouth.

Serpent-Nose

Serpent-noses are similar to Earthly mammoths. They are furred, and can survive a cold clime. They roam alone or in small herds over the northern icy plains of the World of Two Moons. Serpent-noses are quite intelligent and learn quickly: a reason for dreading rogues.

These giant herbivores eat pine needles and other alpine herbiage. They are doubtless preyed upon by cold-dwelling humans, ice trolls, and perhaps even Go-Backs.

Serpent-Nose

<i>characteristics</i>	<i>average</i>	
STR 6D6+30	51	move: 6
CON 3D6+20	30-31	hit points: 46
SIZ 6D6+40	61	
INT 5	5	
POW 2D6+6	13	
DEX 3D6	10-11	
APP 3D6	10-11	

area	D20	points
right hind leg	01-02	5/16
left hind leg	03-04	5/16
hindquarters	05-08	5/20
forequarters	09-12	5/20
right foreleg	13-14	5/16
left fore leg	15-16	5/16
trunk	17	2/12
head	18-20	5/16

weapon	SR	attack%	damage
Trunk	6	DEX x 5	grapple
Trample	6	50	10D6 on downed foe only
Tusk	6	DEX x 3	1D10 + 5D6

Note: a serpent-nose can attack once each melee round. If the trunk grapples, the victim may only escape by matching its STR vs. 1/2 the serpent-nose's STR. The serpent-nose may hold the victim and kneel on him (taking an extra melee round to do so), doing automatic trample damage. Or, it may try to impale the grappled victim on one of its tusks, doing automatic tusk damage the round after it grapples. Or, it may simply toss the victim away a distance equal to half the serpent-nose's STR minus the target's SIZ, in meters.

Armor: 5 point thick skin, except on trunk, with 2-point skin

Skills: Perception POW x 3, Swim DEX x 3

Shell-Back

Similar to Earth's glyptodonts, shell-backs are large shelled mammals somewhat reminiscent of armadillos. They are strict herbivores and very unaggressive, probably because of their near-invulnerability. They have a turtle-like shell over their entire back, with a cap on their head, and an armored tail, sometimes equipped with a spiked ball. They are related to the ground sloths, and are also mostly solitary.

Shell-Back

characteristics	average	
STR 3D6+12	22-23	move: 2
CON 3D6+6	16-17	hit points: 21
SIZ 4D6+12	26	
INT 3	3	
POW 1D6+6	9-10	
DEX 1D6+3	6-7	
APP 2D6	7	

area	D20	points
tail	01-02	10/7
right hind leg	03	6/6
left hind leg	04	6/6
hindquarters	05-10	20/9
forequarters	11-16	20/9
right foreleg	17	6/6
left foreleg	18	6/6
head	19-20	10/7

weapon	SR	attack%	damage
Tail Club	7	DEX x 3	2D10 + 2D6

Armor: 20-point shell on body, 6-point skin and bone on limbs, 10-point shell on head and tail. A shell-back may pull its limbs under its shell and wait for an attacker to go away, just as can a box tortoise.

Skills: Perception POW x 2

Snake, Giant

These gigantic constrictors live in jungles and rain forests. Some are water snakes, some live and hunt in trees, and some are ground dwellers. Statistics are given here for constrictors about 8 yards long — potential elf eaters.

Giant Snake

characteristics	average	
STR 3D6+24	34-35	move: 2
CON 3D6+18	28-29	hit points: 28-29
SIZ 3D6+18	28-29	
INT 2	2	
POW 2D6+6	13	
DEX 2D6+6	13	
APP 2D6	13	

area	D20	points
tail	01-06	3/10
body	07-14	3/12
head	15-20	3/10

weapon	SR	attack%	damage
Bite	6	DEX x 5	1D6 + 2D3
Constrict	6	DEX x 5	2D6

Note: a constrictor can attack the same target with bite and constriction simultaneously.

Only half normal damage bonus applies to the bite attack.

If the constriction attack hits, then the victim is wrapped in the serpent's coils. If the victim makes a luck roll (POW x 5 or less on 1D100), he may have a weapon arm free to strike with. He can speak, but cannot yell or shout. Each round of constriction does 2D6 damage to the victim's total hit points — chest (or forequarters) armor counts against this damage.

No matter how much armor the victim has, he will begin suffocating immediately when the constrictor engulfs him. Begin at once with CON x 10 rolls and proceed from there as per normal asphyxiation rules.

The victim can free himself by successfully matching his STR vs. the constrictor's STR.

Armor: 3 point skin

Skills: Climb DEX x 4, Perception POW x 2, Stealth DEX x 4, Swim DEX x 2

Spider, Giant

There are thousands of types of spiders. The giant variety shown here is a web-spinner, which hunts by spreading its web over likely areas. When prey runs under the web, the spider races to the spot and spews more webbing over it.

The spider may drape its web over a trail, using a single wall of webbing closing off the trail. When prey comes down the road, the spider drops a sheet over it. Another tactic is to silently wall off a clearing in which a party of elves or humans sleeps. Spider webbing is not flammable, though heat will shrivel it. The webbing acts as an area net attack with a strength equal to the spider's POW.

Giant Spider

characteristics	average	
STR 3D6+12	22-23	move: 2/3 on web
CON 3D6+6	16-17	hit points: 22
SIZ 4D6+12	26	
INT 8	8	
POW 3D6	10-11	
DEX 2D6+9	16	
APP 1D6	3-4	

area	D20	points
right hind leg	01	4/4
left hind leg	02	4/4
right hind-mid leg	03	4/4
left hind-mid leg	04	4/4
abdomen	05-11	4/10
right front-mid leg	12	4/4
left front-mid leg	13	4/4
right front leg	14	4/4
left front leg	15	4/4
head	16-20	4/10

weapon	SR	attack%	damage
Bite	5	DEX x 4	1D6 + 2D6 + venom
Webbing	2	DEX x 4	entangles with STR equal to spider's POW

Note: a spider may either bite or spin web in a round. It may not do both.

The bite injects a poison with a potency equal to the spider's CON.

The web covers an area 3 x 3 yards across, entangling everyone present. Those stuck are immobilized and cannot attack, parry, or dodge, until they break free of the web by successfully matching their STR vs. the web's STR, trying once a round. If more than a single layer of web covers a victim, he must break through each separately.

Armor: 4 point chitin

Skills: Climb DEX x 5, Dodge DEX x 2, Jump DEX x 3, Perception POW x 3, Stealth DEX x 4

Sting-Tail

These are small scorpion-like inhabitants of the desert. They feed on beetles, small lizards, and normally emerge

potency exceeds the victim's hit points, the victim will die within a day.

Sting-Tail

characteristics	average
POW 2D6	7
DEX 2D6+6	13

weapon	SR	attack%	damage
Sting	9	75%	1D3 * + poison

* damage counts only for purposes of penetrating armor, if any.

Strangleweed

This peculiar plant, possibly introduced by the elves, is a mutant, like the result of a pocket of bad magic. Its unnatural ability to twist and move marks it as a newcomer to this planet.

Strangleweed normally lies near the ground. When someone steps or lays on it, the weed will lie quiescent for a second or two, then strike, wrapping its tendrils about its prey and holding it down until it dies, presumably then providing fertilizer for the plant.

Strangleweed is found in forests and is known to the Wolfriders. Because it intertwines itself among other plant forms, someone looking for it must make both a Plant Lore and a Perception roll to find it.

Strangleweed

characteristics	average	
STR 4D6	14	move: 0
CON n/a		hit points: n/a
SIZ 2D6/yard ground covered		
INT 1	1	
POW 2D6	7	
DEX 1D6+6	9-10	
APP 3D6	10-11	

weapon	SR	attack%	damage
Tangle	10	50%	asphyxiation

Note: a victim held and choked by the strangelweed undergoes normal asphyxiation rules until dead.

Strangleweed has 1D6 vines per square yard of area and can strangle a number of victims simultaneously. Anyone near enough to the strangelweed to strike at it can be grabbed by it.

A victim can be gripped by more than one vine. This does not increase the rate at which he strangles, but does make it harder to cut him free.

Special: strangelweed vines can be hit automatically by anyone within reach, including those gripped by the vine. Match the damage rolled vs. the vine's STR. If the damage overcomes the vine's STR, it is severed. Otherwise, it continues to grip and strangle the victim.

Non-edged weapons cannot cut the vine at all, and edged missiles do only 1/2 damage for purposes of cutting the vine. Strangleweed cannot be impaled, and impaling blows do only normal damage. Critical hits with edged weapons automatically sever the vine.

A weaponless individual can try to pull the vines off with his bare hands. The vines are quite tough, and to succeed in this, the victim must match his STR vs. the weed's STR. A normal success will negate the vine's asphyxiation for that round but will not pull off the vines; a special success will pull off the vines intact; and a critical success will break them off.

An animal might bite and claw to release itself. Hooves and horns, however, are useless.

Strangleweed is very resistant to flames. It takes quite an intense fire to start it blazing: more than is available from an ordinary torch.

-- AS THE POISONOUS CREATURE CLAMBERS ONTO HER SANDAL!



only at night. With daybreak, they crawl into narrow spaces (such as empty boots) to hide.

Statistics are fairly meaningless for such creatures. They can sting those stepping on them or those they crawl upon. They have 1 hit point.

Because of their small size, subtract 40 percentiles from anyone's chance to strike a sting-tail.

If someone is stung by one of these arachnids, a poison with a potency of 1D20 is injected into his body. This poison begins to act within a few minutes, and if the

Sword-Foot

These fast, bipedal, pack-running dinosaurs are about 8 feet from snout to the tip of their balancing tail. They are clever and vicious predators, and quite intelligent for dinosaurs. In attacking, they will grasp their prey with their forelegs and slash enthusiastically with their scimitar-like hindclaws.

Sword-feet feed on anything that won't eat them first. Like the fin-backs, they primarily live in the hotter equatorial regions, and have little reason to enter the temperate zones. No elf has ever seen one.

They always attack on the run, using their forelegs to grasp a target. If they miss, they continue on and turn to make another pass. If they hit, they hold on and bite the next melee round, then slash their prey with their hind claw.

When the prey is dead, it will immediately carry its prey off if it is small enough to hold and run with (SIZ no greater than 1/2 the sword-foot's STR). Otherwise, it will drop it and attack another target within the immediate area, continuing until nothing but sword-feet are left alive. Then the entire pack eats.

Sword-Foot

<i>characteristics</i>	<i>average</i>	
STR 2D6+12	12	move: 8
CON 2D6+6	13	hit points: 14
SIZ 2D6+8	15	
INT 4	4	
POW 3D6	10-11	
DEX 1D6+12	15-16	
APP 1D3	2	

<i>area</i>	<i>D20</i>	<i>points</i>
tail	01-02	3/5
right leg	03-05	3/5
left leg	06-08	3/5
abdomen	09-11	3/6
chest	12-15	3/6
right claw	16	3/4
left claw	17	3/4
head	18-20	3/5

<i>weapon</i>	<i>SR</i>	<i>attack%</i>	<i>damage</i>
Foreclaw	6	DEX x 5	1D6 plus grabs victim
Bite	6	DEX x 4	1D10 + 1D6
Hindclaw	9	DEX x 6	2D6+1D6

Armor: 3 point scales

Skills: Climb DEX x 2, Dodge DEX x 2, Jump DEX x 5, Perception POW x 3

Tree-Grazers

Tree-grazers are large, rather ground-sloth-like herbivores. They have thick tails, used as rests when standing upright, and clumsy-looking clawed feet. They move with a swaying, lumbering gait. Their hair is long and coarse. They are not remarkably intelligent.

They feed by pulling down branches with their foreclaws and stripping off the leaves with their two-foot-long tongues. They are not aggressive nor considered dangerous, but will defend themselves in emergencies, swinging their sickle-like foreclaws in deadly arcs.

Tree-grazers have few natural enemies. Their size and wicked claws discourage all but the most desperate or largest predators. They have a very thick armor composed of three parts: thick, coarse, hair; tough, insensitive, skin;

and hundreds of bony nodules set just beneath the epidermis.

There are several types of tree-grazers, ranging from tiny species only a yard or two long to twenty-foot mega-theres. All have about the same thickness of armor — though the smaller tree-grazers have thinner skin and hair, they have a denser profusion of bone nodules.

Tree-grazers travel either alone or in tiny family groups. The tree-grazer given below is about twelve feet in length; a moderately large individual.

Tree-Grazer

<i>characteristics</i>	<i>average</i>	
STR 6D6+20	41	move: 3
CON 3D6+15	25-26	hit points: 34
SIZ 6D6+20	41	
INT 3	3	
POW 1D6+6	9-10	
DEX 3D6	10-11	
APP 2D6	7	

<i>area</i>	<i>D20</i>	<i>points</i>
tail	01	8/9
right hind leg	02-03	8/12
left hind leg	04-05	8/12
abdomen	06-09	8/15
chest	10-14	8/15
right foreleg	15-16	8/12
left foreleg	17-18	8/12
head	19-20	8/12

<i>weapon</i>	<i>SR</i>	<i>attack%</i>	<i>damage</i>
Claw	6	DEX x 3	2D6 + 4D6
Claw	9	DEX x 2	2D6 + 4D6

Note: a tree-grazer can attack with both claws in the same round, striking 3 strike ranks apart. It cannot Dodge.

Because of its mode of fighting, in rounds that it moves, it can only attack with one claw. Thus, a tree-grazer usually defends itself by sitting in a single spot, waving its claws threateningly, daring all comers.

Armor: 8 point skin, hair, and bone.

Skills: Climb DEX x 2, Perception POW x 2, Swim DEX x 3

Treeweew

This omnivorous animal, similar to an Earthly tarsier, is a small tree-dwelling primate. It is nocturnal and is remarkable for its big eyes, large ears, and spatulate fingers. It is sometimes hunted for food by forest-dwelling elves, but is more often the prey of large snakes and small cats.

Among elves, treeweews have a reputation for being stupid and silly-looking.

Treeweew

<i>characteristics</i>	<i>average</i>	
STR 1D6	3-4	move: 2 ground/5 trees
CON 2D6	7	hit points: 5
SIZ 1D3	2	
INT 5	5	
POW 2D6	7	
DEX 2D6+8	15	
APP 2D6	7	

<i>area</i>	<i>D20</i>	<i>points</i>
right leg	01-03	0/2
left leg	04-06	0/2
torso	07-14	0/3
right arm	15-16	0/2
left arm	17-18	0/2
head	19-20	0/3

weapon **SR** **attack%** **damage**
 Bite 9 DEX x 5 1D3 + chance of infection
Skills: Climb DEX x 6, Dodge DEX x 4, Jump DEX x 6, Manipulation DEX x 3, Perception POW x 5, Stealth DEX x 5

Armor: 2 point skin and blubber
Skills: Communication INT + DEX + APP, Dodge DEX x 5, Jump DEX x 5, Perception (INT + POW) x 2, Stealth (in water) DEX x 3, Swim (STR + DEX) x 4

Wave-Dancer

These are physically identical to Earth dolphins. They are the creatures partnered by the Sea Elves and the relation-

Whistling Leaves

This exotic plant gets its name from the holes in the leaves which make a whistling sound when struck by a breeze.



ship is even more of a true partnership than that of wolf-rider and wolf, since the wave-dancers are fully intelligent.

Most wave-dancers have no particular relationship with any sea-elves, though all seem to know about and respect them.

Wave-dancers are quite gregarious, and are always found in groups.

Wave-Dancer

<i>characteristics</i>	<i>average</i>	
STR 3D6+12	22-23	move: 5 swim
CON 2D6+6	13	hit points: 18
SIZ 3D6+12	22-23	
INT 3D6	10-11	
POW 3D6	10-11	
DEX 2D6+6	13	
APP 3D6	10-11	

<i>area</i>	<i>D20</i>	<i>points</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

weapon	SR	attack%	damage
Ram	6	DEX x 5	2D6 + 1D6

Note: wave-dancers always attack on the run, so they do not get the benefit of their dodge while attacking. Their tactic is to have some wave-dancers distract a foe with Dodging actions while others attack to ram.

The plant is normally found in marshy areas and is fairly rare. If someone with Plant Lore or Healing Lore is searching for the plant, he will have to make his Plant Lore roll to know where to look and a successful Perception roll to find it.

A successful Healing Lore roll will tell the user how to prepare the plant as a diuretic, capable of purging diseases of the blood out of the body.

Wolf

These wolves include those befriended by the Wolfriders. They are larger and smarter than their Earth equivalents. These giant wolves hunt in packs ranging from under a dozen individuals up to forty or more. If too many wolves are killed or wounded in a fight, the pack will slink off, unless starved or accompanied by their Wolfrider comrades.

If a wolf is not bonded to a Wolfrider it will not associate with those that are. Only wolves who are descended from the members of the pack that first allied itself to the Wolfriders will bond with them.

Wolves fight and hunt cooperatively. Several wolves may all attack the same target, ensuring that most of them will not be parried or dodged. One or two large wolves may attempt knockdown attempts – when a target falls over, a bunch of wolves rush over to him to worry him while down.

When hunting, some wolves will push themselves at accelerated pace to force the quarry to run at accelerated

pace. However, when the first wolves are tired, they will fade back and let fresher wolves replace them, eventually wearing the quarry down.

Wolves bonded to elves share an empathy with their companions. Wolfriders can Send directly to any wolf, but a wolf-friend can not Send in return. All wolves of the pack consider all elves of the tribe their pack brothers and will carry and assist them if asked.

Wolf

characteristics	average	
STR 2D6+12	19	move: 7
CON 2D6+6	13	hit points: 14
SIZ 2D6+8	15	age: 1D3 x 1D10
INT 6	6	
POW 3D6	10-11	
DEX 2D6+10	17	
APP 3D6	10-11	

area	D20	points
right hind leg	01-02	2/4
left hind leg	03-04	2/4
hindquarters	05-09	2/6
forequarters	10-14	2/6
right foreleg	15-16	2/4
left foreleg	17-18	2/4
head	19-20	2/5

weapon	SR	attack%	damage
Bite	7	DEX x 4	1D6 + 1D6
Knockdown	5	DEX x 5	knockdown

Note: these wolves can learn from experience. The numbers given above and under Skills, below, can be expected from a newly adult wolf (about two years old). Wolves between three and five years can add 10% to all skills; those between five and fifteen years add 20%, and those older than 15 add 30%.

Wolves bonded to player-character elves should make experience gain rolls, just as their riders do. They have no experience bonus.

Armor: 2 point fur

Skills: Climb DEX x 2, Communication INT x 5 (30%), Dodge DEX x 4, Jump DEX x 5, Perception POW x 5, Stealth DEX x 5, Swim DEX x 3

Zwoot

Zwoots are found in the southern desert and, like the camel of Earth, store food in a hump. Unlike the camel, the zwoot's hump is forward on the body above the shoulders, rather than in the midback region. They panic easily, but once domesticated they make amiable beasts of burden.

Zwoot

characteristics	average	
STR 4D6+20	34	move: 8
CON 3D6	10-11	hit points: 23
SIZ 4D6+20	34	
INT 3	3	
POW 2D6+3	10	
DEX 3D6	10-11	
APP 2D6	7	

area	D20	points
right hind leg	01-02	1/6
left hind leg	03-04	1/6
hindquarters	05-09	1/10
forequarters	10-14	1/10
right foreleg	15-16	1/6
left foreleg	17-18	1/6
head	19-20	1/8

weapon	SR	attack%	damage
Kick	6	DEX x 3	1D6 + 3D6
Bite	6	DEX x 2	1D10 + 3D3

Note: a zwoot will either bite or kick in one melee round, not both. The bite gets the benefit of half their normal damage bonus.

Armor: 1 point hide

Skills: Climb DEX x 1, Jump DEX x 3, Perception POW x 2, Stealth DEX x 1, Swim DEX x 1

Scenarios

The following three scenarios are meant to help the game-master and show him how to run an *Elfquest* campaign.

Summary of the Scenario: provides a quick synopsis of the expected course of the scenario and what it is supposed to accomplish.

Player Information: is the information given to the players to set the scene as they start the scenario. It involves the situation as the players' elves perceive it. More information for the players will be in the gamemaster information, but that must be revealed as the player-character elves discover it in the course of play.

Gamemaster Information: this is information for the gamemaster, only to be revealed to the players when their characters come across it. It includes the real situation, statistics for the non-player-characters encountered, maps, and descriptions of needed skill rolls for players to make during the course of the action.

SCENARIO ONE

The Rescue

"O Gotara, Eternal Spirit, guardian of all things born unto this land – Behold! We have captured another demon-spawn of the Evil Ones.

"Accept his blood in sacrifice mighty Gotara! We avenge the corruption of our land!" [Elfquest 1]

Summary of Scenario

The Wolfriders find that one of their number has been caught by the primitive human tribe which lurks on the edges of their woods. They must rescue their friend before dawn, or he will become the humans' sacrifice.

Player Information:

You are a band of elven hunters who have picked up a plea for help from Sharspear, one of your fellow hunters. Sharspear was caught unawares by humans. They have tied him to a rock adorned with the skulls of previous elf victims.

The humans seem to be working themselves up to killing him. As far as he can tell with his faint understanding of human language, the deed is to be done at dawn.

There is no time to contact the rest of the tribe and get the chief's counsel. Dawn is fast approaching.

As you near the sacrifice site, you see it is a part of the plain which intrudes into the forest, not far from the human's village. The rock your friend is tied to has obviously been an object of great ceremonial significance to the human tribe for centuries.

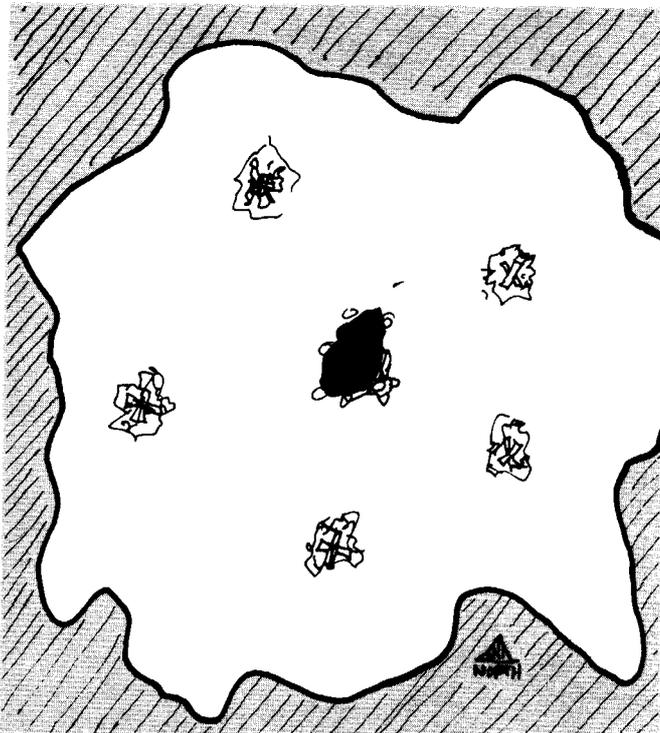
There are about two eighths of humans in the clearing, evenly divided between male and female. Your elf friend is tied spreadeagled to a tall rock in the center of the clearing. Your ears can pick up his moans. He is obviously alive, but unable to help himself in any way. There are many wounds on his body.

You have one hour until dawn. You know that your chief would want to get the captive out, rather than just slaughter humans. You should rescue Sharpshooter and run. Don't attack unless you are attacked.

Gamemaster Information

This is a replay of the rescue of Redlance which took place in the first Elfquest book. This scenario is meant to acquaint the players with the combat and skill rules.

The sacrifice will take place at dawn. There are 20 humans in the clearing, ten men and ten women. One of



the men is an elderly shaman. He is standing near the rock, calling upon Gotara to accept the sacrifice of this forest demon.

There are several large bonfires around the clearing to provide light and keep the terrors of the night at bay.

Wolfriders can approach close to the clearing since the humans have not been keeping the brush back.

The humans' attention seems to be completely devoted to watching the captive on the rock, and dancing around him. Between the fires and their inattention, no human will see the rescuers until they enter the clearing. If the rescuers enter surreptitiously, making successful Stealth rolls, the humans have a universal Perception ability of 65% from which to subtract the elves' Stealth ability.

It is unlikely the elves will be seen until they choose to be. They cannot approach the rock without being seen. If they are seen while sneaking up on the humans, the shaman will order his helper to sacrifice the elf immediately.

Cutting the rope that holds the captive will take four damage points from an edged weapon. The henchman will try to kill the captive first if he has the chance. Since the prisoner is helpless and unaware of the blow, the henchman has a 40% add to his normal chances of hitting shown below.

Shaman of Gotara

characteristics

STR	9	move: 3 yards
CON	12	hit points: 14
SIZ	16	
INT	15	
POW	16	
DEX	16	
APP	9	

<i>area</i>	<i>D20</i>	<i>points</i>
right leg	01-03	0/5
left leg	04-06	0/5
abdomen	07-10	0/5
chest	11-15	0/6
right arm	16-17	0/4
left arm	18-19	0/4
head	20	0/5

<i>weapon</i>	<i>SR</i>	<i>attack%</i>	<i>damage</i>	<i>parry%</i>	<i>pts</i>
Stone Dagger	6	75%	1D3+1+1D3	50%	4

Armor: none

Tribesmen

characteristics

STR	15	move: 3 yards
CON	16	hit points: 16
SIZ	16	Armor: 1 point leather skirt
INT	10	Skill: Perception 65%
POW	10	
DEX	14	
APP	11	

<i>weapon</i>	<i>SR</i>	<i>attack%</i>	<i>damage</i>	<i>parry%</i>	<i>pts</i>
Spear	5	45%	1D6 + 1D3	45%	10
Knife	6	35%	1D3+1+1D3	35%	4

Tribesman One

hit points: 16	<i>area</i>	<i>D20</i>	<i>points</i>
spear: 10	right leg	01-03	0/6
knife: 4	left leg	04-06	0/6
	abdomen	07-10	1/6
	chest	11-15	0/8
	right arm	16-17	0/5
	left arm	18-19	0/5
	head	20	0/6

Tribesman Two

	<i>area</i>	<i>D20</i>	<i>points</i>
hit points: 16	right leg	01-03	0/6
spear: 10	left leg	04-06	0/6
knife: 4	abdomen	07-10	1/6
	chest	11-15	0/8
	right arm	16-17	0/5
	left arm	18-19	0/5
	head	20	0/6

Tribesman Three

	<i>area</i>	<i>D20</i>	<i>points</i>
hit points: 16	right leg	01-03	0/6
spear: 10	left leg	04-06	0/6
knife: 4	abdomen	07-10	1/6
	chest	11-15	0/8
	right arm	16-17	0/5
	left arm	18-19	0/5
	head	20	0/6

Tribesman Four

	<i>area</i>	<i>D20</i>	<i>points</i>
hit points: 16	right leg	01-03	0/6
spear: 10	left leg	04-06	0/6
knife: 4	abdomen	07-10	1/6
	chest	11-15	0/8
	right arm	16-17	0/5
	left arm	18-19	0/5
	head	20	0/6

Tribesman Five

	<i>area</i>	<i>D20</i>	<i>points</i>
hit points: 16	right leg	01-03	0/6
spear: 10	left leg	04-06	0/6
knife: 4	abdomen	07-10	1/6
	chest	11-15	0/8
	right arm	16-17	0/5
	left arm	18-19	0/5
	head	20	0/6

Tribesman Six

	<i>area</i>	<i>D20</i>	<i>points</i>
hit points: 16	right leg	01-03	0/6
spear: 10	left leg	04-06	0/6
knife: 4	abdomen	07-10	1/6
	chest	11-15	0/8
	right arm	16-17	0/5
	left arm	18-19	0/5
	head	20	0/6

Tribesman Seven

	<i>area</i>	<i>D20</i>	<i>points</i>
hit points: 16	right leg	01-03	0/6
spear: 10	left leg	04-06	0/6
knife: 4	abdomen	07-10	1/6
	chest	11-15	0/8
	right arm	16-17	0/5
	left arm	18-19	0/5
	head	20	0/6

Tribesman Eight

	<i>area</i>	<i>D20</i>	<i>points</i>
hit points: 16	right leg	01-03	0/6
spear: 10	left leg	04-06	0/6
knife: 4	abdomen	07-10	1/6
	chest	11-15	0/8
	right arm	16-17	0/5
	left arm	18-19	0/5
	head	20	0/6

Tribesman Nine

	<i>area</i>	<i>D20</i>	<i>points</i>
hit points: 16	right leg	01-03	0/6
spear: 10	left leg	04-06	0/6
knife: 4	abdomen	07-10	1/6
	chest	11-15	0/8
	right arm	16-17	0/5
	left arm	18-19	0/5
	head	20	0/6

Tribeswomen*characteristics*

STR 12	move: 3 yards
CON 12	hit points: 12
SIZ 12	Armor: 1 point leather dress on chest, abdomen, and legs
INT 10	Skill: Perception 65%
POW 10	
DEX 15	
APP 12	

<i>weapon</i>	<i>SR</i>	<i>attack%</i>	<i>damage</i>	<i>parry%</i>	<i>pts</i>
Fist	8	30%	1D3	30%	(3)

Tribeswoman One

	<i>area</i>	<i>D20</i>	<i>points</i>
hit points: 12	right leg	01-03	1/4
	left leg	04-06	1/4
	abdomen	07-10	1/4
	chest	11-15	1/5
	right arm	16-17	0/3
	left arm	18-19	0/3
	head	20	0/4

Tribeswoman Two

	<i>area</i>	<i>D20</i>	<i>points</i>
hit points: 12	right leg	01-03	1/4
	left leg	04-06	1/4
	abdomen	07-10	1/4
	chest	11-15	1/5
	right arm	16-17	0/3
	left arm	18-19	0/3
	head	20	0/4

Tribeswoman Three

	<i>area</i>	<i>D20</i>	<i>points</i>
hit points: 12	right leg	01-03	1/4
	left leg	04-06	1/4
	abdomen	07-10	1/4
	chest	11-15	1/5
	right arm	16-17	0/3
	left arm	18-19	0/3
	head	20	0/4

Tribeswoman Four

	<i>area</i>	<i>D20</i>	<i>points</i>
hit points: 12	right leg	01-03	1/4
	left leg	04-06	1/4
	abdomen	07-10	1/4
	chest	11-15	1/5
	right arm	16-17	0/3
	left arm	18-19	0/3
	head	20	0/4

Tribeswoman Five

	<i>area</i>	<i>D20</i>	<i>points</i>
hit points: 12	right leg	01-03	1/4
	left leg	04-06	1/4
	abdomen	07-10	1/4
	chest	11-15	1/5
	right arm	16-17	0/3
	left arm	18-19	0/3
	head	20	0/4

Tribeswoman Six

	area	D20	points
hit points: 12	right leg	01-03	1/4
	left leg	04-06	1/4
	abdomen	07-10	1/4
	chest	11-15	1/5
	right arm	16-17	0/3
	left arm	18-19	0/3
	head	20	0/4

Tribeswoman Seven

	area	D20	points
hit points: 12	right leg	01-03	1/4
	left leg	04-06	1/4
	abdomen	07-10	1/4
	chest	11-15	1/5
	right arm	16-17	0/3
	left arm	18-19	0/3
	head	20	0/4

Tribeswoman Eight

	area	D20	points
hit points: 12	right leg	01-03	1/4
	left leg	04-06	1/4
	abdomen	07-10	1/4
	chest	11-15	1/5
	right arm	16-17	0/3
	left arm	18-19	0/3
	head	20	0/4

Tribeswoman Nine

	area	D20	points
hit points: 12	right leg	01-03	1/4
	left leg	04-06	1/4
	abdomen	07-10	1/4
	chest	11-15	1/5
	right arm	16-17	0/3
	left arm	18-19	0/3
	head	20	0/4

Tribeswoman Ten

	area	D20	points
hit points: 12	right leg	01-03	1/4
	left leg	04-06	1/4
	abdomen	07-10	1/4
	chest	11-15	1/5
	right arm	16-17	0/3
	left arm	18-19	0/3
	head	20	0/4

Sharpspear the Captive Elf*characteristics*

STR 12	move: not very well
CON 15	hit points: normally 11, now 3
SIZ 6	
INT 13	
POW 15	
DEX 19	
APP 15	

area	D20	points
right leg	01-03	0/4
left leg	04-06	0/4
abdomen	07-10	0/0 (normally 4)
chest	11-15	0/1 (normally 5)
right arm	16-17	0/3
left arm	18-19	0/3
head	20	0/4

Once the captive is cut free by the elves, he will be unable to help himself. He must be carried off and the wolf carrying him will only be able to move at 5 yards a melee round.

Wolfriders may exit the clearing to the north, west, or south. The wood almost surrounds the clearing and it will be simple for them to get back to their holt once they reach its safety.

SCENARIO TWO**The Menace in the Woods**

Then one night a strange new scent filled the woods – like nothing the Wolfriders had ever known before! Something unnatural waited there in the darkness – its eyes fixed on Bearclaw's hunters, and its stench bringing a foul taste to their mouths. [Elfquest 4]

Synopsis

A strange new menace is in the forest, something totally new to the Wolfriders' experience. Wolf cubs and other young animals have been found slain but uneaten, and other animals are fleeing the forest for no known reason.

The Wolfriders must hunt for the menace and try to rid the forest of it. The culprit is a creature born of bloodlust and elf magic gone wrong; Madcoil.

Player Information

Hunting parties have been bringing back news of strange happenings in the forest. Animals, usually young, have been found ripped and torn, but uneaten. Other animals have been seen leaving the forest for the surrounding plains, even though it is not their natural habitat. The humans at the edge of the forest are obviously nervous, and their drums pound all through the night and day.

The chief gathers all of his hunters together and says, "We will split into three hunting parties. I will lead one, Swiftclaw will lead another and you (looking at one of the player-characters), shall lead the third. We must find whatever is causing this terror and rid ourselves of it."

As your party penetrates deep into the woods, into an area which has not been extensively hunted before, you begin to smell something strange, an unclean amalgam of cat and snake, and something else. There is something loose in the forest, something beyond any of your experience. If you find this strange monster, can you survive the encounter?

Gamemaster Information

This scenario is a simple encounter meant to acquaint everyone with the mechanics of combat and the complications of magic use in an offensive manner. The gamemaster may fit it into an ongoing campaign or use it simply as a training scenario for himself and his players. It is likely to result in death for some of the elves.

The Madcoil described below is not necessarily the one from the Elfquest story, though its origin is the same and its description is based on the books.

Madcoil and His Tactics

Madcoil was created when a long-tooth locked in mortal combat with a giant snake was struck by lightning right

IT IS HERE, AS CUTTER ATTEMPTS TO TELL THE STORY, THAT WORDS BEGIN TO FAIL HIM--

--FOR HIS MIND IS FILLED WITH CHAOTIC, NIGHTMARE IMAGES ALMOST BEYOND DESCRIPTION!

IT HAPPENED SO FAST!!

A MONSTROUS BLACK SHAPE LOOMING, INDISTINCT IN THE HALF-LIGHT BEFORE DAWN--

--THE GLINT OF SWORD-SHARP FANGS--
--THE PAIN OF CRUEL TALONS RAKING UNPROTECTED SKIN--
--WOLVES AND RIDERS FLUNG BACK, BROKEN--



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--A SERPENTINE BODY, BIG AROUND AS A TREE--
THRASHING AND COILING WITH MALEVOLENT POWER--

--AND MOST HORRIBLE OF ALL--

--THE MONSTER WAS SENDING!!

THE WOLFRIDERS COULD BARELY DISTINGUISH THEIR TRUE SURROUNDINGS FROM THE TERRIBLE IMAGERY POURING INTO THEIR MINDS!

LIGHTNING AND FIRE!

A LONG-TOOTHED CAT AND A HUGE, BLACK SERPENT, LOCKED IN MORTAL COMBAT!

A POCKET OF THE HIGH ONES' FORGOTTEN MAGIC, REKINDLED BY THE HEAT OF THE FLAMES, AND CHARGED WITH THE BLOOD MADNESS OF THE BEASTS!

CHANGE!!

JOINING!!

A TWISTED, NEWBORN BRAIN ABLAZE WITH THE JOY OF SLAUGHTER!!

IT HAD A NAME--

MARCOIL!

--AND IT WAS DEATH!!



over a spot where elven fire magic had gone wrong. It was an incredible string of coincidences, but the bad magic pocket had lain there since the early days of the High Ones, thousands of years before. Eventually, something was going to happen.

The accident gave Madcoil a high instinctive intelligence. He will keep upwind of any tracking party and use his great stealth to counter any chance of finding him with Perception. He will strike where there are many trees and bushes to keep elven archers from obtaining a clear shot from a distance, and he will attack on the run, not bothering to Dodge.

His strongest attack is his continual Sending, which acts like Hypnosis. A victim of Madcoil's Sending will not be able to do anything but hold his head, scream, and stagger away in a random direction at a maximum speed of 2 yards a strike rank. madcoil will try to attack the helpless ones.

If Madcoil is hard pressed, he will turn away and run, carrying his latest victim with him. Because elves Send also, they are his primary targets, but he will kill wolves if they attack him.

Madcoil

characteristics

STR	30	move:	6
CON	20	hit points:	25
SIZ	30		
INT	6		
POW	15		
DEX	15		
APP	1		

area	D20	points
tail	01-04	10/9
body	05-10	10/10
right claw	11-13	10/8
left claw	14-16	10/8
head	17-20	10/9

weapon	SR	attack%	damage
Claw	6	75	4D6
Bite	9	75	1D10 + 3D6
Sending	3	vs. POW	helplessness

Note: the Sending attack affects everyone within a 20 yard radius from Madcoil. If a victim can make a roll of his POW vs. that of Madcoil on the Resistance Table, he can shake off the effects until strike rank 3 of the next round and attempt to fight or flee. If the roll is a failure, the victim can only stagger away at half-speed and scream. This applies to any mind within range, elf, wolf, or random passing animal. This attack costs Madcoil no magic points.

Madcoil will attack one target with each claw on strike rank 6, then bite a third target on strike rank 9.

Armor: 10 point scales

Skills: Stealth 95%

Killing Madcoil By the Book

Players familiar with the Madcoil story may want to try to match the exploits of the Wolfriders in catching Madcoil in a net and stabbing him through the eye.

If they want to try this, make Manipulation rolls for the Wolfrider players who are working on the net. Do not tell the players the results of the rolls, but record how many elves failed the roll and how many elves were working on the net. If Madcoil is caught in the net, randomly

determine whether Madcoil claws a part of the net worked upon by an elf who failed the roll. If so, Madcoil gets out of the net, and they are in the same fix they were in originally.

If the net holds, and the total weight of the Wolfriders (use the SIZ to weight table in the Elfbook to determine this) is higher than Madcoil's STR, Madcoil will be effectively helpless and the attackers will get a +20% chance of hitting the still-thrashing monster. They can then use the aimed blow rules. If a critical hit strikes Madcoil's head, it can be assumed that the blow went into the monster's eye.

Of course, the elves may just kill Madcoil by slowly destroying his hit points until he runs out of them. Note that his armor is thick enough to prevent anything but a good impale or critical hit from hurting him.

SCENARIO THREE

Lord of the Spiders

The elves are sent out by their chief to investigate new areas for a Holt. After some brief encounters along the way, they will reach a strange misshapen forest full of gigantic spiders.

The elves must avoid being captured by the spiders and discover the reason for this infestation of unnatural creatures.

Player Information

You are your tribe have realized that the forest is slowly dying. Perhaps due to the effects of the smoking mountain to the north, perhaps due to a plant disease not yet recognized. No one knows why, but the forest is dying.

Your chief has called your group together and told you to go out into the world, away from the home forest, and find somewhere else for the tribe to move to. You have six months: the tribe must find a place that can be traveled to in the peak hunting season to ensure having enough food.

Your party is to look in the direction of Sun-Goes-Down.

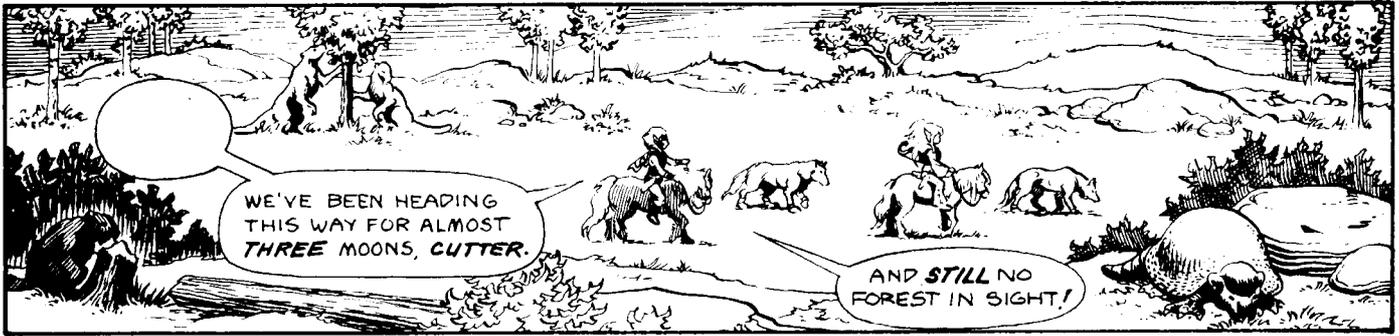
Gamemaster Information

This is a scenario unconnected with the basic Elfquest saga. While investigating possible new homes for the tribe, the player-character elves come across a section of the forest infested with giant spiders. If and when they make their way through the spiders, they will discover their source, a mad son of the High Ones who is the last of his tribe.

This last scenario is meant to be used as part of a longer campaign.

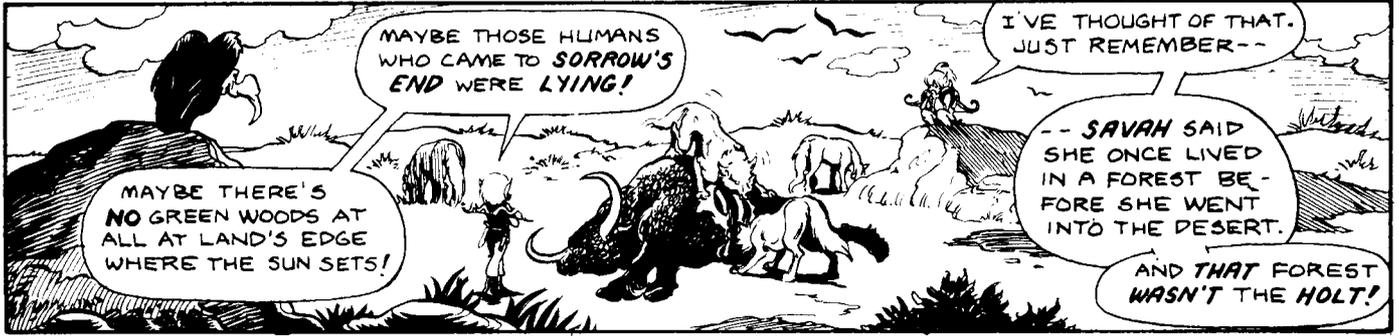
The party gets to the edge of their own forest with little trouble. They then confront plains stretching off to the west. Even from the tallest tree on the edge of the forest, they cannot see the edge of the plains.

The rolling plains are covered with grass, from ankle to chest high on an elf or his wolf. Scattered about are copses of no more than ten trees at a time. There are moving dots in the distance, perhaps a herd of grazing animals passing by.



WE'VE BEEN HEADING THIS WAY FOR ALMOST THREE MOONS, CUTTER.

AND STILL NO FOREST IN SIGHT!



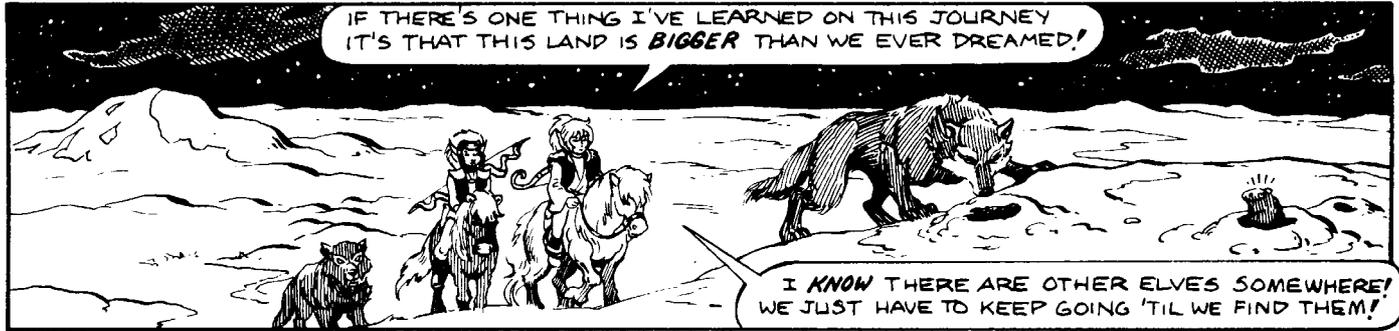
MAYBE THERE'S NO GREEN WOODS AT ALL AT LAND'S EDGE WHERE THE SUN SETS!

MAYBE THOSE HUMANS WHO CAME TO SORROW'S END WERE LYING!

I'VE THOUGHT OF THAT. JUST REMEMBER--

-- SAVAH SAID SHE ONCE LIVED IN A FOREST BEFORE SHE WENT INTO THE DESERT.

AND THAT FOREST WASN'T THE HOLT!



IF THERE'S ONE THING I'VE LEARNED ON THIS JOURNEY IT'S THAT THIS LAND IS BIGGER THAN WE EVER DREAMED!

I KNOW THERE ARE OTHER ELVES SOMEWHERE! WE JUST HAVE TO KEEP GOING 'TIL WE FIND THEM!

THE SMALL SEEKERS DO KEEP GOING, THOUGH THE FLATLANDS SEEM TO ROLL ON FOREVER BENEATH AN INFINITE, SHIFTING SKY.

AND ONE DAY, AS THE EARLY MORNING MIST CLEARS...



AT LAST THEY COME TO A WIDE, MARSHY AREA WHERE THE ELVES ABANDON THEIR "NOHLUMPS" TO CONTINUE ON FOOT.



LOOK!



THE TRAVELERS STAND STILL AND SILENT.

THE MOISTURE ON THEIR CHEEKS IS NOT BORN OF FOG OR DEW...

FOR THEY HAVE, IN A WAY, COME HOME.

The elves will spend five days exploring on wolfback before they discover another large forest. They will have to spend at least three hours on hunting each day, eating off the land.

If the gamemaster wants to spice up the trip, the following encounter table can provide several interesting small adventures for the wanderers as they make their way across the plains. Each encounter can be as extended or as short as the gamemaster and players make it. In this way, this scenario could extend over several evenings.

If using the table for random encounters, first roll 1D100 for each four hours of travel. If the result is an 01-10, there has been an encounter.

Perceiving the Encounter

Since Wolfriders have a keen sense of smell, as do their wolves, roll again to determine whether the Wolfriders are upwind of the encounter (a 25% chance), downwind (another 25% chance), or at approximately the same wind point (50% chance). If upwind, the Wolfriders have half their normal perception chance of detecting the others (subtract terrain modifiers for medium scrub from the halved percentage). If downwind, they have twice their normal Perception chances (subtract terrain modifiers from the doubled percentage). Perception chances remain the same for being at the same wind point. If, for some reason, there are non-Wolfriders in the party, they have normal chances of detecting the encounter – the wind's direction does not affect them. Remember that the other party may be attempting an ambush.

Plains Encounter Table

D100	encounter
01-10	bison
11-25	deer
26-30	elk
31-35	human hunting party
36-40	long-tooth
41-48	mad horn
49-58	no-humps
59-63	plainsrunner elves
64-70	serpent nose
71-80	shell-back
81-90	tree-grazers
91-00	wolves

Encounter Explanations

Bison, Deer, Elk, No-Humps, and Tree-Grazers: this will be a herd of grazing animals. They can provide food for the wandering elves or be ignored.

The tree-grazer group will probably contain a small family of between two and ten animals. Other herd animals will be likely to number between ten and twenty, except that a bison herd may be a thousand strong.

Shell-Back, Serpent Nose, Mad Horn: like the animals above, these are wandering game animals. But, they tend to be solitary, with no more than two found together. Since all are gigantic creatures with much stamina, elves would be better off avoiding them.

Long-Tooth, Wolves: these are predators, either no more than three long-tooths, or a pack of a dozen or so wolves. They are unlikely to attack a large party of elves with wolves, but might take on a lonely hunter. They have had contact both with plainsrunner elves and humans, and understand that the bipeds can be dangerous.

Human Hunting Party: this is a party of primitives. The likelihood of their attacking the elves is up to the gamemaster. Remember that the Wolfriders hunt by night, and the humans by day, so the encounter is likely to be at the camp of one or the other party.

These humans do not have the fanatical hatred of elves inspired by the Gotara cult, but they still think of the elves as malignant spirits and are quite likely to take action if they feel they can safely slay one or more of the spirits with no loss to themselves.

Plainsrunner Elves: these elves, as described in the last chapter of the Elfbook, hunt in family groups of between two and six. They may hunt at either day or night, at the discretion of the gamemaster. Night may be safest, as humans are less active then. They are likely to have wolves or other predators as hunting partners, but not steeds. The hunting partners may be either domesticated or bonded to the elves through the Animal Bonding power.

These elves will be totally surprised at seeing the forest elves. They had no idea such creatures existed. They will be tentatively friendly, however, and will probably joyfully engage in hunting with the party and perhaps even a Recognition will take place.

These are not Wolfriders. They do not have the wolf blood. They have had contact with humans, but avoid them. The harsh life of the plains allows them about the same lifespan as a Wolfrider expects.

The Plainsrunners can direct the Wolfriders to the nearest forest. They will say that they have never gone into the forest, after Longstep disappeared in the forest about two hundred years ago, and staggered out again about a hundred years later. He was never able to say just what had happened to him there. Longstep died trying to take on a tree-grazer singlehandedly less than a year after his return.

In the Forest

Entering the forest, the explorers will realize that most of the trees feel wrong. A magic-feeling roll will show that most have been shaped at one time or another.

Careful Perception rolls will reveal that the larger trees of the forest seem to form concentric rings. This will not be apparent until the explorers are several hours into the forest. The center of the rings is obviously several hours ride further in.

Along any game trails the explorers follow they will find the principal predators of the forest, giant spiders.

Giant Spider

This giant species of spider hunts by spreading its web over frequented spots. When prey runs under the web, the spider races to the spot and spews more webbing over it.

The spider drapes its web over a trail, with a single wall of webbing closing off the end. When prey comes down the path, the spider drops its sheet onto it. The spider can wall in a sleeping prey if provided enough time.

Spider webbing is not flammable, though heat will shrivel it. The webbing acts as a net attack with a strength equal to the spider's POW.

The web's hit points are equal to its strength. Any weapon hitting a strand of webbing will tear it and do damage, but becomes stuck to the web. He must roll his STR times 5 or less on 1D100 to free it. Torches do not become stuck to the web, and do 1D6 damage per blow. When a web reaches 0 hit points, an elf-sized hole has been created.

The following characteristics should be used for each spider found. The nature of their creation does not allow for much variety in them.

Giant Spider

characteristics

STR 23	move: 2/3 in web
CON 17	hit points: 22
SIZ 26	
INT 8	
POW 10	
DEX 16	
APP 3	

<i>area</i>	<i>D20</i>	<i>points</i>
-------------	------------	---------------

right rear leg 01	4/4
left rear leg 02	4/4
right hind leg 03	4/4
left hind leg 04	4/4
Abdomen 05-11	4/10
right mid leg 12	4/4
left mid leg 13	4/4
right foreleg 14	4/4
left foreleg 15	4/4
head 16-20	4/10

<i>weapon</i>	<i>SR</i>	<i>attack%</i>	<i>damage</i>
Bite	5	65	1D6 + 2D6 + venom potency 17
Webbing	2	65	entangles with 10 STR

Note: a spider may either bite or spin web in a round. It may not do both.

The bite injects a poison with a potency of 17. This venom does not kill, but instead puts the victim in a state of paralysis which is like the preserver's suspended animation. The victim will not be as truly suspended as someone in wrapstuff, but he will be in a deep hibernation that will last for years if he does not make his CON resistance roll against the poison. This effect can only be healed by a Healer who uses one magic point of Healing power to remove each point of potency of the venom.

The spiders use this venom to store up food supplies. They lay web all over the victim and hang him from the nearest tree branch. Eventually they will eat whatever is in the web, as long as it is comatose. If the victim struggles, they will leave it alone until it becomes still.

Each individual web covers an area 3 x 3 yards across, entangling everyone present. Those stuck are immobilized and cannot attack, parry, nor dodge, until they break free of the web by successfully matching their STR vs. the web's STR, trying once each round. If more than a single layer of web covers a victim, it must break through each separately.

While it struggles, the spider will haul the target up into the trees and hang it up in the cocoon the spider spun it into. If the target is still struggling, the spider will bite to inject venom and paralyze his victim.

Armor: 4 point chitin

Skills: Climb 80%, Dodge 30%, Jump 50%, Perception 30%, Stealth 65%

An exploring party which sticks to game trails should run into one of these spiders every hour or so. If they take to the brush, they will avoid most of the spiders (the game-

master should have one or two attack just for atmosphere), but will take twice as long to get to the center of the rings of trees.

Doreel the Mad

Doreel was among the firstborn of those who came to this world. His mother was slain by humans and he, with some of the small servitors who accompanied the elves into the world, sought refuge in an uninhabited forest with no trace of humans.

Doreel

characteristics

STR 11	age: 10,300
CON 11	move: 3 yards per strike rank run
SIZ 11	5 yards per strike rank glide
INT 15	hit points: 11
POW 19	magic points: 19
DEX 14	
APP 18	

<i>area</i>	<i>D20</i>	<i>points</i>
-------------	------------	---------------

right leg	01-03	1/4
left leg	04-06	1/4
abdomen	07-10	1/4
chest	11-15	1/5
right arm	16-17	1/3
left arm	18-19	1/3
head	20	1/4

<i>weapon</i>	<i>SR</i>	<i>attack%</i>	<i>damage</i>	<i>parry%</i>	<i>pts</i>
Spear	5	70%	1D6+1	68%	10
Dagger	7	87%	1D3+1	28%	4
Hypnosis	3	MP vs MP knockout	—	—	—

Armor: 1 point leather clothing and hood

Skills: Animal Lore 30%, Climb 84%, Communication 66%, Dodge 42%, Elf Lore 65%, Healing Lore 30%, Human Lore 15%, Jump 42%, Language Lore 30%, Manipulation 50%, Mechanical Lore 15%, Mineral Lore 30%, Perception 96%, Plant Lore 78%, Troll Lore 33%, Stealth 98%

Magic: Flesh-Shaping 83%, Healing 43%, Hypnosis 94%, Levitation 84%, Magic Feeling 44%, Sending 88%, Tree-Shaping 93%

Upon reaching the forest, he tried to recreate the other world as his mother had described it, converting the forest into a park/orchard.

He was already mad with loneliness by this time, and he sought to recreate all of the aspects of his people's for former world. As no preservers had accompanied him, he used his flesh-shaping powers to alter the closest thing he could find, the webspinning spiders of the forest, into "preservers."

Though the spider webs were pale imitations of a normal preserver's wrapstuff, Doreel and his small servants were left sheltered in their little hideaway, where Doreel, shut off from any contact with his own kind, grew more and more insane.

The Helpers

When Doreel settled into this forest, he had with him several helpers, the small humanoids who grew into trolls. There are still four of these creatures left with Doreel. They are third and fourth generation, and only one is female.

Unlike their fellows who burrowed into the earth, these helpers still follow their old ways of following the dictates of their masters. Moreover, they have maintained

the smaller size which they came with, though their strength is higher than that of their gentler forebears.

These four helpers are virtually indistinguishable. They are responsible for all the gardening, food gathering, and hunting which has kept Doreel alive. He benevolently tolerates their existence, but they have learned to be loyal to him and will die to protect him from enemies.

Helper

characteristics

STR	14	move: 3 yards per strike rank
CON	16	hit points: 10
SIZ	4	
INT	10	
POW	12	
DEX	16	
APP	12	

area	D20	points
right leg	01-03	1/4
left leg	04-06	1/4
abdomen	07-10	2/4
chest	11-15	2/5
right arm	16-17	1/3
left arm	18-19	1/3
head	20	0/4

weapon	SR	attack%	damage	parry%	pts
Sling	2	85%	1D6	—	—
Thorn-Knife	8	75%	1D3+1 + poison	75%	4

Notes: if a hit by the thorn knife does not penetrate armor, the poison will do nothing but discolor the armor. If it does enough damage to penetrate (such as doing 2 points to 2 point armor), the poison will work, even if there is no damage from the knife. The poison is potency 12 and takes effect at the end of the third melee round after combat.

Armor: hard leather on chest and abdomen (2 point); soft leather on limbs (1 point).

Skills: Animal Lore 50%, Climb 84%, Dodge 72%, Healing Lore 22%, Jump 54%, Manipulation 74%, Perception 92%, Plant Lore 82%, Stealth 84%

Doreel Motivations and Tactics

Doreel refuses to believe that the modern small elves are any kin of his. Anything that doesn't look like him or his servants must be humans, of which he has an imperfect memory, anyway.

If the explorers penetrate to the central part of his domain, which is a large, tall grass-filled clearing surrounding one lone housetree, the four servants will conceal themselves along their route in the grass and will attack with slings without warning. There is no particular air movement in the clearing, so wolves and elves have standard Perception chances of seeing the hidiers, minus the ambushers' Stealth rolls if the Stealth rolls are successful.

When the explorers are among them, the servants will attack. They will use slings until the attackers close, then stab with the thorn knives. They dodge, but do not parry unless incapable of dodging (such as when knocked down).

Doreel will stay out of the fight unless he sees an explorer break away toward the housetree. Then he will attack with his Hypnosis power. He will use his Stealth to hide in the tree, so anyone looking will have to make a Perception minus Doreel's Stealth roll to see him.

If his servants are nullified and/or he seems in danger of being caught, he will run away to the surrounding

forest and try to take refuge with one of his spiders. Unfortunately for him, the spiders know no loyalty, and will sting and web him as fast as they will web any game animal.

If rescued from the spider, with its venom running through his veins, Doreel will hallucinate. He will see the explorers as elves he knew thousands of years ago, before he lost track of them, and he will ask about things the explorers know nothing about. If there are females in the party, he will mistake one of them for his mother, and praise her for returning to him.

The Mad Elf

If the explorers haven't accidentally slain Doreel and his servants during the ambush, they are left with a problem. Doreel is an elf, and a very powerful one. No elf should die if another elf can help it, but what can the party do with Doreel?

There are no pat solutions to this problem. Perhaps the elf could be healed. Perhaps he should be left to stay in his forest hideout. Working out such solutions is part of what roleplaying is all about.

Glossary

Adar: human male, mate of Nonna the symbol-maker, son of Tolf the Wood Cleaver.

Ahdri: elf, handmaiden to Savah at Sorrow's End.

Alekeh: Sun Folk elf, carved the sun symbol on the far side of the Bridge of Destiny.

Aro: human male, his family stumbled upon Sorrow's End.

Arree: Glider elf, one of the Chosen Eight, somewhat intrigued by Skywise till Lord Voll's death.

Arrow-Whip: missile weapon, a flexible stick with a leather strip at one end, used to give more distance and impact to a dart.

Bad One, The: One-Eye's term for Winnowill.

Barbarian: Rayek's term for Cutter and Wolfriders in general when they arrived at Sorrow's End.

Bear: large fierce omnivore similar to the earth bear.

Bearclaw: elf, tenth chief of the Wolfriders, father of Cutter, slain by Madcoil.

Beast-Eared Demons: Bone Woman's name for elves.

Beesweets: preserver term for honeycomb.

Bellyworms: worms that enter stomach and cause malnutrition.

Belonging-Time: preserver term for period after arrival when preservers still lived with the refugee High Ones.

Big Moon: larger of the two moons of the World of Two Moons.

Bigthing: preserver term for people bigger than they are.

Birdbasket: preserver term for bird's nest.

Bird Riders: Wolfrider name for the Gliders who ride the bond-birds. See Gliders.

- Bird Spirits:** Nonna's name for the Glider elves who live in Blue Mountain.
- Bison:** this herbivorous ungulate grazes on the plains of the World of Two Moons. Wolfriders never saw them until Cutter and Skywise brought one down while traveling from the Troll Caverns to the Great River. They have no particular name for them.
- Blackfell:** Bearclaw's wolf, last seen carrying the body of Bearclaw off into the woods.
- Blackhair:** Treestump's usual name for Rayek.
- Blood of Ten Chiefs:** term describing Cutter's pedigree of Wolfrider leadership.
- Bloodworm:** giant river leech that attacks unwary fishers and swimmers.
- Blue Mountain:** large mountain hollowed out by the Gliders for their residence. One of the Blue Peaks.
- Bond-Birds:** giant hawks flown by the Chosen Eight of the Gliders.
- Bond-Pack:** wolves ridden by the Wolfriders.
- Bone-Woman:** shamaness of the tribe ruled by Olbar the Mountain-Tall, enemy of Adar and Nonna.
- Brace:** Blue Mountain elf, rock shaper whose only occupation is monitoring a fault in a rock archway.
- Bridge of Destiny:** wind-shaped natural stone arch reworked and made permanent by Yurek the Rock Shaper, one of the original settlers of Sorrow's End. Cutter and Rayek fought out the last trial of their competition on this bridge.
- Briersting:** wolf, Strongbow's wolf-friend.
- Bright Metal:** a light, strong, alloy of iron discovered by Two-Edge and used by him for armor and weapons such as the armor provided in Elfquest 18, and New Moon.
- Bristle Boar:** pig-like beast similar to Earth's peccary, found in the mountains around Sorrow's End.
- Bristlebrush:** wolf, Scouter's wolf-friend.
- Brothers in All but Blood:** description of relationship between Cutter and Skywise.
- Brownberries:** edible berries that grew in the Holt.
- Brownberry:** Wolfrider killed by Madcoil.
- Brown Bush-Rabbits:** shrubby-dwelling rabbits around Sorrow's End.
- Brown-Skinned Rabbits:** Strongbow's term for Sun Folk.
- Bug:** Cutter's term for Petalwing.
- Burning Waste:** desert that Wolfriders had to cross to reach Sorrow's End.
- Carrion-Birds:** vultures.
- Caverns of the Trolls:** dwelling place of the troll tribe of King Greymung.
- Cave Slugs:** slimy worm-like creatures that live in caves.
- Cave Stone:** entrance to the dwelling place of Greymung's trolls.
- Chair in the Sun:** Savah's outdoor sitting place.
- Challenge Wand:** a foot-long carved wooden wand used by the Sun Folk to challenge another elf to the three trials of hand, head, and heart for the right of an elven maiden.
- Chief-Friend:** Nightfall's affectionate name for Cutter, who is as close to her as a brother.
- Chief Hunter:** Sun Folk title for Rayek before the Wolfriders came.
- Child Moon:** alternate name for the smaller of the two moons.
- Childs' Teeth:** a white grain grown by the Sun Folk.
- Choplicker:** Ember's first wolf.
- Chosen Eight, The:** the bond-bird riding hunters of the Blue Mountain, the only Gliders who ventured outside of the Mountain until the Wolfriders came.
- Clap-Rocks:** rocks used like castanets for rhythmic accompaniment of dancing.
- Clearbrook:** Wolfrider elf, Recognized lifemate of One-Eye, mother of Scouter.
- Clearstone:** Sun-Folk name for quartz, either clear or colored.
- Cloud Tree:** a tree with fluffy branches growing in Sorrow's End.
- Council:** Wolfrider formal discussion to discuss alternatives to certain problems.
- Croaking Frog:** Thief's epithet for Bone-Woman.
- Crocodiles:** aquatic reptiles occasionally seen in the swamps of the World of Two Moons. Rarely encountered by elves and not named by them.
- Crow Food:** Maggoty's favorite description of Picknose, generally refers to decayed rotten meat.
- Cub:** Wolfrider term for elf child.
- Cublings:** Wolfrider term for elf children.
- Cutter:** elf, chief of the Wolfriders, hero of Elfquest.
- Dance of Joining:** mating dance of the fireflies in the forest.
- Dark:** preserver way of measuring time.
- Dark Sister:** Winnowill's name for Leetah.
- Dart:** Wolfrider elf, son of Strongbow and Moonshade.
- Daystar:** Sun-Toucher's term for the sun.
- Deathwater:** waterfall that Adar once descended. Cutter and Skywise were attacked here by Thief and almost killed. Cutter killed Thief here.
- Deer:** deer on the World of Two Moons are divided into many species, such as tree-horns and elk. They are used as a major food source for humans, Wolfriders, and Go-Backs.
- Demon Chief:** human name for Cutter.
- Demons:** human name for elves and other evil beings in general.
- Dewshine:** Wolfrider elf, daughter of Treestump and Rillfisher, lovemate of Scouter, and Recognized mate of Tyldak.
- Dig-Digs:** Petalwing's name for trolls.
- Dirt-Diggers:** Rayek's term for his fellow Sun Folk.
- Door:** Blue Mountain elf, rock-shaper whose sole function is controlling the doorway in and out of Blue Mountain.
- Dreamberries:** berries which ferment while ripening. They intoxicate elves and poison humans.
- Dreamberry Wine:** Maggoty's secret concoction.
- Dreen:** Sun Folk elf, one of the first, adopted by Hassbet of the original Sun Folk.
- Dro:** human, brother of Aro, whose madness caused their family to be exiled from their tribe, causing them to wander and stumble upon Sorrow's End. Died from malnutrition while confronting elves.
- Egg:** Blue Mountain elf, rock-shaper whose sole occupation is forming the Great Egg.
- Eight of Days:** half the Big Moon's cycle, effectively a week by Wolfrider reckoning.
- Ekuar:** elf, rock-shaper from an unknown tribe discovered by Rayek in the Troll Caverns. Taught Rayek how to use his powers more efficiently.
- Elder:** older and respected member of Wolfriders whose experience is valued during council.
- Elf:** magical humanoids from another dimension (planet? time?), the protagonists of Elfquest.
- Elf-Friend:** a wolf's particular Wolfrider.
- Elk:** large species of deer domesticated and ridden by the Go-Backs.
- Ember:** elf, daughter of Cutter and Leetah, twin sister of Suntop, probable next chief of the Wolfriders.

Evil Ones: human term for elves.

Fahr: Skywise's soul name.

Feather-Robe: Cutter's name for Winnowill.

Festival of Flood and Flower: celebration of the Sun Folk to welcome in the spring floods which invigorate the land.

Fever-Dream: hallucinations caused by sickness and deep wounds.

Fin-Back: dinosaur-like herbivores found in equatorial regions. Some rogue males wander into swamps of the temperate regions, where one was seen by Skywise.

Firecoat: wolf, Redlance's wolf-friend.

Fire-Eye: gem valued by the trolls and mined by the Frozen Mountain trolls.

Fire-Maker: an elf who can cause fire without aid of tools. Rare among modern elves.

Five Fingers: elven name for humans.

Flame-Striped Snake: venomous snake that Rayek modeled his headband from.

Fledgling: Glider term for young bond-bird.

Fleshworms: parasites that infest the flesh of living creatures.

Flyhighthing: Petalwing's name for Tyldak.

Forbidden Grove: forest area inhabited by preservers, also known as Valley of Endless Sleep.

Forest: favorite habitat of Wolfriders.

Foxfur: Wolfrider elf, love-mate of Skywise, slain by Madcoil.

Freefoot: Wolfrider elf, ancestor of Cutter, sixth chief of the Wolfriders.

Frozen Mountains: mountains of the far north where the original palace landed and King Guttlekraw's trolls hold sway.

Funny Old Bird: Ember's description of Lord Voll.

Game Stones: a form of gambling much beloved by Bearclaw, who often beat the trolls at it. One rolls specially marked and shaped stones attempting to make specific shapes come up. The Go-Backs play a version called "six-sided stones."

Glanders: elves who live in Blue Mountain and can levitate.

Goo: Wolfrider term for preserver wrapstuff.

Goodtree: Wolfrider elf, ancestor of Cutter, eighth chief of the Wolfriders.



- Goodtree's Rest:** constellation claimed by Skywise with two stars at its base that Skywise claimed represented Cutter and Leetah.
- Gotara:** god of the humans.
- Grass-Eater:** Cutter's original name for No-Humps (ponies).
- Greater Moon:** alternate name for the larger of the two moons.
- Great Father Tree:** oldest and largest tree in Wolfrider's Holt, hollowed out by generations of tree-shapers for comfortable living.
- Great Fire, The:** Wolfrider term for the human-set fire that destroyed the Holt.
- Great River:** river near Olbar's tribe that leads to Blue Mountain, through the Valley of Endless Sleep.
- Great Sky Wheel, The:** Skywise's term for the Night Sky, from the fact that it wheels around the pole star.
- Great Wolf, The:** constellation discerned by Skywise.
- Green Growing Place:** Sun Folk term for a forest.
- Greymung:** troll king who tricked the Wolfriders into the Burning Waste, overthrown and slain by Guttlekraw.
- Guttlekraw:** king of the trolls who moved them south into the area which became the Holt, then took some of them north again, after Greymung led the others in revolt, when the glaciers began to retreat.
- Halek:** Sun Folk elf, currently being trained in the use of the arrow whip by Dart.
- Hangel-Down:** a suspended preserver's cocoon.
- Hassbet:** Rootless One, one of the founders of Sorrow's End, cousin and life-mate to Maalvi, Savah's father.
- Healer:** elf who uses magical powers to heal wounds and illness.
- High Ones, The:** name for the ancient forefathers of all the elf tribes. None of the original High Ones are known to be alive. The Gliders consider themselves to be the direct inheritors of the High Ones.
- Highthing:** preserver name for elf.
- Hoan G'Taysho:** name of the human tribe which dwells next to the Blue Mountain. It means "favored of those who dwell on high."
- Holt:** area of forest where Wolfriders lived for centuries. Settlement centered around gigantic plant-shaped tree.
- Honored One:** Hoan G'Taysho term for a messenger from the bird spirits.
- Hotburr:** wolf, Pike's wolf-friend.
- Hotspur:** Maggoty's description of Bearclaw.
- Howl:** Wolfrider ceremony in honor of deceased elf or wolf, to tell stories about him and keep memories alive.
- Howling Place:** name given by the Wolfriders to the plateau above Sorrow's End where they hold Howls.
- Hub of the Great Sky Wheel:** the North Star.
- Hub Star:** short name for Hub of Great Sky Wheel.
- Human Hunter:** name of a constellation seen by Skywise.
- Humans:** aboriginal dwellers on the World of Two Moons, constantly fearful of and oppressive to the elves.
- Hunting Birds:** Nonna's name for the birds flown by the Gliders of Blue Mountain.
- Huntress Skyfire:** ancestress of Cutter, fifth chief of the Wolfriders, took over chieftainship of the Wolfriders from Two Spear.
- Itchback:** troll, Guttlekraw scout who betrayed the ambush set by him and his fellows when the Wolfriders and Go-Backs entered Guttlekraw's caverns.
- Joining:** mating.
- Joyleaf:** Wolfrider elf, Recognized life-mate of Bearclaw, mother of Cutter, sister of Treestump. Slain by Madcoil.
- Juiceberries:** preserver term for favorite type of berry.
- Kahvi:** Go-Back elf, mother of Vaya, chieftain of the Go-Backs.
- Kakuk:** human attendant of Winnowill's.
- Key:** part of the hilt of Cutter's sword New Moon, meant to open the treasure room of Guttlekraw's caverns.
- Kit:** Wolfrider term for female elf child.
- Kitling:** Sun Folk affectionate term for child.
- Kureel:** Glider whose fledgling bond-bird was slain by Strongbow.
- Lair of the Bird Spirits:** Nonna's name for Blue Mountain.
- Land Rat:** Rayek's term for a Wolfrider.
- Lands Edge:** the far horizon, when no more land can be seen.
- Leader of Jackals:** Rayek's mocking title for Cutter during their early meetings.
- Leetah:** Sun Folk elf, Healer, Recognized life-mate of Cutter, mother of Ember and Suntop.
- Life Bearer:** affectionate name for both Woodlock and Rainsong.
- Life-Mate:** elven term for lifelong mates, usually but not always involving Recognition.
- Lionskin:** wolf, Treestump's Wolfrid.
- Little Bird Bones:** Olbar's affectionate name for Skywise and Cutter.
- Little Moon:** alternate name for smaller of the two moons.
- Little Star Cousins:** Skywise's name for fireflies.
- Littletrill:** Aroree's bond-bird.
- Little Winged Ones:** Olbar's name for preservers.
- Lock-Send:** the act of Sending to one recipient only.
- Lodestone:** magnetic stone which Skywise uses as a compass and all-around talisman.
- Longbranch:** Wolfrider elf, brother to One-Eye, slain by Madcoil.
- Long-Face:** Pike's mocking name for Rayek.
- Longspear:** a constellation named by Skywise because it has four stars in a straight line.
- Long-Tooth:** beast similar to a saber-tooth tiger.
- Lord Voll:** first generation child of the original elves, leader of the Gliders of Blue Mountain.
- Lree:** Dewshine's soul name.
- Maalvi:** Sun-Folk elf, step-father of Savah, cousin and life-mate to Hassbet. Now dead.
- Madcoil:** magically created combination of python and lion that lived only to kill for pleasure. Slew a fifth of the Wolfriders and was slain in turn by Cutter and the rest of the tribe.
- Mad Horn:** shaggy beast similar to Pleistocene Earth's woolly rhinoceros.
- Maggoty:** troll, grandmother of Oddbit, wet-nurse to King Greymung and creator of the secret recipes to dreamberry wine and sleepdust.
- Magic:** power usable by elves to circumvent natural laws.
- Magic Feeling:** power available to most elves, though only Suntop of the current generation has real control over it. Most elves can tell when they are next to something magical. Suntop can get much more detail.
- Magic Stone:** See Lodestone.
- Malak:** young lover of Selah, daughter of Olbar the Mountain-Tall, who ran off with his lady love when Olbar disapproved, and was caught by the Preservers, indirectly causing Cutter to meet Petalwing.
- Man-Tricker:** grandfather of Cutter, father of Bearclaw, ninth chief of the Wolfriders.
- Mekda:** rock-shaper elf caught in the palace by Guttlekraw's trolls and enslaved. Known to the trolls as "Sack-o-bones."

- Metal Tappers:** Sun Folk who work and rework pure soft metal with hammers.
- Midday Fumes:** an unpleasant odor at around noontime at Sorrow's End, caused by heat and stale air trapped by the surrounding hills.
- Minyah:** Sun Folk elf, most skilled gardener in Sorrow's End.
- Moon Madness:** a state of dementia supposedly induced by both moons being full at the same time.
- Moonshade:** Wolfrider elf, Recognized lifemate of Strongbow, mother of Dart. Known for her skill in tanning skins.
- Moonsword:** troll name for Cutter's sword, New Moon.
- Moss Mush:** troll food for babies, made of well-crushed moss, mixed with water.
- Mother Moon:** alternate name for large moon.
- Mother of Memory:** see Savah.
- Mountain Thing:** human name for the Palace the original High Ones arrived in.
- Mump:** trollish name for a small troll.
- Needle Plant:** Sun Folk name for cactus.
- Nestrobber:** One-Eye's third wolf-friend, died of bellyworms.
- New Moon:** Cutter's sword, originally won from the trolls by Bearclaw. It is made of bright metal, an alloy discovered by Two-Edge. Its hilt holds the key to a treasure.
- Newstar:** Wolfrider elf, daughter of Woodlock and Rainsong.
- Nightfall:** Wolfrider elf, unrecognized life-mate of Redlance, archer and warrior.
- Night Hunting Bird:** owl.
- Nightrunner:** wolf, Cutter's first wolf-friend.
- No-Humps:** similar to Earth ponies. So named because, unlike zwoots, they have no hump.
- Noisybad:** preserver's term for describing behavior they dislike.
- Nonna:** human female, symbol painter and mate of Adar. Member of the Hoan G'Taysho tribe who tells Cutter of the existence of the Gliders.
- Oddbit:** troll, attractive morsel of trollish femininity who was Greymung's concubine, is Picknose's lady love, and currently is concubine to Guttlekraw.
- Olbar the Mountain-Tall:** human chief of the tribe of humans which exiled Adar and Nonna. Also called the Mountainous. Brother to Thief, whom he stripped of his real name when caught stealing. Father of Selah.
- One-Eye:** Wolfrider elf, Recognized life-mate of Clearbrook and father of Scouter. Slain by Guttlekraw's trolls in the first Wolfrider encounter with them.
- Osek:** one of three rock-shapers who returned to the palace when the humans stopped guarding it and captured by Guttlekraw. Centuries later he escaped the Troll Caverns during Greymung's rebellion through the Tunnel of Golden Light and died in the desert. His body was found by Leetah and the Wolfriders when they left Sorrow's End to find Cutter.
- Outsiders:** Winnowill's name for all who dwell outside the Blue Mountain.
- Palace:** the conveyance/home/artifact of the original High Ones, in which they first came to the World of Two Moons.
- Petalwing:** chief of the preservers, companion to Cutter and Leetah and the Wolfriders in their quest for the palace which brought the elves to the World of Two Moons.
- Picknose:** troll, former guardsman to King Greymung, devoted suitor to Oddbit, and seeker after the treasure hidden behind the door New Moon's key fits.
- Pike:** Wolfrider elf, spearman extraordinaire, principal Wolfrider abuser of mind-altering substances.
- Plant Shaper:** elf able to mold and manipulate trees and other plants by effort of will alone.
- Plootz:** sound made when preserver shoots wrapstuff at a victim.
- Point-Eared Outsiders:** troll's derogatory name for elves.
- Praise the High Ones:** elven expression of relief.
- Preserver:** artificial race created by the High Ones before they came to the World of Two Moons. Immortal and virtually invulnerable, their major purpose seems to be preserving dead or sleeping flesh for later use.
- Prey Pacer:** ancestor of Cutter, third chief of the Wolfriders, father of Two-Spear and Huntress Skyfire.
- Puckernuts:** nuts with a sour taste. Wolfriders use the name as an expression of distaste.
- Quill Pig:** animal similar to Earth porcupine.
- Rahnee the She-Wolf:** ancestress of Cutter, daughter of Timmorn Yellow-Eyes, second chief of the Wolfriders.
- Rain:** Wolfrider elf, Healer of the Wolfriders, father of Rainsong, the first victim of Madcoil.
- Rainsong:** Wolfrider elf, daughter of Rain, Recognized lifemate of Woodlock, mother of Newstar, Wing, and one on the way.
- Rayek:** Sun Folk elf, possessor of many of the old powers. Leetah's first lovmate, who left the tribe after Cutter beat him in the trial of hand, head, and heart. Discovered Ekuar in the troll caverns and journeyed with him to the land of the Go-Backs, learning how to use his powers more efficiently as he went.
- Recognition:** psychic link between two elves of opposite sexes whose progeny would improve the elven race. A totally involuntary process explained in detail in the text.
- Redlance:** Wolfrider elf, unrecognized life-mate of Nightfall, plant-shaper extraordinaire. Gentle soul who will defend his friends like a tiger, but will not otherwise kill.
- Redmark the Tracker:** Redlance's former name. He gained his current name by saving Bearclaw from a Long-Tooth.
- Rillfisher:** Wolfrider elf, Recognized mate of Treestump, mother of Dewshine. Died by accident before arrival of Madcoil.
- Rivergod:** god of the Great River near the tribe of Olbar Mountain-Tall.
- Rock-Shaper:** elves able to mold rock by the effort of will alone.
- Room of Symbols:** elf-shaped chamber where Nonna and Adar settled and Nonna did her painting.
- Rootless Ones:** original name of Savah's folk, who were the ancestors of the Sun Folk.
- Round Ears:** elven name for humans.
- Roundy Hills:** sand dunes in the Burning Waste.
- Sack-o-Bones:** Guttlekraw's name for Mekda.
- Sand Fleas:** insects that make their home in sand, and the hair of animals.
- Savah:** Sun Folk elf, Mother of Memory, last surviving member of the Rootless Ones.
- Scent Stealing Potion:** potion devised by Bone-Woman which stole away Thief's scent so that the elves and wolves could not scent him.
- Scouter:** Wolfrider elf, son of One-Eye and Clearbrook, known for his ability to see great distances, lovmate of Dewshine.
- Scurfball:** troll of Greymung's tribe, keeper of the stone door that led to the Holt, died during Guttlekraw's invasion.
- Season of the Death Sleep:** autumn.
- Season of the New Green:** spring.
- Season of the White Cold:** winter.
- Selah:** human female, daughter of Olbar the Mountain-Tall who ran away with her lover Malak to the Forbidden Grove and was caught by the preservers for a year.

- Self-Shaper:** elf who can change his own shape by force of will. Very rare among current elves.
- Send:** the elven ability to communicate telepathically.
- Serpent Nose:** animal similar to Earthly woolly mammoth.
- Shadow Beasts:** human name for the Wolfrider wolves.
- Shell-Back:** a glyptodont-like creature.
- Shenshen:** Sun Folk elf, Leetah's sister, village midwife, and general busybody.
- Shyhider:** wolf, Moonshade's wolf-friend, died on trek to Sorrow's End.
- Silvergrace:** wolf, Rainsong's wolf-friend.
- Silver Hair:** Savah's affectionate name for Skywise.
- Skot:** Go-Back elf, part of the invasion force attacking Guttlerkraw's caverns.
- Skyfire:** lightning.
- Skywise:** Wolfrider elf, Cutter's best friend and second-in-command. The first astronomer.
- Sleeping Troll:** volcano near the Holt, called so because of the smelly wind it vented in the direction of the Holt.
- Sleep-Powder:** a powder concocted by Maggoty which will knock out wolves and those related to them, like Wolfriders, but will only cause other creatures to cough.
- Sling:** missile weapon which projects a stone at high speed. Used by some human tribes.
- Smoke-Treader:** wolf, One-Eye's wolf-friend.
- Smoking Mountain:** Sun Folk term for volcano.
- Snake:** legless reptile which appears in many sizes in the World of Two Moons.
- Snow Bear:** a species of bear which lives in the north and has a white pelt.
- Sorrow's End:** oasis in the middle of the Burning Waste first settled by Savah and her descendants many centuries before and found again by the Wolfriders.
- Soul-Name:** secret name devised by the Wolfriders to keep some part of them secret in a largely telepathic society. Unknown among most other elf tribes.
- Spear-Bearers:** another name for the Gliders' Chosen Eight, who among other things give metal-shaped spears to the Hoan G'Taysho as a mark of the Glider regard for them.
- Spirit Man:** human, high priest in tune with Gotara.
- Spirit-Slayer:** name that Thief gave himself just before Cutter proved him wrong.
- Spirit's High Place:** large rock covered with skins set out for elves to stand on while worshipful humans honor them. Rarely found outside of the Hoan G'Taysho.
- Squat-Needle Plant:** short prickly cactus-like plant from which the Sun Folk brew a cider-like drink.
- Squirrel Chatter:** talking without making sense.
- Squirrel Cheeks:** name for Pike whenever he acts the fool.
- Stabbing Spear:** pike-like weapon used by Greymung's troll guards.
- Star-Jumper:** wolf, Skywise's wolf-friend.
- Sticker Plants:** Wolfrider term for cactus.
- Stillquiet:** preserver term for being asleep, preferably wrapped in wrapstuff.
- Sting-Tail:** Sun Folk name for a scorpion-like arachnid.
- Store-Hole:** place in the troll caverns used for storage.
- Strangleweed:** a grasping plant known to the Wolfriders. It wraps up its catch in vines and the decomposing body fertilizes it.
- Strongbow:** Wolfrider elf, Recognized life-mate of Moonshade, father of Dart, expert archer, rarely talks, elder of the tribe.
- Strongest Man:** leader of human tribe at the time the High Ones arrived.
- Sun Folk:** elves who are descended from Hassbet, Maalvi, Savah, Dreen, and Yurek after they settled Sorrow's End.
- Sun Goes Down:** west.
- Sun Goes Up:** east.
- Sunken Peaks:** a cruel desolation of crippling stones and barren dryness, several days walk from Sorrow's End.
- Sun Symbol:** a sun disk carved into the cliff face on the other side of the Bridge of Destiny from the usual access. Crossing the bridge to touch the symbol is a common "I dare you" among the Sun Folk.
- Suntop:** Wolfrider elf, son of Cutter and Leetah, brother of Ember, has great magical sensory powers.
- Sun-Toucher:** Sun Folk elf, father of Leetah, blind but with perceptions sighted folk would envy.
- Sun Village:** name of the village in the oasis of Sorrow's End.
- Sur:** One-Eye's soul name.
- Swamp Rot:** expression meaning that one's words are totally unbelievable.
- Sword-Foot:** small carnivorous dinosaur-like creature that only survives in swamp areas of the equatorial zones. It hunts in packs and is very fierce. No specimen has ever been seen by a Wolfrider.
- Symbol Maker:** an artist.
- Tabak:** human male, appointed to kill Redlance but slain by Cutter before he could do so.
- Tall Ones:** elf term for humans.
- Talon Whip:** claw-like device used by the Gliders to catch small game.
- Tam:** Cutter's soul name.
- Tanner:** ancestor of Cutter, seventh chief of the Wolfriders.
- Tenspan:** oldest and wildest of the great bond-birds, bonded to Lord Voll. Served to carry Voll on his quest to the palace and died with him.
- Tenspan's Hall:** a hall in Blue Mountain that is the width of ten bond-birds, wingtip to wingtip.
- Thaya:** human female, wife of Aro.
- Thief:** human male, disinherited brother of Olbar who attempted to regain his place in the tribe by slaying the elves.
- Throwing Stick:** Hoan G'Taysho name for a javelin or spear.
- Timmain:** High One or child of High Ones who shapechanged into a wolf, mated with a wolfpack leader, and bore Timmorn Yellow-Eyes, the first Wolfrider chieftain.
- Timmorn Yellow-Eyes:** the first Wolfrider, son of Timmain and a wolf, first chief of the Wolfriders.
- Tolf the Wood Cleaver:** human male, Adar's father.
- Toorah:** Sun Folk elf, Recognized life-mate of Suntoucher, mother of Leetah and Shenshen.
- Toss-Stone:** a game played by Sun Folk to see who can throw a stone the furthest.
- Tree Grazer:** large herbivore similar to the Pleistocene giant ground sloth.
- Tree-Horns:** long horned deer.
- Tree-Shaper:** Wolfrider term for a Plant-Shaper.
- Treestump:** Wolfrider elf, oldest of the Wolfriders and Cutter's uncle. Father of Dewshine.
- Tree-Walker:** Wolfrider term for an elf who can walk in the trees without noise or disturbance.
- Treewee:** tarsier-like creature known for timidity and silliness.
- Trial of Hand:** test of strength between two elves, see Challenge Wand.
- Trial of Head:** test of wits between two elves, see Challenge Wand.

Trial of Heart: test of courage between two elves, see Challenge Wand.

Troll King: leader of a tribe of trolls.

Troll-Hammer: wolf, Dewshine's wolf-friend.

Whitebrow: wolf, Clearbrook's wolf-friend.

Wing: Wolfrider elf, child of Woodlock and Rainsong.

Winnowill: Glider elf, effective mistress of Blue Mountain, mother of Two-Edge.



Tunnel-Dweller: elven name for trolls.

Tunnel Makers: elven name for trolls.

Tunnel of Golden Light: tunnel leading from the Troll Caverns to the Burning Waste. Greymung duped the Wolfriders into taking it when the Holt was burnt out.

Tunnel of the Green Wood: troll tunnel leading to the Holt.

Twen: soul name of Nightfall.

Twin Eyes of Timmorn: constellation named by Skywise, just two yellow stars close together.

Two-Edge: son of Winnowill and a troll, expert metalsmith, taught trolls most of their skills with metal.

Two Spear: ancestor of Cutter, fourth chief of the Wolfriders until his anti-human policies almost got the tribe wiped out. Huntress Skyfire took over the tribe and saved it.

Tyldak: Glider elf flesh-changed by Winnowill so that he can fly. Recognized with Dewshine.

Valley of Endless Sleep: alternate name for the Forbidden grove, home of the preservers.

Vastdeep Water: Glider name for the ocean that spreads out towards Sun-Goes-Down from Blue Mountain.

Vaya: Go-Back elf, lieutenant, and daughter, of Kahvi, captured by Frozen Mountain trolls in battle and apparently slain after questioning.

Vok: Go-Back elf, scout and guardsman.

Voll: Glider, Lord of the Gliders, one of the first born of the original High Ones.

Wackroot: a plant that, when chewed, will make a human feel strong and painless.

Wave-Dancer: intelligent dolphin-like sea mammal.

Way, The: the Wolfrider way of life, disrupted forever when burnt out of the Holt.

Went Out: term for the situation of the essence of a person using Astral Projection:

Whistling Leaves: a plant whose leaves whistle in the wind. They cure blood poisoning by acting as a diuretic.

Wolf: carnivorous predator of the World of Two Moons. One pack has been allied with the Wolfriders since the time of Timmorn Yellow-Eyes.

Wolf Demons: human term for Wolfriders.

Wolf-Friend: Wolfrider name for their bonded wolves.

Wolf Nap: brief nap of a few minute's duration, alternating with periods of watchful wakefulness.

Wolfriders: elf tribe that rides wolves, led by Cutter.

Wolfpack: band of wolves that are the bond-beasts to the elves, and from whose ranks they find their wolf-friends.

Wolfsong: a Wolfrider tribal song.

Woodland Trolls: Greymung's tribe.

Woodlock: Wolfrider elf, Recognized life-mate of Rainsong, father of Newstar, Wing, and one yet to be named.

Woodshaver: wolf, Nightfall's wolf-friend.

World of Two Moons: the world depicted in Elfquest, an otherwise nameless planet very much like earth during a period of retreating glaciers. A noticeable difference from Earth are the two moons in its skies.

World's Spine: ridge of mountains near Sorrow's End extending off in the direction of Sun-Goes-Down, curves into the crescent shaped spur that surrounds Sorrow's End, and ends in the greater horn of the Bridge of Destiny.

Worm-Root: gnarled root of plant cooked and eaten by trolls.

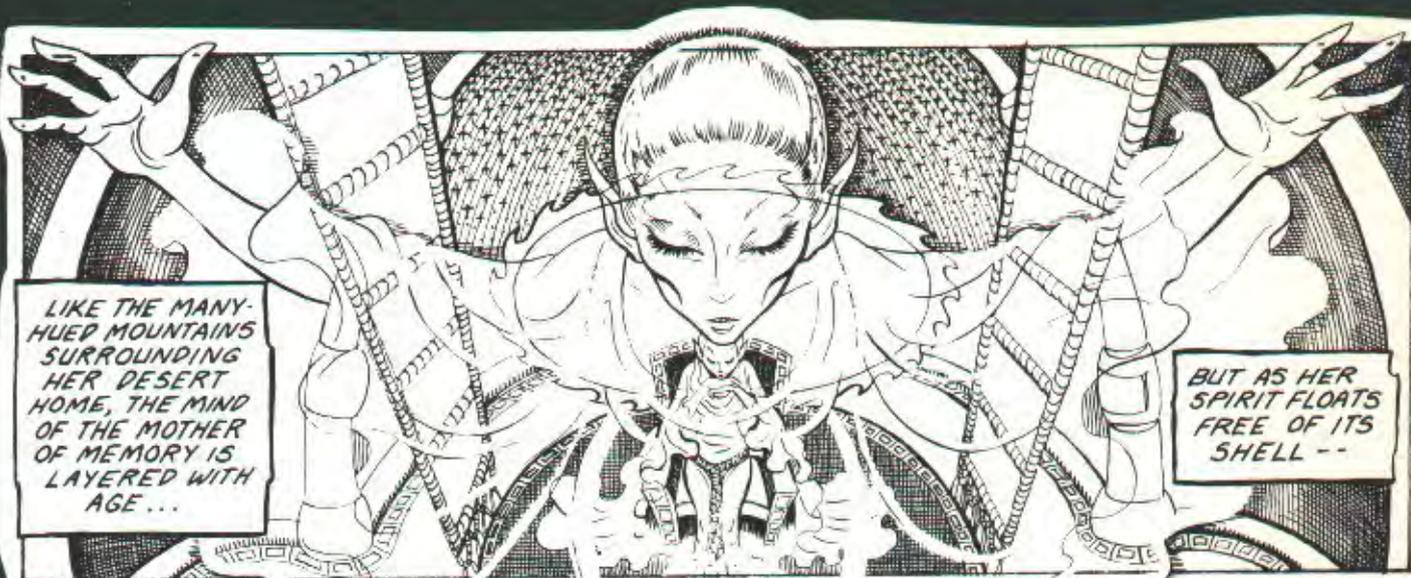
Wrapstuff: preserver term for their preserving webbing. Any living thing fully wrapped in it is perfectly preserved until unwrapped.

Yellow Seek-Root: an edible root grown by the Sun Folk.

Yif: Go-Back elf, member of the force which invaded the palace with Cutter and Kahvi.

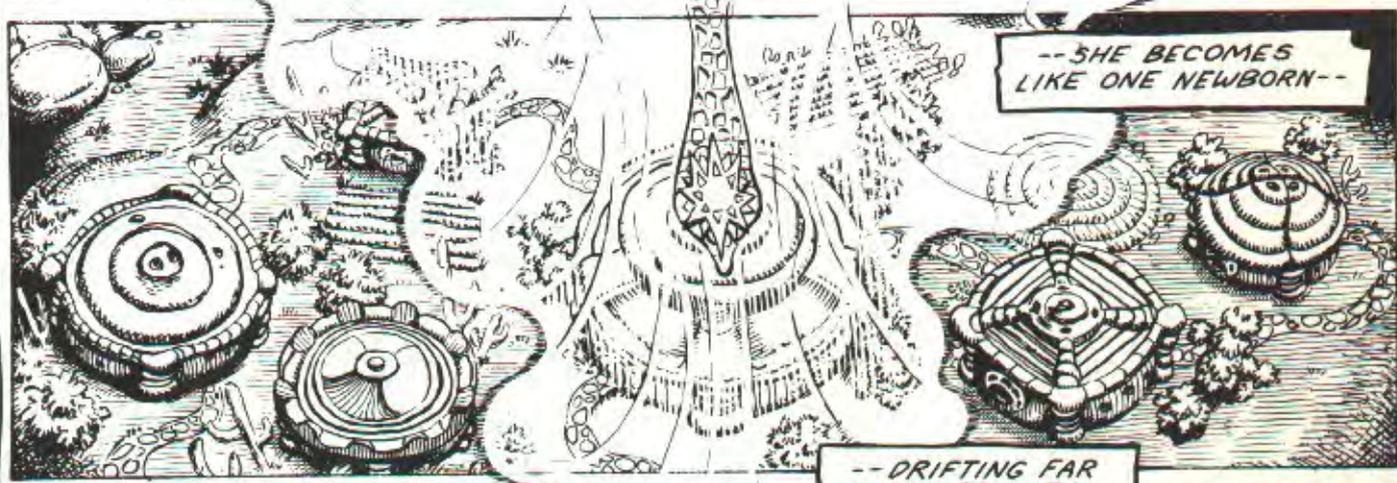
Yurek: Sun Folk ancestor who led Savah and the other Rootless Ones across the Burning Waste. He was Savah's life-mate and, after restoring the crumbling Bridge of Destiny, fell from its peak.

Zwoot: large, fierce herbivore domesticated to some extent by the Sun Folk. First captured by Rayek.



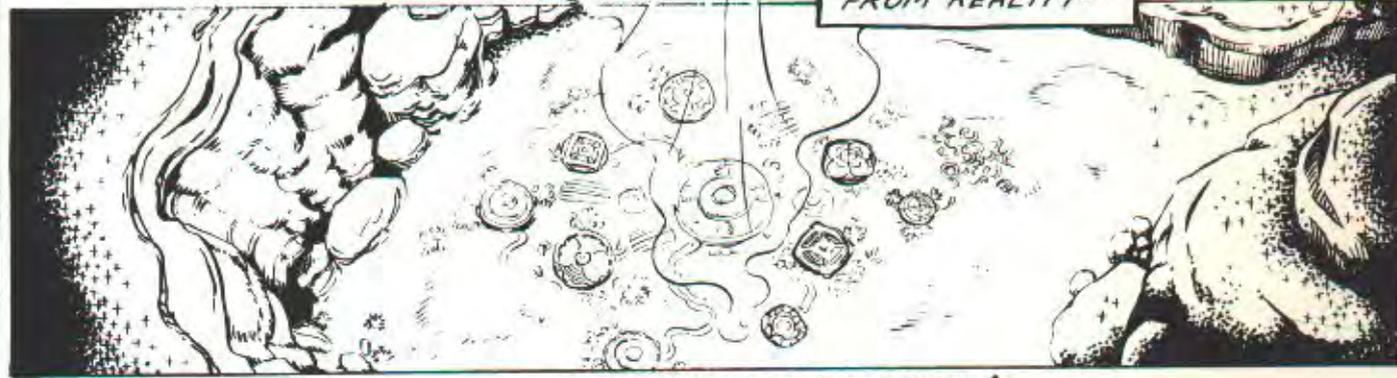
LIKE THE MANY-HUED MOUNTAINS SURROUNDING HER DESERT HOME, THE MIND OF THE MOTHER OF MEMORY IS LAYERED WITH AGE...

BUT AS HER SPIRIT FLOATS FREE OF ITS SHELL --



--SHE BECOMES LIKE ONE NEWBORN--

-- DRIFTING FAR FROM REALITY --



-- INTO UNFATHOMABLE BLACKNESS!

