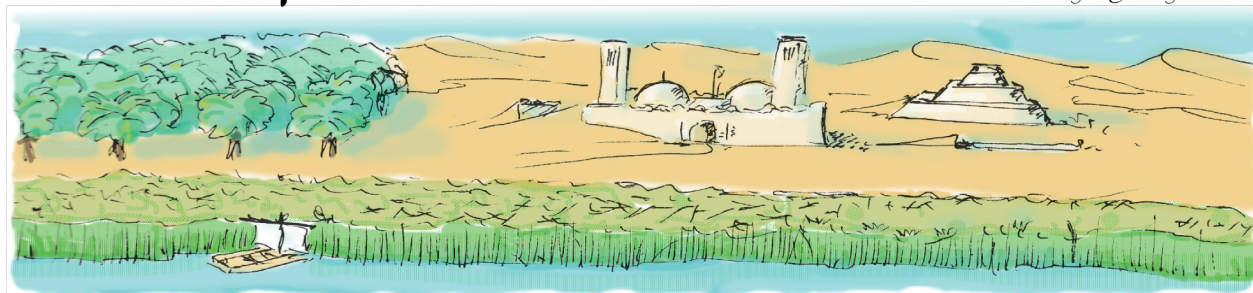


The Papyrus Elves of a Central Nome

By Big-Troy Tucker



As the party is heading up river in a returning old quarry barge they hear the shouts of a child's voice screaming for help. The captain of the boat pulls over to the bank of great papyrus stalks and discovers ... it's a trap. Immediately they are attacked by 3 papyrus elves. (see end notes.)

Level 1 The Papyrus Maze.

On the shore of the Great River, giant stalks of papyrus grow over 20 feet high. There are small paths through the tall stalks giving it a dungeon like feel. This area was once part of a paper farm but it has now overgrown and is inhabited by Papyrus elves (pelves).

Areas 1 - 7 There is a coven of 1d6 pelves in each of these areas. Nothing of great value found here these areas but there are random weapons and oddities taken from dismantled ships that have stopped here in the past.

Level 2 Date Plantation. If the elves start to feel as if they might be overrun by the characters they will try to lure them up to the old date plantation. Here they have laid many rudimentary traps which are easy to spot (dc5) yet deadly (1d6 damage) if activated. Most of these involve snares and pits.

Section 3 The Sand Palace

Time has taken its toll on the small palace. Most of the rooms have been covered in 2-12 inches of sand. If characters dig around in the sand they will discover some carpets. The carpets

run 10 to 100 sq feet in size. Also each room contains a few odds and ends which turn out to be cheap little art pieces, such as; brass lamps, ornate perfume bottles, elaborate coffee and tea pots... each worth a handful of gold.

The wind-towers (6) are the homes of 2 large Dire vultures that love to fly in devour the corpses after the pelves are done with them. They have attacked the pelves in the past and they aren't interested in eating them. They are hungry now so any visitors who fall in combat in the sandy areas will be attacked and eaten by the vultures. If "competition" for the bodies gets too severe, they will take it up to a wind-tower and eat it there later.

Section 4 The Tomb of Azurhotep

In his arrogance, Azurehotep the King of Dates built himself an earthen step pyramid. Now the glutinous albino, Akbass, King of the Pelves holds court in the shadow of the crumbling ruins and seeks the treasure below. While the pelves worship him as a god, and give him blood tributes, the energy that sustains him is the necrotic magic from below. Akbass is 13 feet tall, white, and very rotund pelf. He is always attended by at least 12 pelves of various shapes and sizes AC 12, HP 45, ATT Punch x2 +4, 2d4 Under the decaying earth pyramid is the final resting place of Azurhotep.

The chamber itself is flooded in a few inches of water.

Azurhotep stirs in his burial chamber wanting release, however, he can not get wet or be destroyed.

For combat purposes he is treated as a zombie.

Papyrus Elves

When the goddess of magic wept after learning of the death of her husband, her tears mixed with the river and settled in the shallow pools of the marshes where papyrus grows. And from these tears grew the pelves.

Innate abilities include the spell Prestidigitation 1 in 6 knows another cantrip or a first level spell.

Most pelves live only up to 6 years, but if they drink the blood of a warm blooded creature, they can extend their life by one year. Each year of life gives them one more hit point and another foot in height. Most pelves are 3' tall and have but one hit point. But many grow much bigger. When encountered roll a d12 for its hit points. it's height is equal to 2+hp in feet.

Stats. AC 10, 1-12 hp,

Attacks, most attack with their hands, 1pt damage or use a rock, 1d3damage. a few larger ones will use weapons they have taken from those they have killed in the past.

