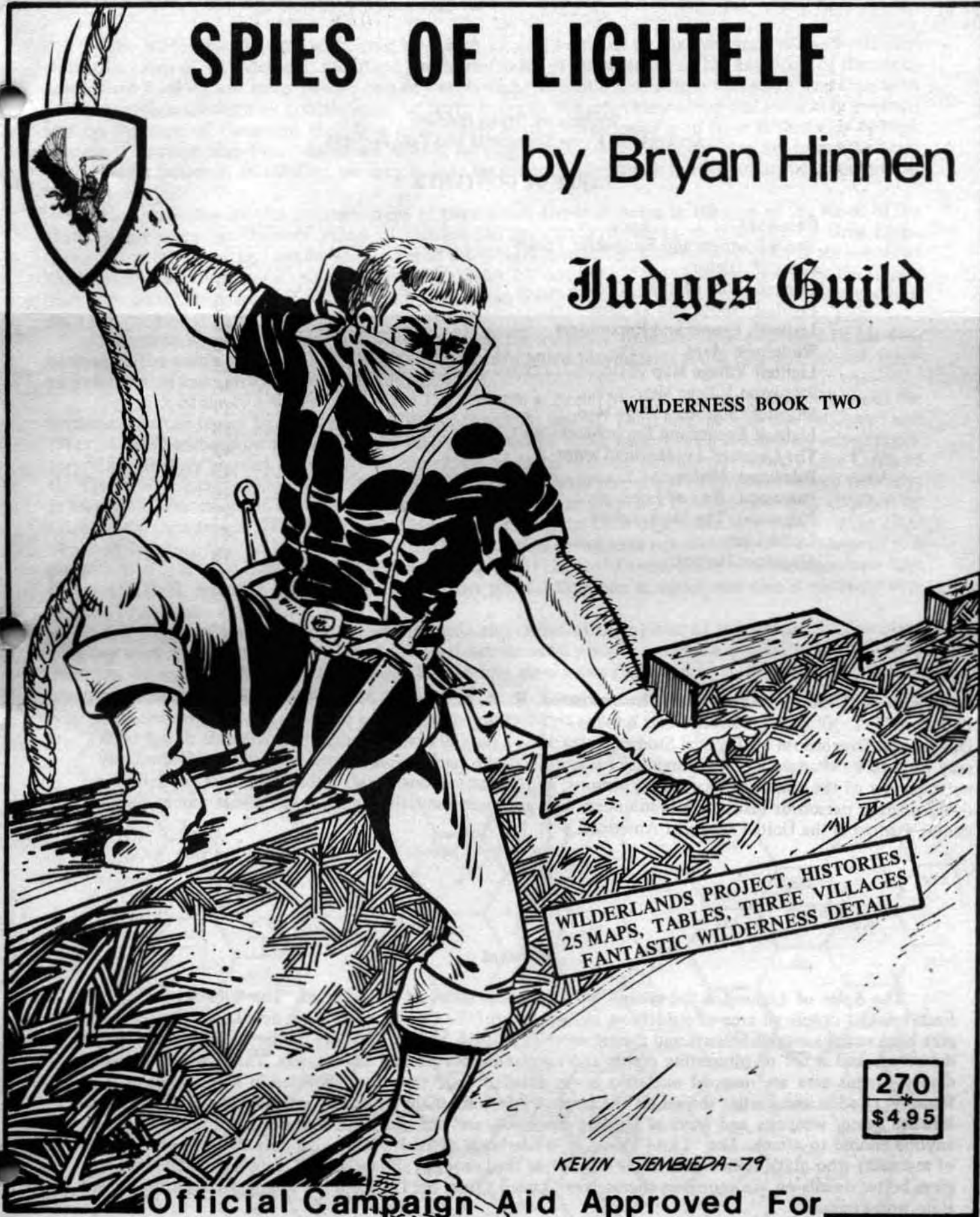


SPIES OF LIGHTELF

by Bryan Hinnen

Judges Guild

WILDERNESS BOOK TWO



WILDERLANDS PROJECT, HISTORIES,
25 MAPS, TABLES, THREE VILLAGES
FANTASTIC WILDERNESS DETAIL

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Official Campaign Aid Approved For

DUNGEONS & DRAGONS™

Written by Bryan Hinnen
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Forward

The Spies of Lightelf is the second booklet in our series of works titled "The Wilderness Project". Each booklet covers an area of wilderness in the Lands of the City States in great detail: any villages in the area have various establishments and prominent NPCs listed, history and way of life of the people briefly described, and a list of interesting events and encounters for passing adventurers. The five-mile hexes included in this area are mapped out on a more detailed scale than that provided in **Wilderlands of High Fantasy**; citadels and castles shown on the larger **Wilderlands** maps have their garrisons and leaders' characteristics listed, weapons and ways of fighting described, and actual fortifications covered in detail should anyone choose to attack. The "Lurid Lairs" in **Wilderlands of High Fantasy** list only the type and number of monsters who make their home in the hex; while the lair is not shown on any maps herein, the text here gives better details on the monsters themselves: Armor Class, Hit Dice and Hit Points, Attacks, Movement Rate, and Treasure.

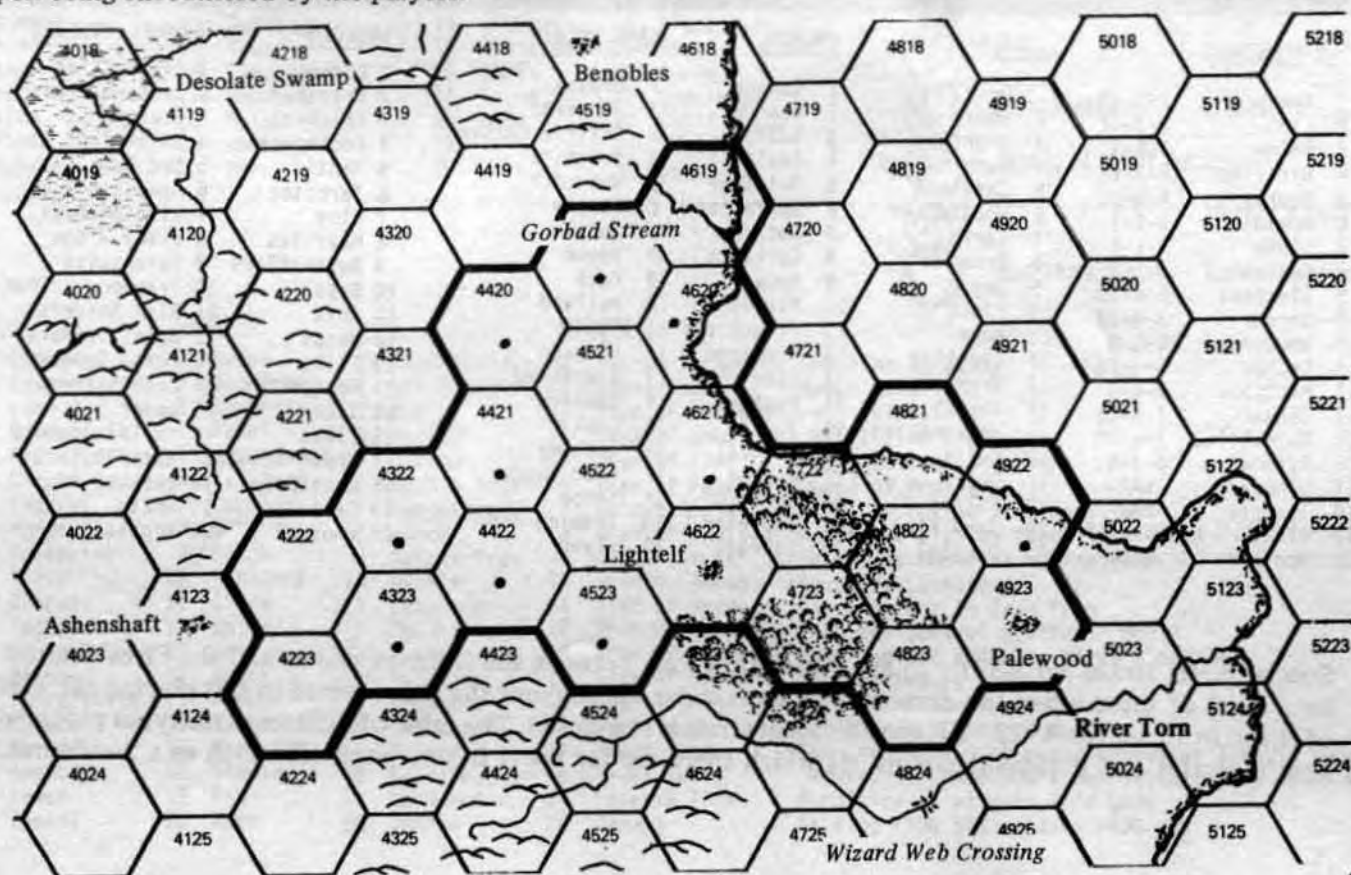
"The Wilderness Project" will cover, by stages, an area bounded by the City State of the World Emperor, the town of Thunderhold, and Cape Nearhorn (south of Tegel Manor on the east coast of the continent). Each booklet will cover twenty-two or twenty-three five-mile hexes from Campaign Map One, with a few exceptions: some may contain more or fewer hexes in the areas they cover, and some may cover an area on the edge of Campaign Map One, overlapping onto a neighboring map from *Wilderlands of High Fantasy* (Campaign Map Five - Barbarian Altanis, for example), or onto Campaign Map Six from *City State of the World Emperor*. In addition, we may include far distant places which the player-characters may wish to travel to.

This particular booklet contains maps of twenty-two five-mile hexes in the area of the Wood of the Gnomes, including the Gnomes' village of Lightelf and the village of Palewood, inhabited by Grey Elves. The maps of the hexes, and smaller-scale maps of the villages themselves, have been grouped at the center of the booklet for easy removal - simply loosen the staples, lift out the 11" x 17" sheets, and bend the staples back into place. Photocopying of the maps by the Judge, solely for use in his own campaign in conjunction with this booklet, is permitted.

We encourage any changes that the Judge feels are necessary to make these guidelines fit his own campaign. The entire concept of all Judges Guild, Incorporated playing aids is one of a springboard, inspiring elaboration and extrapolation by the Judge.

For each of the two villages herein, the Judge should acquaint himself with the characteristics of the settlement before trying to run a group of player-characters into it. Therefore, at least the "History" and "Way of Life" sections on a village should be read before use. After that, the rest is relatively self-explanatory. The "History" covers the growth of the village, and its role in the momentous events of the Lands of the City States; but the longer a village has existed, the more likely its pattern of life was changed radically, at least once. For example, a village built by Lawful-Good Men in 2000 BCCC might have been attacked by Chaotic-Evil Orcs around 2400 BCCC and taken for their own; the Orcs might have been driven out in 2900 BCCC by invading Neutral Gnomes, and so forth. Population changes are not necessary for a change of this magnitude (i.e. it may only take a few generations for a village of Lawful-Good Men to degenerate into Chaos and Evil), but such changes are usually more gradual than one in which one race is suddenly supplanted by another.

The "Way of Life" section covers the crafts and trades of the natives of the village, the dominant religions (and the characteristics of local deities if summoned), prices of available products, and the main resource, or economic base, of the village. It therefore gives some guidelines as to the behavior of NPCs upon being encountered by the players.



The Wilderness

Each five-mile hex on the Judges Guild Wilderness Maps can be subdivided into .2-mile hexes, using the Campaign Hexagon System. Further subdividing, each .2-mile (1056-foot) hex can be remapped into 42.24-foot hexes, using the same system. Here there are twenty-two five-mile hexes that have been mapped out on the .2-mile scale, in the vicinity of the villages of Palewood and Lightelf. The two villages are each contained in a .2-mile hex within their five-mile hexes, and are therefore mapped out separately on the 42.24-foot scale. The larger maps are to be used for wilderness expeditions, while the maps on the smaller scale are to be used for the players' entrance into the village, in conjunction with the keys to the establishments (see "Shops and Taverns" section for each village).

Judges are encouraged to use the wilderness hexes in conjunction with the Ready Ref Book, pages 47 - 51. The region here classifies as "Sub-Tropical" for purposes of any trees, other vegetation, and animal encounters. All necessary encounter charts are reproduced here for easy reference. During daylight there are hunting parties of Elves and Gnomes circulating through the area, as well as Gnomes trundling timber back to their village or going out for more; these should be kept in mind when preparing an encounter for the players.

The Gnomes and Half-Elves haul their timber and pitch to a tiny inlet on the eastern coast: Shipstore Harbor. There a cluster of Skandik camps, maintained by the Skandik warlord of the Longship Havens, Alkazed, down the coast at Ossary, protects a thriving hamlet which concerns itself exclusively with the export of these commodities to shipbuilders, in the Longship Havens.

From Ready Ref Book: "Trees range in height from 4 - 400 feet when mature. . . The tree type is actually the strain predominant in that stand of trees and is a function of latitude. . . (this has been taken care of). Actually climactic zones will vary but the guideline is intended as a simplified aid only.

"These guidelines are intended as an aid in developing a world in which your players can hunt, engage in trapping, and 'live off the land'. Insects, birds and small mammals can be dispatched with one blow. For this reason, many are listed as 0 Hit Dice and this indicates that one point of Damage will subdue or kill the creature. Giant creatures range from 2 - 16 Hit Dice and are listed in various supplements (see *Dungeons & Dragons Book II, Blackmoor*, and *Eldritch Wizardry*. The Armor Class, Hit Dice and Movement of the fauna are listed as follows: AC - HD - MOVE."

SUBTROPICAL	AND BIRDS	UNUSUAL	GAME BIRD	INSECTS	UNUSUAL INSECTS
1 Hyena 7-1-10	1 Oriol 1	1 Condor 1	1 Grouse 1	1 Locust 1	1 Dragonflies 1
2 Lion 6-3-12	2 Robin 2	2 Peacock 2	2 Pheasant 2	2 Grasshopper 2	2 Lantern Flies 2
3 Rhino 3-4-9	3 Nightingale 3	3 Vulture 3	3 Prairie Chicken 3	3 Crickets 3	3 Scorpions 3
4 Giraffes 8-1-10	4 Hummingbird 4	4 Eagle 4	4 Bobwhite 4	4 Cockroaches 4	4 Stink Bugs 4
5 Monkey 6-4-10	5 Cardinal 5	5 Owl-Bear 5	5 Woodcock 5	5 Mantis 5	5 Bed Bugs 5
6 Armadillo 2-1-3	6 Woodpecker 6	6 Gerfalcon 6	6 Turkey 6	6 Termites 6	6 Assassin Bugs 6
7 Sloth 8-1-4	7 Lark 7	7 Roc 7	7 Quail 7	7 Lice 7	7 Kissing Bugs 7
8 Koalas 7-1-6	8 Crow 8	8 Cockatoo 8	8 Goose 8	8 Mayflies 8	8 Black Widow 8
9 Elephant 6-8-12	9 Jay 9	9 Myna 9	9 Duck 9	9 Butterflies 9	9 Tarantulas 9
10 Shrew 2-4-24	10 Finch 10	10 Parrot 10	10 Mallard 10	10 Bees 10	10 Trapdoor Spider 10
11 Woodchuck 5-4-8	11 Hawk 11	11 Flightless 11	11 Teal 11	11 Ants 11	11 Bird Spiders 11
12 Chimps 6-4-10	12 Starling 12	12 Flamingo 12	12 Pidgeon 12	12 Wasps 12	12 Bolas Spiders 12
13 Platypus 7-1-3	13 Wren 13	13 Ostrich 13	13 Blackbird 13	13 Flies 13	13 Purse Spiders 13
14 Jaguar 7-4-18	14 Thrush 14	14 Macaw 14	14 Buzzard 14	14 Mosquitoes 14	14 Crab Spiders 14
15 Chinchilla 3-4-10	15 Mockingbird 15	15 Toucan 15	15 Cock 15	15 Ticks 15	15 Water Spiders 15
16 Python 6-2-8	16 Swift 16	16 Quetzal 16	16 Gobbler 16	16 Fleas 16	16 Yellow Jackets 16
17 Dinosaur -VAR-	17 Owl 17	17 Jacana 17	17 Road Runner 17	17 Brown Spider 17	17 Water Bugs 17
18 Insects -VAR-	18 Falcon 18	18 Sunbird 18	18 Snipe 18	18 Centipedes 18	18 Beetles 18
19 Birds -VAR-	19 Game Bird 19	19 Shoveler 19	19 Stewing Hen 19	19 Crab 19	19 Gnats 19
20 Monster -VAR-	20 Unusual 20	20 Stirge 20	20 Flyer 20	20 Unusual 20	20 Amphids 20

Special Note: Hexes No. 4821 - 23 are a transition zone between the Gnomes' cedars and the Elves' brandolons. West of these hexes the dominant strain is cedar, throughout the area covered in this playing aid; east of them, in Hexes No. 4922 - 23, the dominant strain is brandolon. The table of different tree types provided here indicates less dominant strains, of which there are far fewer in any given area such as a 5-mile hex.

SUB-TROPICAL
10-60 Hexes

1	Cedar
2	Rosewood
3	Satinwood
4	Poplar
5	Stink Tree
6	Macadamia
7	Magnolia
8	Ash
9	Locust
10	Oak
11	Soapberry
12	Sweet Gum
13	Sycamore
14	Tulip
15	Willow
16	Persimmon
17	Osage Orange
18	Nut
19	Fruit
20	Unusual

NUT

1	Almond
2	Brazil
3	Butternut
4	Cashew
5	Coconut
6	Filbert
7	Hazel
8	Hickory
9	Pecan
10	Pinon
11	Pistachio
12	Walnut
13	Kola
14	Bitternut
15	Litchi
16	Canonball
17	Chestnut
18	Nutmeg
19	Cacao
20	Cinnamon

SUB-TROPICAL
10-60 Hexes

1	Flax
2	Tapioca
3	Prickly Pear
4	Bilberry
5	Crowberry
6	Hemlock
7	Nettles
8	Nightshade
9	Pipeweed
10	Belladonna
11	Bladderwort
12	Ivy
13	Coffee
14	Currant
15	Hops
16	Huckleberry
17	Grape
18	Scrub Grass
19	Fruit
20	Unusual

FLOWERS

1	Delphinium
2	Lillies
3	Sunflower
4	Snapdragon
5	Lotus
6	Foxglove
7	Mullein
8	Columbine
9	Hollyhock
10	Lavender
11	Daffodil
12	Azeleas
13	Woundwort
14	Honeysuckle
15	Buttercup
16	Philodendron
17	Violet
18	Gladiolus
19	Spiderwort
20	Unusual

UNUSUAL FLOWERS

1	Rose
2	Iris
3	Geranium
4	Nasturtium
5	Poinsetta
6	Rhododendron
7	Petunia
8	Morning Glory
9	Poppies
10	Carnation
11	Camellia
12	Primrose
13	Aster
14	Daisies
15	Chrysanthemum
16	Marigold
17	Tulip
18	Hyacinth
19	Narcissus
20	Rare

RARE FLOWERS

1	Orchid
2	Rock Flower
3	Van. Orchid
4	Vamp. Vine
5	Yellow Lotus
6	Purp. Lotus
7	Black Lotus
8	Venus Fly Tr.
9	Belladonna
10	Wolfsbane
11	Black Orchid
12	Man. Eat Tulip
13	Silver Chimes
14	Swallow
15	Whispering
16	Enchant. Vio.
17	Eye Flower
18	Cling. Bloss.
19	Tigersbane
20	Leech Flower

VEGETABLES

1	Rice
2	Parsley
3	Parsnip
4	Carrot
5	Celery
6	Potatoe
7	Egg Plant
8	Pepper
9	Sweet Potatoe
10	Peanut
11	Mustard
12	Cabbage
13	Rhubarb
14	Spinach
15	Beets
16	Peas
17	Beans
18	Maize
19	Onions
20	Unusual

UNUSUAL VEGETABLES

1	Lettuce
2	Corn
3	Squash
4	Pumpkin
5	Endive
6	Asparagus
7	Sprouts
8	Artichoke
9	Radish
10	Greenbeans
11	Cauliflower
12	Turnip
13	Broccoli
14	Rutabaga
15	Tomatoe
16	Lima Bean
17	Popcorn
18	Melon
19	Watermelon
20	Rare

UNUSUAL HERB

1	Frankincen.
2	Gum Arabic
3	Tanna
4	Myrrh
5	Saffron
6	Tarragon
7	Chicory
8	Apasar
9	Bay
10	Maijoran
11	Savory
12	Basil
13	Cardamon
14	Chervil
15	Coriander
16	Cumin
17	Fennel
18	Mace
19	Pekoe
20	Unusual

HERB

1	Oregano
2	Thyme
3	Arise
4	Dill
5	Caraway
6	Ginger
7	Sage
8	Alum
9	Garlic
10	Rosemary
11	Allspice
12	Paprika
13	Canine Ppr.
14	Black Ppr.
15	Tarter
16	Curry
17	Spearmint
18	Chilli Ppr.
19	Sesame
20	Rare

FRUIT

1	Orange
2	Lemon
3	Lime
4	Grapefruit
5	Breadfruit
6	Citron
7	Cherry
8	Mango
9	Nectarine
10	Olive
11	Avocado
12	Papaya
13	Kumquat
14	Pawpaw
15	Pomegranate
16	Quince
17	Apricot
18	Anchovy
19	Peach
20	Banana

UNUSUAL

1	Balsa
2	Bay Tree
3	Bayberry
4	Betel
5	Brazilwood
6	Calabash
7	Camphor
8	Date
9	Carob
10	Cinchona
11	Clove
12	Coffee
13	Cork
14	Kapok
15	Rubber
16	Sapodilla
17	Mesquite
18	Mimosa
19	Fig
20	Rare

RARE

1	Crab Apple
2	Witch Hazel
3	Box
4	Redbud
5	Ginkgo
6	Bottle Tree
7	Mangosteen
8	Wahoo
9	Raisin Tree
10	Myrtle
11	Laburnum
12	Poinciana
13	Fringe Tree
14	Mulberry
15	Ironwood
16	Lancewood
17	Jujube
18	Brasswood
19	Fawnwood
20	Unique

UNIQUE

1	Sacred Sycamore	Hot-line to Deity
2	Spear Ash	Nymph Home
3	Tree of Enlightenment	Telepathic
4	Tree of Knowledge	Skill from Fruit
5	Tree of Life	Resurrection in 8 Hours
6	Tree of Fate	Quest of Profit
7	Golden Apple	Fruit as Potion of Longevity
8	Tree of Healing	Heals 1-6 pips by Vapor in 4 Hours
9	Tristiseult	Telepaths Memories of Passion
10	Golden Fleece	Bough as Luckstone
11	Tree of Heaven	Giant Spider in Tree Form
12	Thunder Tree	Sentient-Control Weather / Month
13	Tree of Universe	Pods contain animals, birds & humans.
14	Tree of Portent	Shaking leaves Predict
15	Tree of High Sorcery	One random spell / day
16	Tana Tree	Burnt leaves Control Mummy
17	Great Tree	Branches make 1-10 magic arrows or 1 magic sword.
18	Jewel Tree	Gem fruit...PROB 50% @ Gem inhabited by Jewel Worm
19	Incense Tree	Burnt leaves attract wild game
20	Treant	Talking PROB 60%, Active PROB 30%

Key

Scale

.2 - Mile

42.24 - Foot



Forest

Forest

Paved Road

Paved Road

Cart Trail

Cart Trail

Foot Trail

Settlement

Farm

Tilled Field

Creek

Stream

Sm. River

Creek

Bank of river or lake

Hut, Lean-To

Embankment

Embankment

LIGHTELF

History, 4433 BCCC

The Gnomes' Sages tell of little except isolated villages of Gnomes, subsisting on hunting, trapping and foraging and maintaining a peaceful solitude from each other, throughout the region between the River Hagrost and the eastern coast of the continent of the City States. According to their tales, this state of affairs stretched back until a time just after the Uttermost War, when a clan of Gnomes first came to this area from a legendary place called Rhun.

These villages were off the main trade and invasion routes, and so were not interfered with by a great events of history to the west. As the millenia passed, they gradually developed farming as a means of supplementing what they gathered in the woods. By the twenty-first century BCCC the Woods-Gnomes and the farmers came to a balance, and a third area of pursuit began to be developed: Metalworking. Gnomes and their cousins, the Dwarves, have been famous for their jewelry and weapon-smithing; apparently this group of communities had abandoned that art, and now sought to revive it. They purchased uncut gems from merchants, and sold finished stones to jewellers of Thunderhold; and their weapons became well-known, and their make copied.

As the Gnomes refused to check the growth of the woods about them, the forests became denser and denser. At last tall, strong cedars became predominant in their lands. In the twenty-third century BCCC, the Skandian race of humans migrated into the area; these cruel seafarers arrived on the coast but did not reach inland, preferring to use the sea as their only route of travel.

Emissaries from the Skandian Warlord of Ossary, down the coast, eventually came in contact with the Gnome-Chiefs; being short of manpower to both raid and lumber, and preferring to raid, they asked the Gnomes to cut the trees for them and haul the timber to the coast, where it would be shipped to Longship Havens and used in shipbuilding. The Gnomes formed a league among their villages and turned to lumbering. They built heavy wagons to haul the lumber to the coast; there the Skandians raised a small settlement at which the lumber was allowed to age and season, then shipped out. Eventually, however, the proud Gnomes began to feel chafed by this subservient role, and the anger and frustration grew from century to century; yet the legends of the Skandian fighting prowess slowed the building of feeling until the thirty-third century BCCC, when a great Gnomish Chieftain, Zarun Longbeard, united the villages that had been independent so long, and called himself king.

Lightelf had been a village where Zarun was Chief, and now he made it the seat of his new kingdom. It gained its name in 3227 BCCC, when an Elf bathed in a strange light appeared to Zarun and his council and bade them go to make war against the evil Skandians. But, Zarun waited, and prepared himself in all ways; training the warriors of each village to form a regiment, and arming them from his fine but small armory, took a full year. At last he marched upon Ossary in the spring of 3228.

Upon arrival in the environs of Ossary, Zarun sent out scouts, who learned that the Skandians, ignorant of all things on land, knew not of their approach and had drawn their longships out of the water. In great stealth he sent crews of Gnomes to slay the sentries and set fire to the beached longships. The fleets of Longship Havens had been severely reduced in a battle the year before with the fleets of the Invincible Overlord, and had not yet been rebuilt; now the Skandian shipwrights would start with nothing - not wood to build with nor fleets to add on to.

Having destroyed the Skandians' ability to defend their harbor, Zarun sent a courier to the Overlord and asked for a fleet to prevent merchant traffic from entering and supplying Ossary by sea. The Overlord, though, had had his naval arm weakened severely as well by the great battle the year before, and had only enough ships to maintain patrols in his own estuary. Using the same stealth, the Gnomes burned the Skandians' docks; due to limited space in their harbor and small numbers of light craft, the unloading of merchants was severely slowed, and so the supplies into Ossary were lessened in that manner.

The Warlord of Ossary at the time was far more cautious than most of his race; most would have marched out to engage the Gnomes immediately upon learning of their presence. But this man knew not whether the Gnomes were great or weak in battle, nor how many of them there were; and every scout he sent either failed to return or came back with meager reports. Zarun wisely chose never to camp in the same spot two nights in a row, but maintained patrols to turn back any merchant caravan. When the fields of the Skandians turned yellow before harvest, Zarun burned them.

At last, heeding the advice of his discounted advisors, the Skandian Warlord marched forth to battle in mid-autumn. The Gnomes were defeated, but fought well, and earned the respect of the Skandians. When quarter was asked, the Skandian Warlord did another uncharacteristic thing in granting it, and a truce was called. The Gnomes bargained for and were given a new trade agreement regarding their lumber, and went home content. It was rumored later that the Wizards of the Overlord swayed the minds of the Skandians, who defeated themselves in parley after winning the field.

Shortly after this peculiar campaign, the villages of the Gnomes were struck by a plague. Only Lightelf retained any sizable portion of its population; the rest were reduced to mere hamlets. King Zarun, sent mad by the plague before dying, ordered that the burrows emptied by deaths be filled with stone and earth.

The Gnomes continued to supply the Skandian merchants with timber, though with fewer hands, they cut fewer trees. Eventually the Sages of the Gnomes said that this was the best manner in which to harvest the cedars, for with these few lumberers at work, the forests grew back as fast as they could be cut. Thus, by decree of the King of the Gnomes, there have been no more than one hundred in the lumbering crews at any one time, from that day to this; as the population grew, members turned more and more to the older ways of farming, hunting and trapping, and surplus food was shipped out to the Skandian merchants as well. Men gradually took up the trade of lumbering, always paying tribute and tax to the King.

The campaign of 3228 BCCC turned out to be the high point of the history of this clan of Gnomes. In 3922 BCCC, and again in 3930 BCCC, hordes of Orcs passed through the area as they migrated from Dearthwood Forest; the Gnomes concealed themselves in their burrows and allowed the creatures to pass unmolested, though their few buildings were burned at each passage. In 4175 BCCC a smaller number of invaders, Gnolls on this occasion, approached. The reigning King, Velardris, was of a different nature than his predecessor: he ordered the Gnomes out to the field of battle. Upon confronting the Gnolls and finding that he was badly outnumbered, Velardris moved quickly to strike first at one enemy flank, then another; as the enemy's arms drew back in disarray, Velardris turned his force again and drove hard for the heart. The Gnolls recoiled and fled; the Gnomes pursued, and slew many over the course of a twenty-mile route. A second band of Gnolls, this one larger, approached in 4187 BCCC; Velardris made ready for battle again, but this foe passed far from his stronghold and sped to the south, and the battle was missed. (The Gnolls were later decimated upon storming the castle of the Shield-Maidens, and finally destroyed by the Skandians of the nearby village of Sea Rune, several miles to the southeast.)

In 4329 BCCC, Velardris died and his son, Veranken, was crowned king. The tiny kingdom retains its own feel of independence, but the low price that the Skandians pay them for their fine cedar logs indicates that, in fact, the Gnomes are subservient to Ossary. Of late, Veranken has heard of agents of the Overlord inciting his people to rebellion, as in the time of Zarun, his distant ancestor. The small community of men who keep the buildings at the center of his burrow-village and cut the lumber are, for the most part, in the service of the Overlord, and are changing the Gnomes over to their own ways of evil. Veranken is a weak leader, and can do little to stem the rising flood of evil, chaos and discontent among his people that threatens to drown him.

Way of Life

The population of the Gnomish stronghold of Lightelf is divided as follows: 30% are Human, and live in buildings above ground; 70% are Gnomes, and live in burrows whose entrances surround the buildings of the Big Folk like the spokes of a wheel. All of the Humans are Chaotic-Evil; of the 70% of the residents who are Gnomes, one-half are Chaotic-Evil and the rest are Neutral except for the unpopular King, Veranken, and a tiny following, who are Lawful-Good.

Most of the 290 adult-male Gnomes are hunters, trappers and foragers (55%). A smaller number (25%) farm (most of these cultivate mushrooms in their burrows), and the rest (30%) are lumberers for the Skandians. Many of the Humans are in the service of the Invincible Overlord, gradually changing the ways of the Gnomes. The Overlord hopes to cut off the Skandian pirates' supply of shipbuilding timber and gain another ally against the Skandians, by inciting another rebellion by the Gnomes similar to the one in 3228 BCCC. A broad network of spies, important to the Overlord and well-paid by him, is centered here.

The men, as is their custom when travelling from place to place frequently, have set up small hamlets on the ways between prime lumbering areas. These have a permanent population of farming and tool-smithing Gnomes to feed and house the lumberers when they arrive. Currently, however, the lumbering crew of 100 or so men is in Lightelf, and the hamlets subsist on their own farming and foraging.

The fine cedar that the Gnomes prepare is shipped by heavy wagon to Shipstore Harbor, a coastal hamlet set up by the Skandians to receive their lumber and the pitch of the Elves to the east. Some of the buildings that the Big Folk tend to in Lightelf are stables for the draft-horses and sheds for the wagons and lumber, for the Gnomes never were very handy with beasts and are doing well to be able to drive them in the great seasonal caravan to Shipstore Harbor. The Humans who tend the lumber, horses and wagons are plotting to wet down the wood to warp it, and incite friction between the Skandians and the Gnomes; the Skandians use the cedars for planking and masts, and they must be straight to be properly worked into these items. Most of the Big Folk farm or cut lumber, however, and know nothing of this.

The Gnomes work metal into tools as they need them, and weapons as they feel are called for; some weapons are sold through Shipstore Harbor. Among the Gnomes there is a weaponsmithy, or armory, with a few Gnomes who specialize in this line of work; among the men there are two smiths for the draft-horses, a miller for the farming Gnomes' grain, a harness-maker and his brother, a wheelwright or carter. The Gnomes worship Grome, King of the Land Below the Roots in the Melnibonean mythos (see *Gods, Demi-Gods & Heros*, page 55). However, they have no Clerics - only a simple chapel in their burrow-complex, with an altar on which they burn a sheaf of grain and two trapped rabbits at harvest-time.

The Gnomes also go to this chapel to beg for aid and guidance should an invader threaten. Veranken will muster them in the central building area - though they do not like him as a ruler, ingrained battle-discipline is a survival trait among the Gnomes that has been passed from father to son for generations uncounted, and in battle the King is King. 20% are armed with Short Sword and Shortbow, 70% are armed with Short Sword and Thrusting Spear, and 10% (including Veranken) are armed with Bastard Swords, which they always wield two-handed; the other Gnomes prefer to use their weapons in conjunction with round wooden Shields. All of the Gnomes are armored in metal-studded Leather (AC: 6, not including the usual Shield) with Conical Helmets.

The men form a separate body of troops; they also have the capability to make weapons, but are more advanced, having been trained in their crafts in the City State. The two blacksmiths can make Plate Armor and Chainmail; Chainmail takes less time and money, however, and is universally used by the men, in conjunction with Conical Helmets patterned after the Gnomish design. All carry metal Kite Shields, giving them AC: 4. 50% are armed with Heavy Crossbow and Broadsword only, but some of these have magical blades. The Big Folk have less battle discipline and morale than their advanced arms would indicate, for they are Chaotic-Evil and have been sent here by the Overlord without benefit of Battle-Mages. There is a single magician who came here on her own, and the men have had to pay her well to convince her to aid them should battle occur; but she is a Shield-Maiden from the south, and both Overlord-spy and Shield-Maiden seek to overthrow the Skandians (for different reasons), so they get along fairly well due to their having a common enemy.

Shops and Taverns

A)	Blacksmith	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Ugrak Burnost (M)	FTR	CE	4	23	9	5	16	14	15	16	13	9	Heavy	
(Has Chain and Shield for battle - AC: 4)	Crossbow and Broadsword													
Son	FTR	N	1	4	9	3	11	8	5	15	12	8	None	

All of the pesky Gnomes' draft-horses are shod already, and the other blacksmith can handle any tool repair and other work, so Ugrak is weaving a Chainmail Byrny for his eldest son. A prepared Conical Helmet and Broadsword for his son sit in a corner; the Shield is next, and Ugrak reacts violently upon being bothered. Money, though, can calm him and even make him talkative. His anvil is mounted on a stump, under the eaves of his shop; should the heavy spikes be pulled and the anvil removed, one can find 1000 GP there in the hollowed stump, for Ugrak is of the Overlord's spy-ring. Ugrak has a purse that belies this: 22 SP, 43 CP.

Rumor: The Skandians expect the Gnomes to provide half again as much lumber this season. Rumor: The Skandians are inciting the primitive Elves of Palewood to raid this village.

B) Wheelwright and Tanner

Langan Zhasar (M)	FTR	CE	2	12	9	4	15	10	6	13	15	9	Compo-
(Has Chain and Shield for battle - AC: 4)													site Bow and Broadsword
Kalath Zhasar (M)	FTR	CE	2	11	9	4	16	11	9	12	16	10	Compo-
(Has Chain and Shield - AC: 4)													site Bow and Broadsword

Langan is a journeyman wheelwright of the Carters' Guild in the City State of the Invincible Overlord, and is kept busy repairing and replacing the heavy wagons of the lumberers; his warnings to the Gnomes to dodge any stumps and rough ground when driving are little heeded. Kalath prepares bridles and harnesses for the wagons, and tans skins for the hunting Gnomes; also, he purchases cattle-skins from Shipstore Harbor and prepares them as the Gnomes' armor and other items. Langan's two sons aid him in wagon-building; Kalath's four sons have a herd of cattle which grazes in the surrounding cleared area left by lumbering which are butchered for meat, but more importantly for their hides. The two brothers keep a common fund: 4 SP, 65 CP. Langan has his own stash: 68 SP, 134 CP; Kalath has his own as well: 93 SP, 122 CP; this indicates how much each trusts the other regarding the "common fund". The two brothers are among the few prominent humans of the settlement who are not in the pay of the Overlord.

Rumor: King Veranken had been disinherited by his father, Velardris, just before his death - most claim that the throne rightfully belongs to his brother Velenkris. Rumor: The copper-skinned Altanian tribes have been moving north through this area for some unknown reason.

C) Miller

Sloarvinnith (M)	FTR	CE	9	56	9	6	17	14	15	15	14	13	+1 Broad-
(Has Chain and Shield for battle)													sword
Farglund (M)	FTR	CE	1	8	4	5	16	10	8	10	15	10	Heavy
													Crossbow and Broadsword
Uklo (M)	FTR	CE	1	7	4	5	16	11	7	11	14	11	Heavy
													Crossbow and Broadsword

Sloarvinnith is the leader of the Overlord's espionage ring here in Lightelf; he sends agents through Modron, Ossary and even Warwik and, being based in this little out-of-the-way settlement, he is fairly safe. He operates right under the nose of inept King Veranken; he associates closely with Veranken, and his subtle persuasions are leading Veranken towards war against Ossary's Skandians - the one act which might win Veranken the favor and respect of his people. Sloarvinnith and his two stout sons would lead the Men of the village into battle, and has several times against marauding Orcs and other beasts. In his purse: 42 SP, 49 CP. Buried in a chest behind his mill: 2100 GP, 979 SP, 422 CP and a 500 GP necklace. He keeps meticulous records that are written in code, concerning what agents he has, where they are working, what information they have provided, what he has passed on to the Overlord, how much and when he's paid everybody, etc.; they are disguised as the records of his milling business, and would require a *Read Languages* spell, for a sample entry reads, in Common: "Birko - five sacks wheat - shipped to Ossary - 10 SP - 13/11/32" and is almost beyond suspicion.

Rumor: The Skandians are plotting to move into the village in force and enslave all the Gnomes. Rumor: The grain reserves of Ossary are low - perfect timing for a siege of that town. Rumor: The World Emperor would give 10,000 GP and a Barony, with a stronghold built to order, to any lord who brought him the head of the Warlord of Ossary and word of the ruin of the Skandian pirates that have plagued his maritime trade for so long.



	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
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D) Smith

Gaullark Zimpatul (M)	FTR	CE	4	30	9	5	18	13	15	16	14	9	+1 Broadsword
(Has Chain and Shield for battle)							(01)						
Bergrin Thulgrish (M)	TH	N	6	20	6	4	11	13	13	12	16	6	Composite Bow, Broadsword and Dagger
(Studded Leather)													
Nyr Karstag (M)	TH	LE	3	12	7	4	10	14	14	10	15	11	Composite Bow and Greatsword
(Leather)													

Gaullark is hiding these two thieves as part of his function with the Overlord's spy ring. The thieves are riding Light Warhorses that are stabled in back of the smithy and one is wearing Horseshoes of Speed; each has been paid 500 GP by the ringleader, Miller Sloarvinnith, and is on his way to Ossary in the service of the Overlord. Gaullark hides them in the dark loft of his stable and continues business as usual: Horse Shod for 1d6+15 SP per hoof; +1 SP for anything larger than a Medium Warhorse (Heavy Warhorse, Drafthorse, etc.). Buried under the dirt floor of an empty stall in the stable is a chest which the thieves are unaware of: 1500 GP. Gaullark is carrying only his purse: 51 SP, 20 CP. He will stable and feed mounts for 1d6 GP per night.

Rumor: A hunting party of Men from the village spotted hundreds of cruel Skandians, armed for war, in camp a few miles south of Lightelf.

Temple of Grome (not shown - underground)

King Veranken (M)	FTR	LG	2	3	6	6	4	14	4	11	8	3	Bastard Sword
(Gnome) (Studded Leather)													
Falin Greybeard (M)	FTR	LG	6	40	5	6	17	10	15	10	11	11	Bastard Sword
(Gnome) (Studded Leather)													

Veranken is here most of the time, praying to Grome for guidance and wondering how his people could have strayed to the ways of Chaos. He always means well, but never seems to do the right thing. Even the few who still are loyal to him are constantly tempted to turn against him, for they are closest to him and he is forever suspicious of them, accusing them of stealing from him or of being agents of the Skandians, supplying them with the closest of secrets. He has made it easy for the Overlord to turn his people against him because he treats them with little respect, and hoards the wealth of the village. Falin, one of the advisors of the King's predecessor and father, now attempts to save the little kingdom from what seems fated: rebellion against Ossary despite fair terms given by the Skandians and the sheer weight of numbers of the fated foe. Under the simple stone altar is hidden much of the meager wealth of the village. Veranken does not give his lumberers more than a pittance, and throws the money saved away on tempting baubles offered by crafty merchants; they have fooled him many times. The Gnomes' treasure is Type C (Monsters & Treasure, page 22): 6000 CP, 2000 SP. Falin suspects the harm of dealing with some foreign power, but beyond this he knows nothing; the suspicious actions of the Humans will be passed on to travellers willingly.



The Iron Foundry (not shown - underground)

Prince Velenkris (M)	FTR	CE	4	30	4	7	17	10	8	14	14	15	Compo-
(Gnome) (Studded Leather and Shield, +1 Ring of Protection)													site Bow and +1 Short Sword
Tain Ironhand (M)	FTR	CE	4	28	5	6	16	11	14	14	13	10	Compo-
(Gnome) (Studded Leather and Shield)													site Bow and Short Sword
Karno (M - Gnome)	FTR	CE	2	14	5	4	14	10	12	14	10	14	Short-
													bow and Short Sword
Belnar (M - Gnome)	FTR	CE	1	7	5	4	15	8	10	10	12	13	Short-
													bow and Short Sword
Vudrall (M - Gnome)	FTR	CE	2	15	5	4	13	9	5	12	14	8	Short-
													bow and Short Sword
Norgand (M - Gnome)	FTR	CE	1	6	5	4	14	12	8	12	14	6	Short-
													bow and Short Sword
Norsind (M - Gnome)	FTR	CE	1	5	5	4	16	13	11	14	13	12	Short-
													bow and Short Sword
Dwelfar (M - Gnome)	FTR	CE	1	1	5	4	17	12	13	15	15	10	Short-
													bow and Short Sword
Dormanth (M - Gnome)	FTR	CE	1	3	5	4	12	10	10	10	12	11	Short-
													bow and Short Sword

Prince Velenkris is the elder brother of Veranken, and claims to be the rightful heir to their father's crown. Discredited and ordered out of the burrows by Veranken, who at the time was supported by the rest of the Gnomes, he went out with his lifelong friend, Tain, to wander the earth as an adventurer. He returned home with a treasure hoard (including the magical items he is using) after many years, to discover untold opportunities for a rebellion against his brother. Here, in the tiny iron foundry where the few Gnomish weapons are forged, he and several workers, including Tain, are plotting to overthrow him. Velenkris had stopped in the City State of the Invincible Overlord when returning from his travels, and there was wine and dined by the Overlord himself, and corrupted by the court. He is in league with the spies of Miller Sloarvinnith, who has added copiously to his adventurer's hoard: 2179 GP, 4200 SP, and three 100 GP Rubies.

Addendum

E) Battle Mage

Lansella the Fair (F) MU N 6 17 9 8 12 17 11 12 15 17 Dagger

Lansella, unable to meet the tough standards of the Shield-Maidens regarding strength and fighting prowess, was cast out of their stronghold at the age of nineteen. She learned the ways of spell-casting and wandered for four years as the apprentice of a lady-mage in an adventuring band; raised in the way of the Shield-Maidens, she will deal little with men; but women come to purchase arrows for their husbands - she is a Fletcher. Arrows: 5 SP each. She has been bribed into protecting the men with magic in battle. Hidden under some loose floorboards of her house is her loot: 790 GP, 111 SP. (The material for the magic arrows cost her 1000 GP). She has a Wand of Fireballs (6D6 damage, 19 charges) and will not hesitate to use it upon the entrance of a man into her laboratory, interrupting her work.



	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Inn of the Four Seasons													
Darodrin Armstrong(M) TH	N	5	20	7	7	10	10	14	17	16	11	Dagger	

Karodrin was once with the lumbering crew but claims he is too old. He has seven sons who serve as bouncers: Class: FTR, Align: CE, Levels: 2, 1, 1, 1, 2, 1, 1, HP: 14, 6, 2, 4, 11, 8, 5, AC: 5, Weapon: Greatswords. He has, also, twelve serving wenches: TH, Align: N, HP: 4, 3, 3, 1, 3, 2, 4, 4, 2, 3, 1, 2, AC: 9, Weapon: Daggers. They can be persuaded to be friendly. Room: 8 SP per person per night; single and double accommodations are available, as is a bunkroom (4 SP per person per night). The great hall has a bar that Karodrin tends: Ale: 7 SP per mug, Wine: 9 SP per glass, Beer: 5 SP per mug, Brandy: 25 SP per glass. Two of the serving wenches tend a kitchen, from which meals can be ordered: Rabbit Stew: 4 SP, Boiled Potatoes: 2 SP, Venison Steaks: 11 SP, Bread and Butter: 2 SP per loaf, Lima Beans: 3 SP, Corn: 2 SP per ear, Rice and Gravy: 1 SP. Till, hidden under the bar behind empty bottles: 113 SP, 260 CP. Five private rooms for gambling are available, first come first served; these rooms are where the spies have many of their meetings. Each room has a large round table and six stools. At any given time, 2d6+2 spies (Class: FTR, TH or AS) are staying at the inn, along with 2d6 more mundane travellers such as merchants, adventurers, religious pilgrims, etc.

Rumor: A glowing image of a woman appeared to a hunter in the woods, predicting another Uttermost war. Rumor: Four Trolls have taken up residence in a nearby cave, preparatory to a raid of the village.

Events and Encounters

At any given time during the day there will be 1d6 Gnomes and 1d6 Humans on the streets above ground, on some business or another. At night there will probably be about 1d8 Humans, but the Gnome who ventures out after dark is rare, and considered foolish by his fellows. The spies in the service of the Overlord take advantage of this and perform most of their works at night.

For the players, the most interesting thing about a sleepy village that conceals a nest of spies is the chance of a really unique encounter. When an encounter is dived for, roll a d20; add 12 if the encounter is at night, and consult the table below:

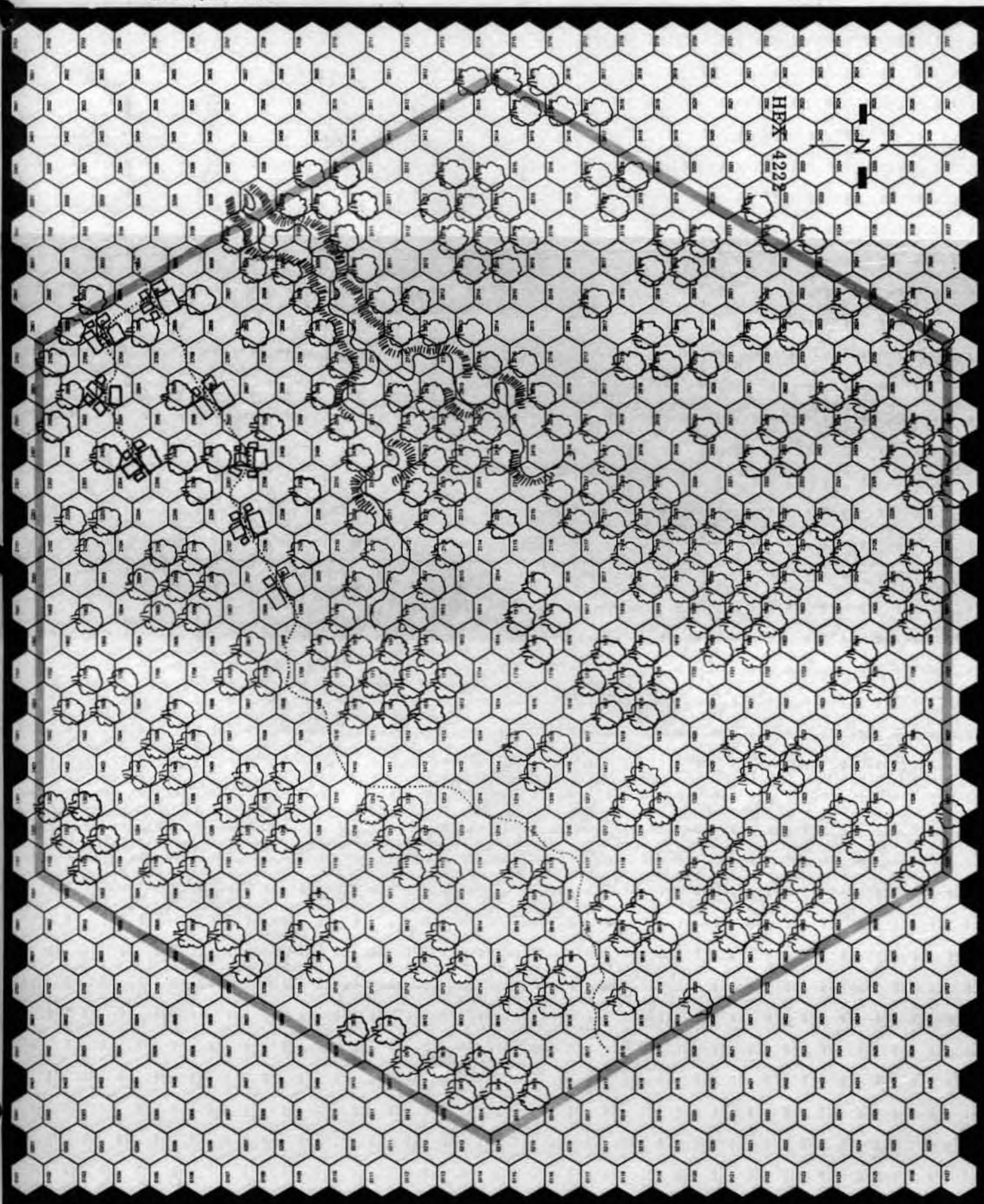
1)	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Kolin (M - Gnome)	FTR	N	1	7	5	4	16	11	5	11	13	15	Short-
(Studded Leather and Shield) Purse: 15 SP, 22 CP													bow and Short Sword
Folin (M - Gnome)	FTR	N	1	6	5	3	16	11	14	12	14	9	Short-
Purse: 12 SP, 21 CP													bow and Short Sword
Dolin (M - Gnome)	FTR	N	1	7	5	3	15	10	10	13	11	10	Thrusting
Purse: 13 SP, 21 CP													Spear and Short Sword

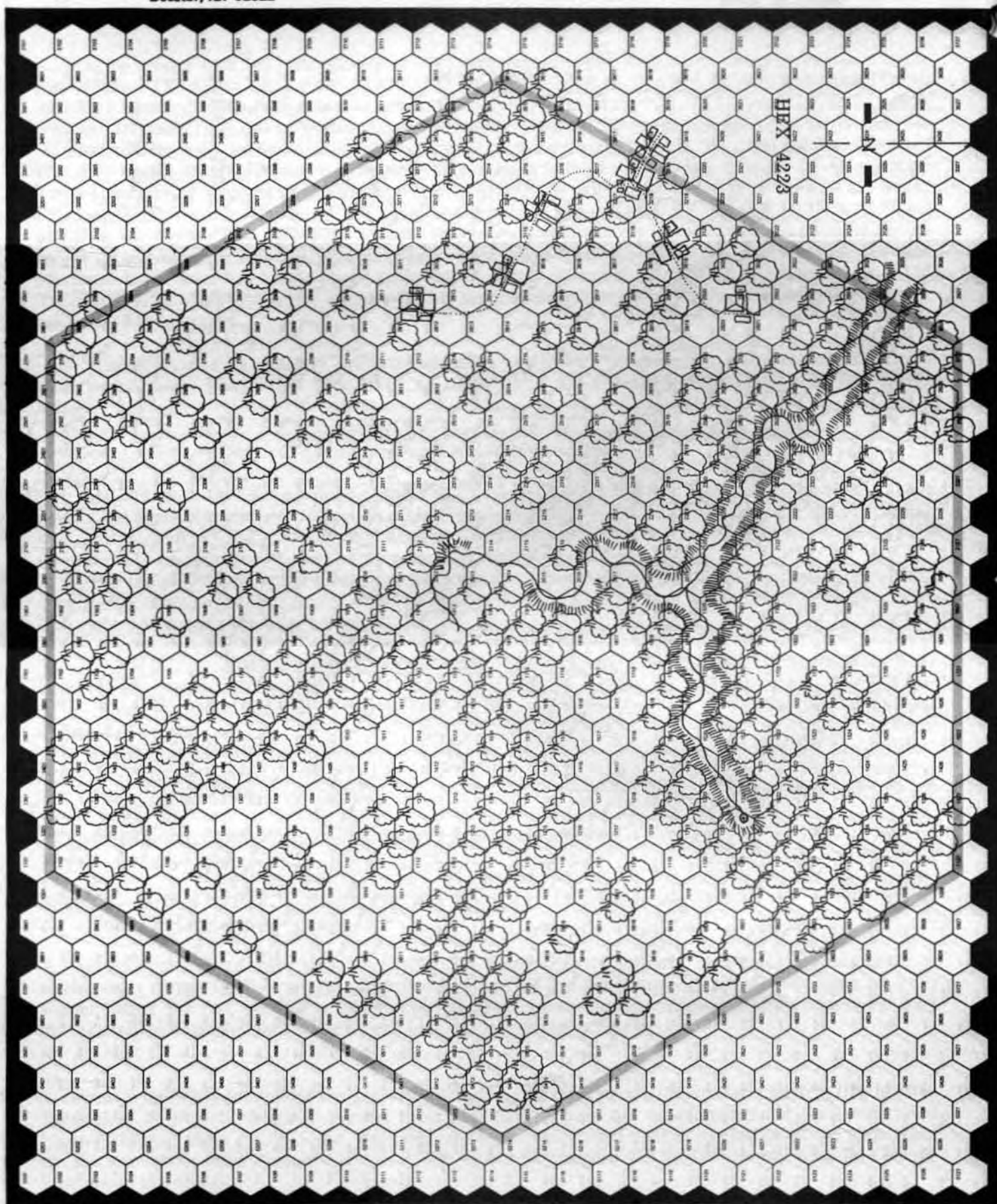
Three brothers offer their services as mercenary-hirelings to the party.

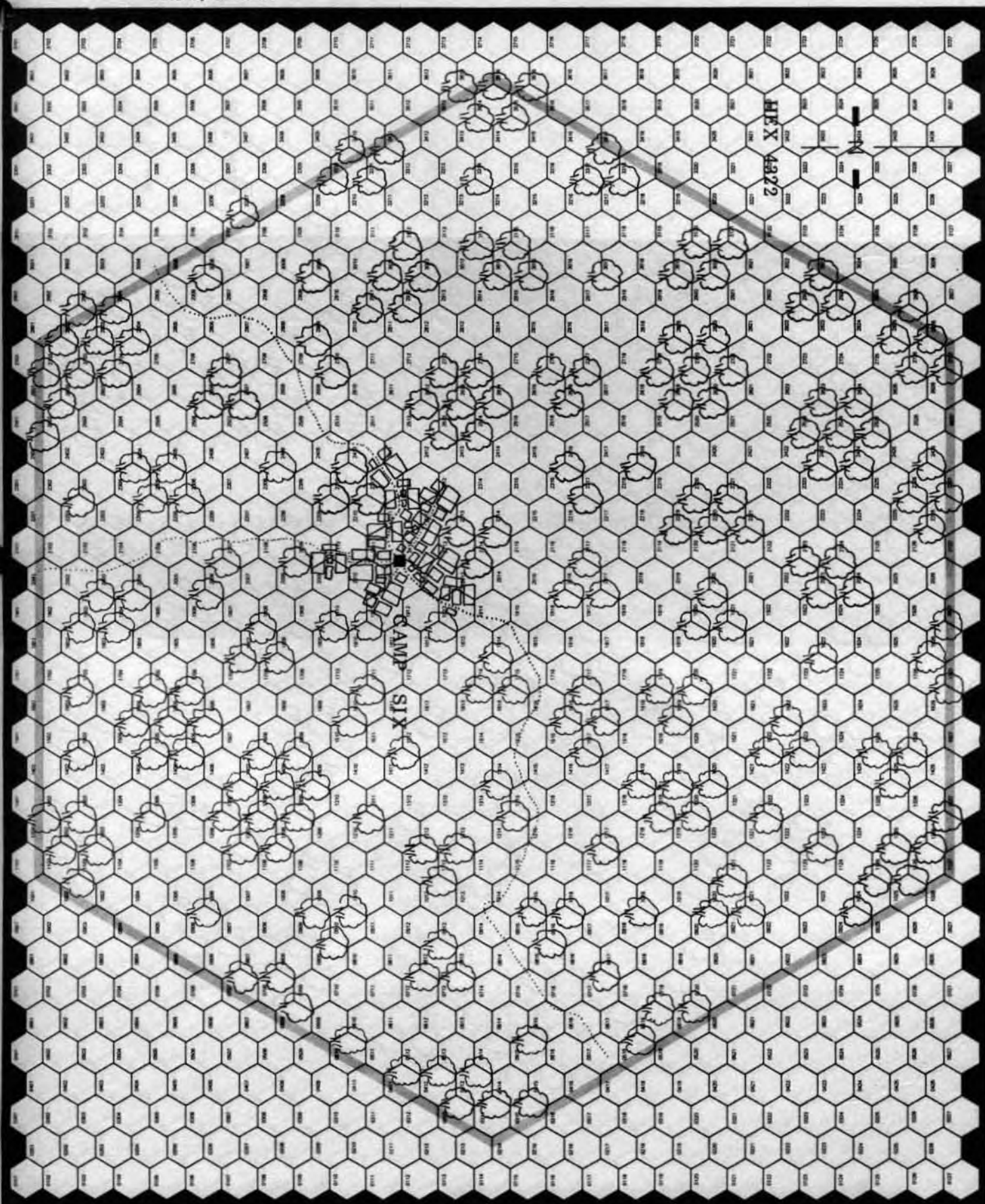
2)	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Bolur (M - Gnome)	FTR	CE	3	12	9	2	17	10	3	11	11	9	Dagger
Purse: 21 CP													

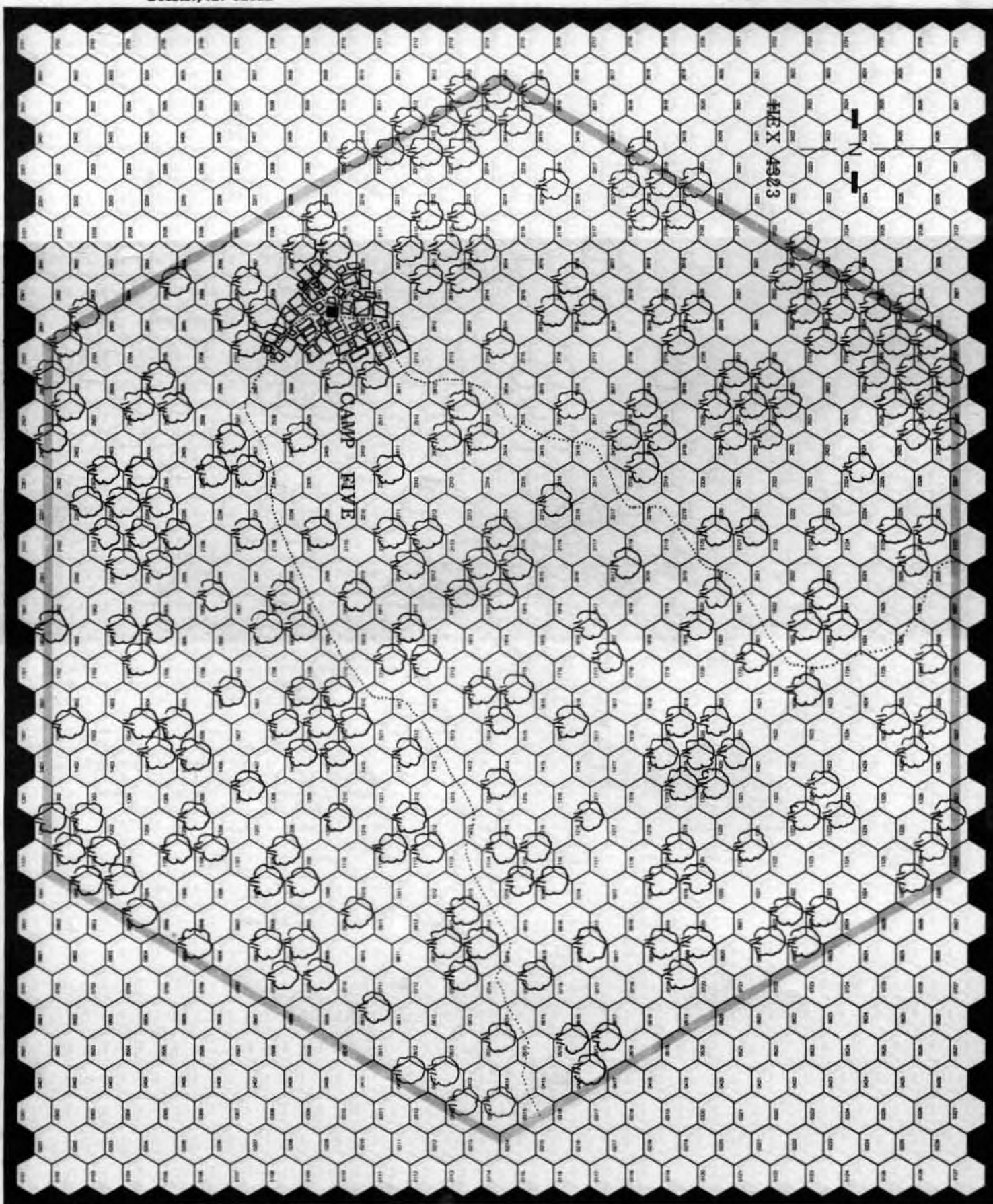
A young Gnome, brandishing a Dagger, challenges the leader of the party to a duel, without armor or shield, using Daggers. Winner takes all personal effects of the vanquished. Scars running down his arms should betray the fact that he is an experienced knife-fighter in spite of his youthful years, but it isn't immediately obvious that he's +4 to hit and is wearing a +1 Ring of Protection.

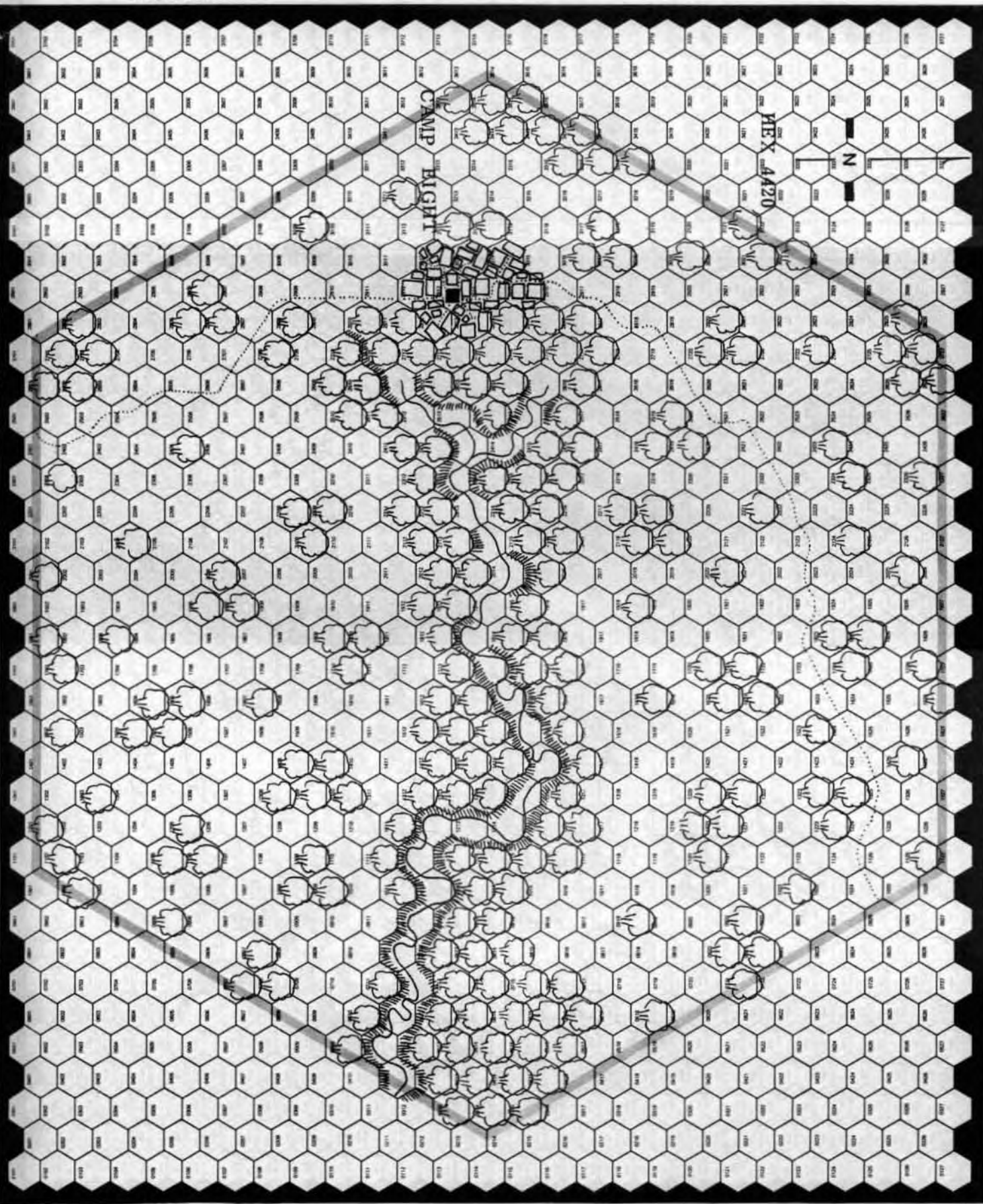
3)
A Gnome-wife offers to launder the players' linens for 10 SP per person. Since this is an item that is often overlooked by players, it should remind them that they've been out trundling around for x weeks and haven't changed their clothes - nor, probably, do they even have a change of clothes. If the players are chaotic enough to attack her, she is AC: 9, HP: 1, but her screams will bring furiously vengeful Gnome-warriors on the double.

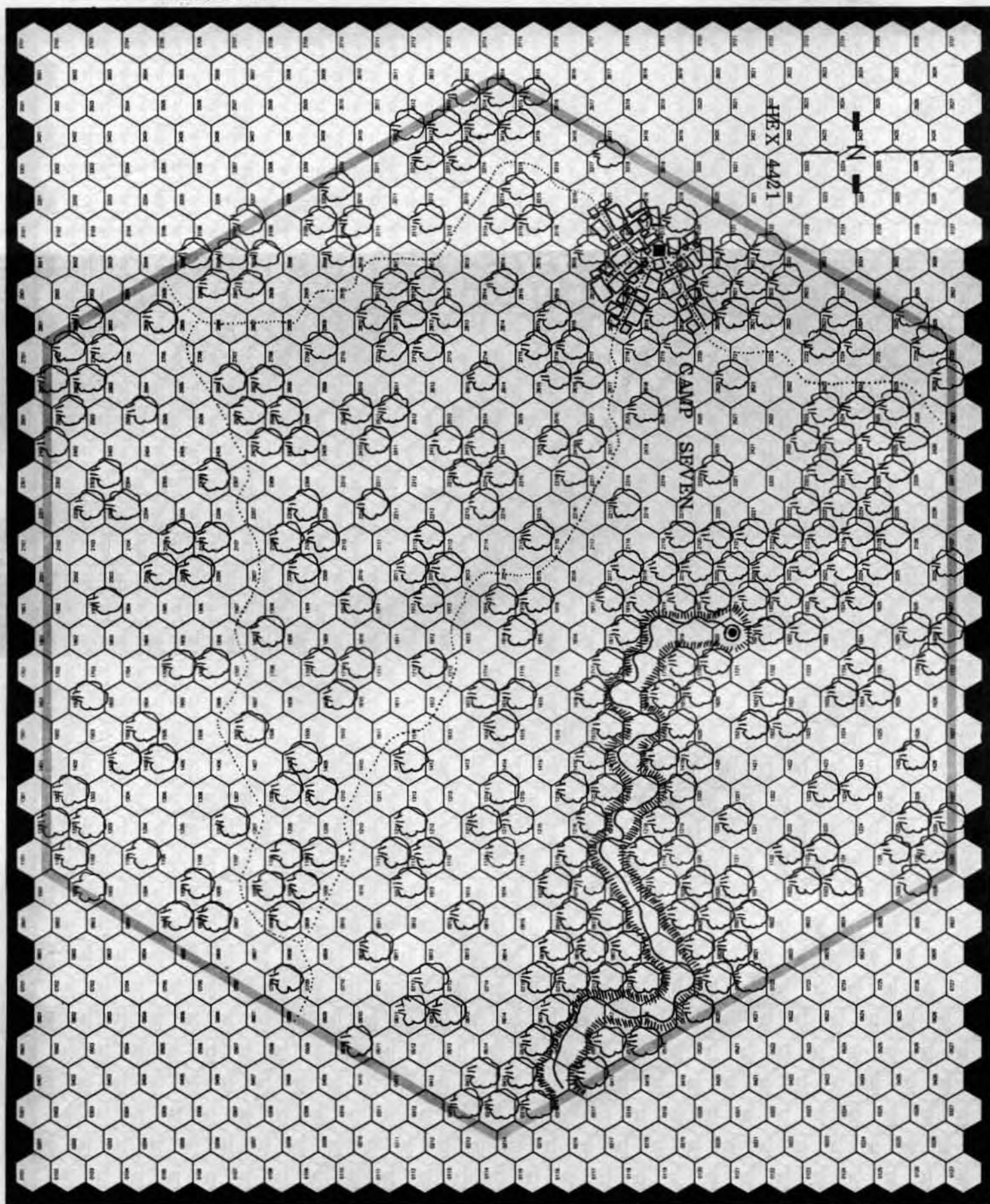


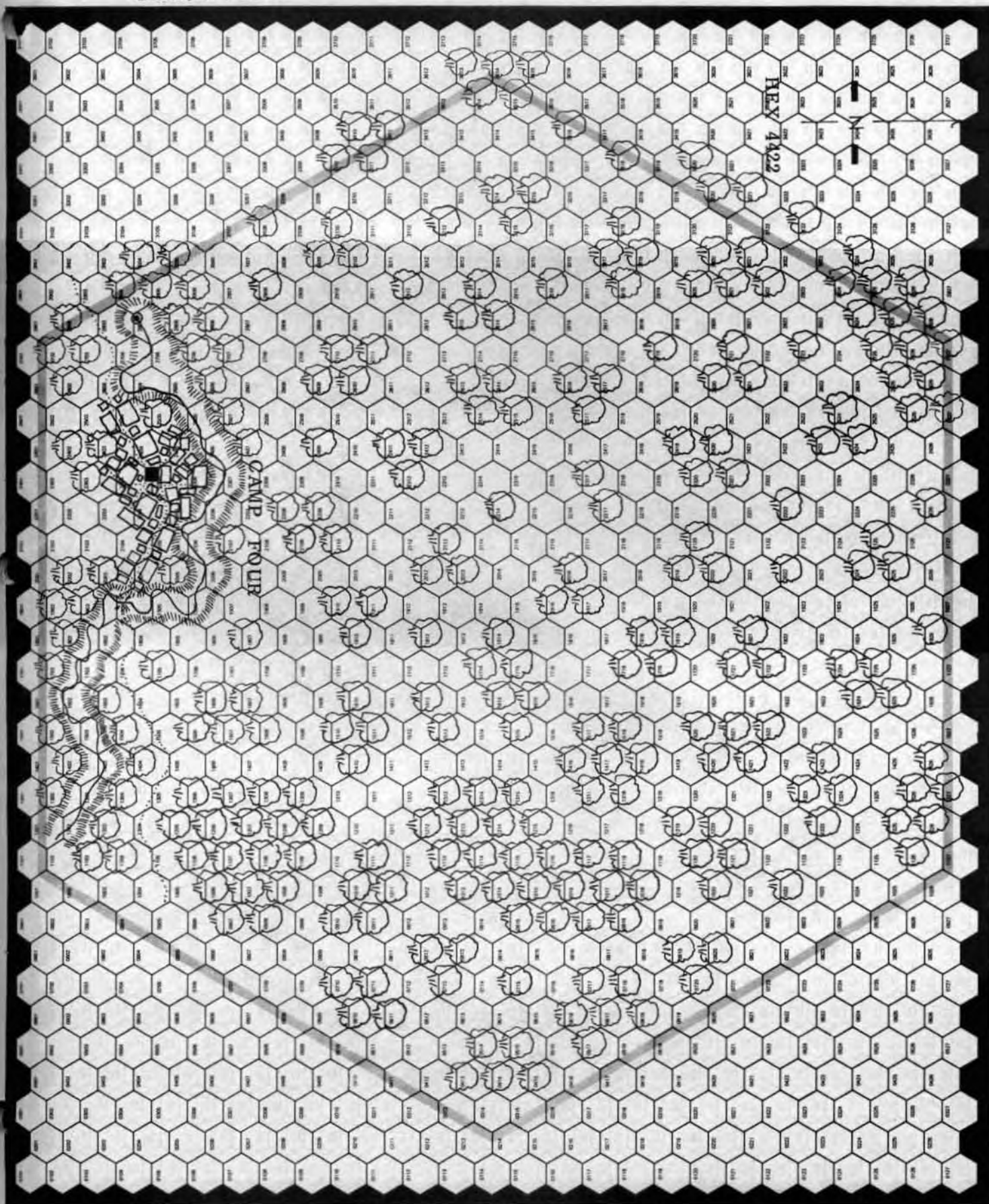


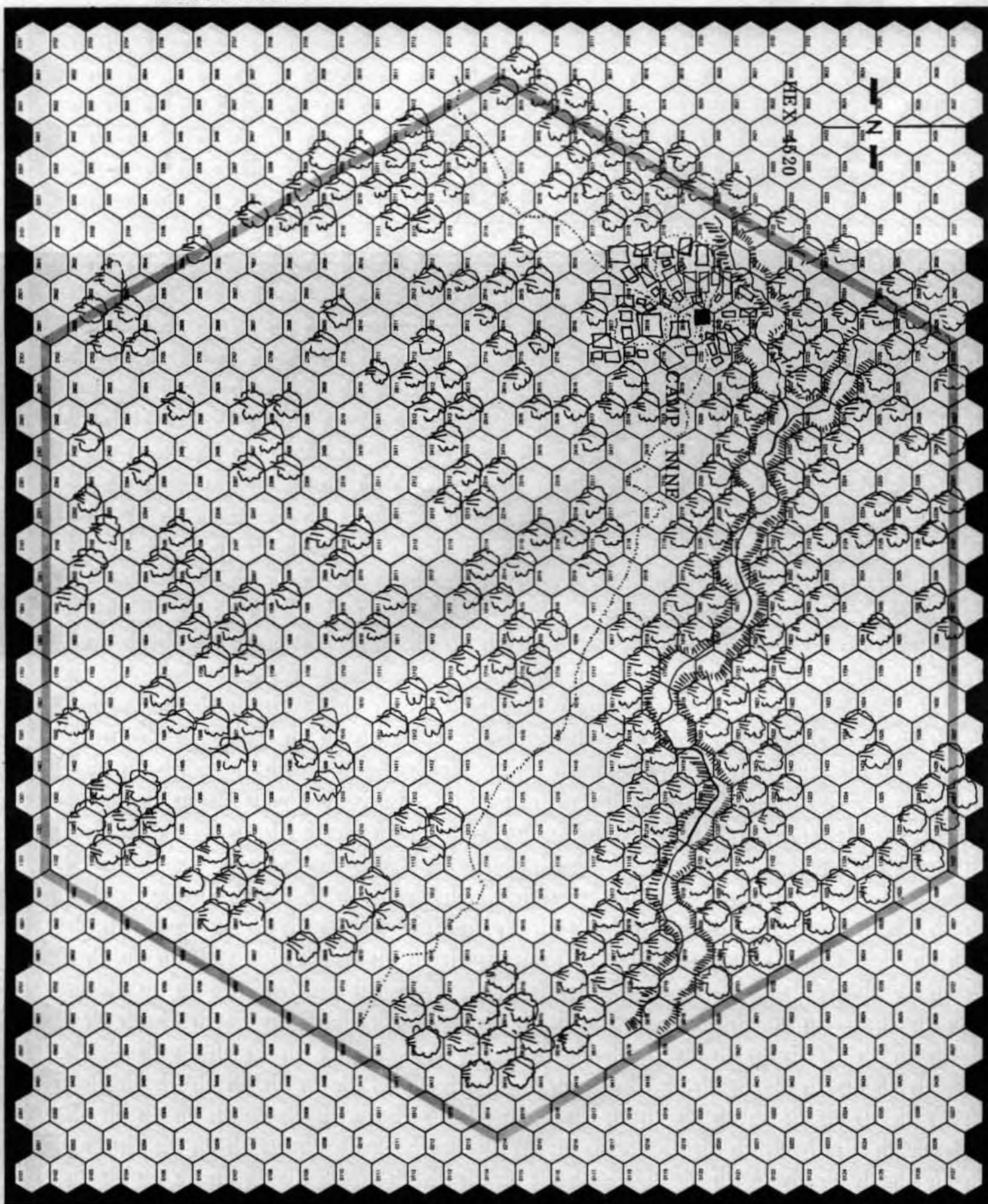


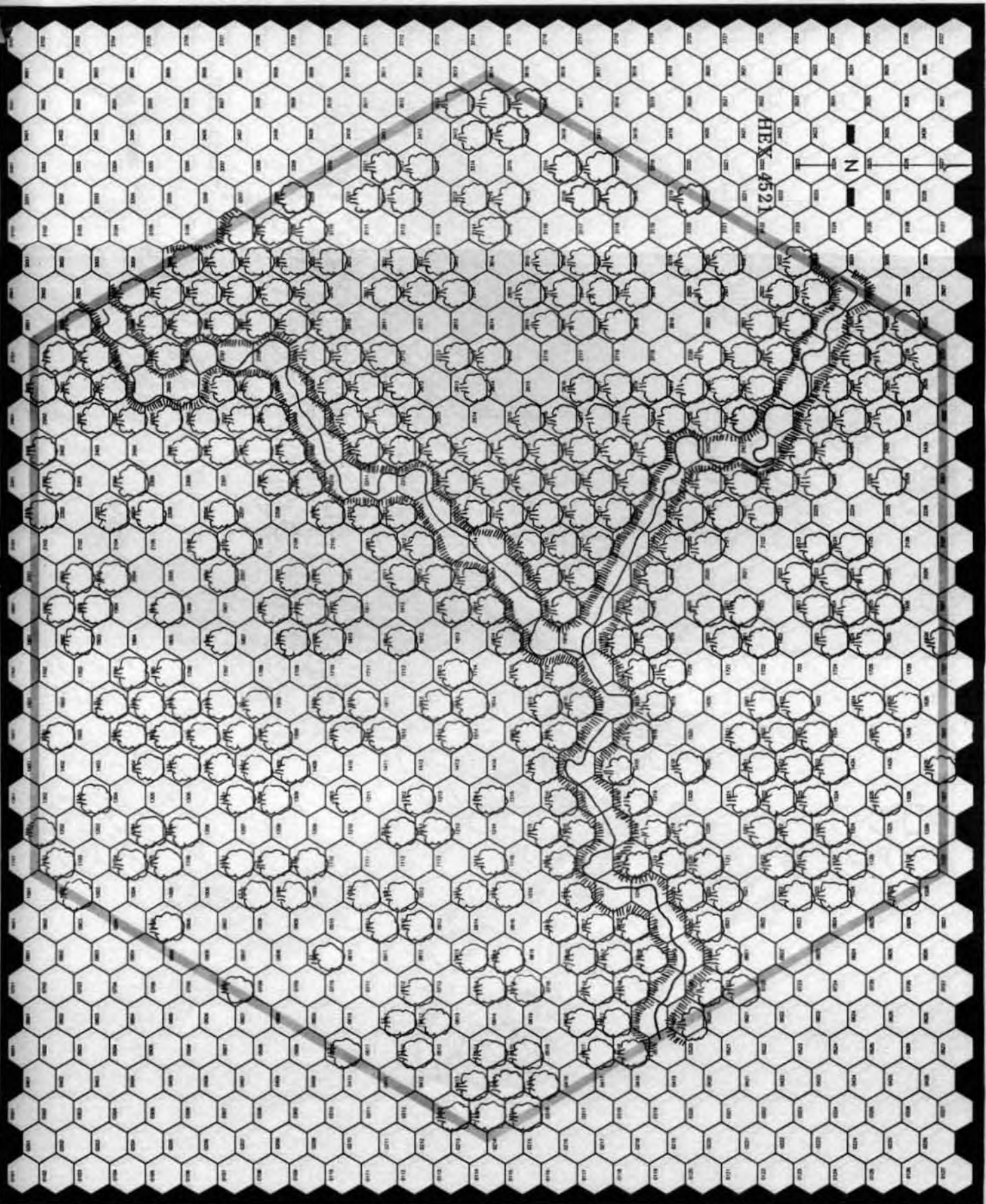


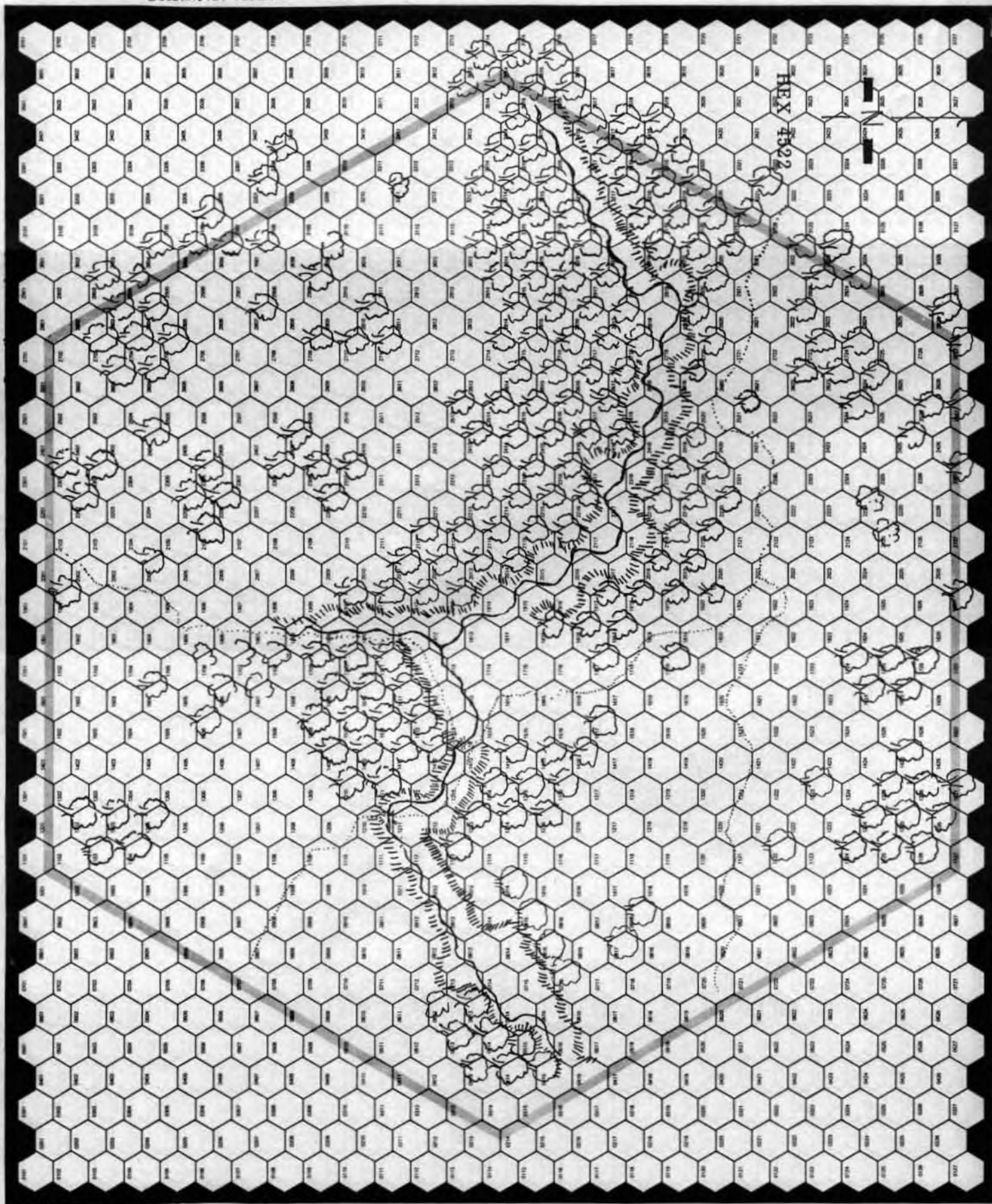


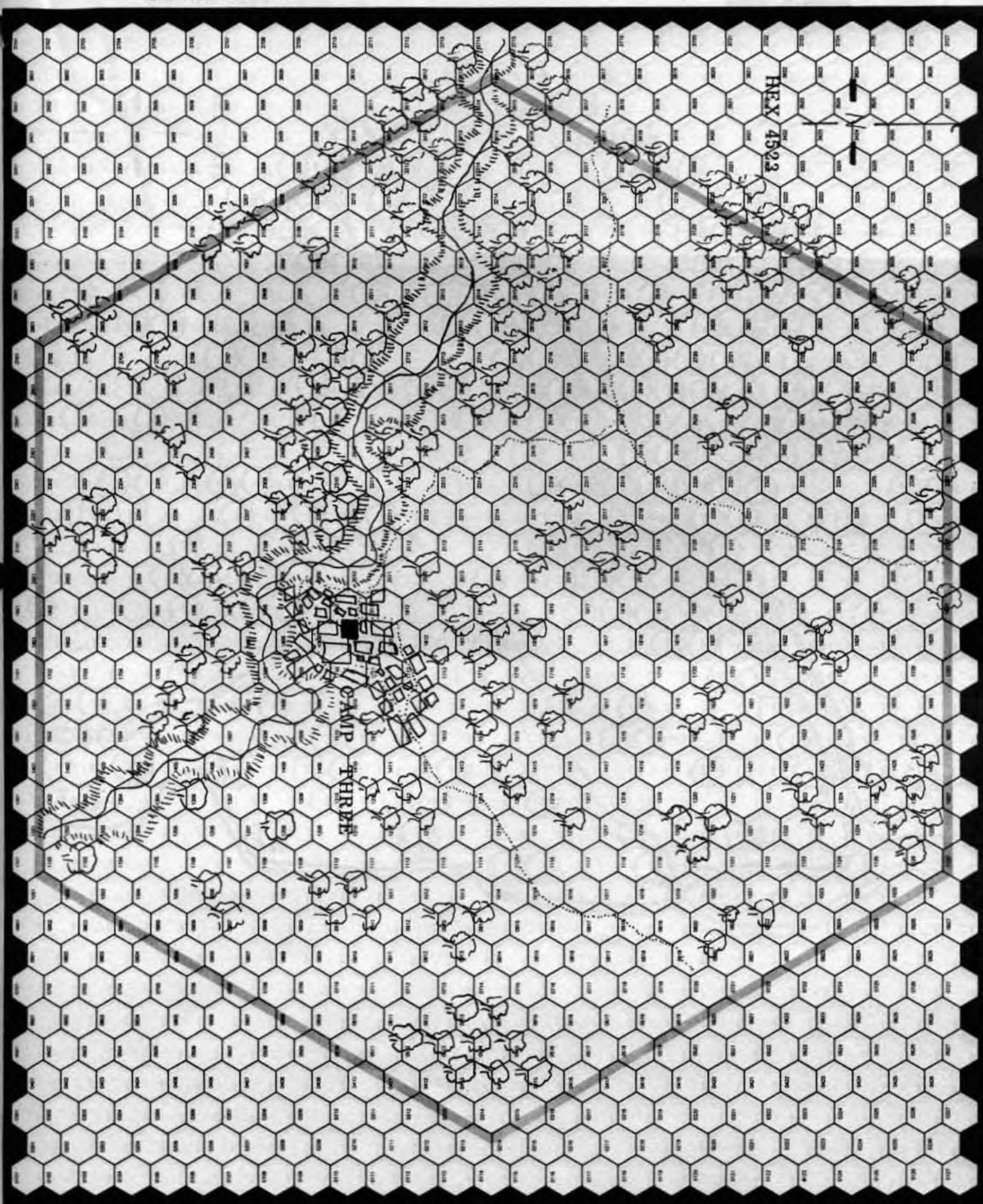


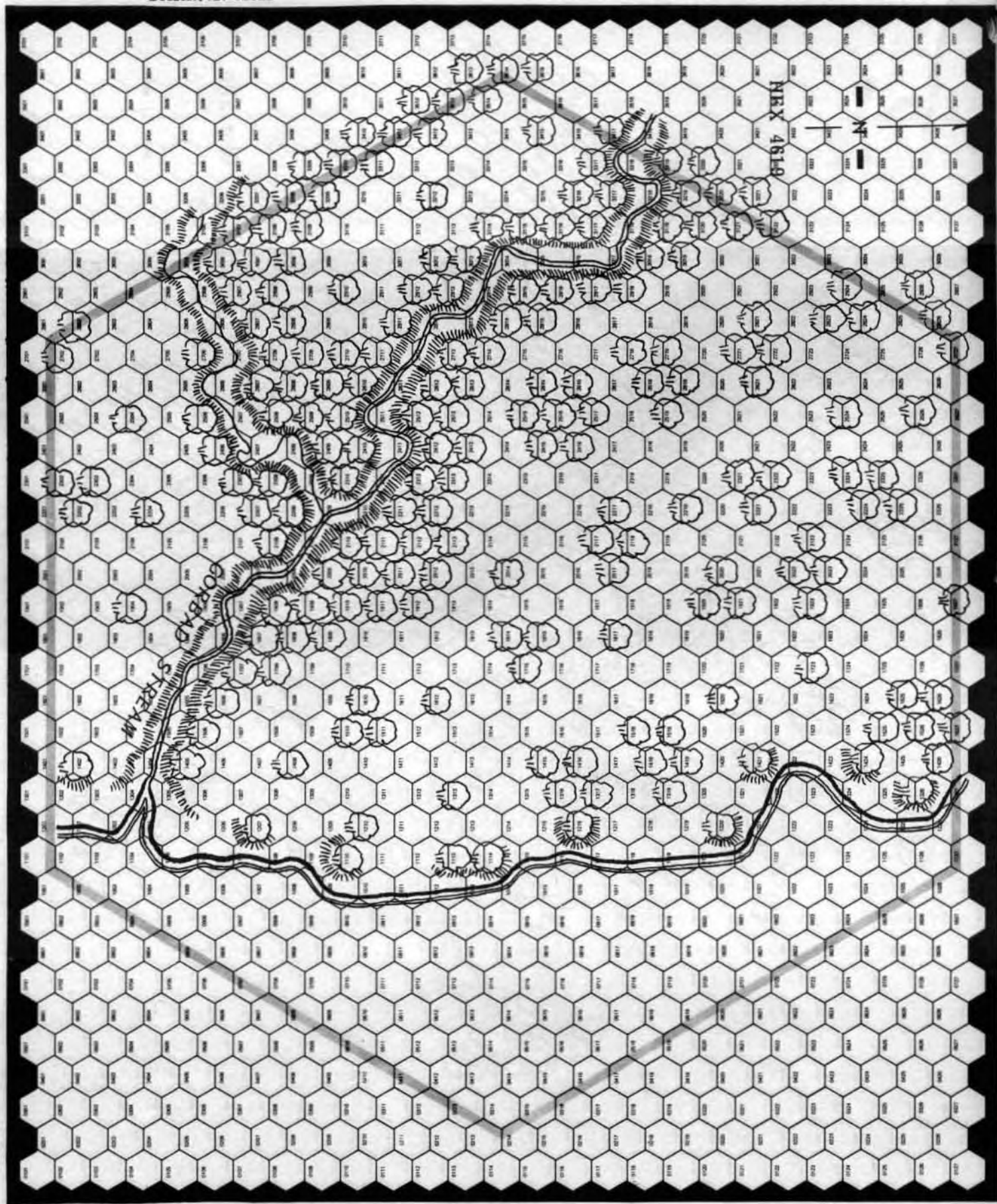


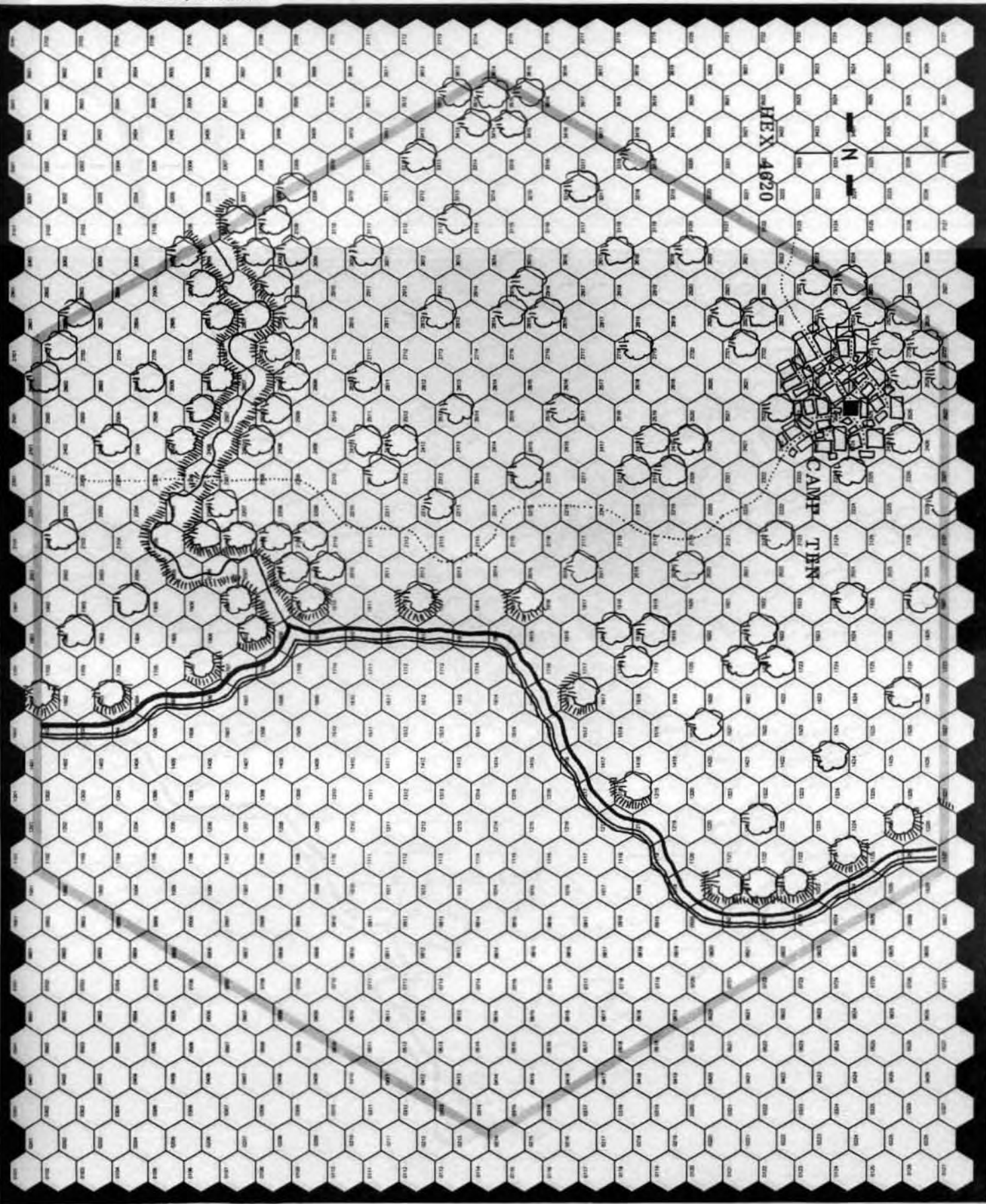


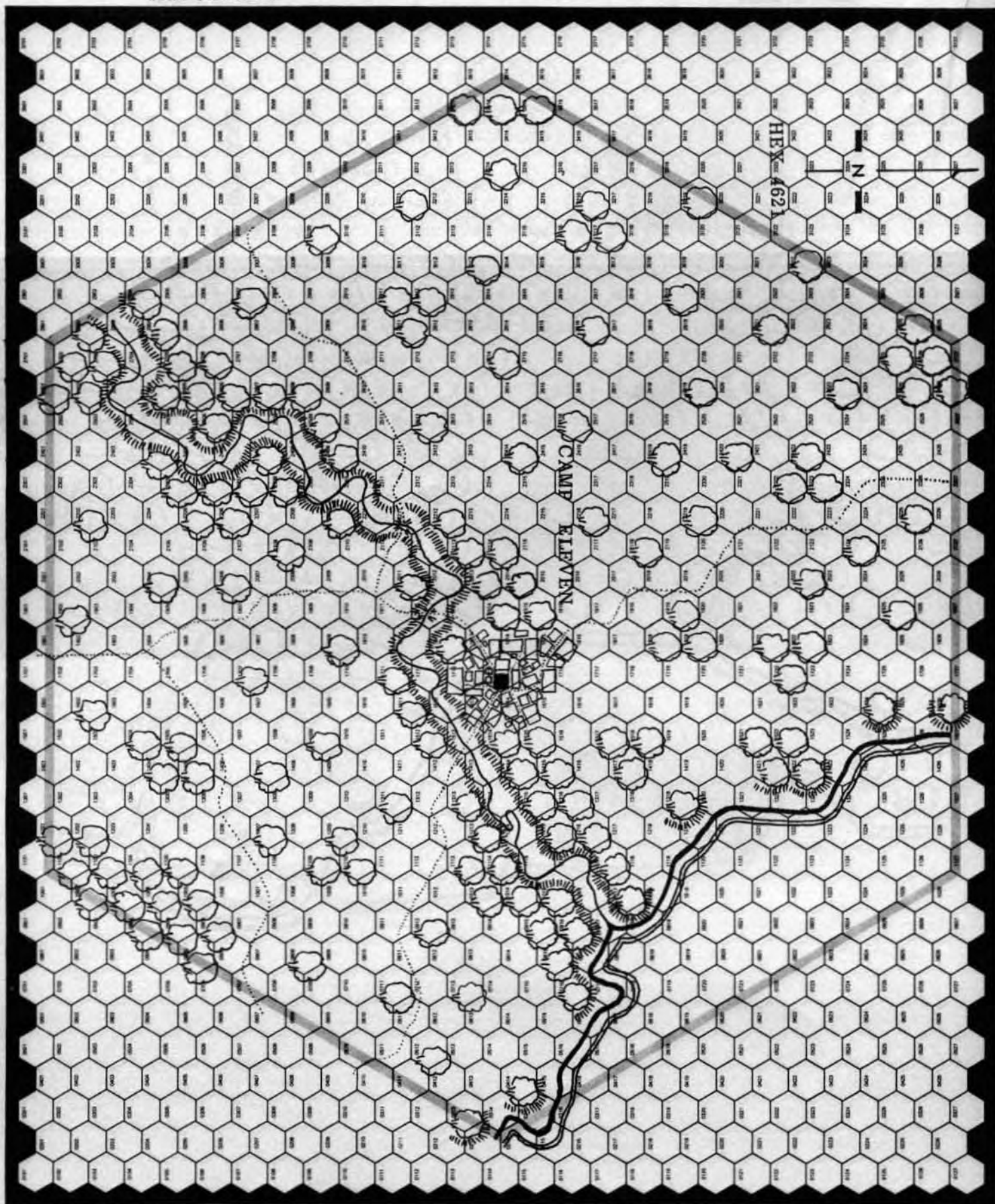


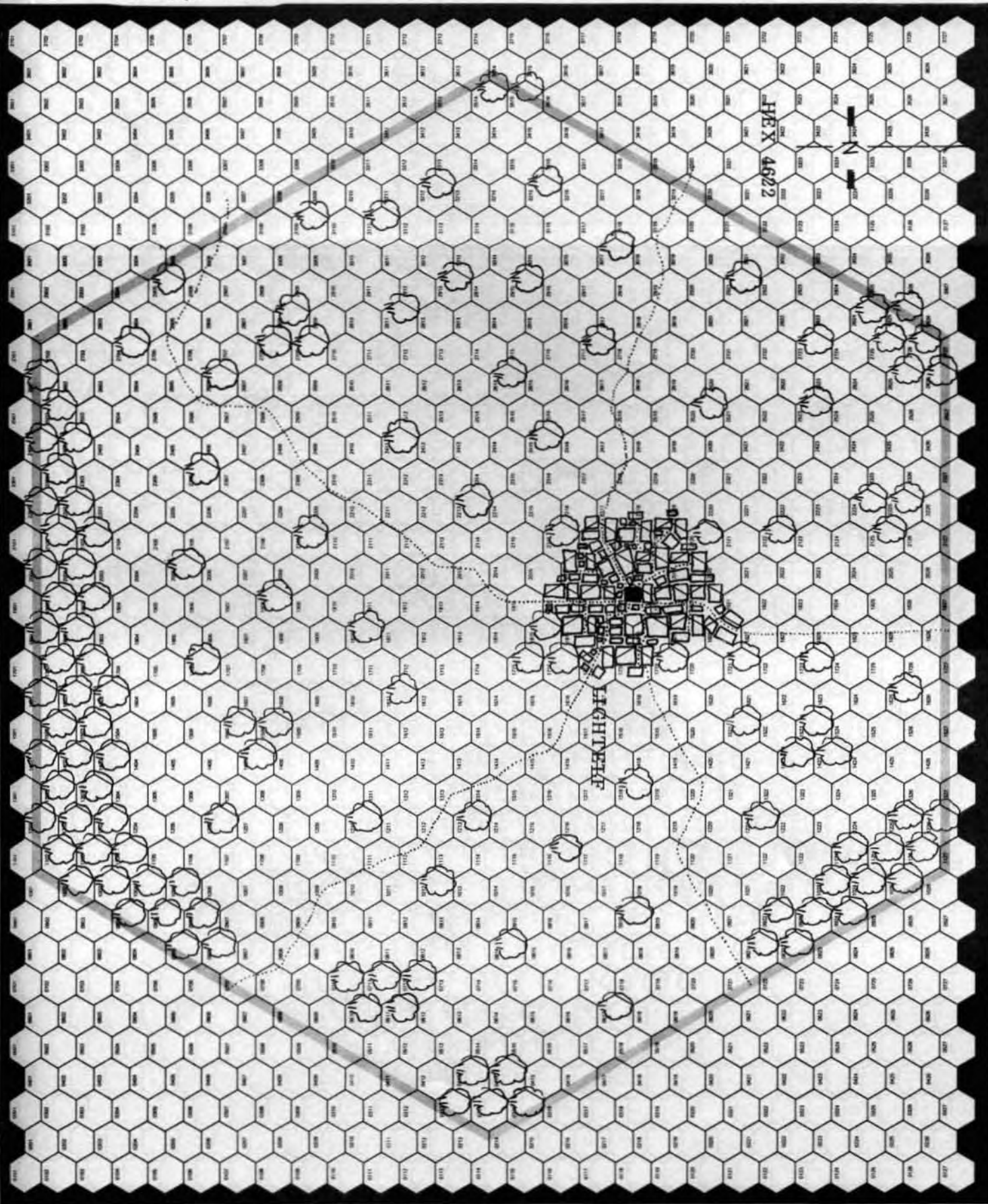


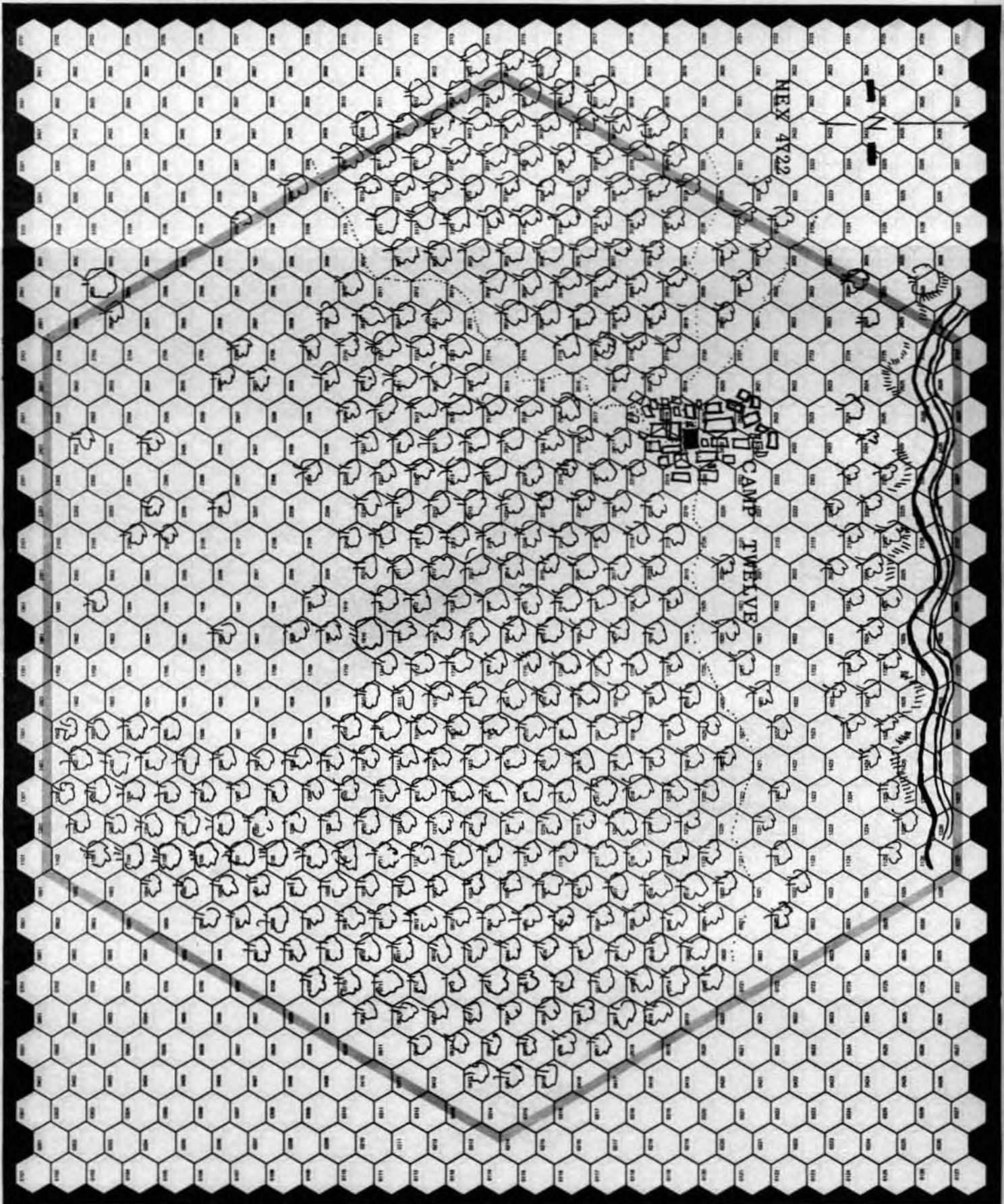


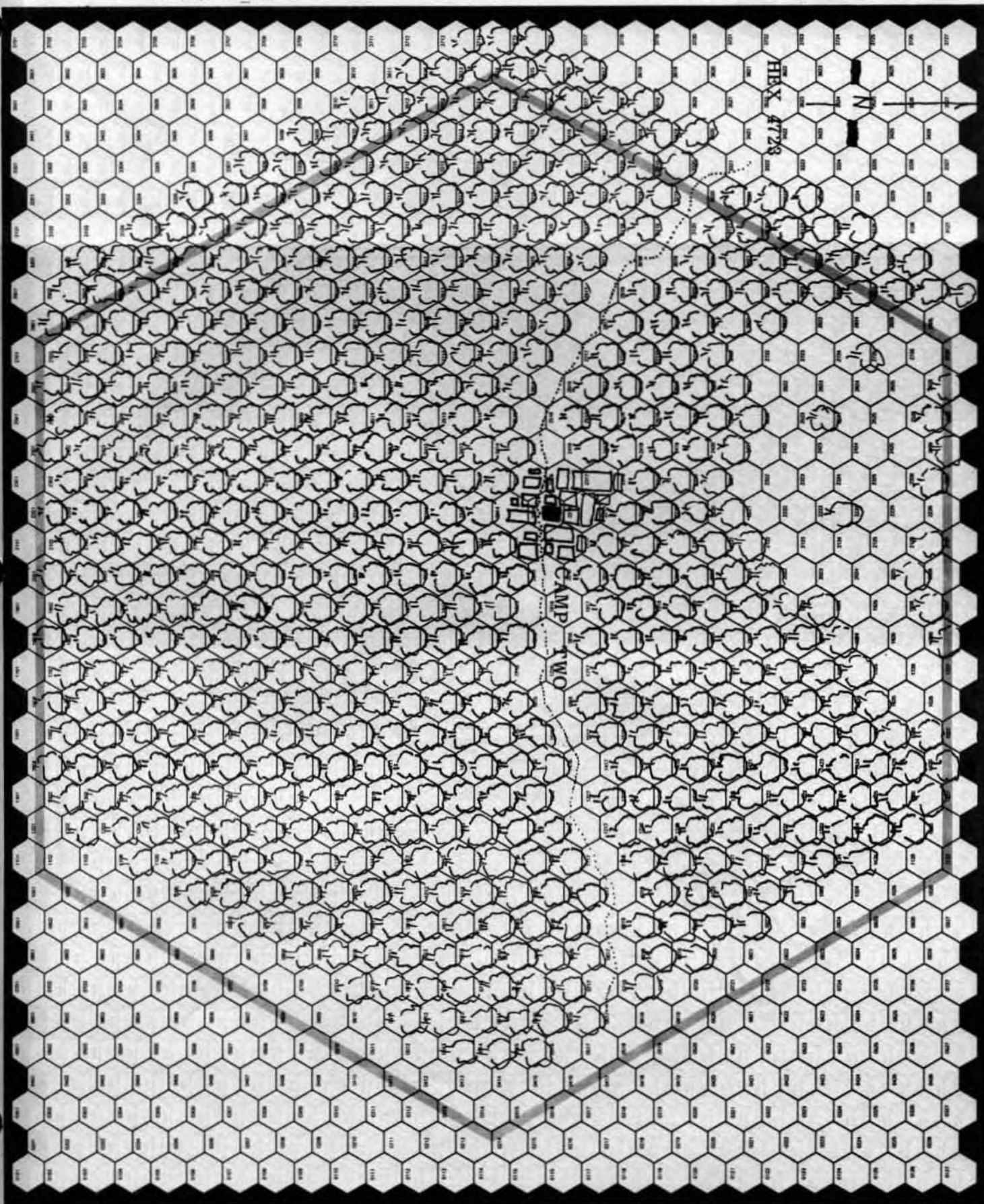


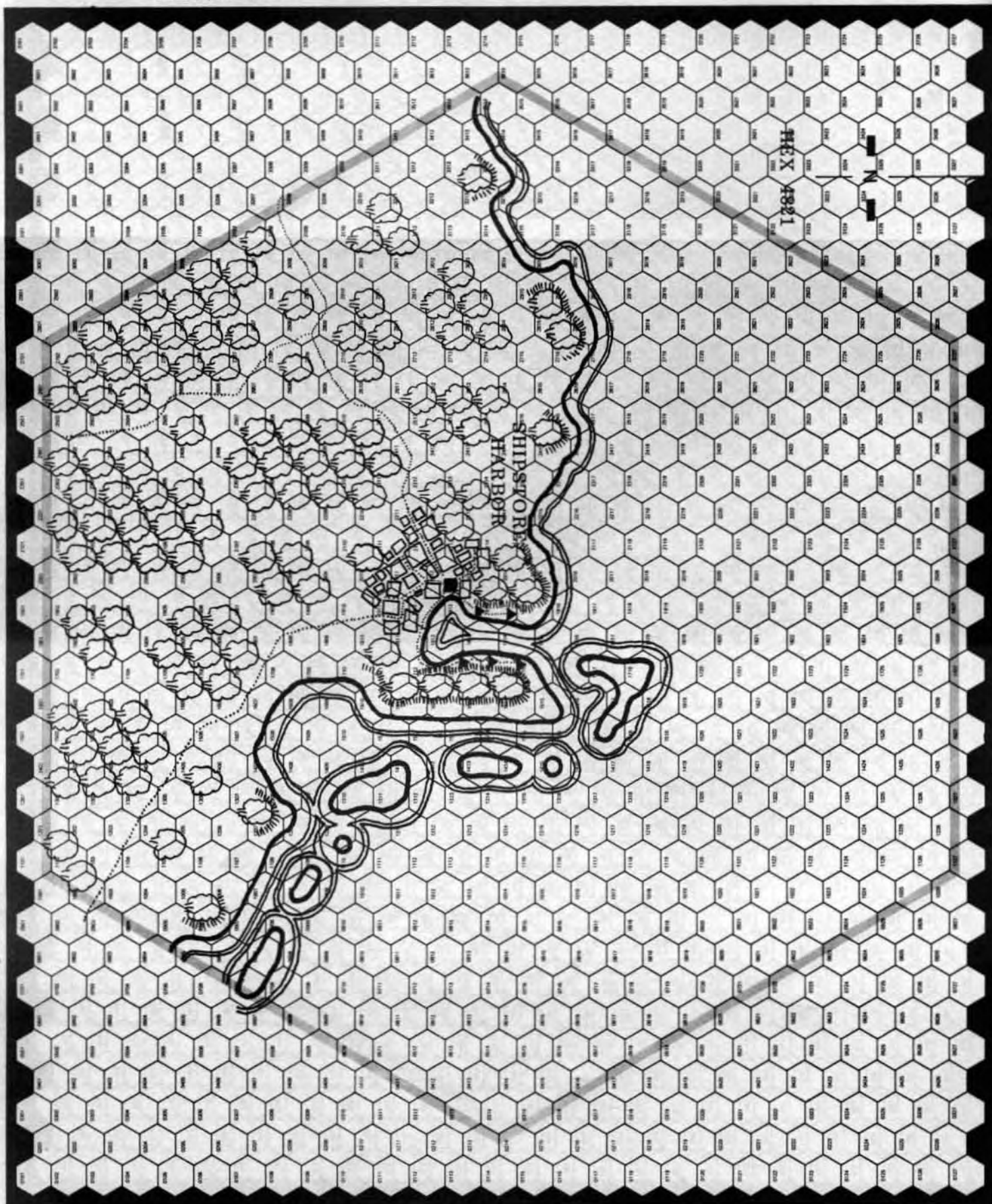


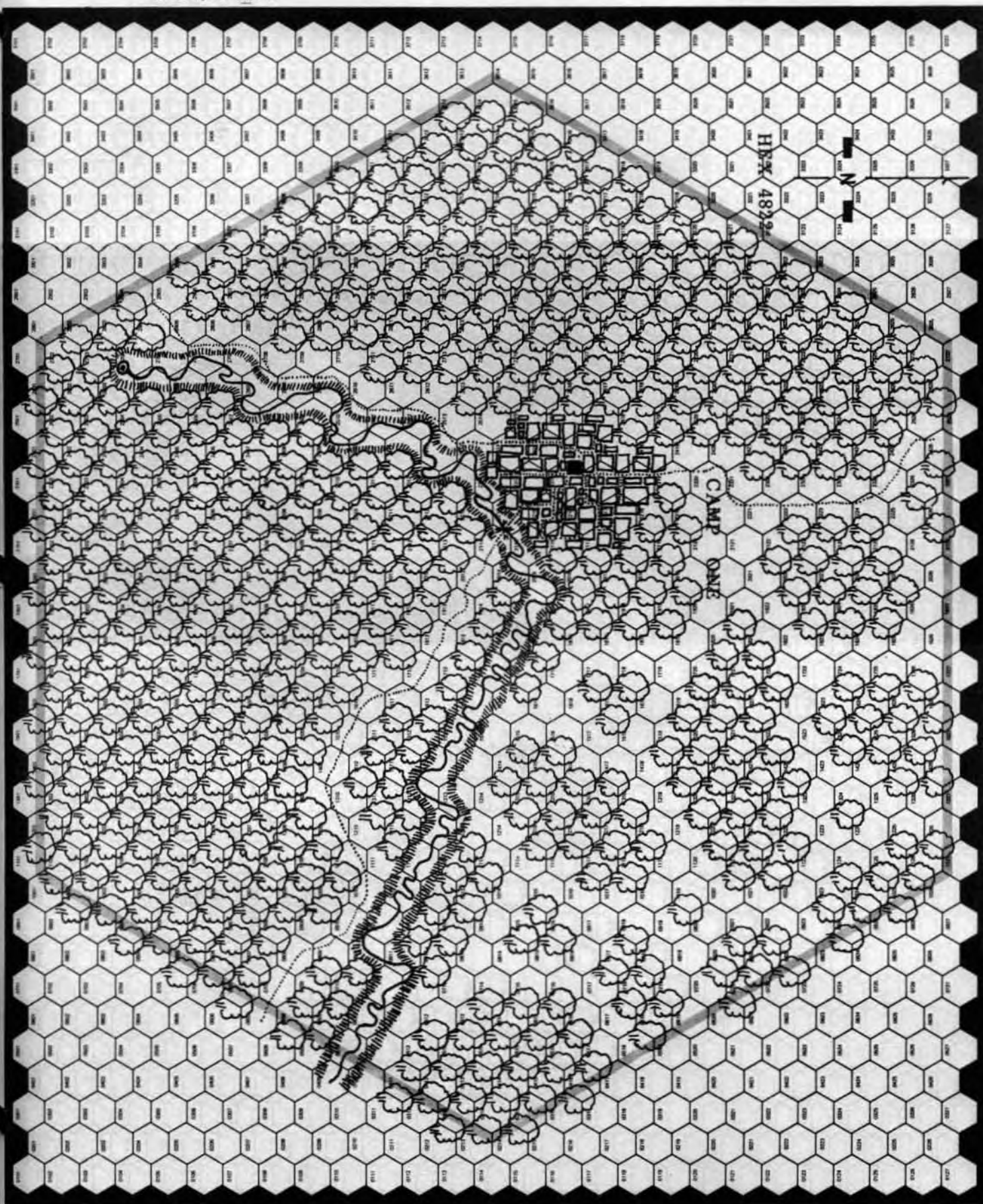


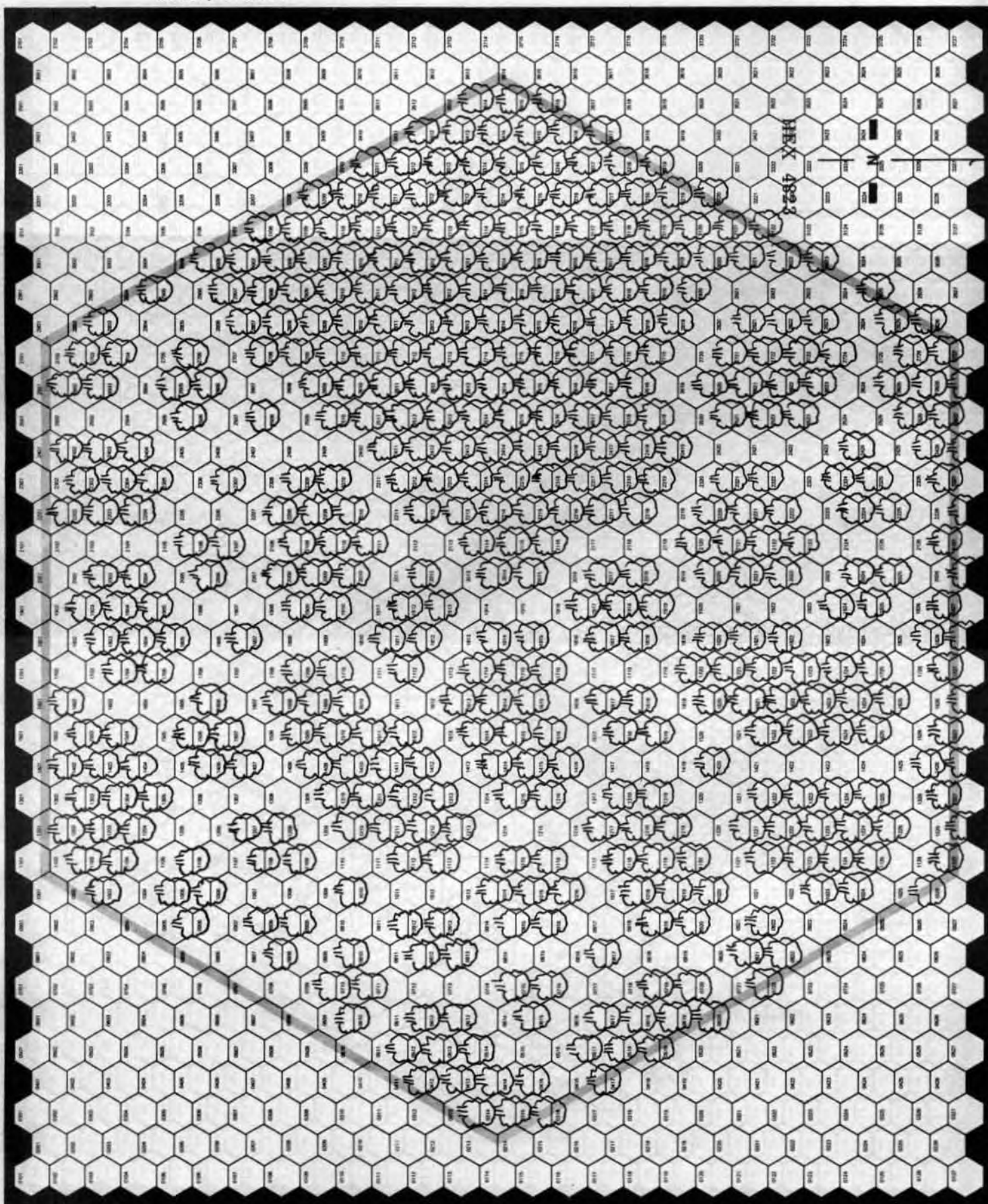


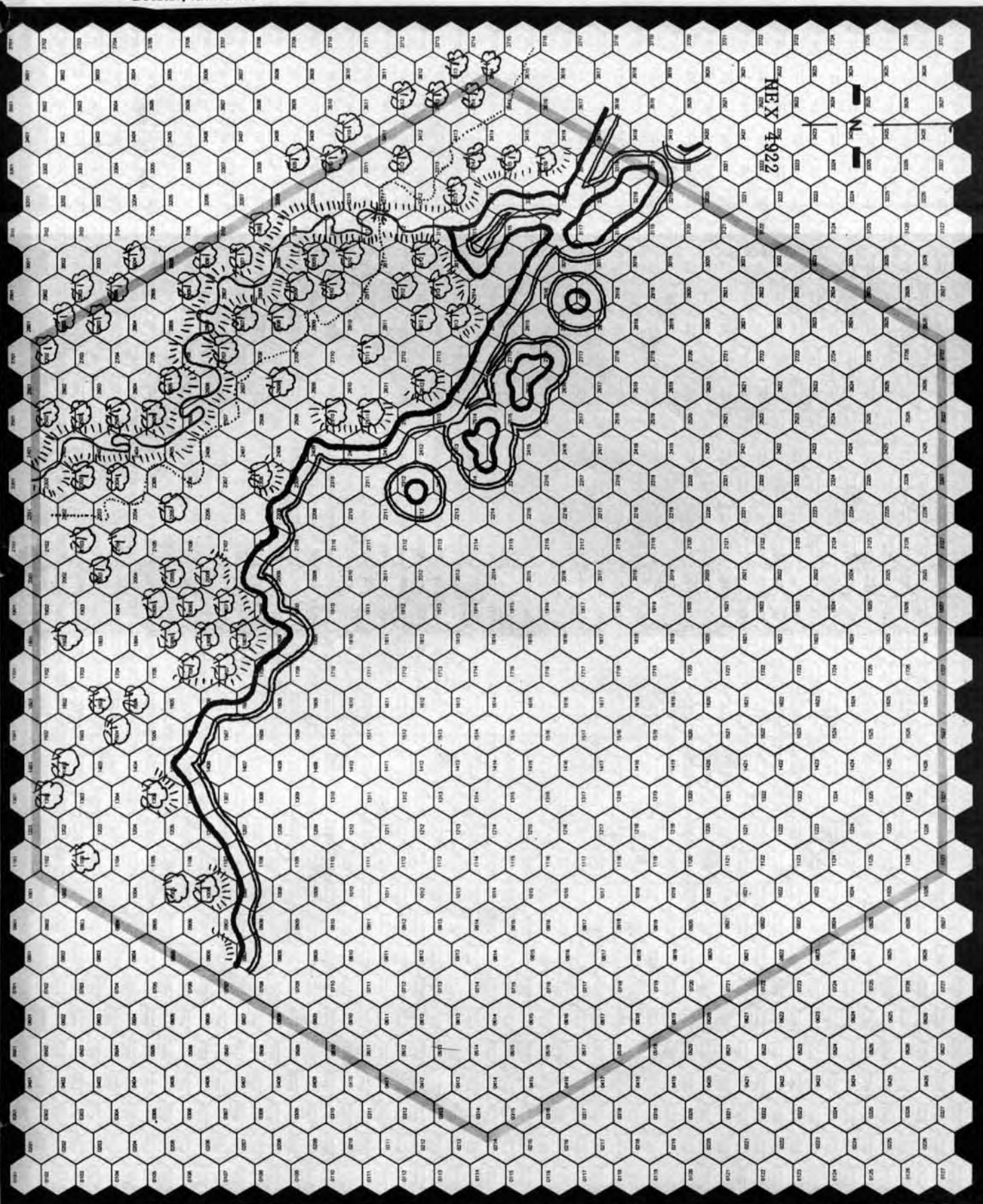


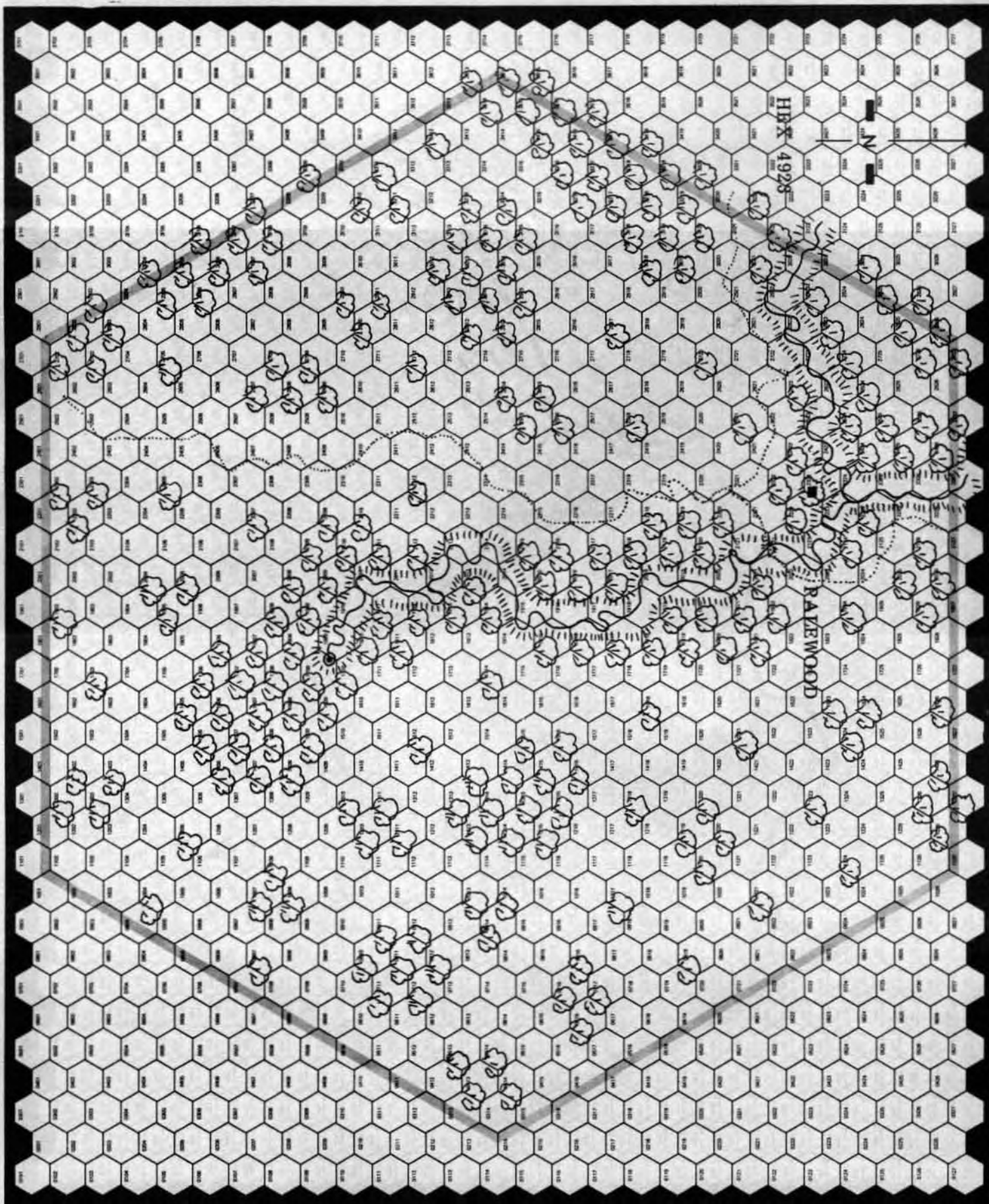


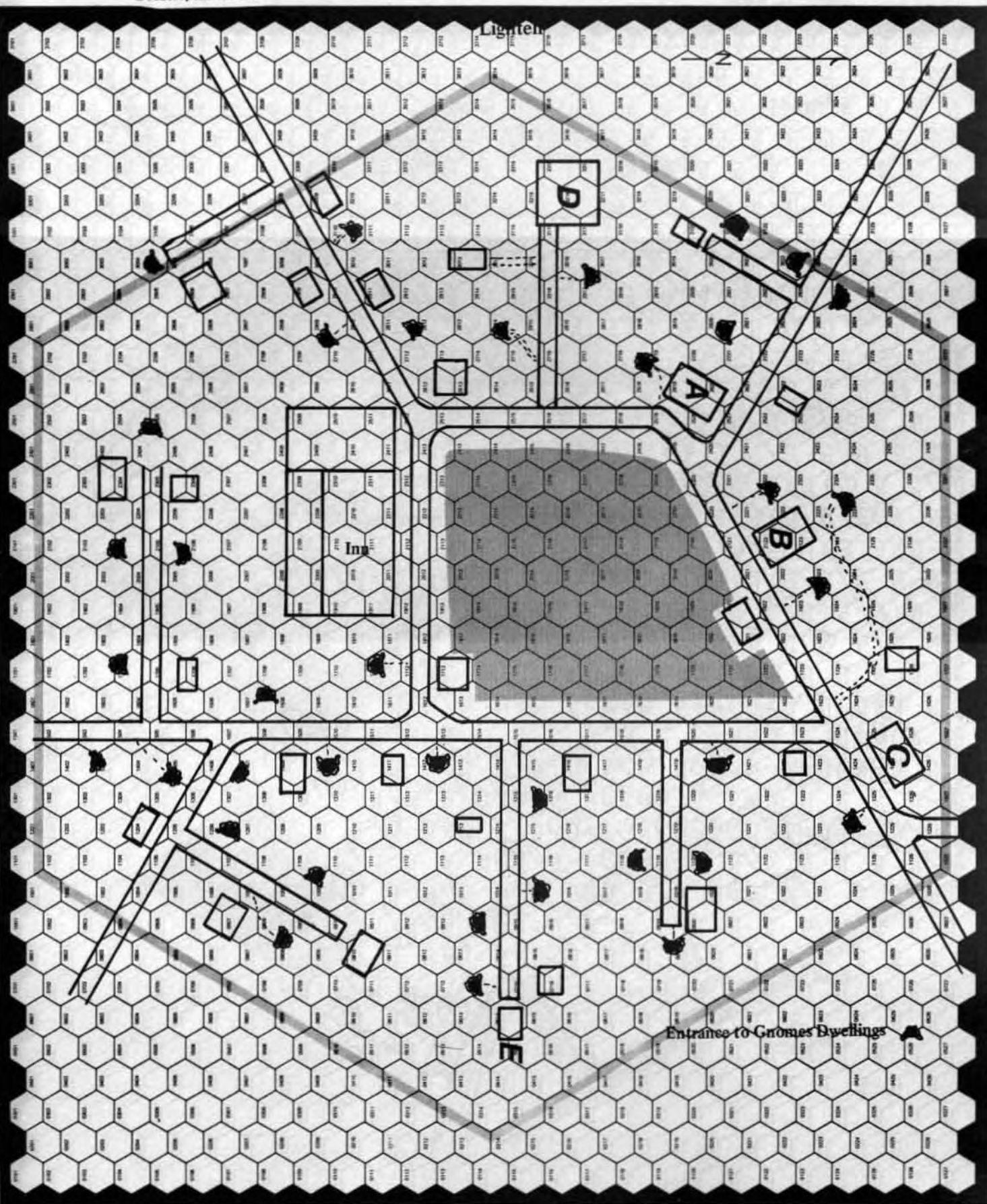


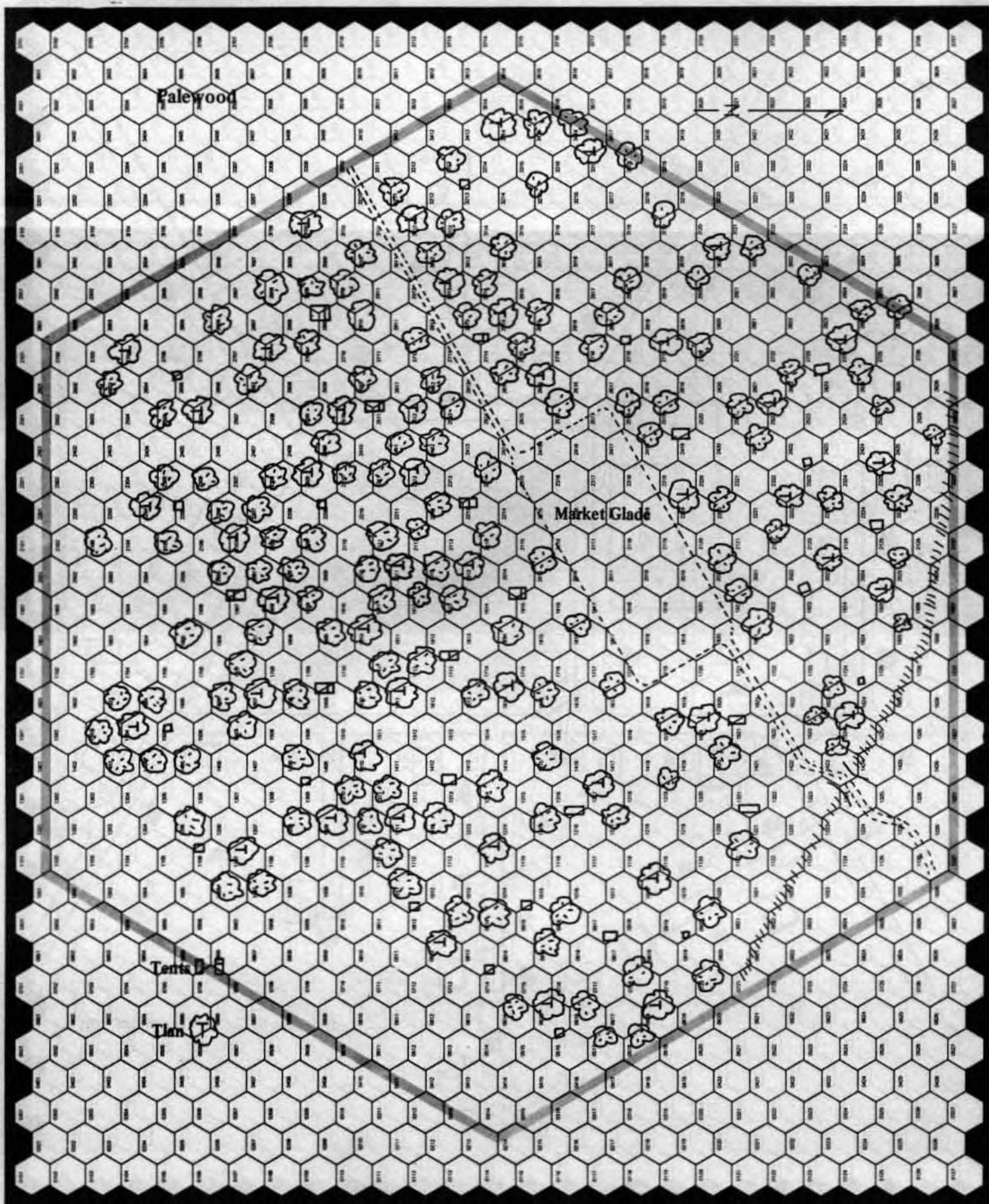


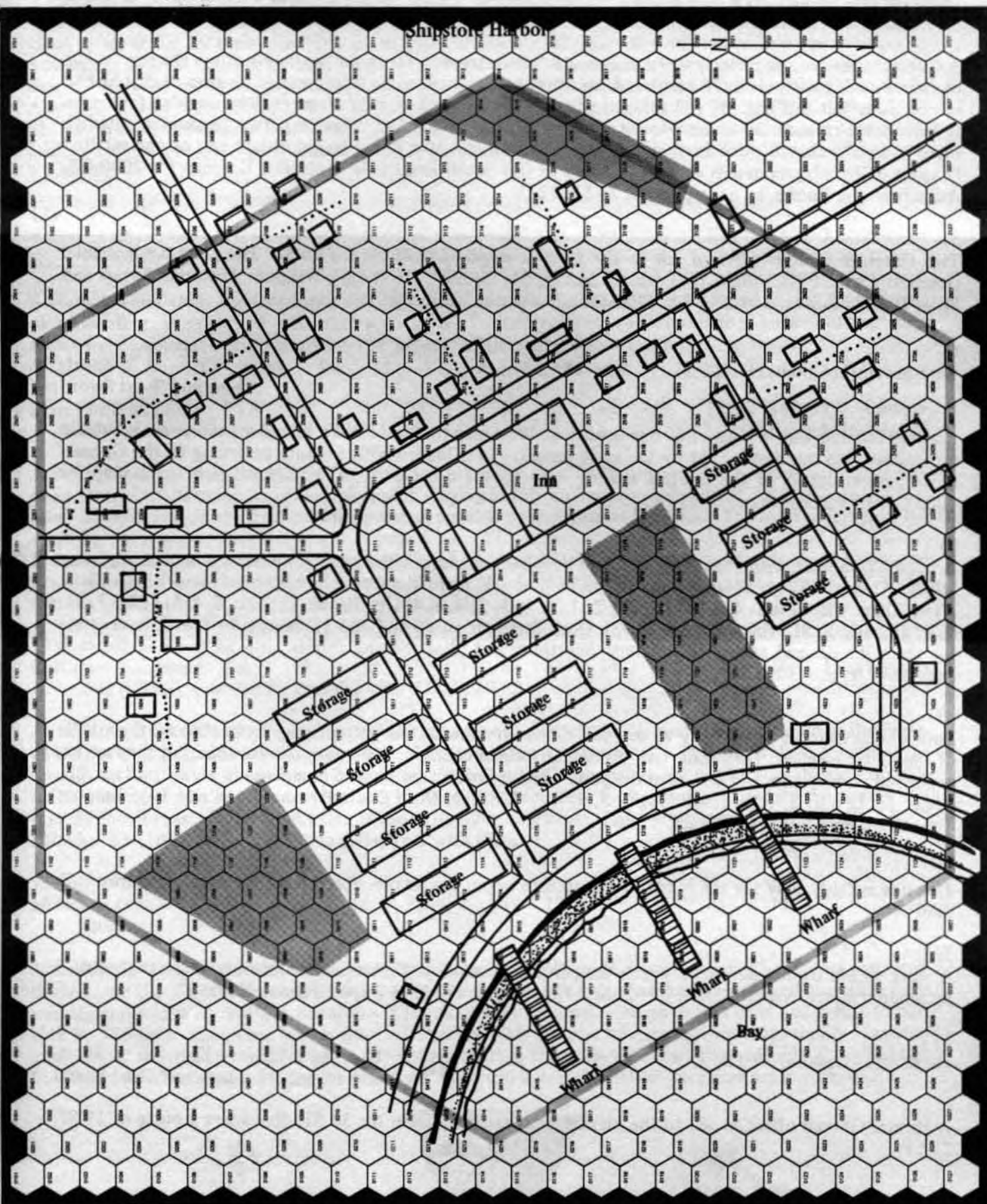












4)
Dwimbur (M - Gnome) FTR CE 1 4 5 4 12 11 14 11 8 15 Thrusting
(Studded Leather and Shield) Spear and Short Sword

A Gnome offers to sell to the party a map to a fabulous treasure far to the south. He shows the party a bag of four Rubies (worth 100 GP each) and says that he was pursued by Orcs and had to drop all that he had carried away but this bag. He will refuse to go with the party to find the treasure - because it's a fake map. It indicates a treasure in an abandoned mine in Hex No. 2719, Campaign Map Two (Barbarian Altanis); there is an abandoned mine in that hex, but it is the lair of a rather impoverished pair of ancient Red Dragons. (Give players details of hexes leading to Old South Road.) He is offering the map for 2000 GP. Aside from the Rubies, he has a purse of 24 SP, 32 CP.

5)
Two Gnomish hunters offer to sell to the party a prepared wolfskin for 30 SP. The price is negotiable. Gnomes: Class: FTR, Align: N, Level 1, AC: 5, SL: 4, STR: 16 (both), Weapon: Thrusting Spears and Short Swords. Purses: 3d6 SP + 4d6 CP each.

6)
Thorodwain (M-Gnome) FTR N 2 15 5 5 17 11 12 14 13 9 Short-
bow and Short Sword

Another Gnome with a map - this one is for real. It's a map to Tegel Manor, an old mansion now inhabited by Undead (see our playing aid by the same name), and is loaded with treasure according to the Gnome. (Give players details of the hex-line leading right up the coast to Tegel Village.) He offers the map for 1000 GP. He carries a purse of 21 SP, 19 CP.

7)
A band of Gnomes, with a bit of ale in them, have been shadowing the party for a few turns, contemplating attack. They finally go ahead and set up an ambush; standard chance of surprise +1. Gnomes (M): Class: FTR, Align: CE, Levels: 4, 3, 2, 1, 1, 2, 2, 1, 1, 1, 3, 2, 1, 1, 4, HP: 30, 20, 11, 5, 5, 8, 4, 5, 6, 3, 13, 11, 6, 6, 25, AC: 5, SL: (individual level +2), (Roll Strength on d6 and add 12 except for fourth level ones - for them it's d3 and add 15), Weapons: Shortbow and Short Sword. Purses: 1d6 SP + d6 SP for each experience level, + 3d6 CP.

8)
Four young Gnomes (only forty or so years old) with no facial hair go scurrying about through the middle of the party, giggling. They look very much like human children, and so seem innocuous; but they are experienced pickpockets and will steal the party blind if not shooed away. Gnomelings (2 M, 2 F): Class: TH, Align: N, Levels: 2, 1, 1, 1, HP: 11, 4, 3, 5, AC: 9, SL: 3, (Roll Dexterity on d4 and add 14), Weapon: The second level one has a Dagger.

9)
This one is fairly easy for the judge to extrapolate upon: the players notice a fire starting in a nearby building.

10)
A viper strikes from a dark hole which the party is passing by. Determine the member of the party struck by random means. Viper: HD: 1, HP: 2, AC: 7, Attack: 1 x (1d4) + Type 2 Poison, Move: 3".

11)
Hunter (M - Gnome) FTR N 2 12 5 4 16 10 12 13 13 6 Short-
bow and Short Sword

A Hunter Gnome offers to sell to the players a prepared bearskin for 50 SP. He carries a purse of 19 SP, 23 CP.

12)

A small tribe of Altanians - twelve warriors, fifteen women and ten children - have entered the village on their way north. If anyone of the party is of any race other than Altanian, he becomes the victim of a vicious racial insult by their chieftain. If the party is entirely Altanian, it is invited to join the tribe on its way north to new hunting grounds - and the chieftain would be extremely insulted upon refusal. In any case, an exercise in diplomacy for the players, if they wish to avoid a fight. Altanians (M): Class: FTR, Align: N, Levels: 7, 4, 3, 2, 2, 4, 3, 2, 3, 1, 1, 1, HP: 50, 28, 20, 11, 13, 26, 20, 9, 12, 8, 4, 5, AC: 6, SL: (individual experience level +3), STR: (7th level is 18(51), rest are individual experience level +13), DEX: (Roll d4 +14), Weapon: Composite, Thrusting Spear and Scimitar. Purses: 2d6 SP + d6 SP per level + 3d6 CP.

13)

Vulgrend (M) TH N 3 9 9 4 11 13 5 13 16 11 Dagger
Purse: 13 SP, 22 CP

A Human Thief from the Overlord's spy ring, ignoring instructions to stay out of sight, is out doing a little pickpocketing. If caught, it will take quite a bit of encouragement to find out that he is anything more than what he appears to be. Determine the member of the party who is victimized randomly.

14)

Driver Brukmin (M) FTR N 4 25 5 6 16 11 14 15 14 13 Compo-
(Chain concealed by Cloak) site and Greatsword

A caravan belonging to the Merchants' Guild of Sea Rune, passing through Lightelf, has experienced constant attacks by Altanian tribesmen; its leader, staying at the inn here, approaches the party offering to hire them as extra guards at 10 SP per man per day, payable upon arrival at Sea Rune. The caravan leaves in the morning. He is accompanied by eight guards: Class:FTR, Align: N, Level 3, 2, 1, 1, 1, 1, 1, 1, HP:16, 12, 5, 4, 7, 3, 6, 7, AC: 4, SL: 4, STR: (d4 +14), DEX: (d6 + 12), Weapons: Composite, Mounted Lance and Broadsword. All are riding Heavy Warhorses: HD: 3, AC: 7, Attack: 2 x (1d8), 1 x (1d3), Move: 12". Burkmin has a purse with 55 GP in it; each warrior has 3d6 GP.

15)

Cutthroat Mordarken AS N 5 19 5 8 14 14 10 14 16 15 2Javalins
(M) (Chain concealed by Cloak) Purse: 53 GP, 20 SP and Broadsword

An Assassin of the Guild of the City State (in service of Guildmaster Hreimar - see City State of the Invincible Overlord, page 21) is passing through. He is searching for Sloarvinnith, master of the local espionage ring, to be told of his mission, and he has lost control of his horse: if the party is on foot, he runs down a random member of the party for 2d6 HP; if the party is mounted, the horse shoulders into the mount of a random member of the party, making it throw its rider. The horse (Light Warhorse: HD: 2, HP: 14, AC: 7, Attacks: 2 x (1d4), Move: 24") then gallops off with its rider.

16)

Mithragar (M) MU LG 16 28 4 12 12 17 11 13 13 15 +1 Dagger
(Bracers of Defense)

A wandering Wizard offers to buy, from the party, any magic items they wish to sell. The Wizard will intuitively know the magical properties of any magic item he handles, due to the properties of an amulet he is wearing and which he will not mention - if inquired about, he will give no details of it and refuse to part with it. The same thing goes for his Staff of Striking. This Amulet of Arcane Knowledge simply identifies magic items and their properties when the wearer touches them. He also has a Bag of Holding: 10,000 GP. See Ready Ref Book, page 19, for the prices which he will halve, then offer; his prices are negotiable.



17)

An Altanian Merchant, in the service of the Skandians, attempts to hire the party as "marines" for his giant Merchant Ship, now anchored at Shipstore Harbor. The Skandians will not provide any Longships or men as protection, and there are other pirates than Skandians about. With the Merchant are five bodyguards. Merchant and Men (M): Class: FTR, Align: N, Levels: 2, 4, 2, 2, 1, 1, HP: 9, 20, 12, 9, 7, 5, AC: 9 (Merchant), AC: 4 (Guards), SL: 9 (Merchant), SL: 4 (Guards), STR: (d4 + 14), Weapons: Broadsword (Merchant), Composite Bows and Broadwords (Guards). Purses: 65 GP (Merchant), 3d6 GP, 3d6 SP (per Guard). The merchant is offering 10 SP per man per day, payable upon arrival at port; the first voyage is to Valon from Shipstore Harbor, and the ship will sail from there to the Longship Havens.

18)

A burly brigand, backed up by eleven henchmen, confronts the party and challenges that some item (Judge's decision as to actual item) belonging to a player in the party was stolen from him. Select an item that is of the greatest possible value, that a brigand might find useful. Brigands: Class: FTR, Align: CE, Levels: 4, 3, 3, 2, 3, 1, 2, 1, 1, 1, 4, 1, HP: 28, 20, 22, 12, 19, 8, 11, 3, 4, 2, 15, 6, AC: 6, SL: (individual level + 2), STR: (7th level Leader: 18 (01), others d4 + 14), Weapons: Shortbow, Mounted Lance and Scimitar. The leader is wearing a Helm of Chaos; they are mounted on Light Warhorses (HD: 2, AC: 7, Attacks: 2 x (1d4), Move: 24"). Each brigand is carrying d6 GP for every experience level he has (thus the leader is carrying 7d6 GP) + 3d6 SP. Unless the player yields the item, there are few alternatives to fighting the brigands.

19)

Cutthroat Wirklaud	AS	N	5	22	9	7	15	11	12	9	17	11	Dagger
(M) Backpack: 200 GP Diamond, 53 GP, 20 SP													

A Heavy Crossbow Bolt is fired from concealment sixty feet away. The Bolt is poisoned with a formula that induces death in four melee rounds to any foe who does not make a saving throw against poison. The Assassin, Cutthroat Wirklaud, who fired it was hired to kill someone who resembles the victim (determine member of party randomly); after firing, the Assassin drops the Crossbow and flees.

20)

MerchantDwaylor(M)	TH	N	5	19	9	7	11	9	6	11	15	12	Broadsword
Purse: 22 GP, 35 SP, 9 CP													

A Merchant offers to sell the party suits of Plate Armor for 40 GP per person. He has four suits of various sizes; each suit has one chance on a d6 of fitting a particular buyer. Upon close examination, the breastplate and helm-crest of each suit has the seal of the Overlord on it; he is able to sell the armor this cheaply because he stole it. He has the armor in the back of a covered wagon, along with most of his worldly goods; the two draft horses hitched to it can draw it at a speed of 12". Concealed under folded clothes in a chest is a leather bag: 500 GP and a Diamond Ring worth 250 GP.

21)

Karizna (F)	TH	LE	1	4	9	3	8	11	14	13	16	16	Dagger
Purse: 25 SP, 21 CP													

Five ladies of questionable morals approach the five characters of the party with the highest Charisma scores and fawn on them, complimenting their good looks and obvious fighting prowess. Their general demeanor suggests, "Make me an offer." The usual place to which they are led is the Inn of the Four Seasons, where the ladies are permanent tenants with their own rooms; during the night, henchmen of the innkeeper, who are on his payroll along with these wenches, come in to steal all the customer's personal effects and sell him into slavery. Companions (F): Class: TH, Align: N, Level 1, HP: 2, 4, 3, 3, AC: 9, SL: 2, (Roll Strength on 3d6; Roll Dexterity on d4 + 14; Roll Charisma on d4 + 14), Weapons: Daggers, Purse: 3d6 SP, 4d6 CP.

Class Align LVL HP AC SL STR INT WIS CON DEX CHAR WPN

22)
 Kaurdrakh (M) FTR CE 1 7 5 4 16 9 13 12 13 9 Throwing
 (Chainmail concealed by Cloak) Dagger (readied) and Broadsword
 Gordred Garannall (M) AS N 4 20 7 6 16 9 14 14 17 11 Great-
 Purse: 20 SP, 22 CP sword, Composite Bow and Dagger

The Party encounters one of the permanent resident-spies (Kaurdrakh) of the village paying an Assassin (Gordred Garannall) and handing him a scroll. Kaurdrakh is holding a leather bag with 500 GP and a scroll written in a secret cipher which reads: "The person is Bjorko Kvalsund of the shipyard of Sea Rune - strike quickly when he is alone". Upon the sudden, surprising approach of the party, Kaurdrakh will throw his Dagger and both will attempt to flee in opposite directions.

23)
 A party of four Orcs, scouting the village preparatory to a raid by their whole tribe tomorrow night, encounters the party. The party gains surprise on a roll of 1 - 5 on a d6. Orcs: HD: 1, HP: 6, 4, 8, 5, AC: 7, Weapons: Shortbows and Scimitars, Purses: 3d6 SP each.

24)
 Thurndrim (M) TH CE 4 15 7 11 17 12 14 11 17 9 +2 Broad-
 Purse: 100 GP, 11 SP sword and Composite Bow

Six spies enter the village and mistake the party for welcomers. Their leader, Thurndrim, approaches the party, sidles his horse up to the party's leader and asks in a low voice, "Know ye where the spymaster might be?" Upon any sign of hesitation by the player, or upon a negative answer, he will draw his sword and attack; the other spies will follow suit. Spies (M): Class: TH, Align: CE, Levels: 3, 2, 2, 3, 1, HP: 11, 7, 7, 10, 3, AC: 7, STR: (Roll d4 + 14), DEX: (Roll d4 + 14), Weapons: Mounted Lance, Composite Bow, Broadsword, and Dagger. Purses: 3d6 GP, 3d6 SP each. They are mounted on Light Warhorses: HD: 2, AC: 7, Attacks: 2 x (1d4), Move: 24".

25)
 The party encounters a band of twelve Goblins looting an empty house. Goblins (M): HD: 1 - 1, HP: 3, 6, 7, 4, 2, 5, 6, 4, 1, 1, 3, 7, AC: 7, Weapons: Shortbows and Assorted Light Melee Weapons (Roll for individual on d6: 1 - 2) Hand Axe; 3 - 5) Scimitar; 6) Short Sword). Purses: 3d6 SP, 1d6 CP each.

26)
 Gal-Dann (M) TH N 1 4 9 3 14 9 8 11 15 9 Light
 Purse: 50 GP, 24 SP, 11 CP Crossbow and Broadsword

A recruited spy, Gal-Dann, afraid of what he has been assigned to do (scout out the defenses of Kauran, a village of the legendary and fierce Skandains), is offering his services as a hireling to the party. He is trying not to be seen by anyone but the members of the party, and one of his first inquiries concerns the party's expected time of departure from this village. Gal-Dann will blurt out all he knows as soon as he leaves the village with the party - he knows that Sloarvinnith is the master spy, and knows of the activities of all NPCs listed as spies under the "Lightelf: Shops and Taverns" section. Should the spies learn of his betrayal (merely by seeing him in the company of the party), they will attempt to kill him and the entire party as well, in case he had already told all he knew - but they will do it with great stealth, firing missiles from concealment, slipping them poisoned drinks in the inn, etc.



	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
27)													
Birlond Gostow (M)	AS	N	3	9	7	8	16	12	14	9	17	11	Compo-
Purse: 100 GP, 11 SP, 8 CP													site Bow, Scimitar and Dagger
Thardark Elfhever (M)	AS	LE	2	5	7	6	14	11	12	13	16	9	Compo-
Purse: 55 GP, 13 SP, 11 CP													site Bow and Broadsword
Sondrin the Fair (M)	FTR	N	3	14	5	6	15	9	7	15	13	6	Compo-
													site Bow and Greatsword

A Man of the village who knew of the spies and opposed them has just been assassinated. Two Assassins, Birlond Gostow and Thardark Elfhever, who killed him by firing Composite Bows from concealment, are now trundling off with the body to dispose of it. Encumbered by the corpse, they can only drop it and run. Sondrin the Fair, the fellow they have murdered will be quite grateful if resurrected and, being a bachelor, will offer in return to serve the party as a hireling for only half a share in the loot (having little money to give as a reward -the assassins already stripped him of his purse). There are three arrow-shafts sticking out of him.

28)

Raligorn Fortrak (M)	FTR	N	3	19	9	10	16	16	15	16	15	9	None
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A Flame Engineer (elite, highly-trained engineering corps) from the City State of the Invincible Overlord, Raligorn Fortrak staggers into town, half-mad. His ship was attacked at sea by pirates and he was thrown overboard; he came ashore near here, missing Shipstore Harbor, and wandered here. He encounters the party first, and throws himself at their feet, sputtering. Raligorn is a truly remarkable individual, to have passed the rigorous Flame Engineers' training and to have withstood this latest ordeal. He has no armor, no weapons and no money. Should the spies learn of his presence and his function, they will attempt to kidnap him and return him to the Overlord - it takes about 2000 GP and five years to train a Flame Engineer.

29)

Three spies, attempting a clandestine exit from the village on horseback, find the party blocking their path. They hesitate, not knowing what to do in such a situation - but should the party draw weapons, they immediately flee on Light Warhorses (HD: 2, AC: 7, Attacks: 2 x (1d4), Move: 24"), they will probably get away quickly. Spies (M): Class: TH, Align: N, Levels: 3, 1, 2, HP: 7, 1, 6, AC: 7, SL: 6, STR: (Roll d4 + 14), DEX: (Roll d4 + 14), Weapons: Light Crossbow, Broadsword, and Dagger. Purses: 4d6 GP, 2d6 SP, 2d6 CP each.

30)

Belen (M)	FTR	N	1	6	6	7	17	9	7	13	13	9	Bastard Sword
(Scale Surcoat)													

A Gnome, Belen, obviously very drunk and singing loudly (there has to be something very wrong with him to be out after dark), stumbles into the midst of the party and, thinking he is surrounded by enemies, starts swinging his fists. Upon subdual (easy) and interrogation (frustrating), he tells all the rumors available at the Inn of the Four Seasons (see "Lightelf: Shops and Taverns"). He and his money parted ways several hours ago. Due to drunkenness he has -6 Dexterity, -4 Charisma, +1 Strength, -2 Wisdom, and is -4 to hit.

31)

At random intervals (d3 melee rounds), the party hears scampering footsteps apparently coming from just outside their line of sight, in a random direction each time, for the following three turns. The eventual effect is that the party thinks someone is setting up an ambush for them, but no living thing is encountered for the entire three turns.



	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
32)	Bjorn Kellstrom (M)	FTR	LE	4	22	4	7	18	14	11	14	13	9 Heavy
	(Reinforced Chainmail, concealed by Cloak)						(51)	Crossbow and Greatsword					

Another encounter with a spy - but Bjorn Kellstrom is in the service of the Skandians. He is gathering information about a rumored Gnomish rebellion that is brewing, and knows nothing of the espionage ring operating here. He is alone and will attempt to ransom himself out of trouble. In his purse: 50 GP and a 200 GP Diamond, all of which he offers as ransom to the players, to let him go free. Wrapped around his calf inside his boot, though, is his real treasure: a 2500 GP Diamond necklace, with the stones set in gold and finely wrought. Hidden deep in his other boot are 19 SP and 6 CP. His mount, a Medium Warhorse (HD: 2 + 1, HP: 12, AC: 7, Attacks: 2 x (1d6), 1 x (1d3), Move: 18"), is tethered nearby with his bedroll and other equipment on it.

Encounters (Roll d12)

- | | |
|--|---|
| 1) Large Altanian Tribe Attacks | 7) Wizard Hiring Mercenaries |
| 2) Overlord Throng Demands Tribute (Tax) | 8) Orcs Raid Village (8d6 + 20) |
| 3) Giant Selling Captive Shield-Maiden | 9) Cleric Seeks to Convert Party |
| 4) Beggar Asks for Alms | 10) Band of Deserters from Overlord (2d6) |
| 5) Trading Caravan Enroute to Sea Rune | 11) Wandering Lamp Vendor |
| 6) Attack by Hobgoblins (6d6 + 20) | 12) Noble Hiring Bodyguards |

THE GNOMES' LUMBERING CAMPS

There are twelve lumbering camps plus Lightelf, for a total of thirteen possible bases of operations. Currently the Gnomes are based in Lightelf. They base themselves at a camp for two seasons, always going home to Lightelf each winter to wait out the rainy season. The cedars grow to mature height in twenty-six years; this provides a convenient cycle for a tree "harvest" schedule as the Gnomes move from camp to camp in numerical order. Next year they move on to Camp One.

The fact that the cedars grow so quickly is a phenomenon that cannot be explained by any other means save magic. Wisely, the Gnomes take only mature trees; saplings are left to mature for the next harvest. If the Gnomes do not begin taking more trees, and nothing unusually disastrous (like a massive forest fire) occurs, the cedars will continue to grow for a harvest, and a steady source of livelihood in trade with the Skandians.

The wood is trimmed down to trunks and trimmed limbs, and hauled through Lightelf to Shipstore Harbor; there it is sold to the "civilized Altanians" who serve as the merchants of the Skandians. The lumberers always move as a single body, whether cutting lumber, hauling timber to Lightelf, or hauling it from there to Shipstore Harbor.

Each hamlet has 2d6 + 85 adult male Gnomes; 70% of these farm, 25% forage, and the remaining 5% are craftworkers, repairing tools and providing other specialized services. When the lumbering crew comes in, it is kept in five "bunkhouses", each with twenty bunks; the foragers largely turn to performing supportive work for the lumberers (sharpening axes and trimming off branches, for instance). Surplus food raised and/or gathered by the natives of Lightelf, as well as money for the support of the lumberers, is sent to the hamlet camp.

Rather than burrow completely underground, as has been their custom, the Gnomes of the lumbering camps have dug out deep trenches in the ground, raised sturdy roofs over the trenches (thus have walls of dirt), and laid sod over the roofs. When a "dugout" such as this becomes so old that the roof starts to cave in, it is abandoned. Kiln-baked bricks cover the walls and floors of the buildings that receive the most heavy usage; wood floors and a crude adobe-like mixture for the walls are for the more seldom-used structures.

Such a camp is dominated by its four bunkhouses, ringing a central "common room" which is used at all times by permanent residents, but which receives particularly large crowds of Gnomes when the lumberers are present. Nearby are various shops, stables, tool-rooms, wagon-sheds and other structures used by the lumbering crews. On an outer perimeter are the dwellings of the natives, for they prefer to be close to their fields and trap-lines. Each adult male Gnome has an average of three dependents: multiply adult male Gnomes of the village by three and add 3d6 for the total number of Gnome-wives and Gnome-lings.

The Gnomes of these hamlets are armed, armored, and trained for battle in much the same manner as their cousins in Lightelf (see "Lightelf: Way of Life" for actual percentages). Each hamlet-camp has a Chieftain who is directly responsible to King Veranken; out here in the wilds, away from the evil influences of the Big Folk, the people are far more loyal to the King and are almost exclusively Neutral in alignment; those who are not are Lawful-Good.

Below are listed the Chieftains of the hamlet-camps; the first is Chieftain of Camp One, the second is of Camp Two, and so on.

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Kheled (M - Gnome) (Studded Leather) 35 SP	FTR	LG	4	25	6	7	16	11	13	10	10	14	Bastard Sword and Dagger
Biffin (M - Gnome) 32 SP, 8 CP	FTR	LG	3	12	6	6	15	11	12	14	13	15	Bastard Sword
Fundlin (M - Gnome) 37 SP, 9 CP	FTR	LG	4	20	6	7	17	10	11	9	9	14	Bastard Sword
Folin (M - Gnome) 28 SP, 11 CP	FTR	N	5	30	6	8	16	11	11	10	8	13	Bastard Sword
Bolin (M - Gnome) (Brother of Folin) 25 SP, 12 CP	FTR	N	4	20	6	7	17	10	11	8	9	12	Bastard Sword
Ruandir (M - Gnome) 32 SP, 7 CP	FTR	LG	3	14	6	6	18 (01)	14	11	14	9	13	Bastard Sword and Dagger
Dwelfin (M - Gnome) 31 SP	FTR	N	3	15	6	6	16	11	11	9	10	14	Bastard Sword
Arkendain (M-Gnome) 49 SP, 9 CP	FTR	N	3	18	5	10	18 (51)	7	14	13	14	15	Short- bow and Short Sword
Hama (M - Gnome) 35 SP, 9 CP	FTR	LG	3	13	6	6	15	11	9	17	15	15	Bastard Sword
Adun (M - Gnome) 33 SP, 11 CP	FTR	LG	4	19	5	7	17	11	9	13	15	15	Short- bow and Short Sword
Khazul (M - Gnome) 40 SP, 11 CP	FTR	N	5	25	6	8	16	10	13	9	9	15	Bastard Sword
Deordwain (M-Gnome) 28 SP, 5 CP	FTR	LG	3	17	5	6	17	9	11	12	14	14	Short- bow and Short Sword

PALEWOOD

History, 4433 BCCC

The Elves of Palewood are descended from the great Elven kingdom far to the west, beyond even Viridistan, the Blistering Dunes and the Five Holy Cities of the Mycretians. Dismayed by the many deaths brought about by new and better weapons, the Elven prophet, Doloriel, led a small band of followers here and proclaimed that all advancement of crafts, particularly weapon-smithing, was the road to folly and destruction. The Elves wove their "tlan" tree-homes and, from that day to this, have only created sufficient weaponry to defend themselves against wandering beasts and raiding Orcs.

The Elves settled here in 1867 BCCC. In 1902 BCCC they began tapping the resin of the brandolon trees, of pale bark and yellow leaves, that grew at their end of what came to be called the Wood of the Gnomes. The brandolon resin was boiled down to produce pitch, used to coat the insides of new ship hulls to keep water out. Casks of pitch were shipped out through a small coastal hamlet to the City State of the Invincible Overlord and to Modron.

The coastal hamlet, called Shipstore Harbor, was approached by the fierce Skandians, a race of pirate-men to the south, in 2261 BCCC. Knowing the reluctance of the Elves to parley or trade with anything evil, the Skandians wisely traded with them through Neutral Merchants. The Merchants are of a small sect of "civilized" Altanian tribesmen, carry on trade for the Skandians.

The Skandian Merchants have always offered a better price for the pitch than the Merchants of the Overlord and Modron, and soon, the latter were forced to look for this substance elsewhere. Upon the desertion of the hamlet by foreigners, the Skandians began to maintain armed camps to protect the harbor, starting in 2590 BCCC.

During these times the Shield-Maidens, who maintain a stronghold to the south, always abandoned their male infants in the wilderness. Upon learning of this practice the Elves always sent a party there on the nights of the full moon - for this was the time when the infants would be left to die - and collected these, to raise them as their own. A wandering tribe of Men developed as these boys came of age, for they could not return to the Shield-Maidens. This tribe's members all owed their lives to the Elves, and so it was a loyal ally; it warned the village of approaching bandits and Orcs, and escorted their convoys of small boats down the stream and the coast when it came time to haul the casks of pitch to Shipstore Harbor.

But in 2602 the sons of the Shield-Maidens presented themselves to the Skandian, for the Skandians had driven the Shield-Maidens out of the village of Sea Rune. Rather than accept the fair-haired men as equals, the red-headed Skandians took them as slaves and laborers. A few youths still lived among the Elves; these and the abandoned ones who came after, remained with the Elves and formed a second tribe, avoiding both the Skandians and the Shield-Maidens. Since they lived in the wilderness they became very skilled in the arts of combat, if only to survive; yet some of the Men stayed in the village of the Elves. There rose a community of Half-Elves within Palewood, and it was these who adopted the practice of trading with the Neutrals of Shipstore Harbor; the Elves returned to hunting and foraging.

The centuries passed, and the village and its attendant tribe grew little and changed even less. The few who were frustrated by this lot in life departed, usually to the City State of the Overlord, and few indeed of these were ever heard from again; the ones who did return came as heroes, having known great adventure. The lays and legends tell of several who came from Palewood who have carved a place for themselves in history, but there are two who stand out before the rest. Vanuviel Glamdring gained great fame throughout the thirty-first through thirty-third centuries BCCC, as a captain of an adventuring band that always sought to crush evil, wherever it was found; eventually he was slain by a foul Dragon, and his followers avenged his death. VanGalad Half-Elven, who lives in Palewood after returning from his adventures, was General of a Battle of 5000 warriors under the command of the Overlord; he warred in the Orc Migrations from Dearthwood Forest, the Groll Times, and a hundred lesser affairs since the fortieth century BCCC. But his blood flows with that of Men, and he grows old. He retired his position and gave his reason as old age and failing health; but in truth he was sickened by the evil and corruption of the courts of the Overlord, and returned home to lead in defenses of Palewood for many years.

In 3930 BCCC, while he was fighting for the Overlord, a horde of Orcs came south from Dearthwood Forest and approached Palewood. Forewarned by the tribe of Men they had nurtured, the Elves and Half-Elves of Palewood collected their resin-pots and hid themselves in their "tlan" tree-houses. The Orcs passed through without seeing them, though they must have wondered at the herring-bone cuts on the brandolon trees. The tribe of Men avoided their route of march. As the Orc-horde left, the Elves and Half-Elves came

down from their trees and the Men approached; but a second, smaller body of Orcs had followed the first, and caught them unawares. The Orcs were eventually driving off, having lost many of their own; but the natives of Palewood had suffered much at their hands. They were prepared for the return of the Orcs, and slaughtered them in droves, but the main body of Orcs, oblivious to all of this, pushed south to their destined confrontation with the Skandians and Shield-Maidens.

In 4187 BCCC a horde of Gnolls came through as well, for this was the dreaded Gnoll Times, from which the Lands of the City States still bear many deep scars. This time, however, the Gnolls were fully scouted by the Men of the tribe of Palewood, and all the Gnolls had passed through before the natives came out of hiding. Thus their lives were little disturbed by the disaster that struck almost every other village of the area. Since then, the Men, Elves and Half-Elves have lived in relative peace, fighting off the occasional marauding beast or gang of brigands, and continuing to hunt and to tap the resin of the brandolons. Raids by Evil Men, Orcs, Goblins and Hobgoblins, and attacks by monsters of the wilderness have been all the warring that most natives of this village have known. The Elves, though, are of an enduring race of great longevity, and the warriors who became veterans in an Orc-raid are still there to lead youths against a new threat four or five hundred years later. Lack of battle, it seems, does not dull their blades, and they are skilled even though fighting comes to them but rarely.

Way of Life

The Elves and Half-Elves of Palewood subsist almost exclusively upon hunting and foraging as their source of food. The population consists of 45% Chaotic-Good Half-Elves, 10% Chaotic-Good Elves, and 45% Lawful-Good Elves. They are armed uniformly with Leather Jerkin, Bronze Helmet, Wooden Shield, Longbow and Bronze Broadsword; they cannot forge iron, and their bronze weapons are -1 to hit.

All the Elves are adult; male and female both are armed and will fight. Only the Half-Elves, who raise the cast-off young of the Shield-Maidens as well as their own, have any who are unarmed. Their wives do not fight.

There are 114 able-bodied adults who will fight, and 151 wives and youths (belonging to the Half-Elves) who cannot. The warriors are led by Giwaldyn, son of VanGalad Half-Elven, and would form a respectable foe should they be forced to fight.

To gather the resin of the brandolon trees, the Half-Elves make successive V-shaped cuts down the trunk; the point of each V is connected to the next by another vertical cut. At the bottom they place a small wooden tab, grooved for the flow of resin; hanging from the tab is a small bronze pot. The Half-Elves periodically go out, in large groups, to collect the resin in great casks. They return to the village and boil it down into pitch, put it back into casks and, when a large quantity of pitch has accumulated, they will load the casks in their flat-bottomed boats and go down the stream and down the coast to Shipstore Harbor, protected from the surf by the coastal islands and sand bars. On these trips, the local tribe of Men whom they raised follows them on land, prepared to aid them should they be attacked.

The people of Palewood have many tents made of animal skins, which they set up in the clearings among their "tlan" tree-homes. Should an attacker approach, the tents are quickly taken down and stowed in the trees, along with what was in them; usually the foe will pass directly through the village, unaware that it is there. Should the enemy discover the villagers, they are skilled and well-practiced at fighting from within their tree-homes, and in leaping down upon the heads of foes. A by-product of the pitch, which rises to the top during the boiling and is skimmed off, is an oil which the Half-Elves keep. This they can pour on their enemies and set ablaze. They have sufficient stores of it to light their lamps and a hundred foes; so they sell much of what they now prepare to the Merchants at Shipstore Harbor.

Anyone seeking shelter for the night will find no inn here. They are welcome to find a clearing and pitch a tent, should it be apparent that they are not of an evil nature; should an attacker approach, room will be found for them and their folded tents in a "tlan". Should the party wish to buy weapons, none are available; periodically the Elves will build a forge, fashion new weapons and tools to replace broken ones (and a few spares which they hoard), and tear the forge down so that it does not betray their presence to any enemy. They generally build the forge during the winter rainy season, when the animals and people who often raid them, are, for the most part, in their lairs or in some other dry place; a tent keeps the part-time armorers dry. It is only while the forge is in operation that a weapon may be bought, and then it will be of bronze. Of course, the Elves and Half-Elves can fashion Longbows year round, and sometimes (10%) one will be available for sale; if not, one can be made to order. Copper and tin are purchased from the Gnomes to the west.

Each family here is largely self-sufficient; the males can all feather arrows, forge bronze, and make a Longbow. Thus the only real "establishment" where there is any specialization is the marketplace, where the Half-Elves who sell pitch and lantern oil have brought back foreign wares for sale; for the most part, one must ask them to buy an item at Shipstore Harbor before it will appear, for only general-purpose items will be found here. Most of what they bring back are casks of flour.

The tribe of 93 male Humans, fair-haired abandoned sons of the Shield-Maidens that the Half-Elves raised, hunts in the surrounding hexes, particularly to the south. They are armed and armored identically to the people of Palewood, and obey the Druidic code, having been converted to it by one of their number who became a Druid during his wanderings.

The Marketplace

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Giwaldyn (M - Half-Elf)	FTR/ MU	CG	3/1	15	6	10	17	10	12	16	15	15	Long- bow and Broadsword
28 SP, 9 CP													
VanGalad (M - Half-Elf)	FTR/ MU	CG	3/1	14	5	10	18	11	16	12	11	14	+1 Iron Broadsword
30 SP, 11 CP							(01)						

VanGalad tallies sales and makes sure that each Half-Elf who has a share in the resin-taking gets his fair share of the profits. Lanterns, 100 SP; Gallon Casks, 100 SP; Beer, 80 SP; Ale, 90 SP; Brandy, 200 SP; Elven Wine, 1500 GP (only one cask present). Bushels: Limes, 4 GP; Lemons, 3 GP; Red Apples, 5 GP; Grapes, 4 GP; Flour, 1 SP per pound (this constitutes most of the merchandise); Corn Meal, 6 SP for a five-pound sack. Many Half-Elves of the village each have a share in the merchandise here and would be angered should anyone attempt to steal anything - particularly the till, guarded by Giwaldyn. Till: 297 GP, 320 SP, 200 CP, all in a locked chest.

Rumor: A baby Gold Dragon was for sale at the marketplace in Shipstore Harbor.

Also present will be 2d6 Elves and 2d6 Half-Elves purchasing goods, plus the following hunters selling furs:

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Imfalas (M - Elf)	FTR	LG	5	30	6	9	16	11	12	14	13	8	Long- bow and Broadsword
27 SP, 13 CP													
Tulamiel (F - Elf)	FTR/ MU	LG	4/3	15	6	7	15	14	9	11	14	11	Long- bow and Broadsword
24 SP, 14 CP													
Eanor (M - Half-Elf)	FTR/ MU	CG	3/2	9	6	6	17	12	13	10	14	11	Long- bow and Broadsword
30 SP, 9 CP													

LURID LAIRS

Wild Pigs, Hex No. 4421

For the benefit of those who don't know, a pig that is allowed to become wild - or a pig born wild - is just as mean and aggressive, and nearly as dangerous as its cousin, the tusked boar. It is omnivorous and, given the opportunity, will eat Human flesh - but it dearly loves snake meat and has a natural craving for it. (This particular portion here is not fantasy role-playing. True facts - ask any pig farmer.)

These pigs have just finished raising their last litters to near-maturity (those not taken by hunting Humans and other predators). Thus there is little to impede the search for food, and it's been awhile since they've had any meat, so they will attack. The sows (those with an even number of Hit Points) are pregnant, and therefore particularly aggressive. They range over a fairly broad area, but a certain clearing in this hex is their "lair".

Wild Pigs: Align: N, HD: 2, HP: 15, 13, 9, 8, 6, 5, 9, 14, 15, 11, 7, 3, 4, 7, 6, 7, 9, 11, 6, 8, 12, 16, AC: 9, Attacks: 1 x (1d4), Move: 12".

SHIPSTORE HARBOR

This bustling, but tiny seaport has a permanent population of only 93 able-bodied defenders (Men and Half-Elves) and their 266 dependents. At any given time, though, there will be 1d3 merchant ships in harbor, with the crews staying at the inn. The Merchants' Guild of the Skandians, run by "civilized" Altanians, keeps great storehouses for the timber of the Gnomes and the pitch of the Elves, for shipment down the coast to the Skandian shipyards. They bring in surplus grain and other foods from the Gnomes and from the slave-laborers who farm for the Skandians, and sell it to the Elves in addition to other goods that were originally plundered by the Skandians from passing Merchants.

At the inn there are several rooms available for travellers (10 SP per night per person; single, double and quadruple accommodations available), and a great tavern on the main floor: Rabbit Stew, 3 SP; Mutton Stew, 4 SP; Roast Squirrel, 5 SP; Venison Steaks, 9 SP; Boiled Carrots, 3 SP; Rolls with Butter, 1 SP for six; Ale, 5 SP; Wine, 6 SP; Beer, 4 SP; Brandy, 15 SP. Serving wenches can be negotiated with; the usual price is about 40 SP; they have their own rooms, but clients have been known to disappear, only to show up again as slave-laborers for the Skandians down the coast.

The Merchants and Thieves of Shipstore Harbor are a motley lot, and would not put up any kind of organized defense; but any attacker attempting to pry them out of their hiding-places would find himself with a series of bitter little melees. Against any coastal raider, army or wandering monster, the Warlords of Ossary have stationed a squadron of five Longships here. Each Longship crew has its own camp along the shore of the little inlet that forms the harbor; off-duty crewmen go to the inn for a rip-roaring good time, adding to the tumult and starting an occasional brawl. The area has been fairly quiet as of late; some say that it is a magic charm at work to protect the place, while others feel it is the calm before a storm of raiding. The captains of the Longships have become lax; their forty-five-man crews spend little time ready for battle, taking turns as sentries and spending the rest of their time wenching and carousing. Each camp has its followers, and the Merchants supply them with the necessary liquor; they squander their pay on these things, and on gambling, for the Merchants come round and cheat them at this pastime.

The warriors of the Longships, should they ever be mustered for battle, would be a formidable force nonetheless. They are armored with metal-scale Surcoats, carry round Wooden Shields, and wear open-faced helmets, some with nasal-pieces, for a net result of AC: 5. They are armed with Shortbows, Thrusting Spears and Light melee weapons (Short Swords, Broadswords and Hand Axes being preferred). Most are Level 1, but five of each crew are Level 2 and five more are of higher levels (roll d4 for each individual and add 2 to find Level). As for the people in the hamlet itself, roll a d6 and add 2 to find the individual Armor Class; they have no Spears or Crossbows, but carry a broad and random assortment of all other weapons (Hand Axes, Maces, Short Swords, Broadswords, Battleaxes, Greatswords, Halberds, Morning Stars, War Hammers, and lots and lots of Daggers). Most of the inhabitants are Neutral; almost all of the rest are Chaotic-Evil or Chaotic-Good. Beware pickpockets and other Thieves!

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Innkeeper Karnack (M)	TH	N	4	22	7	8	17	13	10	9	10	11	Greatsword

Till: 110 GP, 494 SP, 130 CP. He has four stout sons: Class: FTR, Align: CE, Levels: 2, 1, 1, 2, HP: 15, 7, 6, 12, AC: 5, SL: 5, STR: 16, 17, 15, 16, Weapon: Battleaxes.

Bintrall (M)	FTR	CG	4	27	6	7	15	9	8	9	13	15	Longbow and Broadsword
Purse: 20 GP, 44 SP													

Bintrall is leader and organizer of the Merchants who purchase the timber and pitch from local natives, and sell them plundered goods and foodstuffs. He is always accompanied by three of his associates, and they are usually found at the inn: Class: FTR, Align: N, Levels: 2, 1, 1, HP: 11, 4, 5, AC: 6, Weapons: Broadswords. Purses: 3d6 GP, 2d6 SP each.

Korain (F)	TH	N	2	7	9	4	11	9	9	12	16	15	Dagger
Purse: 20 SP, 18 CP													

Korain is typical of the many thieves who ply their trade in the hamlet; due to her beauty, she is bothered by sailors more often than most of the women here, and earns more money.