

RAIDERS & WITCHES: A GUIDE TO GREY ELVES



A supplement to the Grey Elves of Epic Legends

Welcome

This is the scene. You're sailing near the Greyland coast on an elven cruiser, and the captain seems worried. As you look around, all you see is open sea. So what's the worry?

You ponder this for a moment, and suddenly crossbow bolt grazes your cheek. Then another kills a sailor nearby. As you look around, you see the flags adorned with imagery of Krakens. The symbol of the Grey Elf fleets.

You draw your sword, and prepare for battle, only to be kicked down by a boarding Grey Elf raider. You start doing battle with the unwanted passengers, but then a fireball tears the mast of the ship into shreds. You look, and see Grey Elf witches casting their magics. The situation seems hopeless.

You keep fighting off Grey Elves, and it seems useless. You can't see your party members anywhere. You kill one, only for another one to board immediately afterwards. You kill that one too. All you see around you is fire, and corpses.

Suddenly the dwarf you've traveled with pushes you off the ship, as a high level spell tears the ship in two. You're washed ashore, and run for your life. You've been beaten.

This scenario is fairly basic when fighting the Grey Elves from this supplement. Spells, and bolts, blades, and even more blades. The Grey Elves don't play fair, that's boring. Fighting dirty is much more fun. At least for them. Their army is built up from soldiers, and the elite warriors, witches, raiders, and executioners. They occasionally teach the ways of battle to humans, and those people become renowned executioners.

The Grey Elves are the elves from the Elven Empire who were exiled by the mighty elven gods, and who were then seduced by the Kraken god, Krakius, and his sister, Skyllian. The exiled people soon founded the Greyland Kingdom, and went to war with the Woodland Empire. This war goes on still, and there is no winner in sight.

The Grey Elves are led by the mighty Witch Queen Malicia, the Warlock King Oberdin, and the powerful Council of Dread. They decide on the businesses of the kingdom, actions of war, and what to do with prisoners. They all rule a plot of land in the Greyland Kingdom, and they all own a fleet of mighty Hydra Arks, which they sail to war on. The council members are the king and queen, Corsairlord Mithrian, the High Priest of Krakius Waldernicc, Mazul Gloomdark, the Dreadlord of the fortress of Wrath, Beastlord Heminus, Dreadlord Vorhun, and the High Priestess of Skyllian Crolian. If this council was ever to fall, the Greyland Kingdom would crumble with it.

This supplement will introduce three or four lore characters of the Greyland Kingdom, new monsters, new weapons, and a new character template. Enjoy!

- Viktor S, the Witch King's Archfoe

Art Credits

Covers - ANKIMBLYA, ArtStation and ZacART, DeviantArt

Rest - By my friend CyArt.

1: The Greyland, and Its People

The homeland of the Grey Elves is a cruel, lifeless land, where little grows, and monsters roam. So it's the perfect place for the Grey Elves, who love harsh environments more than anything, as it makes for a good sporting ground.

But how did they end up in these barren lands? The Woodlands' goddess, Ydia, believes it all to be a great misunderstanding. But it really wasn't. The mighty Grey Elven Warlock King, and the Witch Queen, were corrupted by the power of Krakius and Skyllian, which then led to more elves being corrupted, and that led to a great war, which should have ended with the exiling of the Grey Elves, who fled to the Greyland.

But fate would not have it, and the followers of Kriakius, believing to have been wronged, started waging a new war on the Woodland Empire. And this war still rages on to this day.

Grey Elven culture is sadistic, and twisted. People take joy in battle, and take pride in cruelties. The armies of the Grey Elves march onward every day to test their mortal enemy's strength, and the Grey Elven fleets manned by raiders and witches patrol and attack outside waters.

Indeed these people are sick, but they are also fascinating to many. Many not being the Gold Elves.

The Mightiest of Greyland

The cruelest of cruel, and the best of the best.

Witch Queen Malicia, and Warlock King Oberdin

Sitting on a throne of hydra bones, is the Witch Queen of the Grey Elves. She is the fairest of fair, and she often travels with a warband when going to war personally. She was the first worshiper of Skyllian among the elves, and the destroyer of the Greyland's nomad tribes that worshiped the very same deity.

She was once very close with the Gold Elven empress, Zavinia, who called her the sister she never had. Her friendship with Zavinia ended when the war broke out, as she murdered the empress' children, and her husband while fleeing the castle. With a heavy heart she did battle with her old friend, but then Skyllian's power in her grew, and she blasted her with a powerful spell, escaping on a drake.

When the great war began, Malicia was on the forefront, and only after losing her hand in a duel with a mighty Gold Elven warrior did she flee back to the capital of Kalgaon.

Her hand was later remade by a dwarf, and is now made of black steel. Her hatred for the Gold Elves burns brighter than ever after that fight, and now she searches for a way to wipe their armies out all at once.

Leading the Grey Elves on the forefront these days is Malicia's husband, Oberdin the Warlock King. He was wedded to Malicia in the old days, and their love burned hotter than the flames of the sun.

When the first elven war was fought, Oberdin fought alongside his queen, and together they burned the mighty Tower of Midnight, the great elven library holding all the secrets of the arcane. Now he fights at the front line, and occasionally returns to Kalgaon to be with his queen.

Corsairlord Mithrian

Sailing across the mighty sapphire seas, is the Corsairlord, Mithrian. He's the starter of the raider armies of the Grey Elves, and the most influential general of the kingdom, right after Oberdin.

In the old days, he was a navy general for the Elven Empire, and did battle with the Nikedonian fleets, crushing them under his adamantine boot. When the war tore apart the Empire, Mithrian followed Oberdin to battle, laying waste to the Gold Elven ports, and sinking their fleets with no chance to strike back. His brutality became known that day.

When the Grey Elves were forced to retreat, Mithrian evacuated all the stranded troops swift as the wind, not leaving anyone still alive behind. When the fleet made it to the Grey Sea, Krakius gave him a vision of his mighty navy's triumph, and so he began building the mighty Kraken Arks, amassing a new force to battle the Gold Elves.

These days he builds a new fleet, makes hit and run attacks against the Woodland Empire, and kills and plunders like a real sea raider.

His closest friends are the royal couple, and Mazul Gloomdark, the Dreadlord of the fortress of Wrath.

Mazul Gloomdark, Dreadlord of the Fortress of Wrath

"Indeed, I do fear him, but at the same time, I can't help but admire his passion, his stubborn nature, and his words that drip honey."

-Crolian, the High Priestess of Skyllian

The slickest of tongues, the fiercest of fighters, and the single most stubborn warlord in all of the Greyland Kingdom's history. Indeed, Mazul Gloomdark is one of a kind.

He sweet talks anyone who might listen, and rumor has it he has a secret affair with Crolian, the High Priestess. I say rumor, because the spy who was sent to investigate the matter drowned. He has been seen proposing to the High Priestess on multiple occasions, but each time he's been turned down. If the rumors are true, the act sure is convincing.

Mazul is also the most stubborn Grey Elf alive. 3 times he conquered the border keep known as Tower of the Eternal Forest, and 3 times he lost it, always coming back for more. The Woodland Empire hasn't killed him yet, sheerly due to the fact that he has the silveriest of tongues.

His other military campaigns have taken him to the Woodland Empire's deepest parts, where he single handedly slaughtered hundreds of civilians, and soldiers. Most of his troops are mercenaries, which follow him for almost no cost, and train more vigorously than any other.

These days he relaxes in his fortress, Wrath, waiting for his time to shine again. His Dark Guard watches over the village around the fortress, and awaits the next great battle, always training, always ready.

2: Locations

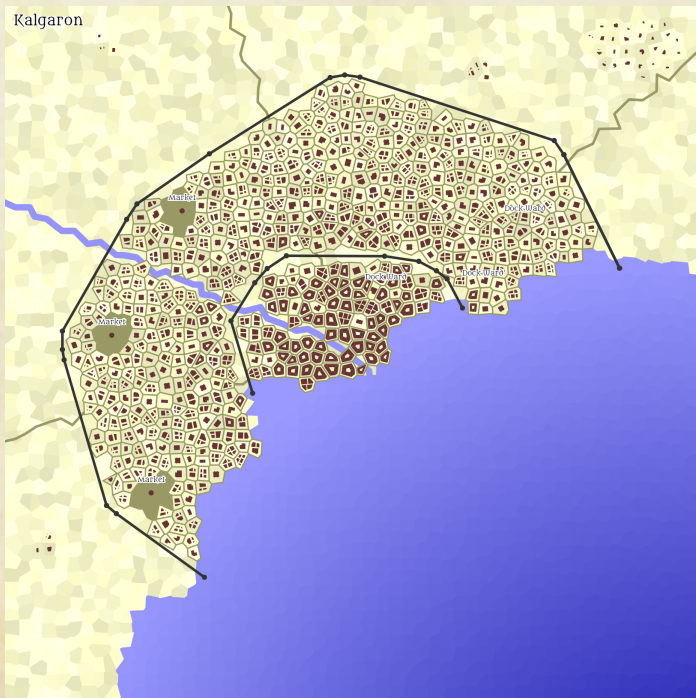
Kalgaron

The mighty capital of the Grey Elves, Kalgaron towers over the landscape, a mockery of the Woodland Empire's capital. Here resides the palace of threat, where the elite Dark Guard patrol the halls, and corridors of the keep.

In the center of it all is the mighty throne room of the Witch Queen, and the Warlock King, where they rarely sit together, and when they do, they hold great feasts to celebrate victories.

Near the palace are the two Grand Temples, one for Krakius, and one for Skyllian. Both smell of incense, seawater, and burned corpses. The priests and priestesses perform their daily rituals, hoping to please the horrid beasts that are their gods.

Lastly, there's the mighty port, where all who are not Gold Elves are welcome to come. This is the main form of trade they have, aside from the caravans, and it brings a pretty coin.



Wrath

Only other notable location is the fortress Wrath. Mazul Gloomdark's home, and in his words, his last resting place. No one knows if he means he'll die there, or if it's the last place where he's rested since the tragic third loss of the Tower of the Eternal Forest.

The village surrounding the fortress seems peaceful, and is mainly inhabited by his loyal subjects, and soldiers. Occasionally a caravan stops by, just to get a piece of Mazul's immense wealth, always leaving without any wares left.

The temple of Skyllian towers next to the fortress, erected there due to Mazul's preference of god. When asked about it, he'll just say: "I admire her." And you would be correct to assume her means Crolian.

3: Greyland Characters

This supplement introduces three new character templates, the Grey Elf, the Executioner, and the Corsair. All of them are unique in their own way, and they can be used for a variety of campaigns.

Grey Elf

Class Features

As a Grey Elf, you are cunning, brutal, and extremely good at combat, land or naval. You can also cast spells up to 4th spell level, and you use the Magic-user spell list.

Prime Requisite: Strength, Intelligence or Charisma

Hit Dice: 1d8 per Grey Elf level

Hit Points at 1st Level: 1d8+CON

Hit Points at Higher Levels: 1d8+CON

Armor: Any armor, basic shield

Weapons: Repeater crossbow, Saber, Assassin's Dagger, Grey Elven Bastard Sword, Handbow

Tools: None

Skill Proficiencies: Handle Animal, Riding, Sneak, Cast Magic, Charge

Grey Elf Experience Table

Level	XP	1st	2nd	3rd	4th
1st	0	1	—		
2nd	3,000	2	1		
3rd	6,000	3	2	1	
4th	12,000	3	3	2	1
5th	36,000	4	3	2	2
6th	76,000	5	4	2	3
7th	116,000	6	5	3	3
8th	156,000	7	5	4	4
9th	206,000	8	6	6	4
10th	256,000	9	7	6	4

Grey Elf Saving Throws

Save	1-3	4-5	6-9	10
Poison, Petrification	10	6	4	2
Dragon Breath	14	11	5	2
Rays	13	10	7	3
Magic	14	10	7	4

Infravision

Grey Elves are elves, and have inherited the ability to see in the dark. Grey Elves have infravision in addition to normal sight and can see 60' in the dark. Infravision does not work in the presence of normal and magical light. With infravision, warm things appear red, and cold things appear blue. A creature could be seen as a red shape, leaving faint reddish footprints. A cold pool of water would seem a deep blue color. Characters with infravision can even see items or creatures the same temperature as the surrounding air (such as a table or a skeleton).

At Higher Levels

At level 6, you have two options for lodgings: a tower of thorns, which is basically a military base, or a Kraken Ark, a mighty ship that sails on the waves, and sows terror.

You can also get followers. These can be raiders, witches, executioners, or just plain sellswords. However, you can also have a monster companion, up to the difficulty of a hydra.



4: Gear

Greyland brings you some new sweet gear to use, and they will be explored in detail in this chapter, for your pleasure, or boredom.

Repeater Crossbow

It's no secret that the Grey Elves are the inventors of this brutal weapon. This weapon is in many ways the pinnacle of Grey Elf war engineering. The many soldiers of the Greyland legions needed an effective weapon, that can dish out lots of damage to enemies without the constant need of reloading. So, they made the repeater crossbow.

The average price for this weapon in the Grey Elven market is around 75 gold, considering it is made with care, and is quite a lot more decorative compared to other crossbows. It deals $1d10+DEX$ worth of damage, and it can be shot 5 times in a row without a reload. However, should the wielder roll anywhere between 1-4, the weapon will jam, and will need a Strength check to unjam it.

A hand held version of this weapon exists, dealing $1d4+DEX$ damage per shot.

Barbed Bolts

This is a special bolt made to cause even greater pain than the normal crossbow bolts. Its market price is around 1 silver piece per bolt, and it deals an additional $1d4$ damage to the enemy on a hit.

Grey Elven Bastard Sword

This is a weapon wielded by the mighty Grey Elven executioners, forged of black steel, and designed in the most elegant way possible. The Executioners are truly powerful warriors, who march in the frontline, cutting their way through the enemy using these bastard swords. The only ones to overshadow these mighty warriors are the Dark Guard, who have the privilege to march side by side with the Dreadlords, and the royal couple.

These weapons are rarely found in the markets, but if you come across one, you better be ready to spend 80 gold on it. It's elegant design, a mix of sawblade, and a saber, makes it highly effective. In combat it deals $2d8+STR$ slashing damage, making it a trusty weapon in combat.

Assassin's Dagger

Designed to be wielded only by the greatest killers in existence, this dagger is laced with poison that can do one of four effects: Paralyze, damage, blind or knock someone out. They're extremely expensive, ranging around 120 gold just to own one. This makes them the hardest weapons to acquire. They also require a base STR or DEX of 16, which makes them even harder to use. In combat, the weapon deals $1d12$ damage, and has one of the following effects.

d4	Effect
1	Paralyzed for 10 minutes
2	Knocked out for 1 minute
3	Normal $1d6$ poison damage
4	Blinded for 1 minute

End of weapons

5: Monsters & NPCs

Greyland holds many monsters and beasts in its caverns and dead forests, barrens and mountains, but we've compiled the most common ones here. Also included are scumbags that seek refuge from Greyland, or are just so twisted they don't belong anywhere else.

Monsters

Kharibdys

This is a creature only encountered in Greyland. It resembles a hydra in many ways, and it has 9 heads. However, the main difference between a hydra and a kharibdys is that its necks end in 9 slug like heads, that can upon hitting swallow a person. They can be save if the monster is killed in the next 20 minutes as its digestion kicks in. Grey Elves train these things as pets, much like hydras. The Warlock King has two of these as pets. Kharibdys cannot regrow its heads.

No. Appearing: 1d4+2
AC: 0
HP: 9d12+7
Attacks: Bite (1d8 per head)
Attack Bonus: +8
THACO: 18
Morale: Infinite
XP Value: 4,500

Manspider

These monsters have the upper body of a man, which is shown as being stuck in the sand. However, beneath the sand is a large spider body, along with a big ugly head that the manspiders use to suck the blood of their victims. They know how to wield weapons, the entire species' weapon of choice being the greataxe. They can be dangerous in melee, but if you can get distance between each other, you should be safe. Easier said than done, as it has a movement speed of 45 feet. So steer clear.

No. Appearing: 2d4+3
AC: 7
HP: 3d10+4
Attacks: Bite (2d6 poison damage), greataxe
Attack Bonus: +3
THACO: 20
Morale 78%
XP Value: 450 XP

Manticore

A strange twisted mix of a lion, a bat, and a scorpion, manticores are some of the most dangerous living beings in Greyland. And that makes them Grey Elf favorites. They're fairly solitary, and will even kill each other to eat.

No. Appearing: 1-2
AC: 2
HP: 11d8+2
Attacks: Bite, claw, tail (2d8+4 each)
Attack Bonus: +5
THACO: 17
Morale Infinite
XP Value: 1,200 XP



NPCs

Witch

The greatest of the Grey Elf troopers, these ladies charge the frontline, and spill blood in the name of their gods.

No. Appearing: 3d6
AC: 8
HP: 3d8+2
Attacks: Saber, Scimitar, Grey Elven Bastard Sword
Attack Bonus: +4
THACO: 19
Morale Infinite
XP Value: 200

Corsair

The crew of the Kraken Arks, and the bulk of the Greyland navy, these warriors won't be easily defeated.

No. Appearing: 4d8+4
AC: 7
HP: 1d8+2
Attacks: Any
Attack Bonus: +2
THACO: 20
Morale 80%
XP Value: 50

Executioner

Elite troops, you know the deal.

No. Appearing: 2d10+5
AC: 2
HP: 5d8+4
Attacks: Any
Attack Bonus: +5
THACO: 18
Morale Infinite
XP Value: 900 XP

6: Encounters & Afterword

Greyland Encounters, levels 1-6

d10	Encounter
1	Kharibdys
2	Grey Elves
3	Witches -4
4	Corsairs
5	Goblins
6	Kobolds
7	Ogres
8	Minotaur
9	Skeletons
10	Crocodilemen

Greyland Encounters, levels 7-14

d12	Encounter
1	Kharibdys
2	Grey Elves
3	Witches -4
4	Corsairs
5	Goblins
6	Manspiders
7	Hobgoblins +2
8	Minotaur
9	Wights
10	Hydra
11	Cyclops
12	Manticore

Greyland Encounters, levels 15-20

d8	Encounter
1	Grey Elves +12
2	Witches +10
3	Executioners
4	Manticore
5	Kharibdys +2
6	Hydra +2
7	Lich
8	Demons

Afterword

I hope you enjoyed this brief supplement. I know it has very little to it, but I enjoyed writing this, and I just wanted to make some quick extra content for Epic Legends. Thanks for reading, and I hope to see you soon.

-Dreadlord Viktor

