

Species, Breed: Elf, Aldarian

Type: Race

Class: Monster

Align: Good.

Gender: 01-50: Female, 51-00: Male

Level: 1-D30+ 1

Number encountered: 1-D12

The number encountered will be outside a aldarian dwelling place. If within the boundaries of their homeland, the number encountered will be up to 400. To see if a Aldarian Elf dwelling has been discovered roll a 99+.

Experience points: 50 x level.

Characteristics

Awareness: 25

Charisma: 16

Constitution: 25

Coordination: 25

Dexterity: 25

Intelligence: 20

Mental-strength: 26

Strength: 20

Wisdom: 20

Movement:

Flying: Can't

Grounded: 10

Swimming: 3

Luck: 30

Oxygen-points: 80

Blood-points: 75

Attack descriptions

1 Bow (recurve): 1-D10 / 40 space (200') / Sharp attack

or:

1 Short sword: 2-D6 / 1 space (5') / Sharp attack

Defense: 25

Offense: 25

Damage-Points: Roll 1-D10 per level.

Treasure: %Roll needed to have money and treasure:

Copper: 66+ to have 1-D100 x 60

Bronze: 71+ to have 1-D100 x 30

Silver: 76+ to have 1-D100 x 15

Electrum: 81+ to have 1-D100 x 10

White-gold: 86+ to have 1-D100 x 3

Yellow-gold: 91+ to have 1-D100 x 2

Black-gold: 96+ to have 1-D100

Treasure item(s):

Common: 05+ to have 2-D8

Uncommon: 05+ to have 2-D6

Rare: 80+ to have 1-D4

Legendary: 96+ to have 1

Description:

Annihilation Strike?: Yes

Description: Height: 5' 6", Weight: 110 Lbs., Skin color: Tan, Skin texture: Smooth soft, Hair color: Brown, Eye color: Brown, Eye shape: Medium sized and oval, Posture: Biped.

Dislikes: Recklessness, disrespect for natural things. This is a very sober people. Do not misunderstand, these elves love to dance and sing and laugh, but they do not become “party animals” (mindlessness is reprimanded in this culture).

Disposition: Discretion of the G.M.

Fears: Discretion of the G.M.

Habitat: Forests (common).

Immunities: None.

Life-span: 8,000 years.

Likes: Nature, animals, music. Fish (Aldarians rarely eat animal flesh. When they do, only bird-types (i.e., grouse, turkey, chicken, etc.) are taken. These elves mostly like nuts, berries, roots and plants.

Needs: Discretion of the G.M.

Note: Aldarian Elves live in forests, most always beyond the reach of other races. They build their homes by cultivating and gently shaping the trees they wish to live in. Eventually these trees are molded into fine domiciles. Expert in the fields of snares and bow-making. Unlike their close cousins, the Vosk Elves, these elves do not trade with outsiders (unless they trust them). If trading is done, it is done on a personal basis, inside the boundaries of their habitat.

Special Abilities: They are expert in the fields of Bow-making and natural traps. They are very wise in the wisdom of bird lore and Tree-dwelling creatures. ***Full night-vision:*** after being subjected to darkness for more than 1 turn (5 seconds). The Aldarian Elves have a uncanny relationship with animals. If an Elf has been respectful to the animal kingdom (never taking more than needed to sustain his or her life), animals will not fear or attack 91% of the time (a roll of 10+). In fact, if an Aldarian is in trouble, or hurt, animals will aid his or her as best they can. The trees themselves will aid an Aldarian with their life essence, sustaining them with nourishment, and curing minor sicknesses, as long as they need help (and are in good standing with the forest and all of nature). This race has

developed the uncanny ability to climb trees, and run among the branches, as easily as on the ground. there is no Coor. or Dex. checks for loosing footing and balance (only if the tree is shaking, swaying, falling, etc., and then the check is at maximum chance). **Blending:** An Aldarian Elf can “slip into” the cover of nature, leaving no scent nor trace of him or herself behind. For the roll needed to successfully Blend take 101 minus Aldarian’s Dexterity and Coordination, and ¼ Mental-Strength (rounded up) Best roll chance if surprised = 26+; if prepared 02+.

Special defenses: None.

Special offenses: None.

Susceptibilities: None.

Weapon susceptibility: Rank-0 (non-magical) weapon to harm.