

Elfenland

Additional Dungeons & Dragons Rules
and Supplemental Campaign Information
for the Experienced Referee

A Game Aid by Dustin Brandt

Utilizing the Elfenland board game map (Doris Matthäus, Alan R. Moon)

In the 70s D&D-inspired style of Dwarf-Land (Scott Driver)

"...a heathenese land on an imaginary continent in a time that never was, a doomed phantasm of a kingdom which implicates certain wondrous dark shadows of our own familiar Earth, and which thus may be suited for a night's consideration..."

1974 D&D volume and page references in parentheses. Example: (v1 p18)

Elf notation: L4/8 indicates a level 4 fighter and level 8 mage.

Last Modified on June 1, 2025



Elfenland Player Characters

Rolling PC Abilities

Players can assign each 3d6 roll to an ability of their choice. The value must be assigned before further rolling, and cannot later be reassigned to another ability.

Non-elf PC Classes

Non-elves are playable in Elfenland, but must meet these minimum ability scores:

- Cleric: Wisdom 16+
- Mage: Intelligence 16+
- Fighter: Strength 16+

Elf PC Classes

Four classes are available to Elf PCs in Elfenland, with these ability score requirements.

- Smith: No requirements
- Ranger: Wisdom 13+ and Dexterity 13+
- Princess/Prince: Charisma 15+ and either Strength or Intelligence 15+
- Pauper: All stats rolled 12 or less

Regarding Elves

- Similar to Dwarf-Land, Elfenland elves don't have infravision. They do have enhanced vision in starlight.
- Elfenland elves have no weapon and armor restrictions, except the Ranger and Farmer. See class descriptions.
- Half-elves are mentioned in ancient texts, but none are known to exist in Elfenland currently.

The Elf Ranger

Advancement: Hit dice, fighting capability, and saves are as Fighter. Titles: Hunter, Questor, Falcon, Mink, Nighthawk, Fox, Owl, Wolf, Lord

Level Limit: 9

Climbing: Ascend any tree swiftly and safely. Climb sheer cliffs and walls with 95% chance of success.

Listening: Base 50% chance of success when listening at doors in the underworld and for faint or distant sounds in the wilderness.

Stealth: Base 50% chance of success when trying to achieve or maintain surprise in otherwise impossible conditions.

Archer: Can shoot into melee without chance of friendly fire. When not melee-engaged, can shoot two arrows per round. When melee-engaged, can shoot one arrow per round.

Bandage: Heal target d6 damage after an encounter in which target took damage. 13 uses per kit. It takes four hours of nighttime foraging and prep to replenish a healing kit.

Armor: No armor heavier than leather, except custom enchanted chainmail.

The Elf Smith

Advancement: When XP is awarded, the player can allocate some or all to Fighter advancement and some or all to Mage advancement. Hit dice, fighting capability, and saves are whichever is best between the PC's Fighter and Mage levels.

Level Limit: Level 4 Fighter. Level 8 Mage.

Spells: A level 1 Smith starts with two spells in their spellbook: Detect Magic and Read Magic. Additional spells may be added to their spellbook only through research.

Smithing: Spell research and item enchantment may be performed by a Smith of any level, with increasing chance of success at higher levels. Researching a spell from a scroll doubles the chance of success. Researching a new spell of the player's design earns double XP. Smiths can also forge mundane weapons and armor.

The Elf Princess or Prince

Advancement: Same as the Smith.

Level Limit (15+ Intelligence): Level 4 Fighter. No limit as Mage.

Level Limit (15+ Strength): Level 8 Mage. No limit as Fighter.

Retinue: Can adventure with a group of NPCs from their home castle, including a personal attendant and two guards.

Royal Privilege: 2x starting gold. No personal upkeep cost when at home castle. Magical research and enchantment cost reduced by 50% when at home castle.

Royal Duty: Every other downtime period at home castle is dedicated to fulfilling royal obligations. Must gift 10% wealth to protégé/relative.

The Elf Pauper

Advancement: Hit dice, fighting capability, and saves are as Cleric. No titles until level 9, when they are titled "King of <pauper type>s".

Level Limit: 9

Uncanny Resemblance: Every Pauper looks very similar to a noble somewhere in Elfenland. The referee chooses or randomly determines who and where that noble is.

When making a Pauper, choose or randomly determine Pauper type after abilities are rolled:

1. The Drunk (Constitution)
2. The Farmer (Strength)
3. The Hermit (Wisdom)
4. The Mime (Dexterity)
5. The Peg Leg (Charisma)
6. The Tinker (Intelligence)

The ability in parentheses is that Pauper's prime requisite. Roll another d6 and add it to that ability (which may push it above 12, but remains a Pauper).

The Drunk

Benefit: Numbed senses and increased resistance, granting +3 to all fear checks and saving throws except Charm effects.

Drawback: Must spend 50% of treasure and downtime on drink and carousing. Beer goggles: -3 penalty to save vs Charm effects.

The Farmer

Benefit: Square jawed and sinewy. +3 bonus to attack, damage, and strength rolls. Natural AC 7.

Drawback: Won't wear armor and only wields tools as weapons (pitchfork, shovel, etc.).

The Hermit

Benefit: Brews curative potions (one per day) and has a sparrow familiar. Finds nearby caves and hiding spots.

Drawback: Won't go into towns or castles, but the sparrow will.

The Mime

Benefit: Mime performances earn coin and entertain royalty, which cancels upkeep costs. Goblins and kobolds simply will not attack a mime doing the invisible wall routine. Other useful routines may be created by the player.

Drawback: Apparently mute.

The Peg Leg

Benefit: Owns a sturdy sloop and is a skilled sailor. Fascinating accent and has +3 reaction bonus. Wears eye patch but both eyes are fine.

Drawback: Slow and noisy. Peg for a leg and a hook for a hand.

The Tinker

Benefit: Starts with a self-made suit of plate mail, morning star flail, switchblade knife, and mini-crossbow. Can perform repairs and make basic enchanted equipment.

Drawback: Must spend 50% of treasure and downtime on outlandish masterpiece project that never seems to be finished.

Castles and Towns

The twenty-one castles and towns of Elfenland are independent but seemingly united by the might of Elvenhold and the magic sword Faldrang. Like any kingdom, it's prone to fits of conflict and delicate peace. The roads of Elfenland have fostered cooperation and peace among the castles but also created disparities.

All castles and towns are affiliated with a Banner, allied in purpose, proximity, and kinship. When war does break out in Elfenland, it's usually due to loss of balance within or between these alliances.

Even during times of peace, there is much to guard against in the kingdom. Monsters and bandits prowl the untamed wilderness between roads, lairing in caves or the crumbling piles of past civilization. Beyond Elfenland lies vast swaths of unknown. There be foul beasts, eldritch ruins, and certainly other kingdoms. No outsiders have threatened Elfenland for generations. How much longer?

BANNER ELVENHOLD

Includes the royal castle and four surrounding villages. The latter are lightly fortified and garrisoned, serving primarily as waystations for travelers to and from the capital. These lowland plains and rolling hills are the safest expanses in the kingdom, covered with crop and pasture, and mostly free of banditry. With some funding and vision of leadership, the villages could be developed into castles.

Elvenhold

Known for crested helms, unicorn-riding warrior maidens, and pastries. There is a Sage.
Forces: 300. Fortifications: 200. Treasury value: 17000gp and a gem worth at least 5000gp.

Leaders: Prince L9/8. Wears platemail+1 (blue tinted alloy) and wields a magic sword named Faldrang. Princess L4/11. Carries a Wand of Fear (copper verdigris) and is secretly researching cloud travel. Ranger L3. Smiths L2/3, L2/4, and L4/8

Rumor #1: A drunken sailor at the wharf tavern boasted of owning a treasure map. The next morning he denied it as a tall tale, but he truly does have a map leading to treasure.

Rumor #2: A copy of a rare scroll has entered the black market: "Erald's Legacy" contains these spells: Magic Moth, Force field, Booming Voice.

Erg Eren

Known for expert archers, woodworking, and timber production.

Forces: 30. Fortifications: 20. Treasury value: 2000gp

Leader: Ranger L5

Rumor: The town hall has a Protection from Undead scroll in a glass box, "For emergency".

Beata

Known for woolen goods, burly elves, and hearty breakfasts at daybreak.

Forces: 30. Fortifications: 0. Treasury value: 720gp

Leader: Smith L4/3

Rumor: Secret tunnels accessible in the old well contain a magic scroll with L5 Pass-Wall. Locals tend to be incredulous at the thought of tunnels down there, saying "Ignore it. It's only an old well."

Lapphalya

Known for leather, dairy, and hospitality to travelers.

Forces: 90. Fortifications: 20. Treasury value: 2000gp

Leader: Smith L4/3

Rumor: A shop is secretly selling a scroll called "Iza's Iconoclasm" at an exorbitant price. It has L3 Dispell Magic and L3 Protection from Evil 10' Radius.

Rivinia

Known for river watercrafts, healing arts, and boar-riding.

Forces: 30. Fortifications: 10. Treasury value: 1000gp

Leader: Smith L3/2

Rumor: Hanging high on the wall of the Inn is a battered kite shield+1 of red and white. Legend says the shield will splinter and deflect a strike that would kill its holder, and shatter the weapon deflected too.

BANNER STRYKHAVEN

A small alliance of seafarers with cliff-top castles on the Mare Magnum. They ship large amounts of seafood and raw materials from the mountains to Elvenhold.

Strykhaven

Known for their sea rafts, netmaking, and shellfish.

Forces: 140. Fortifications: 50. Treasury value: 2120gp

Leaders: Prince L7/8. Has a treasure map that he's unable to decipher. Smith L2/4

Rumor: Under suspicious circumstances, a fisherman says a scroll known as "Xitch's Gambit" was swallowed by a huge salmon. It has L5 Conjure Elemental and L5 Wall of Iron.

Virst

Known for their sloops, ropemaking, and pickled fish. There is a Sage.

Forces: 150. Fortifications: 60. Treasury value: 4000gp

Leaders: Princess L4/9. Has a Potion of Fire Resistance in case she needs to escape through the fireplace. Smiths L3/2 and L2/2

Rumor: The princess's closest lady-in-waiting has a scroll in her sleeve at all times. It's believed to be a Protection from Lycanthropes spell.

BANNER AL BARAN

Monopolizes trade through Elfenland's central desert, their forces primary used to patrol the desert routes and escort caravans. Al Baran uses its wealth for influencing kingdom affairs towards peace, but are sometimes viewed with suspicion for doing so.

Al Baran

Known for their scimitars, oasis gardens, and dancers.

Forces: 150. Fortifications: 50. Treasury value: 5500gp and the prince's crown worth at least 6000gp.

Leaders: Prince L5/8. Wields a magic sword called Djinn's Fist. Smiths L2/5 and L2/3

Rumor: The executioner wields the famed scimitar Bitterwind (cursed).

Dag Amura

A military camp and trade bazaar with an enormous tree at its center. Known for spices and magical ingredients from Kihromah.

Forces: 110. Fortifications: 0. Treasury value: 2200gp

Leaders: Princess L4/8, Smith L2/2

Rumor: The head merchant refuses to sell his Protection from Elementals scroll.

Feodor

A central hub known for its wizardry tower, drinking establishments, and stewed dishes.

Forces: 80. Fortifications: 20. Treasury value: 3400gp

Leaders: Smiths L4/4 and L4/4

Rumor: On a pedestal at the top of the wizardry tower is "Etram's Theory" a scroll containing three spells: L1 Firefinger, L2 Firefirst, L3 Fireball.

BANNER JACCARANDA

Rich in metals and gems, their proud castles look down upon the rest of Elfenland from their mountain fastnesses, literally and figuratively. Their metalworking is second to none. There's some dwarves here, as well as a type of troll-ogre that performs heavy labor.

Jaccaranda

Known for their tall stature, armor-making, and horn instruments.

Forces: 130. Fortifications: 70. Treasury value: 4970g and the princess's tiara worth at least 6000gp.

Leaders: Princess L4/9. Wears a Ring of Invisibility (golden owl motif). Smith L4/4

Rumor: A grumpy dwarf (there are many) possesses a treasure map and is looking for expedition partners.

Throtmanni

Known for jewelry, wine, and their underground architecture. It's very much a castle under ground, with spires poking through the surface and extensive mines penetrating deep into the mountains.

Forces: 140. Fortifications: 40. Treasury value: 5000gp and the prince's crown worth at least 6000gp.

Leaders: Prince L5/8. Ostentatiously wears Boots of Traveling and Leaping (knee-high red doeskin). Smith L2/3

Rumor: In a deep cave is a large black meteorite with strange writing. Functions as a scroll with a L5 Contact Higher Plane spell.

Tichih

Known for blades, saunas, and poets. There is a Sage.

Forces: 120. Fortifications: 60. Treasury value: 1860gp

Leaders: Smiths L4/8 and L2/2

Rumor: A silver-clasped book of verse contains many poems, but two specific poems can be used to cast or learn L5 Feeblemind and L6 Reincarnation, as a scroll.

BANNER WYLHIEN

They split from Jaccaranda in the most recent Elfenland wars. More down-to-earth than their former kin, Wylhien prosperously shifted to a pastoral culture in their fertile corner of the kingdom.

Wylhien

Known for its formidable tower keep, large horses, and string instruments. There is a Sage.

Forces: 190. Fortifications: 70. Treasury value: 8000gp and the prince's crown worth at least 5000gp.

Leaders: Prince L5/8. Wields a magic sword named Sol. Smiths L2/4 and L3/3

Rumor: A well known harlot has a scroll on her mantle that she believes is a love letter. It actually contains a L2 Locate Object spell.

Parundia

Wylhien's expansion to Perundia turned it from a backwater village into a bustling walled city and tourist destination. Known for perfect climate, gambling, and beef.

Forces: 180. Fortifications: 50. Treasury value: 5000gp and the princess's tiara worth at least 7000gp.

Leaders: Princess L4/8. Has a treasure map. In search of a treasure hunter. Smiths L2/2 and L4/2

Rumor: A scroll entitled "Hazledop's Jest" was confiscated by the authorities at an illegal gambling den. They are holding it for examination. It contains L1 Light and L6 Death.

Usselen

A timber community known for its bow and arrow manufacturing, community dances, and candies.

Forces: 30. Fortifications: 0. Treasury value: 1000gp

Leader: Ranger L4

Rumor: A village old timer says his adventuring days are over and wants to pass down a scroll to a worthy successor. It contains L5 Hold Monster.

BANNER YTTAR

This castle is the master of Mare Nebulae. These self-reliant elves don't feel threatened by the expansion of other castles on the sea, as it brings them wealth. Nonetheless, they are keen to preserve their way of life and maintain naval dominance for that purpose.

Yttar

Known for their formality, long spears, and boatmanship. There is a Sage.

Forces: 190. Fortifications: 60. Treasury value: 2450gp

Leaders: Prince L7/8. Wields a magic sword named Blitzklein. Smiths L3/3 and L2/2

Rumor: A treasure map held in the treasury has long stumped sages. Does it really point to the bottom of Mare Nebulae? Yes it does.

BANNER KIHROMAH

A single castle, isolated and sheltered by Crater Mountain. These secretive wizards seldom entertain visitors. The forest and path to their redoubt is heavily guarded and enchanted to keep visitors out. They have a special arrangement to trade their magical goods in Dag Amura.

Kihromah

Known for stargazing, elixirs, and enchanted trinkets.

Forces: 160. Fortifications: 60. Treasury value: 8000gp

Leaders: Princess L4/10. Regularly consumes a Potion of Clairvoyance. Smiths L4/2 and L2/2

Rumor: What looks like a star map on the temple ceiling is actually magical writing for two spells: L2 Invisibility and L3 Hold Person. Treat as an immobile scroll that can only be used for research.

BANNER GRANGOR

Formerly based in Mah Davikia, but renamed after the construction of a massive castle on Mare Nebulae. These elves feel pent up in their rocky corner of Elfenland and resent being viewed with suspicion by others.

Grangor

A new castle in a style that many in Elfenland find obscene. Known for its dark boats, pointed shields, and caviar.

Forces: 180. Fortifications: 100. Treasury value: 9100gp and the prince's crown worth at least 5000gp.

Leaders: Prince L6/8. Obsessed with the latest treasure map to come into his possession. Smiths L3/3 and L4/2

Rumor: A curio shop is selling a message in a bottle. It's actually a Cursed Scroll that turns the reader into a monster of referee's choice.

Mah Davikia

The fortified caves of a wizardly coven, quietly researching dragon flight. Known for soothsaying, mushrooms, and staves. There is a Sage.

Forces: 90. Fortifications: 40. Treasury value: 7300gp, a gem worth at least 5000gp, and a tiara worth at least 6000gp.

Leader: Smith L4/5

Rumor: The coven leader keeps a Protection from Magic scroll in the left sleeve of her robes at all times.

Jxara

This outpost guards the waterway crucial for delivering goods to Mah Davikia and Grangor castle. Known for its spiked helms, barrelmaking, and wormwood spirits.

Forces: 150. Fortifications: 50. Treasury value: 2000gp

Leaders: Princess L4/10. Flaunts a Wand of Polymorph (polished yew with butterfly etchings). Smiths L2/4 and L3/5

Rumor: The bottle of spirits on the top shelf at the River's Edge Inn is actually a Potion of Delusion.

Elfenland Underworld

Underworld entrances in Elfenland are often either Ruined Piles or Hollow Hills. They are found in the wild lonely places in between and where roads don't run. These entrances can also be placed off the map, giving adventurers opportunity to expand Elfenland

RUINED PILES

The remains of castles from ages past. They vary in size above and below ground, but some are certainly huge. The surface works are partially or wholly ruined, often with rooms intact amongst the rubble. Delving deeper, adventurers enter a maze of halls, chambers, and veritable dungeons. Many notable ruined piles are remnants of the Dwarf-Land kingdom:

Darkdurdle

Castle of Crown Prince Fodkin the Dwarf Swashbuckler. Legend says his downfall was caused by a misshapen receptacle called the Doleful Decanter. Other treasures: Ring of Protection 5' Radius (crescent moon shaped), 10 magic arrows labeled "Snake" (red and black fletching), Scarab of Protection from EHPs (blue stone with gold wire), Shield +1 (image of horse head on front). This ruined pile is further described in the next section as an adventuring locale for PCs of levels 2-4.

Kroog

Castle and dungeons of treacherous Prince Xerxy the Dwarf Myrmidon, who is known to have worshiped a device called The Cuckoo Clock. Other treasures: Scroll of Protection from Elementals, Potion of Diminution (very small bottle), Platemail +1 (black and spiked), Cursed Scroll of the Pestulent Flux (in a bone tube).

Malifer

Dwarven stronghold that housed The Eye of Termagant, a magnificent gem of great import.

Orlock

This keep held another famous gem: The Abominable Opal. The dwarves understood the Opal's cursed powers and kept it locked away and guarded here for safekeeping.

Drasmeth

Palace of an elf hero during the dwarven age. Tales tell of the Drums of Panic striking fear into enemies. Other treasures: 10 magic arrows labeled "Stinger" (black and yellow striped fletching), Ring of Invisibility (gold with writing that appears in flame).

Gludif

This fortified elven outpost is the last known location of The Hippogriff's Egg, a huge gem that is said to have triggered the last war between elves and dwarves.

Hexid

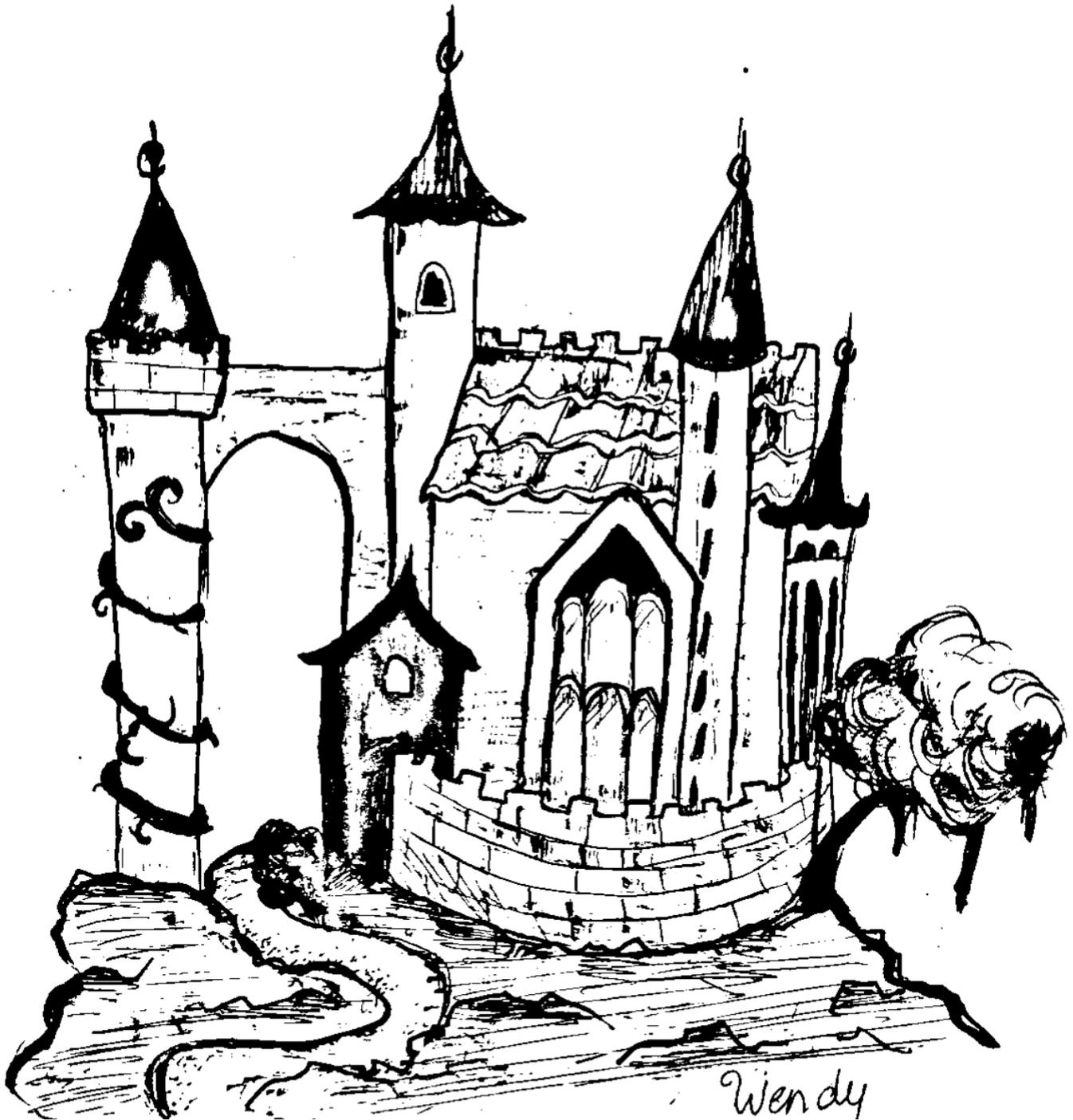
Famed tower of the elf warlock Yonslur. The last recorded deed of Yonslur in the ancient texts concerns his acquisition of the Nacre Skull of Bleemish. After that...nothing. Other treasures: Leather Armor +2 (leaf motif stamped), Shield +2 (turtle shell), Scroll of Yonslur (Wizard Lock, ESP, Fly), Potion of Plant Control.

Undrac

Twisted temple ruins of the necromancer Helleboros the Harrower. Wielding a feared sword named Vithalmord, Helleboros terrorized the realm with an army of undying warriors and werewolves. Other treasures: Boots of Traveling and Leaping (mid-calf height, purple reptile skin), Ring of Weakness (magnetite).

Blix

Bandit fortress led by a charismatic wizard with pet basilisks. These scoundrels are known to have performed the daring heist of the Chalice of Chmorp.



HOLLOW HILLS

The caves are innumerable. Some say every hill and mountain is hollow, with magically hidden entrances. Hollow Hills are often burial tombs, monster lairs, forgotten mines, wizard redoubts, fairy courts, religious sites, gates to other worlds, etc.

These are Hollow Hills commonly discussed in hushed corners of dim taverns in Elfenland:

- Gloriam, the infamous dwarven mine
- Misty Altar of the First Druids
- Spawning Lair of the True Trolls
- Cave of the Silent Banshees
- Tomb of the Snow Queen
- Last Refuge of the Witch of the Windmill

Ruined Darkdurdle

The Last Hasp Inn

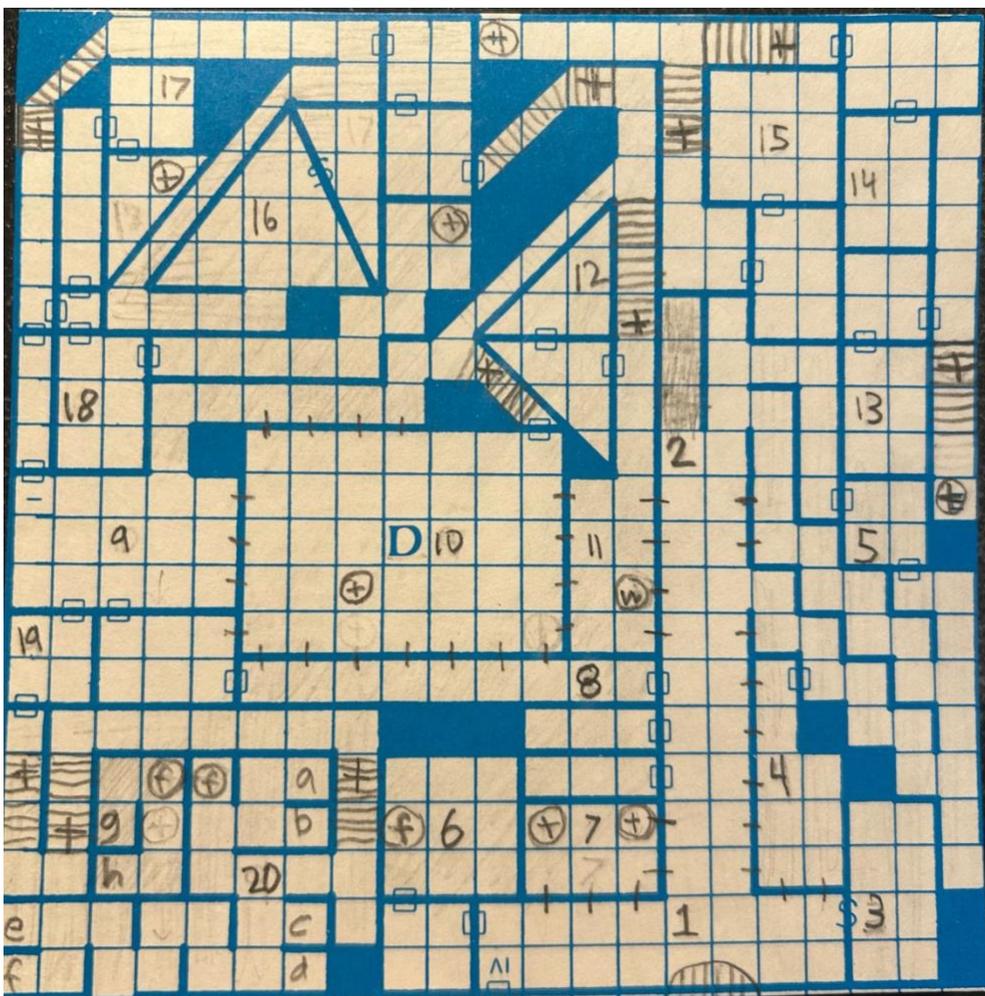
At the base of Darkdurdle mountain is an empty village with one remaining establishment: The Last Hasp Inn. The proprietor elf is old, even by elven standards. He serves wine, stew, and optimism. If he learns that PCs intend to visit the ruins, he requests a vintage from the castle's wine cellar: Depadew 1322

A switchback trail goes up the mountain to the castle, which is partially visible from the inn. Much of the castle is rubble, but the central portion is intact. The gatehouse endures, a swift creek rippling through the portcullis and down the mountain, falling into mist. Steam or smoke rises gently from the rest of the ruins.

If the PCs further observe the ruins from the inn, roll d8. They spot mountain goats climbing on the Ruins Level in the area indicated by the die roll.

Map Notes

- Circles marked with +/- are spiral staircases connecting to another level. "+" indicates top, "-" bottom.
- Other stairs on the map are changes in elevation but remain on the same level. "+" indicates top. No
- "-" on walls indicate window slits.



RUINS LEVEL

This level is frequented by Zergoots. These goat-centaurs wander the surrounding mountains and return to these ruins periodically to cache their treasures and engage in revelry.

A pack of vulture-headed harpies also nest in the central tower, area 12. The Vulpies usually keep to themselves until a battle breaks out in which case they take flight, circle the castle, and prepare to fight for their scavenging rights.

Wandering Monsters

At the end of each exploration turn on this level roll 2x d20. If the difference is 12+, a group of $d6+1$ Zergoots arrives and moves across the map, based on the rolls. Example: if 4 and 16 are rolled, the Zergoots begin moving between areas 4 and 16 next turn, in whichever

direction and route best fits the situation in the referee's opinion. The referee rolls for surprise to determine if each side is aware of the other's presence, taking into account Zergoot and PC exposure and recent noisy activities.

If a 20 is rolled on the encounter check, the pack contains the Zergoot King. He has ram horns and the shield and hammer of Fodkin, former dwarf king of Darkdurdle:

Fodkin's Shield +1. Shall be splintered by a killing blow, preventing the damage and shattering the attacking weapon. (Image of horse head on front)

Fodkin's Warhammer +1. (Head shaped like a horse)

Zergoots: HD 2. AC 7. Dam: d6. Mv: 120'

1 Gatehouse

The rusted portcullis has a bent portion large enough to squeeze through. Inside, 20' wide avenues go north, east, and west, lined with thin window slits.

Visible from here: The avenues are open to the sky except for an arched bridge connecting areas 5 and 11. The central rampart (11-12) is largely intact. Water seeps out of the aqueduct tower (5), trickles over piles of rubble in the collapsed SE section (3-4), then flows as a waterfall onto the avenue and through the portcullis.

2 Secret Ramp

The floor sounds hollow underneath this dead end. It's a ramp that pivots down when activated from below (Dungeon Level area 15). There's no opening mechanism from above, but if 3+ PCs jump on it several times, it will crash open and deposit the party below, taking d2 damage each.

3 Behind the Waterfall

The secret door on the map is a gap in the rubble behind the waterfall. Zergoots haven't discovered this wet chamber. There's two dwarf skeletons in rusted out platemail. Their bows are warped and useless, but there is a quiver of 10 magic arrows (red and black fletching) in perfect condition. Glows red when nocked and shoots like laser. +1 to hit. Deals fire damage, but doesn't set target aflame.

4 Under the Rubble

This section of wall remains intact, creating a wet chamber under the rubble, with slot windows letting in thin light from the avenue.

5 Aqueduct Tower

This chamber under the rubble has rungs that enable climbing up to the aqueduct canal bridge, which connects to the central rampart, area 11. The canal is clogged, diverting water out over the rubble of the castle's southeast corner. The aqueduct comes in from the eastern mountains.

6 Supply Chute

A 3' wide floor chute angles west, down to Dungeon Level area 6. The chute is worn smooth and any PC sliding down will gather speed and take d2 damage on impact.

7 Guard Post

This chamber is only accessible from the barracks (Dungeon Level area 7). Slot windows let in thin light from the avenue.

8 Central Passage

A long corridor with slot windows on the north side, letting in thin light and offering glimpses of the sunken courtyard, area 10.

9 Throne Room

The throne on the west side is cold grey stone, with scars where ornamentation has been pried out. The northeast passage out of the room has a message in Dwarvish chiseled above the threshold: "Guests be welcome but woe to those who enter unwelcome"

10 Sunken Courtyard

The stairwell leading down to the courtyard is clogged with rubble, making passage impossible and trapping the ape ghoul within. The courtyard is bare dirt and rock littered with bones and a dead tree stump (D). Next to the tree is stairs going down into the jail (Dungeon Level area 1). The Vulpies and Zergoots sometimes drop carcasses here from areas 11 and 12 to feed the White Ape Ghoul that lairs below.

11 Central Rampart

This elevated area is largely intact and gives commanding views of the courtyard and entrance avenue through its crenellations. An aqueduct bridge connects east to area 5. Water no longer flows, but it used to run into the deep well (w). A PC climbing down the dry pit will discover bones and the Doleful Decanter, a misshapen metal pitcher that groans and pours thick red wine.

12 Vulpy Tower

A nest of five Vulpies fills the tower lookout, which they defend vigorously. In the nest: bones, two eggs, and a bag of coins and gems.

Vulpies: HD 3. AC 7. Dam: d6. Mv: 40'/160'

13-15 Royal Chambers

The roof is gone from these royal bedrooms and the weathered furniture is chewed up. Each room has a cache of coins and jewelry squirreled away by the Zergoots.

16 Dwarf Shrine

This pyramid shaped room has angular inlaid bronze meridians and a polished anvil altar. There are arcing scrape marks on the floor around the altar. Rotating the altar opens the secret door into a chamber packed with bones and skulls of dwarves. Each turn the party searches the bones, they roll a d12 for each PC searching. If a 12 is rolled they find a magic ring on a finger bone: Ring of Fodkin (crescent moon shaped). +1 armor class. +1 save to all within 5'. When the wearer makes a successful save, an image of an ancient dwarf flashes for a second and performs the saving act.

17 Mine-master Office

Ransacked. Examination reveals rusty picks, shovels, and faded mining diagrams.

18 Forge-master Office

Ransacked. Examination reveals rusty hammers, tongs, and faded weapon designs.

19 Wine-master Office

Ransacked. Examination reveals shattered bottles, broken goblets, and faded wine recipes. The south door is heavily reinforced and locked by a huge padlock. It has taken a beating from Zergoots trying to ram it open to no avail.

20 Wine Cellar

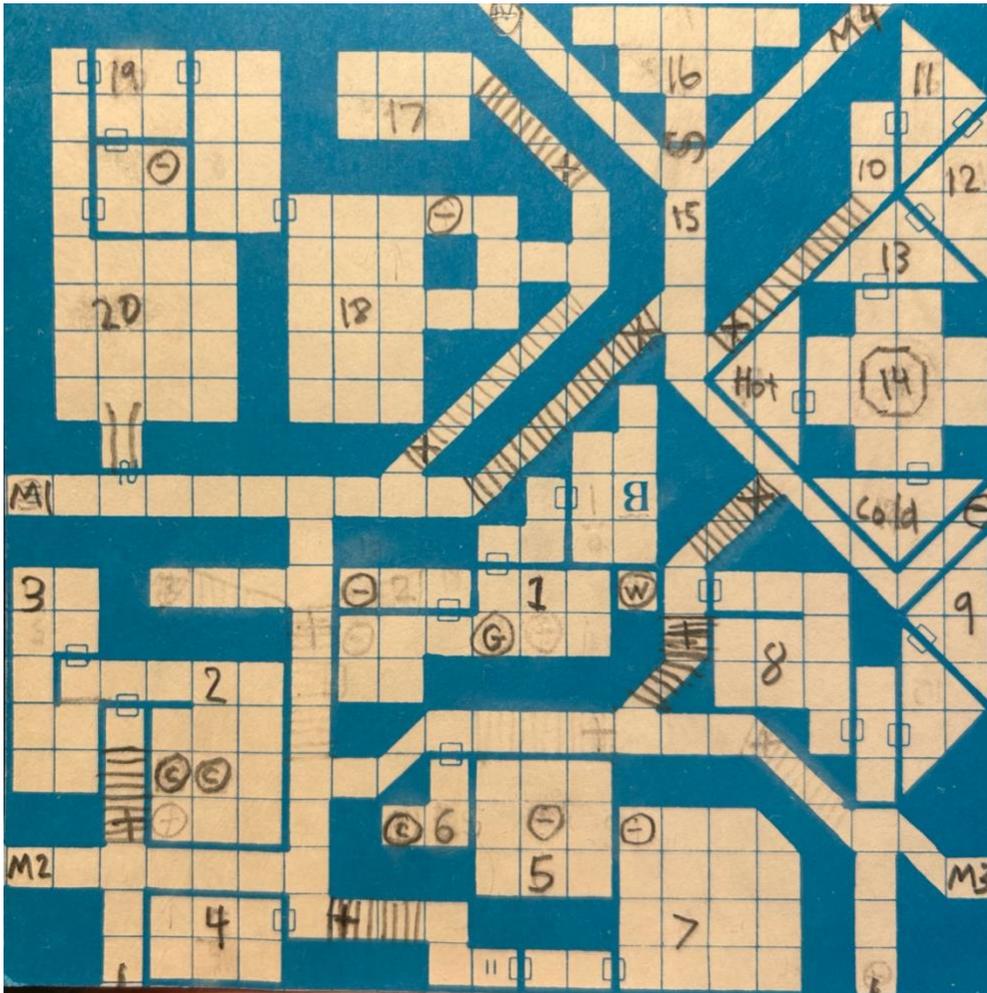
Deep below the rubble in the southwest corner of the castle ruins are the twisting passages of the wine cellar. The center of the cellar (g,h) is only accessible from the winery (Dungeon Level area 2). A weighted pulley system raises and lowers platforms (f). The cellar is lined with racks holding huge wine bottles. Vintages found in these areas:

a. Hoss 847	c. Claghern 926	e. Lurchall 1999	g. Schpitleo 532
b. Shantiili 1749	d. Murt 1825	f. Burlinkdom 1733.	h. Depadew 1322

DUNGEON LEVEL

Dim brass lamps are built into the rusty stone walls of most rooms and corridors, giving a red glow to much of the level. It's home to an enclave of Dhorgs, former dwarves cursed by the Witch. Now they are bipedal hogs that wear armor like dwarves, but twice the size. They persist in their former duties, somewhat oblivious to their situation and surroundings. These pigs can be reasoned with but are quick to anger if crossed.

Dhorgs: HD 3. AC 5. Dam: d6. Mv: 60'



Wandering Monsters

The corridors marked "M#" continue off the map into mining sections. Roll d20 after each turn of exploration on this level to determine if a wanderer arrives. On 1-4 a Dhorg arrives on that space with a mine cart, heading toward the ore chute of area 20. The cart from M4 uses a rail and winch to traverse the stairs.

1 Jail

Lair of a White Ape Ghoul. Inaccessible from the rest of the dungeon level and is entered via the courtyard above. There are no lamps here and all the doors are destroyed. The grate (G) covers a vertical shaft to the Caves of Nerox level, area 1. A pile of bones (B) contains a skull with a full set of gold teeth.

White Ape Ghoul (HD 5. AC 6. Dam: 2d6. Mv: 60')

2 Winery

Deep red trail of stains in the hall between this room and the vat room. There is a platform in the room's center for lifting bottles up to the cellar (Ruins Level area 20) using a weighted pulley system. Also a second, secret opening in the ceiling connects to the hidden central area of the cellar.

3 Skeleton Vats

Seven large vats in this room have deep red stains on the outside. Closer examination reveals them full of blood and bones. Inside are twenty-one Skeletons Bathing in Blood. They are highly charismatic for having bathed in blood extensively.

Skeletons: HD 1/2. AC 7. Dam: d6. Mv: 60'

4 Storage

Full of empty barrels and bottles in useful condition.

5 Officer Club

Accessible only from the Guard Post (Ruins Level area 7). Everything here is in good condition. The fine quality furniture is intact and the silverware and crystal goblets are only dusty.

6 Supply Chute

Rotten netting stretches below the overhead supply chute (Ruins Level area 6). The chute is very difficult to climb up for non-rangers.

7 Barracks

Wet. Dripping from ceiling. Rotten bunks and smashed chests covered in mold.

8 Kitchen

Damp. The Dhorg chef here dutifully cooks awful meals at the gas stove. The storage rooms to the east are chilly and full of weird foodstuffs.

9 Cold Storage

Fully dark and covered in a layer of ice and frost. Large chunks of meat hang from hooks. Faint smell of gas fumes. An open flame may ignite the room in an inferno.

10 Sauna Guard

A Dhorg guards the entrance to the saunas, refusing admittance to all non-Dhorgs but makes it clear that he accepts bribes. It's important for the referee to present the following sauna rooms in a serious manner, not as a joke, as it is a solemn healing ritual for Dhorgs.

11 Ritual of Giving

A small furnace burns beside a stone water basin fed by drips from above. Runes are engraved on the wall in an archaic form of Dwarvish. PCs that know Dwarvish will read it with some uncertainty as "Sacrifice your wealthy friend and singe your feet in the forge." But that's incorrect. The actual meaning of the old runes can be determined by a Read Languages spell or similar effect: "Make a generous offering, friend, and purify your feet in the basin."

12 Ritual of Disrobing

There are stacks of towels, short stools, wall pegs, and compartments labeled "Clothing", "Boots", "Armor", and "Weapons". A sign on the south door says "Only towels permitted".

13 Ritual of Cleansing

A polished brass shower head. Pulling the nearby chain starts water flow at perfect temperature.

14 Bath

The center of this chamber is a large bath tiled in red and blue with a mushroom and gnome motif, full of hot water. The bath master here is a stern Dhorg that keeps everything in order and directs bathers to the hot and cold rooms for maximum healing.

15 Secrets

This intersection has two secrets. The first is a door to the north. It opens when an off-color pebble is depressed at the foot of the wall. The second is the ceiling ramp leading to the castle's entrance avenue (Ruins Level area 2). This ramp is lowered by inserting an iron spike or similar into a hole in the wall, taking care to avoid being crushed by the ramp.

16 Chariots

Two fine dwarven war chariots and cracked leather saddlery for ponies.

17 Armory

An exquisite array of weapons and armor. Polished, oiled, and gleaming.

18 Forge

Hot and noisy. A forge roars in the southern area. Two Dhorgs make weapons with hammer and anvil while another stokes the forge and fetches materials.

19 Gem-master

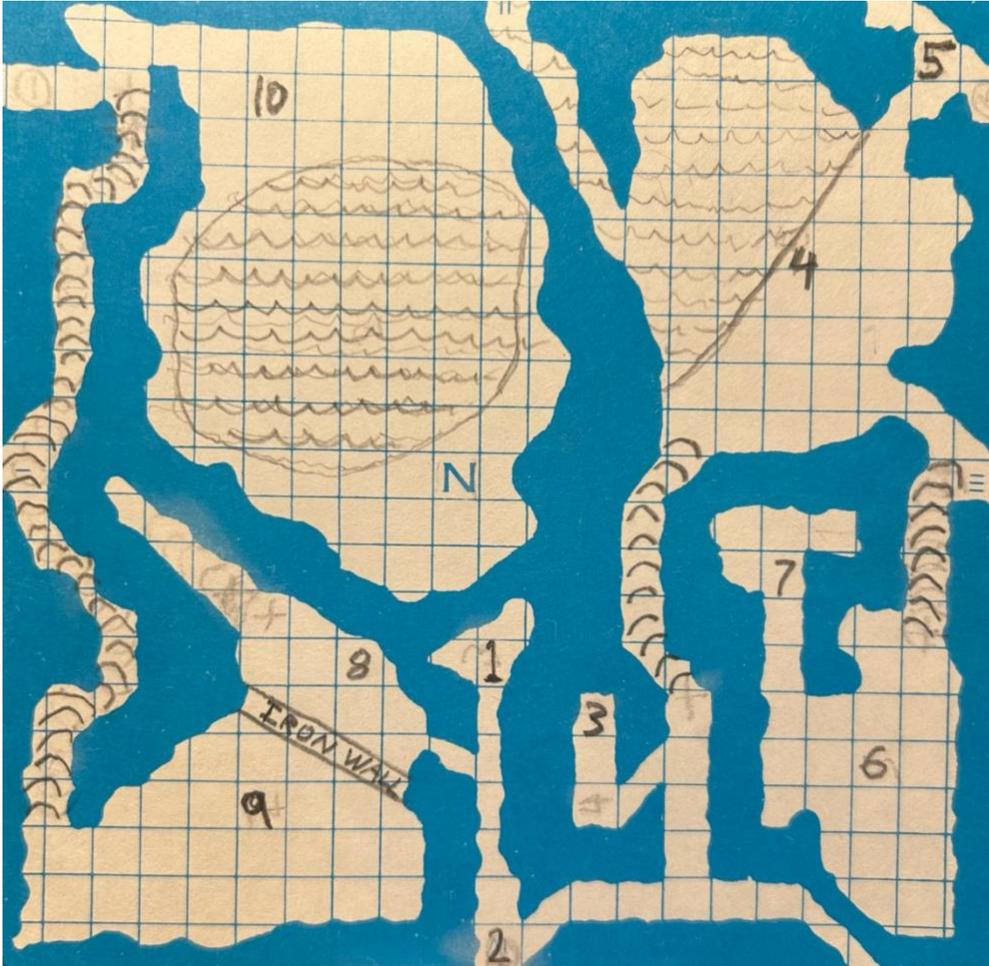
No ore goes to the forge without passing through here and the expert eye of the Dhorg gem-master. He's at a workbench cutting and polishing a large emerald.

20 Ore Pit

Piles of ore and coal from the mines. Two Dhorgs sort it by type and grade and then cart it to the Gem Master. The secret door to the south is actually a hatch and chute to pour the contents of mine carts.

The Caves of Nerox

The entrance to the Caves of Nerox is at the bottom of a vertical shaft connected to the Darkdurdle dungeon. Alternatively, it can be a standalone cave within a Hollow Hill for a shorter one-shot adventure.



1 Entrance

The jagged rocky floor has animal bones, a few coins, and other rubbish fallen from above.

2 Bones

The skeleton of an elf in tattered leather clutching a parchment that reads: "I, Indel of Wylhien, have met my doom here. Please take my possessions to my family and don't try to sneak past the stone sentinel." A rusted out sword lies on its lap. Inside a pouch are coins, gems, and a Potion of Diminution.

3 First Obelisk

A phrase in archaic common is cleanly chiseled into the facing of this 3' tall granite obelisk: "In Rock or Not". This is one of three clues to open the iron wall in area 8.

4 Ambush Cavern

The western half of this cavern is a pool of clear water fed by occasional drips from the tall ceiling covered with red-rippled stalactites. Small blind fish can be seen in the pool. The eastern half is a damp maze of stalagmites. Hiding among the ceiling formations are twenty-seven Blood Kites. These monsters are square meter-sized flaps of skin with hooks in four corners. They hang from cave ceilings looking like stalactites, using their heat sensory to detect prey and guide their silent fall. When striking, they wrap around and suffocate the victim. If they miss their target, Blood Kites are rather helpless. They can't fly, so must climb back up to their perches.

Blood Kites: HD 1/2. AC 9. Dam: d6. Mv: 20'/60'

5 Second Obelisk

Same as 3, but reads: "I Rest or Not"

6 Stone Sentinel

The 12' tall Granite Guardian wields a huge obsidian battle axe will not let anyone pass into area 7.

Granite Guardian: HD 5. AC 2. Dam: 2d6. Mv: 60'

7 Third Obelisk

Same as 3, but reads: "If Rust or Not"

The top of the obelisk is a fist-sized octahedron that can be removed. It's the keystone for opening the Wall of Iron.

8 Wall of Iron

A huge wall of rusty metal blocks the way south. In the wall is a fist-sized pyramidal depression. When the keystone from area 7 is inserted, a voice booms: "What is the answer?" Answer correctly ("Iron Iron Iron!") and the wall descends into the floor with much grind and rumble.

The side passage to the north contains a pile of old hammers and picks.

9 Slug Lair

When the Wall of Iron drops, forty-two Snout Slugs turn their eyes toward the PCs and slowly slither in their direction. These monsters are hog-sized slugs with a single eye and a trunk-like proboscis that does no damage, but grabs to trip the victim for the slug to slither atop and devour. They communicate telepathically, asking pointed questions related to their hunger, such as "Why are you here if not to feed us?" The slugs are slow and easy to kill, but they'll need to be hacked through to get to the western stair.

Snout Slugs: HD 1/2. AC 9. Dam: trip/d6. Mv: 30'

10 Tomb of Nerox

Large cavern dominated by a deep murky pool and cave formations, some forming full columns. The pool is too large to see the far side by torch/lantern light. There is thin slippery space along the sides of the pool that can be traversed.

Hidden below the pool's surface is the Slydra, the hive mother of slugs. This monstrosity has up to a dozen trunk-like proboscises, each up to ten feet long and spiked with tusks. Treat this one as a five-headed Hydra for combat capability. When successfully striking a PC, it grabs and holds the victim aloft for three rounds shaking and squeezing. The PC has these three rounds to chop free before being stuffed under the slug's slimy body and dissolved.

The Slydra rises when disrupted from its slumber or when PCs reach the far shore of the pool. It then fulfills its duty as protector of Nerox and fights to the death.

Slydra: HD 5 (5 proboscises). AC 5. Dam: d6 (1 attack per proboscis). Mv: 60'

Nerox's iron sarcophagus is encased in a large cave column that has formed around it, leaving only the corners visible. Opening it will be a challenging task. The Slydra may inadvertently topple the column if PCs can lure proboscis attacks towards it. The tools in area 8 may also be helpful for releasing the sarcophagus. Inside are the bones of Nerox wearing a gem-encrusted mask in a decayed robe with strands of gold thread. A steel Wand of Lightning rests in the bones of the left hand. In the right hand an ivory tube holds a magic-user scroll entitled "The Box of Nerox" containing five spells: Wall of Ice. Wall of Fire. Wall of Stone. Wall of Iron. Wall of Mist.

Spells

Level 1

Magic Moth

Summons a moth. The caster recites a message and instructs the moth when and where to repeat the message a single time at any known location near or far.

Magic Muzzle

Mutes a person or thing within 30 feet for up to 30 minutes.

Booming Voice

The caster's voice blasts a 10' wide pulse that stuns all in a straight line up to 100' away. It echos off walls to complete the 100' distance. Caster cannot be stunned by own voice. No save allowed. Creatures with more than 6 hit dice unaffected. Stun duration: 1 full combat round per caster level, doubled if hit by both original and return echo.

Wall of Mist

Summons a wall of fine mist that makes allies on the caster's side of the wall invisible to observers on the opposite side. An observer focusing intently will detect a faint sparkling effect where the mist is. Max height and width: 30'. Range: 30'. Duration: 30 minutes.

Fire Finger

Shoots a thin flame from the caster's finger with unerring accuracy, igniting objects that are highly flammable, such as a torch or oil. An enemy target is dealt 2 damage per level of caster, no save. Range: 100'

Level 2

Fire Fist

The caster's fist becomes a ball of fire. Melee attacks with the fist have +2 to hit bonus. A successful hit deals d6 damage per caster's level and pushes the victim back. Duration: until the first successful hit or 100 minutes or caster chooses to end the effect, whichever comes first.

Force Field

Grants caster an armor class of 2. Any successful hit on the caster is deflected. The force field dissipates after deflecting two melee/missile hits. Doesn't stop spell effects, but gives +2 to save vs spells.

Green Giant

The target's size and bulk increases by 50%, as do Hit Points and Strength (max 18). Some armors and garments may rend and tear as a result of this transformation, but the skin hardens to give a natural AC of 4. The target turns a shade of green and leaves sprout on the scalp and chest. Duration: 60 minutes.

Icicle

Summons a two-handed magic sword of ice into the caster's hands. This sword functions as a +2 enchanted weapon, +4 vs water- and fire-based opponents. It melts after 8 game hours and shatters on a natural 1 attack roll.

"Wielding with aplomb. Spells and swords alike."

-Fadle of Tichih, A Brief History of Elves

Swords

Faldrang

- Held by: The Prince of Elvenhold
- Appearance: Gleaming long sword with golden hilt and ruby pommel
- Purpose: Slay Monsters
- Alignment: neutral
- Intelligence: 12
- Ego: 12
- Languages: 2 (Common, Elvish)
- Communication: Telepathy
- Powers: +1 on attack roll, +1 on saving throws, Read Magic, Detect magic, Highly sensitive to shifting walls and rooms, Illusion generation

Sol

- Held by: The Prince of Wylhien
- Appearance: Basket hilted rapier with sun motif
- Alignment: Law
- Intelligence: 2
- Powers: +1 on attack roll, +2 on attack and damage rolls vs mages and the enchanted

Blitzklein

- Held by: The Prince of Yttar
- Appearance: Damascus kris blade. Turquoise pommel
- Alignment: Law
- Intelligence: 9
- Ego: 9
- Communication: Empathy
- Powers: +1 on attack roll, +3 on attack and damage rolls vs dragons, Detect sloping passages, Detect traps, Detect magic

Djinn's Fist

- Held by: The Prince of Al Baran
- Appearance: a scimitar with brass hilt shaped like a fist
- Alignment: Law
- Intelligence: 6
- Powers: +1 on attack roll, Cut off one of owner's fingers to use one of five wishes

Bitterwind

- Held by: The Executioner of Al Baran
- Appearance: a very large and plain scimitar
- Alignment: Law
- Intelligence: 9
- Ego: 3
- Communication: Empathy
- Powers: Detect traps, Detect sloping passages. Detect food
- Cursed: -2 on attack roll

Vithalmord

- Held by: Legend says it waits in the ruins of Undrac
- Appearance: blackened steel with dragon wing hilt
- Alignment: chaos
- Intelligence: 2
- Powers: +3 on attack roll

Between Adventures

Experience Points (v1 p18)

In addition to defeating monsters and recovering treasure, Elfenland PCs have additional ways to earn XP:

- Castles and Strongholds
- Gifting relative
- Magical research
- Item enchantment

Castles and Strongholds (v3 p20)

When a PC builds or upgrades a stronghold, they earn an XP award of $1/x$ of gold value spent, where x is the PC's level. Once PCs have built a stronghold, they no longer need to pay a monthly 1% of their XP total for personal upkeep costs.

Relative (v1 p13)

A PC's relative (or protégé) can gain experience levels by receiving gifts prior to becoming a playable character.

Gifting to a relative

1. PC chooses gift value from currently available wealth. The minimum gift value to qualify is 300 gp, but more valuable gifts increase the XP awarded to the relative and PC.
2. Roll 3d6.
3. Assign the rolled value to one of the relative's abilities. If the relative already has values for all six abilities, replace one of the values with the new roll.
4. Multiple the roll by 100 and award the relative that much XP, but the award cannot exceed the gift value.
5. Subtract the award from the gift value and give the remaining amount of XP to the PC. The max XP that a PC can be awarded from a single gift is $1000 * \text{current level}$.

When a relative has values for all six abilities, the player can use the relative as an alternate PC. Once used as a PC, that relative can no longer receive gift awards from the original PC. The original PC can designate a new relative to receive gifts.

Time (v3 p35)

When PCs are engaged in lengthy magical research or enchantment projects, they may not be able to join an adventure in the meantime. When this happens, it's useful for the player to have alternate PCs available. If a player has none, the referee may allow for the creation of a new level 1 PC or have the player use an NPC.

Treasure Maps (v2 p26)

In Elfenland, treasure maps are cryptic and may require time and expertise to decipher, beyond casting Read Languages. They often lead to either a Hollow Hill cave or point to secret areas in a larger ruin or underworld complex. Most are an actual map of varying accuracy and abstraction, but they may take other forms such as textual clues or representative imagery. The referee can create and present a physical map to the players, or treasure maps can be handled abstractly.

If handled abstractly, there are usually two ways to decipher treasure maps:

- Research like a spell, but without gold expenditure. The referee determines the difficulty level of the map (1-6). Required research time is one week per level. The base chance of success is 20%. Extra research time can be added to increase the chance of success by 5% per additional week.
- Find a Sage for consultation.

Once a treasure map is deciphered, it gives PCs specific directions to treasure location, enables discovery of hidden cave entrances, etc.

Sages (v3 p22)

In Elfenland, all PCs can consult Sages, but their location is usually either secret or difficult to reach. They aren't employed on a monthly basis as described in D&D. Fees, if any, charged by Sages are at the discretion of the referee.

What can Sages do?

- Decipher treasure maps
- Reduce cost and failure of spell research and item enchantment
- Reveal monster vulnerabilities to enable enchantment of weapons with bonuses versus specific monsters
- Reveal truth of rumors
- Council barony lords
- Etc.

Magical Research (v1 p34)

In Elfenland, mages don't automatically gain new spells upon attaining higher levels. Research is the only way to add spells to a PC's spell book. A new spell can be from the D&D spells table (v1 p21), an Elfenland-specific spell (page 17), or an entirely new spell of the player's design. The chance of successfully adding to the spell book is doubled when consulting a scroll containing the desired spell during research, but with reduced XP award.

XP awarded for researching spells

- Success (not consulting scroll): $2/x$ of gold value spent
- Success (consulting scroll): $1/x$ of gold value spent
- Failure: $1/(x+x)$ of gold value spent
- x is PC's current level

Item Enchantment (v1 p6)

All levels of magic-users can enchant items in Elfenland, but with a chance of failure.

- The mage must have a spell in their spellbook with an effect similar to the desired enchantment, or have specific consultation from a Sage for such purpose.
- Exception: enchanted weapons and armor with only simple bonuses can be forged without a spell effect. These are the only enchanted items that Tinkers can make.
- Bonuses versus specific monster types must first either involve extensive study of the monster's carcass or consultation with a Sage.
- Hermits can make potions from scrolls.

Item enchantment chance of success

- $45\% + (x*5)\%$
- x is PC's current level

Enchantment time

- One week per level of spell effect
- One week per degree of bonus for weapons and armor
- Extra time does not increase chance of success

XP awarded for item enchantment

- Success: 1/x of gold value spent
- Failure: 1/(x+x) of gold value spent
- x is PC's current level

Baronies (v3 p24)

The twenty-one castles and settlements of Elfenland are considered baronies as described in D&D. It's up to the referee and players to decide if barony management is right for their game. Even if your game doesn't involve barony management, the following method may be used to provide context and adventure ideas in your Elfenland campaign.

For each in-game month or period of time between PC adventures, the referee decides or randomly determines the events of Elvenhold and one other barony (chosen or randomly determined by the referee):

- | | | | |
|---------------|---------------|---------------|-----------------|
| 1. Rivinia | 6. Virat | 11. Feodor | 16. Yttar |
| 2. Lapphalya | 7. Tichih | 12. Dag Amura | 17. Kihromah |
| 3. Beata | 8. Throtmanni | 13. Wylhien | 18. Grangor |
| 4. Erg Eren | 9. Jaccaranda | 14. Usselen | 19. Mah Davikia |
| 5. Strykhaven | 10. Al Baran | 15. Parundia | 20. Jxara |

If PCs are lords of a barony, they make their own barony's decisions instead of the referee.

Examples of barony events

- | | |
|---------------------------------|-----------------------------|
| 1. Fortification construction | 6. Small party: Envoys |
| 2. Civil Infrastructure | 7. Small party: Recon |
| 3. Recruit unit of soldiers | 8. Small party: Exploration |
| 4. Mobilize units | 9. Small party: Raiders |
| 5. An Elven Festival of Seasons | 10. Special Barony Event |

Special Barony Event

1. Marriage
2. Birth
3. Death
4. Scandal
5. Uprising
6. Monsters

When an event occurs in a distant barony, news of it can reach the PCs in the form of rumors that may be partially or completely false. Some events, especially construction, will take longer than a month to complete.

It's up to the referee to decide if events are part of a larger "grand campaign" scheme, either planned or serendipitous.

It's up to the players to decide which, if any, of the events to follow up on or pursue. Small party actions (events 6-9) are opportunities for PCs to be involved in royal intrigue and build relationships with lords.

Skirmish Combat

The Elfenland campaign uses the Alternative Combat System (v1 p19) with the following additions.

Skirmish Combat Round Steps

1. Declare enemy intentions, then PCs
2. Resolve Movement and Fast Actions
3. Resolve Melee attacks
4. Resolve Slow Actions
5. Final Reaction

Combat Actions

For actions not listed below, the referee determines if it's a Free, Fast, or Slow action. Free actions can be used once per round during any step.

- Free: Drop item, equip immediately accessible item (such as drawing a sword).
- Fast: Cast Levels 1-2 spells. Use magic item. Missile fire.
- Slow: Cast Level 3+ spells. Cast any spell from scroll.

Movement and Fast Actions

Fast actions are often dependent upon movements on the battlefield. Thus, movement and fast actions are intertwined within a single step. If ever there is uncertainty as to which fast action resolves first, compare dexterity.

Final Reaction

This step allows for a second free action and up to 10' of movement. These actions are undeclared until this step and are typically used to draw a new weapon, disengage, reform ranks, etc. Elven Rangers may shoot another arrow at this time.

Disengagement

Once engaged in melee, a combatant can move away from its opponent in two ways.

- Turn: Move full rate during Movement step. Opponent can choose to immediately follow, and attack at +2 during Melee step if it catches up.
- Fall back: Move 10' during Final Reaction phase. Opponent can choose to immediately follow and continue engagement. No attack bonus.

Open Information

Hit Point totals for all combatants are visible to all players. Target numbers of all hit rolls are declared to players.

Resolution Priority

No initiative is rolled. Resolution within each step is simultaneous. If a spell caster is dealt damage, any unresolved spell is lost.

Friendly Fire

Missile attacks that hit melee-engaged units have a 50% chance of hitting wrong target. Exception: Rangers never hit wrong target.

Two-handed Weapon Damage

Roll 2d6 for damage, keep highest. If doubles, add together.

Natural 20 on Attack Roll

Instead of normal damage, roll Xd6 where X is the defender's armor class (minimum 2). Damage dealt is the highest single value rolled. If attacking with two-handed weapon, damage dealt is the highest doubles added together.

Front Line

It can be beneficial for PCs to maintain a disciplined front line in melee. This prevents enemies from moving through the front line and allows polearms to attack safely from the second line. Typically this means two PCs per 10' of enclosed space and coordination during the Final Reaction step if one of the front line combatant falls. In a non-enclosed space, a front line cannot be maintained if outnumbered by the enemy.

Death

Characters that are reduced to 0 hit points are knocked out. When reduced to negative hit points they begin to bleed, taking 1 damage at the start of each combat round. Death comes when the damage below zero is equal to or greater than Constitution.

Mass Combat

The Alternative Combat System becomes unwieldy for battles between large armies. The following adjustments scale up the system for resolution of large conflicts.

Scale

Each miniature usually represents a unit of 10 combatants, or more for especially large armies. Large monsters can be represented with smaller unit sizes. Dice can be used as miniatures, different colors and values indicating unit types and hit points.

Mass Combat Round Steps

Similar to Skirmish rounds but simplified.

1. Optional: random event or weather
2. Declare enemy intentions, then PCs
3. Resolve Movement and Ranged attacks
4. Resolve Melee attacks

Random Events and Weather

Vast outdoor battlefields can be subject to weather and other things that influence battle results in unpredictable ways. For example, a battle during a blizzard, roll D6 each turn:

- 1-2: Monsters war drums: +2 to hit
- 3-4: Increase snowfall +1 (each increment penalizes movement and missile attacks)
- 5-6: PCs rally cry: +2 to hit

Attacks

Use Attack Matrix 2 (v1 p20), but roll d30 instead of d20. Mass combat has more destruction than skirmishes.

Damage

Most units do d6 damage per hit, but a unit can't deal more damage than its current hit points.

Natural 30 on Attack Roll

Allows attacker to deal more damage than its current hit points. Roll $Xd6$ where X is the defender's armor class (minimum 2). Damage dealt is the highest single value rolled.

Flanking

+2 to hit a unit that has already been melee attacked this round.

High Ground

Units that attack (missile or melee) from at least 10' higher elevation than their target have a +1 bonus on the attack roll. Also vice versa: low ground attacks have a -1 penalty on the attack roll.

Mounted Charge

Some units have this special ability.

- +4 to hit, 2x damage
- Cannot charge uphill
- Cancelled by defending polearms

Friendly Fire

Missile attacks at melee-engaged units do half damage to target, half damage friendly fire. Exception: Ranger units do full damage to enemies.

Death and Destruction

When a unit reaches zero hit points it is removed from battle. If their army loses the battle, the unit is destroyed. If their army wins the battle, the removed units can be partially recovered and refitted.

Spells

In general, spell effects are resolved during the movement step and are scaled down 10 to 1 when used within the context of these mass combat rules.

Discipline Check

This is a test of the unit's ability to effectively act in concert. Roll 2d6. If the result is greater than the unit's Discipline, the check fails. There are three situations that use Discipline checks.

- Morale: When a unit takes damage in a round equal to or greater than half of their hit points at the start of the round, it must make a Discipline Check. If failure, the unit must immediately split in half. The first half stays in place. The other half is placed adjacent to the first half, but opposite from the unit that damaged it. This second half must move away (flee) in future rounds, if possible.
- Split or combine units: A unit may be split in half once by passing a Discipline check. Two units of the same type may combine by passing a Discipline check, but may not exceed initial strength (hit points) or 6, whichever is higher.
- Disengage: A melee-engaged unit must pass a Discipline check to fully disengage. If failure, the unit splits as described under Morale, but doesn't flee.

Example mass combat units

- Armored Swordsmen
HD: 1. HP: 6. AC: 4. Move: 60' Discipline: 10
- Archers
HD: 1. HP: 6. AC: 6. Move: 60' Discipline: 10.
Special: Ranged attack if not melee-engaged
- Pikemen
HD: 1. HP: 6. AC: 6. Move: 60' Discipline: 10.
Special: Can attack from behind another friendly unit. Cancels Mounted Charge.
- Knights
HD: 2. HP: 12. AC: 4. Move: 120' Discipline: 11.
Special: Mounted Charge
- Orcs
HD: 1. HP: 6. AC: 7. Move: 80' Discipline: 9

Attachments

High level PCs or hired specialists can attach to units to enhance the unit's effectiveness and provide special abilities. Attached unit has +1 bonus to hit and damage rolls. PCs attached to a unit that is eliminated are not killed. Rather, they must attach to the nearest surviving friendly unit, or flee the battle and become an observer.

Examples:

- Human Cleric from Another Land. Can heal attached unit d6 hp. Chance to turn undead.
- Elven Ranger Adventurer. Can make a free d20 first strike attack for 1 damage when attached unit makes a melee attack.

Castle Siege and Defense

A castle's Fortifications value is a measure of its physical defenses, indicating how long a castle can hold out during a siege, subject to the size of attacking and defending forces. High level spells and artifacts, such as Horn of Blasting, can significantly alter siege proceedings at the referee's discretion.

Attacking Total Strength

The sum total of invading forces surrounding the castle.

Defending Total Strength

The castle's Fortifications value
+ defending force inside the castle
+ defending force outside the castle

Typically, the defender has no force outside the castle until reinforcements arrive.

Resolving Sieges

To declare a siege, the *attacking total strength* must be greater than or equal to the *defending total strength*. Resolve sieges in week-long increments. *Siege Damage* is calculated each week thusly: $d30 + \text{attacking total strength} - \text{defending total strength}$

Siege damage is assigned in three steps:

1. If the defender has forces outside the castle, siege damage is inflicted upon those forces first. Equivalent damage is inflicted upon the attacking force.
2. If the outside defenders have been eliminated and there is still siege damage remaining, inflict that damage upon the castle itself, deducting from Fortifications. The attacking force takes damage equal to 50% of the damage inflicted upon the Fortifications.
3. When Fortifications reaches zero, a breach has occurred. Any remaining siege damage is inflicted upon the defending force inside the castle. The attacking force takes damage equal to 150% of the damage inflicted upon the defenders inside the castle.

Repeat the process each week that the attackers want to continue the siege, recalculating strengths and re-rolling siege damage. Attackers take control of the castle once a breach occurs and the inside defenders are eliminated.

Castle Repair

A Fortifications breach doesn't mean the castle is completely destroyed. Sometimes only a small portion is damaged. Repairs can be performed as a barony event to eventually return the Fortifications value to full strength.

Small Party Action

Before sieging an enemy castle, a party of PCs can adventure to learn of a castle's weaknesses. Or a Sage can be consulted. Once the weakness is known, a siege can be conducted against a reduced Fortifications value to create a breach more easily.

Mass Combat

The above siege system can be used without a map of the castle. If the referee or player produces a map of the defending castle, the siege can be played using Mass Combat rules. Defenders can use traps or knowledge of the castle's layout to their tactical advantage. Superior magical and monstrous might can have a large impact as well.

Another option is to use this siege system to determine when a breach occurs. Once breached, the ensuing battle to defeat the castle's inside defenders can be played using Mass Combat or Skirmish rules, depending upon the scale of the forces.



Wylhiën

Jaccarandj

Usselen

Parundia

Yttar

Al Baruhj

Mare
reimulaa

Kihromoh n

Dag Amura

Grangor

Mah Davikia

Jxara



A Party of Elves

These pre-made characters of varying power can be used together for a complete and eclectic party. Or use them individually to fill in as PCs or NPCs on short notice.

The Smith _____ Level 1 Fighter, Level 1 Mage
Strength 15 +10% xp to fighter Alignment: Law
Intelligence 13 +5% xp to mage Languages: Elf, Law, Orc, Hobgoblin, Gnome, +3 more
Wisdom 6 Armor Class: 4 (chain mail and shield)
Constitution 13 Hit Points: 7
Dexterity 9 Wealth: 1 gold piece
Charisma 9
Equipment: Sword. Dagger. Backpack. Iron Rations. Wineskin. 6 Torches. 12 iron spikes.
50' rope.
Spellbook: Detect Magic, Read Magic

The Ranger _____ Level 2
Strength 7 Alignment: Neutral
Intelligence 10 Languages: Elf, Law, Orc, Hobgoblin, Gnome
Wisdom 13 Armor Class: 7 (leather armor)
Constitution 11 Hit Points: 10
Dexterity 15 +10% xp, +1 to hit with missiles
Charisma 8 Wealth: 3 gems worth 140 gold total
Equipment: Composite bow. 40 arrows. 5 Silver tipped arrows. Sword. Dagger. Backpack.
Iron rations. Wineskin. 6 torches.

The Princess _____ Level 1 Fighter, Level 3 Mage
Strength 11 Alignment: Neutral
Intelligence 16 +10% xp to mage Languages: Elf, Law, Orc, Hobgoblin, Gnome, +6 more
Wisdom 11 Armor Class: 3 (Plate mail)
Constitution 8 Hit Points: 4
Dexterity 12 Wealth: necklace and earrings worth 2100 gold
Charisma 15
Equipment: Battle axe. Dagger. Short bow. 20 arrows. Small silver mirror.
Retinue: Personal Attendant (L2/1. HP 7. AC 3) and 2x Bodyguards (L2/1. HP 9. AC 2).
Appropriately stocked with a variety of adventuring equipment.
Relative: Her favorite cousin. Gifted once. Constitution 10. 400 xp.
Spellbook: Detect Magic, Read Magic, Levitate

The Tinker _____ Level 4
Strength 9 Alignment: Law
Intelligence 18 +10% xp Languages: Elf, Law, Orc, Hobgoblin, Gnome, +8 more
Wisdom 11 Armor Class: 2 (Plate and shield)
Constitution 9 Hit Points: 13
Dexterity 11 Wealth: 4 gems worth 260 gold total
Charisma 11
Equipment: Morning star flail. Switchblade knife. Mini-crossbow. 30 quarrels. Mule with
saddlebags of basic adventuring gear.
Protege: Apprentice. Gifted twice. Constitution 11. Dexterity 13. 1600 xp.
Masterpiece: The Elf-cycle. A pedal and wind powered flying machine. Half completed.