



# THE ELDER RACES

**T**HE ELDER RACES OF GLORANTHA ARE IDENTIFIED AS such because they pre-date the appearance of humans in the world. Elder Races include many small, strictly local, or otherwise insignificant creatures. Those powerful enough to dominate significant parts of the world are elves, dwarfs, trolls, merfolk, dragonewts, and broos.

Unlike humans, who may have any Rune as their primary Runic association, all Elder Races have an indelible and innate connection to a certain Rune or Runes.

## THE ALDRYAMI (ELVES)

The race known as the Aldryami consists of elves, dryads, pixies, and runners. They belong to the vegetable kingdom. Essentially mobile plants, Aldryami are significantly different from other humanoids and beasts.

Aldryami commonly associate in forest communities. Since all claim descent from (and actively engage in worship of) the goddess Aldrya, the members of these mixed forest communities are collectively named after her—Aldryami. Elves come in various races, identified as colors by humans, dependent upon the type of forest in which they are found. The green elves are native to coniferous trees, the brown to deciduous temperate forests, the yellow to tropical jungle, and the red to ferns and other primitive plants.

The primary Rune of the Aldryami is the Plant Form Rune.

**Mythos and History:** Flamal is the progenitor of all plants. He is parentless, save for the *“warm sky lying upon the fertile waters, so there formed between them living Flamal.”* Flamal’s spouse is called Grower. The Green Age was the time when the descendants of Flamal grew and covered the world.

First came the Slorifings, the ferns and mosses who have such odd love habits; then were the Vronkali, the conifers.

Broadleaf plants appeared when Yelm the Flower Bringer came. This group, which soon became the most populous, was named the Embyli. As the woods spread, so grew the influence of the forest-goddess Aldrya.

With the advent of the Lesser Darkness, ice storms and devouring troll and insect hordes assailed the surprised elves. Some woodlands held. Many vanished forever. Many Embyli forests changed when the Gods War began, and shed their leaves, and their inhabitants became the Mreli, or brown elves. Their elves and trees simply went to sleep, hibernating in hopes that times would improve. Other disasters ensued. The mighty forests of Prax were burnt to stubble by desperate humans seeking light in the endless dark.

When Chaos came, things worsened. Sometimes the woods defended themselves valiantly, but the Aldryami’s role in the Great Darkness was primarily defensive.

With the Dawning, the whole world awakened, led by Aldrya. She danced her way across Glorantha, trailed by brightening greenery, flowers, and awakening elves. The elves that had slept through the Darkness now invigorated the survivors. The Elder Races cooperated as never before, forming the Theyalan Unity. When the Unity’s Council created Nysalor, the trolls and dragonewts broke away, heightening the discord between the species. The Council was moved to Dorastor, where elves gradually took control, after eliminating dwarf rivals.

During this period, vile racial wars broke out between elf types. The green elves had been leaders since the end of the Gods War. Now, in lowland Genertela, the brown elves began to contest with them. These wars went on for the early part of the First Age—known afterwards among elves

as “Aldrya’s Woe.” In the last part of the age, the Gbaji Wars crippled elf power in Genertela.

In the early Second Age, trolls and dwarfs assailed the elves of Genertela, and more strife ensued, further weakening the elves.

Currently, elves are sorely beset by humans. The Lunar Empire has already burned two healthy forests to the ground.

**Subtypes:** The term “Aldryami” encompasses several humanoid races, all claiming kinship with plants. The many types of Aldryami differ as much from each other as humans do from trolls and newtlings. Common subtypes include dryads, brown elves, green elves, yellow elves, black elves, blue elves, red elves, and runners.

**Description:** Elves are slight of build. Their most striking difference to humanity is their eyes, which have neither white nor pupil. Their eyes come in many colors, such as pale chartreuse or violet, silver, light pink, etc. Some elves even have leaves for hair.

Not all elves look alike. Each has its own type of tree, and different elves vary with their tree. For instance, a birch elf is slender and pale-skinned with light green-yellow hair; while an oak elf is less thin, with dark green hair and darker skin. Both are tall, whereas an apple-tree elf is shorter, with bright green hair and a comparatively ruddy complexion.

Elf senses include all the human ones. Their night vision is better than human (especially in the case of green elves), but they lack true darksense and are blinded by total darkness. They possess an “Elfsense.” This sense permits the elf, by touch, to detect the health and emotional state of the target and whether it is stressed or in pain. It also gives the elf details about soil—such as its nutrients, moisture, and overall quality.

Humans believe that elves reproduce by internal fertilization. The females give birth to a coconut-sized hard seed which is planted in a secret place. The seed, carefully tended by the parents, sprouts a stalk and leaves, etc. and eventually produces a large fleshy fruit. The fruit enlarges in size. When it is ripe, the parents open it and within is a small elf child. It takes about two years from fertilization to the opening of the ripe fruit. The “newborn” elf child in age and maturity is like that of a human child between four and six years of age.

Yellow elves are all male. They mate with dryads for continuance. Green elves are both male and female. When a green elf male mates with a dryad, no children result. Brown elves are both male and female and can successfully reproduce with dryad mates as well.

By contrast, blue and black elves are quite different from other elf species. Blue elves have three species that do not

interbreed: one is hermaphroditic and the other have four sexes apiece. Finally, black elves—who are not true Aldryami at all—are hermaphroditic and rarely reproduce.

All types of elves mature in a similar way. After birth, an elf reaches full size within 20 years, but is not considered mature (or capable of reproduction) until he reaches 40 or 50 years of age. These young elves (between the ages of 20 and 40 or so) are not full members of elvish society, and often become adventurers for a time.

Elves are long-lived but not immortal. Their lifespan is linked to their associated tree; the longer their type of tree lives, the longer they live. Green elves are the most enduring, with a typical specimen dying of old age at about 300 years (this corresponds to an age of about 80 for humans). However, some very rare green elves associated with the great redwoods live over 1,000 years. These ancient elves are rarely if ever encountered but their existence has created many legends of elf immortality. Such elves never become adventurers.

Brown elves are less long-lived than green elves but are still enduring by human standards. They are not considered “old” until they are 200 years of age or more, and an average specimen may hope to achieve 250 years of age. As with green elves, certain very rare types of brown elves linked to unusual trees live far longer than most, up to 500 years or far older in certain cases. But normal death from old age usually occurs at around 250.

Yellow elves are the least long-lived, typically living to 200 years before dying of old age. Few trees of the jungle environment last beyond this point.

An elf reaching an advanced age becomes more and more treelike. Skin becomes gnarled and bark-like, and hair becomes leaf-like. Strength and dexterity are reduced. Eventually, the elf goes to sleep and does not reawaken.

For more information, see the individual elf subtype.

**Culture:** Elf distribution is dependent upon the natural distribution of vegetation, according to ecological divisions. Altering this overall effect are the activities of humans, who have often displaced elves but allowed trees to remain, and of trolls, who often eat the trees, too. Elves always live within forests based on their own type of trees. Thus, green elves stay in pine woods, brown elves in deciduous forests, etc.

All elves are vegetarians. They eat a variety of plant parts, including leaves, flowers, fruit, stems, and even roots. They do not cook their food for aesthetic reasons, but it may be dried, crushed, bruised, pureed, aged, pickled, preserved, or marinated. Often, elves eat their food fresh off the plant. They never use salt but have many delicate spices and flavorings. Some elven food is inedible to humans, but none is



poisonous. Green elf food is redolent of resins and aromatic oils. Brown elf food is notoriously bland to humans. Yellow elves occasionally spice up their food with a scrap of raw meat, a fragment of fish, or a struggling insect, a practice viewed by other elves as loathsome. Blue elves eat raw algae, and black elves consume many different types of fungi, some of which are powerful hallucinogens to humans.

Elves do not mind getting wet and are much more resistant to the elements than humans. They build no buildings and make no cities. Within their forests, they live in the open air, needing no shelter at all.

**Government:** Each elf forest is governed by a Council of Elders, which is headed by the Great Tree. This council moves in response to the mode and cycles of the forest itself, and often performs deeds strange to humanity, though always dedicated to the protection of their forest.

**Relations with Other Races:** Humans are enemies because they kill trees for tools and dwelling-places. Trolls are enemies because they eat trees and elves. Dwarfs are enemies because of old God Time wrongs. In general, elf opinions are based solely on the potential threat or benefit each race represents to the forest.

Elves have long memories. They never forget a wrong, but also never forget a kindness. They are slow to form opinions, but once formed, these attitudes rarely change. Because humans have proved themselves to be foes, all elves distrust humans. Even so, an individual human can prove to be loyal and helpful, perhaps earning the favored status of elf-friend. However, any comrades of the elf-friend must prove themselves individually—the general elf opinion is not altered by an exceptional case.

**Religion:** Worship of Aldrya is near-universal among dryads and green, brown, and yellow elves. Heterodoxy and apostasy are nearly unknown, though friendly deities such as Yelmadio, Babeester Gor, and Flamal are welcomed in secondary cultural roles. Other types of elves worship other deities, but they maintain the elfin habit of emphasizing a single goddess above all other deities. The blue elves worship Murthdrya, red elves worship Slor, and black elves worship Mee Vorala.

**Region of Origin:** Aldryami are found anywhere there are forests. Red elves, however, are not encountered on the Genertelan continent and are not addressed here.

**Special Notes:** Like their eternal enemies, the trolls, the Aldryami are vulnerable to iron, the “new metal” and cannot handle it. Any damage from an iron weapon penetrating their armor will do twice the normal damage.

## DRYADS

### Lucas virae

An entirely female race that breeds with elves for continuance. They form the core of the priestesshood for the Aldryami cult. They specialize in magic, with little inclination toward fighting. They are always tied to their tree of birth, and any affliction suffered by the tree is felt by them, and vice versa. They rarely become adventurers, preferring to remain in their forests.

A dryad can control all the trees and other plant life in her grove.

CHARACTERISTICS		AVERAGE
STR	2D6	7
CON	3D6	10–11
SIZ	2D6+3	10
INT	3D6+6	16–17
POW	2D6+16	23
DEX	4D6	14
CHA	2D6+12	19

**Hit Points:** 12      **Move:** 9  
**Magic Points:** 23      **Base SR:** 4

**Skills:** Climb 90%, Dance 90%, First Aid 95%, Hide 85%, Move Quietly 85%, Plant Lore 90%, Sing 90%, Spirit Combat 125%.

**Passions:** Love (grove) 80%.

**Runes:** Earth 80%, Fertility 70%, Plant 90%.

**Magic:** All dryads worship Aldrya (Elder Sister) and have at least 3D6 Rune points. A dryad typically has her CHA limit worth of spirit magic, including Healing and Second Sight.

For 1 magic point, the dryad can command any incomplete creature born in her grove. The creature cannot resist this charm, which lasts for an hour at a time.

### DRYAD

LOCATION	D20	ARMOR/HP
Right Leg	01–04	0/4
Left Leg	05–08	0/4
Abdomen	09–11	0/4
Chest	12	0/5
Right Arm	13–15	0/3
Left Arm	16–18	0/3
Head	19–20	0/4

## ELVES

### Dendro sapiens

Elves are the Aldryami most often seen by outsiders. Slight of frame, quick, and intelligent, the elves of Glorantha are a species coupled to trees. Although most elves appear humanoid, they are plants not animals.

All elves are vegetarians, and do not cook their food. Elves do not mind getting wet and are much more resistant to the elements than humans. They build no buildings and make no cities. Within their forests, they live in the open air, needing no shelter at all.

They are quite shy outside of their protective forests. Among their trees, elves are supreme, living in complete harmony with their environment. Except in cases where their homes have been utterly devastated, elves do not migrate from their forests, although individuals seem free to come and go at will.

The elves view themselves as caretakers of the forest, and their activities are directed to that end, ever ready to clear up an outbreak of giant aphids, an incursion of trollkin, or land clearing farmers.

Elf warriors carry the famed elf bows (see page @@), living plants that they wield with deadly accuracy.

### BROWN ELVES

#### Dendro sapiens mrelum

Brown elves, or *mreli*, are associated with deciduous trees. They sleep all winter, protected by green elves, but otherwise do not sleep. Brown elves are both male and female, and interbreed with dryads, who have an important place in their society.

A brown elf typically weighs about 55 kilograms and stands a little over 160 centimeters tall.

**Special Notes:** Like the trolls, their eternal enemies, brown elves are vulnerable to the “new metal” iron and cannot handle it. Any damage from an iron weapon penetrating their armor will do twice the normal damage.

CHARACTERISTICS		AVERAGE
STR	2D6+2	9
CON	3D6	10–11
SIZ	2D4+4	9
INT	3D6+6	16–17
POW	2D6+6	13
DEX	3D6+3	13–14
CHA	3D6	10–11
Hit Points:	11	Move: 9
Magic Points:	13	Base SR: 4



**Armor:** Brown elves have no natural armor but often wear 2-point armor made of hammered bark or other plant materials. They often wear cloaks made of leaves that add +20% to their Hide skill in an appropriate forest. They generally prefer to Dodge rather than parry.

**Skills:** Climb 85%, Conceal 45%, Dodge 65%, Elfsense 55%, Elven Lore 50%, First Aid 50%, Hide 50%, Listen 50%, Move Quietly 50%, Plant Lore 75%, Sing 55%, Spirit Combat 55%, Track 55%, Worship (elf deity) 50%.

**Language:** Speak Aldryami 50%, Speak Tradetalk 20%.

**Passions:** Hate (Mostali) 60%, Hate (Uz) 60%, Loyalty (forest) 60%.

**Runes:** Earth or Fire/Sky 60%, Plant 75%.

**Special Rune Magic:** Arrow Trance.

**Magic:** All elves worship Aldrya. Other common gods include Babeester Gor, Chalana Arroy, Ernalda, Flamal, and Yelmadio. Common spirit magic is Heal and Speedart.

### BROWN ELF

LOCATION	D20	ARMOR/HP
Right Leg	01–04	2/4
Left Leg	05–08	2/4
Abdomen	09–11	2/4
Chest	12	2/5
Right Arm	13–15	2/3
Left Arm	16–18	2/3
Head	19–20	2/4

WEAPON	%	DAMAGE	SR	PTS
Elf Bow *	70	1D8+1	2	6
Short Spear	50	1D6+1	6	10
Small Shield	50	1D3	7	8
Shortsword	50	1D6+1	7	12

\* Special elf bow, will wither in any but elf hands. An elf bow can store 2D6+2 magic points for its user. Its range is halved in the woods.



GREEN ELVES

*Dendro sapien vronkalum*

The green elves, or *vronkali*, were the most important elf type in the Great Darkness but have lost ground since then. Green elves are both male and female, and do not breed with dryads. They do not sleep in winter but experience a daily period of rest. Green elves are associated with coniferous forests. They inhabit cool temperate lands. In snow, they can ski cross country with carved magic wooden shoes. In warmer lands, they often share their forests with brown elves.

A green elf typically weighs about 65 kilograms and stands a little over 170 centimeters tall.

**Special Notes:** Like the trolls, their eternal enemies, green elves are vulnerable to the “new metal” iron and cannot handle it. Any damage from an iron weapon penetrating their armor will do twice the normal damage.

CHARACTERISTICS		AVERAGE
STR	2D6+4	11
CON	3D6	10–11
SIZ	3D6	10–11
INT	3D6+6	16–17
POW	2D6+6	13
DEX	3D6+3	13–14
CHA	3D6	10–11
Hit Points: 11		Move: 9
Magic Points: 13		Base SR: 4

**Armor:** Green elves have no natural armor but often wear 2-point armor made of hammered bark or other plant materials. They often wear cloaks made of leaves that add +20% to their Hide skill in an appropriate forest. They generally prefer to Dodge rather than parry.

**Skills:** Climb 85%, Conceal 45%, Dodge 65%, Elfsense 55%, Elven Lore 50%, First Aid 50%, Hide 50%, Listen 50%, Move Quietly 50%, Plant Lore 75%, Sing 55%, Ski 60%, Spirit Combat 55%, Track 55%, Worship (elf deity) 50%.

**Language:** Speak Aldryami 50%, Speak Tradetalk 15%.

**Passions:** Hate (Mostali) 60%, Hate (Uz) 60%, Loyalty (Forest) 60%.

**Runes:** Earth or Fire/Sky 60%, Plant 75%.

**Special Rune Magic:** Arrow Trance.

**Magic:** All elves worship Aldrya. Other common gods include Babeester Gor, Chalana Arroy, Ernalda, Flamal, and Yelmalio. Common spirit magic is Heal and Speedart.

GREEN ELF

LOCATION	D20	ARMOR/HP
Right Leg	01–04	2/4
Left Leg	05–08	2/4
Abdomen	09–11	2/4
Chest	12	2/5
Right Arm	13–15	2/3
Left Arm	16–18	2/3
Head	19–20	2/4

WEAPON	%	DAMAGE	SR	PTS
Elf Bow *	70	1D8+1	2	6
2H Spear	50	1D10+1	6	10
Shortsword	50	1D6+1	7	12
Small Shield	50	1D3	7	8

\* Special elf bow, will wither in any but elf hands. An elf bow can store 2D6+2 magic points for its user. Its range is halved in the woods.

YELLOW ELVES

*Dendro sapiens embylum*

The yellow elves, or *embyli*, are kinfolk of broadleaf trees of all type, but especially the broad-leafed evergreens, including pal trees. Yellow elves are all male—they mate with dryads for continuance. Bands of male yellow elves are organized by the dryads into forest-wide queendoms or tribes.

Yellow elves are distinctively different from other elf types. They are physically smaller, have dark olive-brown, almost khaki-colored “skin”, and lack all body and head hair, except for occasional patches of moss.

A yellow elf typically weighs about 35 kilograms and stands a little over 120 centimeters tall.

**Special Notes:** Like the trolls, their eternal enemies, yellow elves are vulnerable to the “new metal” iron and cannot handle it. Any damage from an iron weapon penetrating their armor will do twice the normal damage.

CHARACTERISTICS		AVERAGE
STR	2D6+2	9
CON	3D6	10–11
SIZ	2D6	7
INT	3D6+6	16–17
POW	2D6+6	13
DEX	3D6+3	13–14
CHA	3D6	10–11
Hit Points: 10		Move: 9
Magic Points: 13		Base SR: 5

**Armor:** Yellow elves have no natural armor. They often wear cloaks made of leaves that add +20% to their Hide skill in an appropriate forest. They generally prefer to Dodge rather than parry.

**Skills:** Climb 85%, Conceal 45%, Dodge 65%, Elf-sense 65%, Elven Lore 50%, First Aid 50%, Hide 50%, Listen 50%, Move Quietly 50%, Plant Lore 75%, Sing 55%, Spirit Combat 55%, Track 55%, Worship (elf deity) 50%.

**Language:** Speak Aldryami 50%, Speak Tradetalk 15%.

**Passions:** Hate (Mostali) 60%, Hate (Uz) 60%, Loyalty (forest) 60%.

**Runes:** Earth or Fire/Sky60%, Plant 75%.

**Special Rune Magic:** Arrow Trance.

**Magic:** All elves worship Aldrya. Other common gods include Flamal and Yelmalio. Common spirit magic is Heal and Speedart.

YELLOW ELF

LOCATION	D20	ARMOR/HP
Right Leg	01–04	0/4
Left Leg	05–08	0/4
Abdomen	09–11	0/4
Chest	12	0/5
Right Arm	13–15	0/3
Left Arm	16–18	0/3
Head	19–20	0/4

WEAPON	%	DAMAGE	SR	PTS
Elf Blowgun *	70	1D3+1 + poison	2	6
Elf Bow **	70	1D8+1	2	6
Small Shield	50	1D3	8	8
Short Spear	50	1D6+1	7	10

\* Special elf blowgun, will wither in any but elf hands. It can store 2D6+2 magic points for its user. Darts are typically poisoned.

\*\* Special elf bow, will wither in any but elf hands. An elf bow can store 2D6+2 magic points for its user. Its range is halved in the woods.





## OTHER ELVES

Black elves and blue elves belong to entirely different genera from true elves. Nonetheless, they are popularly classified as Aldryami and included here.

### BLACK ELVES

*Mycota troglodytes*

The black elves, or *voralars*, are more kin to fungus rather than true plants. They are not really Aldryami, but popular conceptions place them in this category. The black elves claim no descent from Flamal, nor do any other elves claim them to be such. But since they are not animals, human scholars mistake them for plants. Black elves are classified as creatures of darkness, and often found living near trolls. Even so they have a cultural affinity with other elves and may hide refugee elves from their troll friends.

Black elves are about 125 centimeters tall and 30 kilograms in weight. They are slim and delicate, with no body hair, and sometimes possess swollen craniums. Their skin is a smooth dusty grey and they have no fingernails or toenails. Black elves are hermaphrodites, but only rarely reproduce. Each birth results in many near-identical siblings, who receive a lifelong telepathic link with one another.

CHARACTERISTICS	AVERAGE
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STR	2D6	7
CON	3D6	10–11
SIZ	2D4	5
INT	3D6+6	16–17
POW	2D6+6	13
DEX	3D6+6	16–17
CHA	3D6	10–11

Hit Points: 10      Move: 7

Magic Points: 13      Base SR: 5

**Armor:** Black elves have no natural armor.

**Skills:** Alchemy 85%, Conceal 35%, Hide 85%, Move Quietly 95%, Spirit Combat 55%, Worship (Mee Vorala) 50%.

**Language:** Speak Aldryami 25%, Speak Tradetalk 25%, Speak Voralan 50%.

**Passions:** Loyalty (colony) 80%.

**Runes:** Darkness 60%.

**Magic:** Black elves worship the fungus-goddess Mee Vorala. Typical spirit magic includes Darkwall, Disruption, and Heal. They have an innate telepathic link with their brood-siblings and can communicate with them across any distance.

### BLACK ELF

LOCATION	D20	ARMOR/HP
Right Leg	01–04	0/4
Left Leg	05–08	0/4
Abdomen	09–11	0/4
Chest	12	0/5
Right Arm	13–15	0/3
Left Arm	16–18	0/3
Head	19–20	0/4

WEAPON	%	DAMAGE	SR	PTS
Hesh*	50	Special	9	8*
Sling**	70	1D8 or special	2	—

\* The hesh is a large moist pad, which seeps drugs, poison, venomous parasites, or acid. In combat, a dark elf simply slaps the hesh onto its opponent's flesh. A hesh contains enough fluid for at least a dozen hits.

\*\* Black elf slings hurl either stones or small packs of vile potions, like those contained in the hesh.

### BLUE ELVES

*Murthalgus sp.*

Blue elves, or *murthoi*, tend underwater seaweed forests. They are very different from other elves and are almost as aberrant as black elves. There are three main species of blue elves, one of which is found in fresh water. In appearance, blue elves are quite androgynous. One species is hermaphroditic, while the other two have four sexes each. Little is known of these secretive beings, though they sometimes trade with their landbound brethren. Blue elves are not air-breathing and die quickly when taken out of the water.

Blue elves have webbed fingers, magenta skin, long filamentous hair, and no legs. An extended tail, like a flagellum or the hindpart of an eel, propels them the water.

Blue elves live near the coast, where seawood grows thickest. Some colonies live in the open sea amid floating colonies of seaweed.

CHARACTERISTICS	AVERAGE
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STR	2D4+1	6
CON	3D6	10–11
SIZ	2D6	7
INT	1D6+12	15–16
POW	2D6+6	13
DEX	3D6+3	13–14
CHA	3D6	10–11

Hit Points: 10      Move: 0/9

Magic Points: 13      Base SR: 5

**Armor:** The fibers of the blue elf's whiptail are naturally tough, acting as 4-point armor. They usually wear fish hide worth 2 points over their torso and arms, and on the head a thick lizard-skin helm worth 3 points.

**Skills:** Dodge 67%, Hide 60%, Move Quietly 70%, Riversense 55%, Spirit Combat 55%.

**Note:** Swim is no more a skill with blue elves than Walk is a skill with humans.

**Language:** Speak Aldryami 20%, Speak Murthoi 50%.

**Passions:** Hate (sea trolls) 60%, Loyalty (seawood thicket) 60%.

**Runes:** Plant 75%, Water 60%.

**Magic:** Blue elves worship the sea plant goddess Murth-drya. Common spirit magic spells are Heal, Shimmer, and Speedart.

### BLUE ELF

LOCATION	D20	ARMOR/HP
Whiptail	01–07	4/4
Abdomen	08–11	3/4
Chest	12	3/5
Right Arm	13–15	3/3
Left Arm	16–18	3/3
Head	19–20	3/4

WEAPON	%	DAMAGE	SR	PTS
Sea Dart *	70	1D6	1/7	4
Lancet **	60	1D10	6	8

\* Sea darts are extremely thin and sharp flechettes. The elves can flick these with a basic range of 10 meters underwater. Above water, their range is increased to 20 meters. Sea darts are thrown weapons and are capable of impaling. They weigh 1/4 ENC each, and usually eight are carried.

\*\* Lancets are long and thin sharp spines made entirely of a single sea-tree splinter. They are used two-handed, have a SR modifier of 1 and a ENC of 1.

### PIXIES

*Dendro silvestris*

Pixies are the spirits of flowers and sweet-smelling herbs that can take material form when they wish. They are Green Age creatures, filled with joy and innocent mischief.

Pixies were fashioned by Shanasse for Aldyra out of some spare magic left over from the creation of the World. Shanasse gave them to Aldrya in a small turn of phrase and a jest to make her smile and tickled them awake in the Dance of Life from Death when the dryads were awakened.

They appear as diminutive elves or dryads with translucent gossamer wings. Their skin color and hair often resemble flowers. Pixies are child-like and have high-pitched tinkling

voices. They serve the local dryads or nymphs and aid the elves when requested.

Pixies use magic and slings but avoid direct combat. They fight only in self-defense.

CHARACTERISTICS	AVERAGE
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STR	2D4	5
CON	3D6	10–11
SIZ	1D6	3–4
INT	2D6+6	13
POW	2D6+6	13
DEX	4D6	14
CHA	3D6	10–11

Hit Points: 8-9      Move: 3/10

Magic Points: 13      Base SR: 5

**Skills:** Devise 50%, Dodge 60%, Fly 80%, Hide 100%, Move Quietly 100%, Sing 30%, Spirit Combat 70%.

**Languages:** Speak Aldryami 50%.

**Passions:** Love (specific grove, meadow, woods, etc.) 80%.

**Runes:** Fertility 70%, Illusion 70%, Plant 90%.

**Magic:** All pixies worship Aldrya (Elder Sister). Typical spirit magic includes Befuddle or Disruption. For 1 magic point, a pixie can Discorporate. Its material body simply vanishes. It can reappear in the Mundane World for 1 magic point.

### PIXIE

LOCATION	D20	ARMOR/HP
Right Leg	01–03	0/3
Left Leg	04–06	0/3
Abdomen	07–09	0/3
Chest	10	0/4
Right Wing	11–12	0/1
Left Wing	13–14	0/1
Right Arm	15–16	0/2
Left Arm	17–18	0/2
Head	19–20	0/3

WEAPON	%	DAMAGE	SR
Sling	50	1D8	2



CREATING AN ELF ADVENTURER

**Runes:** Brown or green elf adventurers start with the Plant Rune at 75%, and the Man Rune at 25%, and may choose another Power Rune to start at 75%. All elves start with either the Earth Rune or the Fire/Sky Rune at 60%.

**Special Rune Spells:** Arrow Trance.

**Base Skills:** As human, except Climb (70), Conceal (20), Elf Bow (30), Elfsense (35), Elven Lore (25), First Aid (25), Hide (25), Listen (45), Move Quietly (25), Plant Lore (50), Short Spear (20), Shortsword (20), Sing (25), Small Shield (25), Spirit Combat (50), Swim (05), Track (25), Worship (elf deity) (30).

**Occupation:** Pick one of the occupations listed below.

**Equipment:** All elves begin with equipment appropriate to their occupation plus the following: *elf bow* and 100 arrows; leaf cloak (adds +20% bonus to Hide skill in appropriate type of forest); and leaf hat.

Crafter

Elves grow rather than make their craft goods. Craft specialties include clothing-makers, cooks, herbalists, redsmiths, and woodshapers.

**Skills:** Bargain +10%, Conceal +10%, Craft (primary) +30%, Craft (secondary) +10%, Elf Bow +15%, Elfsense +10%, Lore (any) +10%, Plant Lore +30%, Speak Other Language (any) +10%.

**Equipment:** Tools for the specific craft, either grown or magically-shaped; crafted goods worth 150 L.

Healer

Healers are found in every elf community.

**Skills:** Alchemy +10%, Elfsense +10%, First Aid +30%, Lore (any other) +10%, Plant Lore +30%, Sing +20%, Treat Disease +30%, Treat Poison +10%.

**Equipment:** Healing poultices that heal 1D6 damage after 1D6 hours on a wound; healing potions that heals 1D6 damage after 1D6+10 minutes; herbal poison antidote (POT 3D6); various other herbs that calm, soothe, and alleviate pain; and miscellaneous items worth 50 L.

Plant Tender

Most elves are plant tenders, responsible for maintaining the health of the forest. Plant tenders also grow exotic plants like the fabled copper-growing weapons plants.

**Skills:** Animal Lore +10%, Area Lore (elf forest) +20%, Elf Bow +20%, Elfsense +30%, First Aid +10%, Hide +10%, Listen +10%, Plant Lore +30%, Scan +10%, Search +10%.

**Equipment:** Wooden fork-hoe, digging stick, copper adze, copper sickle, bag of rare seeds and saplings worth 120 L.

Noble

Leaders of elf communities, these elves organize and lead efforts to defend the forest, whether it be from a troll raid, encroaching farmlands or herds, or a bad windstorm.

**Skills:** Dodge +10%, Elf Bow +30%, Elf Lore +20%, Elfsense +10%, Hide +20%, Orate +10%, Plant Lore +20%, Short Spear +20%, Shortsword +20%, Speak Other Language (any) +10%.

**Equipment:** Copper scale hauberk (5 pts.); copper greaves and vambraces (6 pts.); copper closed helmet (5 pts.); bronze shortsword; short spear; 450 L worth of jewelry, vessels, and other luxury goods.

Priestess-Shamans

The priestesses of Aldrya are also shamans. They commune with the spirits of the forest for the benefit of the community.

**Skills:** Cult Lore (Aldrya) +30%, Dance +10%, Elf Bow +10%, Plant Lore +20%, Sing +10%, Spirit Combat +20%, Spirit Dance +10%, Spirit Travel +10%, Worship (Aldrya) +30%.

**Equipment:** Artifacts and regalia of the forest spirits; healing poultices that heal 1D6 damage after 1D6 hours on a wound; jewelry, vessels, and other miscellaneous goods worth 450 L.

Warriors

Almost one-third of elves are part of the Marching Aldryami, or active military. They are generally familiar with every facet of the geography of the area, having spent centuries preparing most natural routes with various plants to assist in the defense. A small band of elf warriors can drive away a much larger band of trolls, dwarfs, or humans.

Elf armies are noted for their effective arrow fire and their small—though fierce and dedicated—bodies of infantry. They do not normally muster mounted troops of any sort.

**Skills:** Area Lore (elf forest) +20%, Dodge +20%, Elf Bow +30%, Elfsense +10%, Hide +20%, Move Quietly +20%, Short Spear +25%, Small Shield +20%.

**Equipment:** Bark armor (2 pts., all locations), short spear, small shield.

RUNNERS

*Dendro pygmaeus*

Stunted and degenerate Aldryami, runners have their own culture in the trees of an Aldryami forest. They wield club-like weapons called “whipsticks,” that, in the hands of runner, can be made to curl around and bind an enemy. They will not willingly leave the branches of the trees of their forest. Runners wear no armor or clothes, being covered by a very soft moss-like fur. If they do fight, it is with mass attacks of screaming runners pouring out of the trees.

Runners are vulnerable to iron and cannot handle it. Any damage from an iron weapon penetrating their armor will do twice the normal damage.

CHARACTERISTICS AVERAGE

STR	2D6	7
CON	2D6+6	13
SIZ	2D6	7
INT	2D6+6	13
POW	3D6	10–11
DEX	2D6+6	13
CHA	3D6	10–11
Hit Points:	12	Move: 5/9 (in trees)
Magic Points:	11	Base SR: 4

**Skills:** Climb 95%, Dodge 50%, Hide 65%, Move Quietly 65%.

**Languages:** Speak

Aldryami 50%.

**Runes:** Plant 75%.

**Magic:** Runners worship

Aldrya but rarely advance beyond the status of Children of the Forest. Common spirit magic is Heal.

RUNNER

LOCATION	D20	ARMOR/HP
Right Leg	01–04	0/4
Left Leg	05–08	0/4
Abdomen	09–11	0/4
Chest	12	0/5
Right Arm	13–15	0/3
Left Arm	16–18	0/3
Head	19–20	0/4

WEAPON	%	DAMAGE	SR	PTS
Whipstick *	50	1D6	7	6
Dart	50	1D6	2	4

\* Wraps around and immobilizes location struck. Match victim's STR vs. runner's STR + the whipstick's points to escape. Strangles target on a head hit.



ELF BOWS

An elf initiate receives a bow seed, planted on its initiation day. It takes a year of growth and a year of finishing to become a fabled elf bow. The initiate must dedicate one week a season over the next two years to tend and care for it, instructed by a Gardener.

This bow is alive and is repaired with Heal, not Repair. It has a POW of 2D6+2, and its magic points are available to its user in spellcasting. It does not aid in overcoming target POW or resisting spells. It has no INT or CHA.

An elf bow appears to be a green, living branch of a tree with a leafy string attached. Only the maker of the bow may use it. If a non-Aldryami takes it in hand, it dies and becomes brittle. If acts as a mere self bow for other elves.

CATEGORY	TYPE	STR	DEX	BASE %	DAMAGE	HP	ENC	RANGE	RATE
Bow	Elf Bow	9	9	05	1D8+1	6	2	80	S/MR



# ALDRYAMI CULTS

## ALDRYA Goddess of the Woods



Aldrya is goddess of the primal forest and of the Aldryami. If Aldrya were not worshiped, forests and woodlands would wither and die. She is the ancestral goddess of all Aldryami, and nearly all elves participate in her cult.

The cult of Aldrya is divided into several subcults. A member can only belong to one subcult at a time and joining a new subcult means abandoning the previous subcult.

### Children of the Forest (Lay Member Subcult)

**Requirements:** All Aldryami are automatically members of this subcult at birth.

**Requirements for Non-elves:** Must roll average of POW+CHA or less on 1D100 (remember that CHA is always -10 when dealing with another species).

**Cult Skills:** Bow, Climbing, Elfsense, Hide, Move Quietly, Plant Lore.

**Special Notes:** Children of the Forest may not sacrifice POW for Rune points and do not have access to divine intervention.

**Cult Spirit Magic:** Food Song, Heal, Speedart.

### High King Elf (Initiate Subcult)

**Requirements:** Upon reaching maturity and expending 1 point of POW to Aldrya, elves may join automatically. Non-elves must join as per ordinary cults—except that failure to pass the test means death.

**Cult Skills:** Bow, Climb, Hide, Listen, Move Quietly, Plant Lore.

**Cult Skills:** Initiates get the following skill bonuses: Cult Lore (Aldrya) +15%, Elf Bow +15% (see page @@), Meditate +10%, Plant Lore +20%, Sing +10%, Worship (Aldrya) +20%.

**Special Notes:** A candidate for membership in High King Elf need not have previously belonged to the Children of Forest. High King Elf members are true initiates and must fulfill all usual requirements and gain the normal benefits. High King Elf initiates can sacrifice for Rune points with Aldrya on the usual basis. High King Elf initiates also get the special elf bow (see page @@).

**Cult Spirit Magic:** Befuddle, Binding Enchantment, Countermagic, Dispel Magic, Extinguish, Food Song, Heal, Light, Magic Point Matrix Enchantment, Mobility, Multimissile, Repair, Second Sight, Shimmer, Silence, Speedart,

Spell Matrix Enchantment, Spirit Screen, Strengthening Enchantment, Summon (entity), Vigor.

**Common Rune Magic:** Divination.

**Special Rune Magic:** Accelerate Growth, Arrow Trance, Chameleon, Heal Body, Reflection, Shield, Silence Sphere.

### Shamans of Aldrya

**Requirements:** Any Aldrya initiate that becomes a shaman qualifies for this subcult.

**Special Notes:** Shamans of Aldrya may only bind plant spirits to their fetch. They can only teach spirit magic available to High King Elf initiates.

**Common Rune Magic:** Divination, Sanctify.

**Special Rune Magic:** Absorption, Accelerate Growth, Animate War Tree, Chameleon, Create War Tree, Heal Body, Plant Spy, Silence Sphere, Tanglethicket.

### Wood Lord (Rune Lord Subcult)

**Requirements:** Must have been an initiate of High King Elf for at least five years. Must have 90%+ in Elf Bow and in two of the following skills: any melee weapon, Conceal, Hide, Move Quietly, or Search. Must know Extinguish, Heal 2, and Multimissile.

**Special Notes:** A Wood Lord's elf bow is awakened and becomes an allied spirit. A Wood Lord may use Rune points for any Rune spells available to the High King Elf subcult.

### Elder Sister (Dryad Subcult)

**Requirements:** Initiation into the Elder Sister subcult is restricted to dryads. A dryad can automatically join this subcult.

**Cult Spirit Magic:** Detect Life, Extinguish, Light, Shimmer, Vigor.

**Common Rune Magic:** All.

**Special Rune Magic:** Absorption, Accelerate Growth, Animate War Tree, Chameleon, Create War Tree, Heal Body, Plant Spy, Reflection, Resurrection, Shield, Silence Sphere, Tanglethicket.

### Gardener Subcult

**Requirements:** Must have been a shaman of Aldrya or a Wood Lord for at least 20 years. Must roll POW+ number of years as a shaman or Wood Lord on 1D100 to be accepted.

**Special Notes:** When checking for divine intervention, a Gardener rolls 1D10 instead of 1D100.

**Common Rune Magic:** All.

**Special Rune Magic:** Absorption, Accelerate Growth, Animate War Tree, Arrow Trance, Chameleon, Create War

Tree, Heal Body, Plant Spy, Reflection, Recover Spirit, Shield, Silence Sphere, Tanglethicket.

### Associated Cults

**Chalana Arroy:** Provides Cure All Disease to Gardeners.

**Ernalda:** Aldrya's mother provides Dismiss Earth Elemental to the High King Elf, Wood Lord, Elder Sister, and Gardener subcults. Provides Summon Earth Elemental (small, medium) to Elder Sister subcult.

**Gata:** Provides Gnome to Gargoyle to Elder Sister subcult.

**Flamal:** Provides Bear Fruit to Gardeners.

**Yelm:** Provides Sunripen to Shamans of Aldrya and Gardeners.

**Yermalio:** Provides Catseye to High King Elf and Gardeners.

## CULT SPECIAL RUNE SPELLS

### ANIMATE WAR TREE



1 Point

Ranged, Duration (6 hours), Nonstackable

The War Tree is a special type of tree, created using the Create War Tree spell (page @@). This spell causes one War Tree to awaken and become capable of motion and combat. This spell only affects a War Tree that has already been enchanted by the caster's Create War Tree spell.

The War Tree can attack with its thick branches with a skill equal to its DEXx5, doing damage equal to 1D6 + damage modifier (usually 3D6). It cannot parry or Dodge. It can only use one branch at a time but has 1D6+4 branches to use if any should break.

The War Tree's hit points are treated like those of weapons. Each branch has 3D6 hit points and the trunk has 5D6 hit points. The War Tree is flammable. The War Tree dies if its trunk is reduced to 0 hit points.

Between activations the Tree roots itself in the ground. If the spell ends while the Tree is on an inappropriate surface (such as solid stone), the Tree begins to die.

CHARACTERISTICS	AVERAGE
STR	4D6+12
SIZ	2D10 +30
INT	6
POW	3D6
DEX	3D6
Hit Poits:	Special
Move:	9
Magic Points:	10-11
Base SR:	3

### WAR TREE

LOCATION	D20	POINTS
Trunk	01-10	5D6
Branches*	11-20	3D6 each

\* Divide the 11-20 among the War Tree's 1D6+4 branches.

WEAPON	%	DAMAGE	SR
Branch	DEXx5	1D6+3D6	6

### ARROW TRANCE



1 Point

Self, Temporal, Nonstackable

This allows the user to merge their consciousness with their bow, doubling their bow skill rating. The user enters a trance in which the only things that exist are bow and targets. The user moves only to get a clear shot or find another target. The user can use no other weapon and cannot parry nor use the bow as a club. Even if engaged in melee, the user will fire an arrow at their opponent.

While entranced, the user may cast only bow-related magic (Multimissile, Speedart, etc.) to the exclusion of all other magic, including healing (except that the user can heal their elf bow if it is damaged). If the battle ends before the spell expires, the user will stand at rest and wait for new targets.

This is not a Berserker spell; the user knows who their friends and enemies are.

### CHAMELEON



2 Points

Self, Temporal, Nonstackable

The user of this spell can blend into the background, permitting use of their normal Hide skill even when moving. If the user remains still, their Hide is automatically 100%, even in the open. If the user engages a foe in melee, the foe must succeed in a Scan roll each round to attack, parry, or Dodge the user.

### CREATE WAR TREE



1 Point

Ritual, One-use

This ritual awakens a spirit within a special type of tree grown for the use of this spell. This tree can now be affected by an Animate War Tree spell cast by the creator (see page @@).