

CHAPTER III: Demi-humans

“For the rest, they shall represent the other Free Peoples of the World: Elves, Dwarves, and Men, Legolas shall be for the Elves; and Gimli son of Gloin for the Dwarves. They are willing to go at least to the passes of the Mountains, and maybe beyond.”

- J.R.R. Tolkien

The Fellowship of the Ring

“We do not want merely to see beauty... we want something else which can hardly be put into words- to be united with the beauty we see, to pass into it, to receive it into ourselves, to bathe in it, to become part of it. That is why we have peopled air and earth and water with gods and goddesses, and nymphs and elves.”

- C. S. Lewis

“Trust not in Sprites nor the motivations of a Gnome.”

- Jefferson Smith

Strange Places

Derro

Dvergar (Dark Dwarfs)

Dwarfs

Elves

Elves, Aquatic (Lake)

Elves, Aquatic (Ocean)

Elves, Dark

Elves, Narorm

Gnomes

Halflings

DERRO (Dangerous Dungeons, p. XX)

ALL GROUPS		# Appearing: 3-30 (3d10)
Hero(es):		1d10 Derroes (4 HD)
		1d6 Derroes (5 HD)
Subchief:	60% chance of	Derro Subchief (6HD)

Chieftain:	60% chance of	Derro Chieftain (7HD)
Savant	30% chance of	Derro Savant (12 th -lvl Magic-User/Illusionist) (see text)
Student Savants	30% chance of	1d2 Derro Student Savants (7 th -lvl Magic-User/Illusionist) (see text)
LAIRS		
	Hero(es):	1d10 Derroes (4 HD)
		1d6 Derroes (5 HD)
	Subchief:	Derro Subchief (6HD)
	Chief:	Derro Chieftain (7HD)
	Savants:	1d3 Derro Savants (12 th -lvl Magic-User/Illusionist) (see text)
	Student Savants:	1d4+1 Derro Student Savants (7 th -lvl Magic-User/Illusionist) (see text)
	Non-combatants:	+50% Derro Females
		+25% Derro Young
Guardians	70% chance of	1d3 Gargoyles
30% chance of	1 Lamia	
	Slaves:	10d4 Slaves
Derro Equipment		
50% of total	Repeating Light Crossbow (see text) & Studded Leather (AC 7)	
30% of total	Polearm, Dagger & Studded Leather (AC 7)	
10% of total	Spear & Scaled Leather Armour (AC 5)	
10% of total	Military Pick & Scaled Leather Armour (AC 5)	

DVERGAR (Dark Dwarfs) (Dangerous Dungeons, p. XXX)

ALL GROUPS		# Appearing: 20-200 (20d10)
Hero(es):	All Dvergar groups	Dvergar Danak (2 nd - lvl Fighter)
	Every 5 Dvergars	Dvergar Kumundu (3 rd - lvl Fighter)
Leader(s):	>10 Dvergars	Dvergar Meniltari (4 th -lvl Fighter)
		Dvergar Leodumu (5 th -lvl Fighter)
	>50 Dvergars	Dvergar Agalori (6 th -lvl Fighter)
Cleric:	50% chance of	Dvergar Egungu (3 rd - 4 th -lvl Cleric)
Assassin	50% chance of	Dvergar Gamletari (3 rd -4 th -lvl Assassin)
LAIRS		
	Leader:	Dvergar Gamak (7 th , 8 th or 9 th -lvl Fighter)
	Guards:	1d3 +12 Dvergar Meniltari (4 th - lvl Fighters)
	Cleric(s):	Dvergar Egungu Loremaster (7 th - 9 th - lvl Cleric)
		1d3 Dvergar Egungu (3 rd - 4 th - lvl Cleric)
	Assassin(s)	1d3 Dvergar Gamletari (3 rd -4 th -lvl Assassin)
	Non-combatants:	+10% Females
+10% Dvergar Jogong		
Slaves:	75% chance of	10d4 Slaves
Dvergar Equipment		
d%	WEAPONRY	ARMOUR
01-25	Hammer	Ring (AC7)

26-40	Short-sword	Ring & Shield (AC6)
41-55	Spear	Mail Shirt (AC5)
56-70	Pick	Mail Shirt & Shield (AC4)
71-85	Light Crossbow	Plate Mail (AC3)
86-00	Battle Axe	Plate Mail & Shield (AC2)
Dvergar Slaves		
1d20	TYPE	
1-4	Dwarfs	
5-7	Goblins	
8	Gnomes	
9-10	Svartlings	
11-12	Svirfneblin Gnomes	
13-14	Halflings	
15-16	Kobolds	
17-18	Coblynau	
19-20	Adventurer types*	

DWARFS (c.f. OSRIC)

ALL GROUPS		# Appearing: 20-200 (20d10)
Hero(es):	Every 40 Dwarfs	Dwarf Captain (2 nd -4 th -lvl Fighter)
Leader(s):	>160 Dwarfs	Dwarf Clanmaster (6 th -lvl Fighter)
Dwarf Lieutenant (4 th -lvl Fighter)		
>320 Dwarfs	Dwarf Lord (8 th -lvl Fighter)	
		Dwarf Clanmaster (7 th -lvl Fighter)
Cleric(s):	>200 Dwarfs	Dwarf Loremaster (3 rd -6 th / 4 th -7 th -lvl Fighter/Cleric)
>320 Dwarfs	Dwarf Loremaster (6 th -7 th -lvl Fighter/Cleric)	
2 Dwarf Assistant Loremasters (4 th -4 th -lvl Fighter/Clerics)		
LAIRS		
Guards:		+2d6 Dwarf Guards (2 nd -5 th -lvl Fighters)
Cleric(s):		+2d4 Dwarf Priests (2 nd -4 th -lvl Fighter/Clerics)
Non-combatants:		+50% Dwarf Females
		+25% Dwarf Young
Animal Guardians	60% chance of	(01-25) 5d4 Wolves
(26-00) 2d4 Brown Bears		
Dwarf Sub-races		
d%	TYPE	ALIGNMENT
01-40	Domovoy	Good
41-60	Dvorovye	Evil
61-75	Leshiy	Any
76-90	Vodnik	Any

91-00	Vozdushniy	Any
Dwarf Equipment		
d%	WEAPONRY	ARMOUR
01-15	Shortsword & Light Crossbow	Ring (AC7)
16-25	Shortsword & Polearm	Ring & Shield (AC6)
26-45	Shortsword & Spear	Scale (AC6)
46-55	Handaxe & Heavy Crossbow	Mail Shirt (AC5)
56-80	Handaxe & Hammer	Mail Shirt & Shield (AC4)
81-90	Battleaxe & Mace	Plate Armour (AC3)
91-00	Hammer & Pick	Plate Armour & Shield (AC2)
Dwarf Activities		
1d10	ACTIVITY	
1	Eating / Drinking	
2	Prospecting	
3	Mining	
4	Excavating	
5	Delivering Goods	
6	Patrolling	
7	Travelling	
8	Crafting / Building	
9	Hunting / Gathering	
10	Worshipping	
Dwarf Professions		Dwarf Adventurers
1d10	PROFESSION	d% CLASS(ES)
1	Miner	01-30 Fighter
2	Craftsman	31-40 Cleric
3	Artisan	41-50 Thief
4	Merchant	51-55 Inquisitor
5	Smith	56-65 Assassin
6	Stonemason	66-70 Cleric/Thief
7	Scholar	71-80 Cleric/Fighter
8	Banker	81-87 Fighter/Thief
9	Artist/Entertainer	88-90 Cleric/Assassin
10	Adventurer (see side-table)	91-00 Fighter/Assassin
Dwarf Beers & Ales		
1d20	LABEL	
1	Bristlebeard Cream Ale	
2	Tubal XXX Stout	
3	Dwalin Strongarm Ale	
4	Mt. Kharmen Porter	
5	Hrodni's Best Bitter	
6	Stoneking Export Strength	
7	Sven's Shroom Meal Pilsner	
8	Dvarger Old Peculiar	
9	King Crumble Summer Beer	

10	Thorn Mountain Wheat Beer
11	Franklin's Cyst Lager
12	Borderlands Brown Ale
13	Horstedding
14	Bridge Dwarf Imperial Extra XX Stout
15	Brakspear Rapids Triple Keg
16	Grimmli's Blue Banner Ale
17	Blue Goblin Bitter
18	Mt. Gunderbal Special Reserve
19	Orc Valley Headcracker
20	Balin's Rosey-Nosey

ELVES (c.f. OSRIC)

ALL GROUPS		# Appearing: 20-200 (20d10)
	Hero(es): Every 20 Elves	Elf Scout (2 nd -3 rd -lvl Fighter)
Every 40 Elves	Elf Sergeant (2 nd -3 rd -lvl/1 st -2 nd -lvl Fighter/Magic-User)	
	Leader(s): >100 Elves	Elf Chief (4 th /8 th -lvl Fighter/Magic-User)
+2 Elf Bodyguards (4 th /5 th -lvl Fighter-Magic-Users)		
>160 Elves	Elf Warchief (6 th /9 th -lvl Fighter/Magic-User)	
+4 Elf Bodyguards (4 th /5 th -lvl Fighter/Magic-Users)		
	Clerics: >100 Elves	Elf Priest (4 th /4 th /4 th -lvl Fighter/Magic-User/Cleric)
	>160 Elves	Elf High Priest (6 th /6 th /6 th -lvl Fighter/Magic-User/Cleric)
Elf Curate (3 rd /3 rd /3 rd -lvl Fighter/Magic-User/Cleric)		
LAIRS		
	Leader(s):	Elf Lord (4 th /7 th -lvl Fighter/Magic-User)
Every 40 Elves	Elf Captain (4 th -lvl Fighter)	
Elf Sergeant (5 th -lvl Fighter)		
Elf Lieutenant (6 th -lvl Fighter)		
	Non-combatants:	+100% Elf Females
	5% chance of	1d10x3 Elf Females mounted on unicorns
		+5% Elf Young
	Animal Guardians: 65% chance of	2d6 Giant Eagles
Elf Sub-races		
d%	TYPE	

01-50	Polder		
51-85	Warden		
86-00	Liminal		
Elf Weaponry		Elf Armour	
d%	WEAPONRY	d%	ARMOUR
01-10	Longsword & Longbow	01-10	Scale (AC6)
11-30	Longsword & Spear	11-20	Ring (AC7)
31-50	Longsword	21-30	Mail Shirt (AC5)
51-55	Two-handed Sword	31-50	Scale & Shield (AC5)
56-85	Spear	51-80	Mail Shirt & Shield (AC4)
86-00	Longbow	81-00	Ring & Shield (AC6)
Elf Professions		Elf Adventurers	
1d20	PROFESSION	1d20	CLASS(ES)
1	Forester	1	Cleric
2	Craftsman	2	Druid
3	Artisan	3	Fighter
4	Entertainer	4	Magic-User
5	Artist	5	Thief
6	Scholar	6	Assassin
7	Boatman	7	Cleric/Fighter
8	Farmer	8	Cleric/Magic-User
9	Shopkeeper	9	Cleric/Thief
10	Herder	10	Cleric/Assassin
11	Merchant	11	Fighter/Magic-User
12	Noble	12	Fighter/Thief
13	Servant	13	Fighter/Assassin
14	Scribe	14	Magic-User/Thief
15	Militiaman	15	Magic-User/Assassin
16	Fisherman	16	Cleric/Fighter/Magic-User
17	Hunter	17	Cleric/Fighter/Thief
18	Musician	18	Cleric/Magic-User/Thief
19	Criminal	19	Fighter/Magic-User/Thief
20	DM's Choice	20	DM's Choice
Elf Activities			
1d10	ACTIVITY		
1	Hunting / Gathering		
2	Farming		
3	Dancing / Singing		
4	Herding		
5	Studying		
6	Daydreaming		
7	Playing		
8	Crafting		
9	Gardening		
10	Worshipping		

Elven Mercantile Goods	
1d20	PRODUCT
1	Clothing
2	Footwear
3	Furniture
4	Wines & Liquors
5	Bows & Arrows
6	Vegetarian Foodstuffs
7	Literature
8	Paintings
9	Miniature Trees
10	Armour
11	Leathergoods
12	Furs & Pelts
13	Musical Instruments
14	Potions
15	Jewelry
16	Herbs & Spices
17	Carts & Wagons
18	Bookbindings
19	Tents
20	Fabrics

ELVES, AQUATIC (LAKE) (Dangerous Dungeons, p. XXX)

ALL GROUPS		# Appearing: 6-36 (6d6)
Hero(es):	Every 12 Elves	Elf Fighter (lvl 1d3+1)
Every 20 Elves	Elf Fighter/Magic-User (lvl 1d3+1/lvl 1d3+1)	
Leader(s):	>30 Elves	Elf Chief (4 th -lvl Fighter/5 th -lvl Magic-User)
>50 Elves	Elf Lord (5 th -lvl Fighter/7 th -lvl Magic-User)	
LAIRS		
Hero(es):	Every 12 Elves	Elf Fighter (lvl 1d3+1)
Every 20 Elves	Elf Fighter/Magic-User (lvl 1d3+1/lvl 1d3+1)	
Leader(s):	>30 Elves	Elf Chief (4 th -lvl Fighter/5 th -lvl Magic-User)
>50 Elves	Elf Lord (5 th -lvl Fighter/7 th -lvl Magic-User)	
Non-combatants:		+100% Elf Females
		+5% Elf Young

ELVES, AQUATIC (OCEAN) (Dangerous Dungeons, p. XXX)

ALL GROUPS		# Appearing: 12-240 (12d20)
Hero(es):	Every 12 Elves	Elf Fighter (lvl 1d3+1)
Every 20 Elves	Elf Fighter/Magic-User (lvl 1d3+1/lvl 1d3+1)	
Leader(s):	>30 Elves	Elf Chief (4 th -lvl Fighter/5 th -lvl Magic-User)

>50 Elves	Elf Lord (5 th -lvl Fighter/7 th -lvl Magic-User)	
Cleric:	>100 Elves	Elf Priest (5 th -lvl Fighter/11 th -lvl Magic-User/9 th -lvl Cleric)
LAIRS		:
Hero(es):	Every 12 Elves	Elf Fighter (lvl 1d3+1)
Every 20 Elves	Elf Fighter/Magic-User (lvl 1d3+1/lvl 1d3+1)	
Leader(s):	>30 Elves	Elf Chief (4 th -lvl Fighter/5 th -lvl Magic-User)
>50 Elves	Elf Lord (5 th -lvl Fighter/7 th -lvl Magic-User)	
Cleric:	>100 Elves	Elf High Priest (5 th -lvl Fighter/11 th -lvl Magic-User/9 th -lvl Cleric)
		Elf Priest (4 th -lvl Fighter/7 th -lvl Magic-User/6 th -lvl Cleric)
Non-combatants:		+100% Elf Females
		+5% Elf Young
Aquatic Elf Weaponry		
d%	WEAPONRY	
01-30	Dagger	
31-50	Short Sword	
51-00	Spear (Lake) or Trident & Net (Ocean)	

ELVES, DARK (Dangerous Dungeons, p. XXX)

ALL GROUPS		# Appearing: 6-36 (6d6)
Hero(es):	20% total	Male Dark Elf Fighters (lvl 1d4+3)
20% total	Male Dark Elf Fighters (lvl 1d6+3)	
Leader(s):	>10 Dark Elves	Female Dark Elf Magic-User (lvl 1d6+6)
>15 Dark Elves	Female Dark Elf Cleric (lvl 2d4+6)	
Female Dark Elf Magic-User (lvl 1d4+3)		
LAIRS (2d4+2 Family Compounds)		
Hero(es):	30% males	Dark Elf Fighters (lvl 1d4+3)
10% males	Dark Elf Magic-Users (lvl 1d6+6)	
10% females	Dark Elf Clerics (lvl 2d4+6)	
15% females	Dark Elf Magic-Users (lvl 2d4+6)	
30% females	Dark Elf Fighters (lvl 1d6+3)	
Leader:	>30 Elves	Dark Elf Female (15 th + -lvl Cleric)
	Each Family Compound	Dark Elf Matriarch (10 th + -lvl Magic-User or 8 th + -lvl Cleric)
Non-combatants:		+100% Elf Females

		+5% Elf Young
Guardians	All communities	1d4+3 Giant Cave Lizards
	>150 dark elves	1d4+1 Cephaloid Ambassadors
		1d4 Energy Hounds
Slaves	50% of total	Any intelligent cave-dwelling creatures
Dark Elf Weaponry	Dark Elf Armour	
d%	WEAPONRY	d% ARMOUR
01-40	+1 to +3 Dagger & +1 to +3 Short Sword	d% ARMOUR
41-60	+1 to +3 Dagger & Hand Crossbow	01-10 Scale (AC6)
61-80	+1 to +3 Mace	11-20 Ring (AC7)
81-00	+1 to +3 Mace & Javelins	21-30 Mail Shirt (AC5)
		31-50 Scale & Shield (AC5)
		51-80 Mail Shirt & Shield (AC4)

ELVES, NARORM (Dangerous Dungeons, p. XXX)

SCOUTING PARTIES		# Appearing: 3-18 (3d6)
Hero(es):	40% chance of	3 rd -6 th lvl Narorm Elf Fighter
	20% chance of 2 nd -5 th lvl Narorm Elf Assassin	
	10% chance of 2 nd -5 th lvl Narorm Elf Magic-User	
RAIDING PARTIES		# Appearing: 20-120 (20d6)
Hero(es):	1 in 4	Narorm Elf Fighter (3 rd -6 th -lvl)
	10% chance of Narorm Elf Fighter (6 th -10 th -lvl) or Fighter Magic-User (4 th /8 th -lvl)	
	1 in 5 Narorm Elf Assassin (90% 5 th -lvl / 10% 1d4+8-lvl)	

GNOMES (c.f. OSRIC)

ALL GROUPS:		# Appearing: 40-400 (40d10)
Leaders:	Every 40 Gnomes	Gnome Captain (2 nd -4 th -lvl Fighter)
	>160 Gnomes	Gnome Chief (5 th -lvl Fighter)
		Gnome Lieutenant (3 rd -lvl Fighter)
	>320 Gnomes	Gnome King (6 th -lvl Fighter)
		2 Gnome Bodyguards (5 th -lvl Fighters)
Cleric(s):	>200 Gnomes	Gnome Priest (4 th -6 th -lvl Cleric)
	>320 Gnomes	Gnome High Priest (7 th -lvl Cleric)
		Gnome Priests (3 rd -lvl Clerics)
LAIRS		
Lair Type:	01-25	Earthern Burrow
	26-00	Rocky Hill Caves
	Guards:	+2d4 Gnome Guards (2 nd -3 rd -lvl Fighters)
	Clerics:	+1d4 Gnome Priests (2 nd -lvl Clerics)
	Non-combatants:	+50% Gnome Females

		+25% Gnome Young
Animal Guardians:	01-70	5d6 Badgers
	71-90	3d4 Giant Badgers
	91-00	2d4 Wolverines
Gnome Sub-Races		
d%	TYPE	
01-33	Firbolg	
34-66	Fir Domnan	
67-00	Gáilióin	
Gnome Equipment		
d%	WEAPONRY	ARMOUR
01-10	Shortsword & Shortbow	Leather (AC8)
11-30	Shortsword & Spear	Leather & Shield (AC7)
31-45	Club & Sling	Studded Leather (AC7)
46-85	Club & Spear	Ring (AC7)
86-00	Club & Shortsword	Ring & Shield (AC6)
Gnomish Mercantile Goods		
1d20	MERCHANDISE	
1	Crystal Balls	
2	Heat-resistant Fabrics	
3	Lead-lined Containers	
4	Glass/Ceramic Potion Vials	
5	Fireworks	
6	Timepieces, Watches, Sundials	
7	Candies, Sweets	
8	Lanterns	
9	Astrological Charts, Equipment	
10	Herbal Tinctures, Essences	
11	Toys, Dolls	
12	Fine Tools	
13	Traps, Locking Mechanisms	
14	Inlaid/Gilt Accessories	
15	Shoes, Hats, Handbags	
16	Ocular Lenses	
17	Silverware, Dinnerware	
18	Dice, Gambling Equipment	
19	Mechanical Devices	
20	Stained Glass	
Gnome Activities		
1d10	ACTIVITY	
1	Prospecting	
2	Mining	
3	Crafting	
4	Hunting / Gathering	
5	Eating / Drinking	

6	Napping
7	Storytelling
8	Studying
9	Debating
10	Counting Wealth

HALFLINGS (c.f. OSRIC)

ALL GROUPS			# Appearing: 30-300 (30d10)			
Leader(s):		Every 30 Halflings	2 Halfling Deputies (2 nd -lvl Fighters)			
> 90 Halflings		Halfling Lieutenant (3 rd -lvl Fighter)				
2x Halfling Captains (3 rd -lvl Fighters)						
>150 Halflings		Halfling Sheriff (4 th - lvl Fighter)				
3 Halfling Deputies (2 nd -lvl Fighters)						
LAIRS						
Non-combatants:			+100% Halfling Females			
			+60% Halfling Young			
Animal Guardians:			1d4 Wild Dogs			
Halfling Equipment						
d%	WEAPONRY	ARMOUR				
01-10	Shortsword & Shortbow	Padded Gambeson & Shield (AC7)				
11-20	Shortsword & Spear	Padded Gambeson & Shield (AC7)				
21-30	Shortbow	Padded Gambeson (AC8)				
31-50	Sling	Padded Gambeson (AC8)				
51-60	Shortsword	Leather (AC8)				
61-80	Spear	Leather (AC8)				
81-00	Handaxe	Leather & Shield (AC7)				
Halfling Professions		Halfling Adventurers				
1d10	PROFESSION	1d12				CLASS(ES)
1	Herbalist	1-3	Thief			
2	Farmer	4-6	Fighter			
3	Entertainer	7-8	Druid			
4	Merchant	9	Druid/Fighter			
5	Shopkeeper	10	Druid/Thief			
6	Scholar	11-12	Fighter/Thief			
7	Herder					
8	Hunter					
9	Worker					
10	Adventurer					
Halfling Pipeweed		Halfling Foods & Drinks				
1d20	VARIETY	COST/OZ.	1d20	SPECIALITY		
1	Proudfoot Flake	2sp	1	Meat Pies		

2	Shiredom Kif	3sp	2	Dumplings
3	Proudfoot Brown No. 1	5sp	3	Stew
4	Old Kanker's Red	8sp	4	Breads
5	Golmush Stickweed	1gp	5	Sweetcakes
6	Tallfellow Green Flake	2gp	6	Muffins
7	Red Seal Shireweed	3gp	7	Tarts
8	Olde Glenhollow	5gp	8	Fruit Pies
9	Tallfellow Blue	8gp	9	Dried Fruits
10	Longfellow Regular	10gp	10	Raisins
11	Silver Seal Shireweed	15gp	11	Fruit Wine
12	Sheriff Talbot's No. 7	20gp	12	Tea
13	Longfellow Premium	25gp	13	Beer/Ale
14	Proudfoot Gold No. 5	35gp	14	Cheese
15	Morning Dew	40gp	15	Honey
16	Gold Seal Shireweed	50gp	16	Candies
17	Wizard's Haze	75gp	17	Fruit
18	Longfellow Private Reserve	150gp	18	Vegetables
19	Northern White	200gp	19	Roast Meats
20	Treantbeard Yellowbud	450gp	20	Dried Seafood

Halfling Activities	
1d10	ACTIVITY
1	Eating / Drinking
2	Smoking
3	Hunting / Gathering
4	Patrolling
5	Hiking / Exploring
6	Storytelling
7	Gardening
8	Cooking
9	Chatting
10	Napping

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