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Complete book of elves pdf

The Complete Book of Elves has a dilemma. Well, it has a lot of dilemmas (like, for example, the fact that its central dilemma is both interesting and dangerous), but its most important one it never quite resolves. Hell, never quite acknowledges. But, of course, it can't do either of those things, because to even state the dilemma is to make it quite instantly obvious how far out on a limb you actually are. The dilemma is this: Choosing a race in the AD&D rules is supposed to be largely cosmetic, with advantages in one area being compensated by disadvantages in another. And yet, the setting background of many AD&D worlds calls for elves to be explicitly and objectively superhuman. Man, I really wish I were somewhere else right now. Ultimately, The Complete Book of Elves has a bad reputation because it dances around its dilemma in a really clumsy way. It never comes out and says "elves have such profound advantages that if they were mechanically represented in an accurate way, they'd unbalance the game," so a lot of the elf swagger here comes across as really noxious fantasy racism. But it also kind of gives elves some unbalanced advantages based on the assumption that the fiction is accurate, so it kind of looks like the book is biased towards elves. And honestly, I don't think there's a version of this book that could have ever worked. What we got was super muddled, because it's trying to serve two agendas at once without ever spelling out exactly what they are. But the only way it could ever have been even remotely functional is if it had done something like, "imagine if you will, a world where there really is a master race . . ." Under the best of circumstances, this is a situation where you go, "whoa, okay, let's just calm down and talk about something else." Here, in this book, where (all non-evil) elves are presented as extremely white (literally - it points out that elves don't tan and have pale skin "by human standards" in that unfortunate way 90s D&D had of forgetting that human skin comes in a whole rainbow)? It's to this book's advantage that it's such a mess, because if it weren't, it might be as offensive as hell. A more responsible fictional medium could get some mileage out of the idea of superhuman elves. When we think of the continuity of the great tree of life, and how the meritorious qualities of the mind vary from human to ape to mouse to flatworm, then it is the height of arrogance for us to put ourselves at the top. There could be some form of life whose mental powers are as far beyond our own as ours are beyond a dog. And even to the degree that we'd have a friendly relationship with these super-people, it would be, from their perspective, like the relationship between a master and a pet. We'd relate to the person-like qualities they demonstrated as the shadow of their thoughts fell across our lives, in the same way that the instinctual mind of an animal can appreciate a treat of food or word of praise, but we could never know their true selves, because the bulk of their concerns would be of realms we cannot comprehend. But tabletop roleplaying is not generally a responsible fictional medium. So much of it is improvised, spoken from the gut. It would be hard to convey the advantages of this speculative higher-order thought, and harder still to not simply have those advantages recapitulate your own prejudices as a player. The Complete Book of Elves doesn't even try. Its approach is sort of the inverse of what we saw in The Complete Barbarian's Handbook. "Barbarians" don't get the Weaponsmithing skill, they get the Crude Weaponsmithing skill. They don't get Artistry, they get Primitive Artistry. Everything they do is just a crummier version of what "civilized" people do. Everything elvish is better than its human version. Elvish cooking is more subtle and refined, elvish music more sublime, elvish craft more beautiful and distinctive, elvish fighting more graceful. I find it less offensive than Barbarians, because I can imagine that magical creatures might have a magical way of doing things, but it's funny to me how this book has a reputation as presenting elves as super racist and for all the wrangling about social justice in rpgs, I've never heard anyone disagree with that assessment. (Ha! Take that, western civilization! It's not so fun when the shoe is on the other foot.) Seriously, though, the elves in this book are super racist. I wonder, though, whether this fantasy racism has the same pathology as the Barbarians book's real world racism. If you view all human artifice in a framework of "progress" and "advancement," then maybe you'll feel tempted to pit different cultures against each other in a kind of hierarchy of technology. The dwarves have superior steel-working, but the humans are the best at traveling the sea. And because in many arts, you can establish benchmarks that are more or less objective (a steel weapon really is better for most applications than an obsidian one), there might be a temptation to extend these comparisons to the cultures themselves. It's not something that's necessarily fair or just - especially when it comes to cultural products like art or music - but if you fell to that temptation, it might seem perfectly natural that a culture that excelled in all the fields you care about would be "superior" to others. Let this book be a lesson to you, then. If you go that route, people will, with complete justice, think you're a huge racist. Also, that thing about the Drow getting their skin turned black as punishment for being evil? That's just super fucked-up, no matter which way you slice it. Bad TSR! Bad! UKSS Contribution: This is tricky, because I'm stuck with the same dilemma as this book. If elves are just people, then as a fantasy race they're barely distinguishable from humans. They're the guys who wear green and have pointed ears and live in the woods. That's not much of a niche. But if I make them inherently magical and mysterious creatures, then what, their shtick is that they're "humans, but better." I blame Tolkien, who inspired D&D elves, and thus led to a hundred different writers homogenizing the concept so that the wild edge of the original myths was almost entirely smoothed away (although, like many of these situations, Tolkien's elves were much weirder than those drawn from his work). I think if I go back a step, to the original Alfar, that's a concept worth salvaging. They look human, but they are of the same stuff as the gods, and in fact are lesser gods of nature and fertility themselves. That will be the true nature of Ukss Elves - they are gods with human shapes and near-human scale. But what about The Complete Book of Elves? What godly inspiration did I find in that? I'm going to go with a really shallow cut here. Drow. But only superficially. There will be black-skinned elves in Ukss, but I'm going to give them an entirely different culture and social role. I'll try to keep them as recognizable as possible, but I feel like I have to compensate for how pale the elves in this book are. Stock Image D&D Classics: PHBR8 The Complete Book of Elves Wizards of the Coast This product is part of a bundle. Complete the set and save on all bundled products you don't already own and all future additions to the bundle. Dungeons & Dragons Classics Bundle D&D Classics: PHBR8 The Complete Book of Elves The glorious world of elvenkind shines from these pages! Detailed in this tome are their societies, rituals, and myths - and their physiology and psychology. Descriptions of every kind of elf abound. Rounding out this information are 11 new kits; new optional rules and suggestions for running elven campaigns; and special elven equipment, spells, and magical items. Forget what you thought you knew about elves - The Complete Book of Elves sheds new light on this mysterious race! We (Wizards) recognize that some of the legacy content available on this website does not reflect the values of the Dungeons & Dragons franchise today. Some older content may reflect ethnic, racial, and gender prejudice that were commonplace in American society at that time. These depictions were wrong then and are wrong today. This content is presented as it was originally created, because to do otherwise would be the same as claiming these prejudices never existed. Dungeons & Dragons teaches that diversity is a strength, and we strive to make our D&D products as welcoming and inclusive as possible. This part of our work will never end. Converted by: Mike Wilson Requires: An active subscription or a one time purchase of a Fantasy Grounds Full or Ultimate license and the included 2E ruleset. Released on October 22, 2019Designed for Fantasy Grounds version 3.3.7 and higher. Screenshots WOTC2ECBOE Customers Who Bought This Item Also Bought Comics Wizards without Coats: Donkeys Geek Stuff Cthulhu Exterminates youtube.com/watch?...Page 2 Published 1989. The Book-House: Find 2nd Edition products. Moderator: Blacky the Blackball Big Mac Giant Space Hamster Posts: 28351 Joined: Sun Jun 15, 2008 3:52 pm Gender: male Location: London UK Contact: Contact Big Mac Post by Big Mac » Tue Mar 12, 2013 10:05 pm A friend of mine told me something on Faceborg, and I didn't believe it. Because what she told me was that Colin McComb is due to make a video apology for PHBR8 Complete Book of Elves. Here is the announcement: Torment: Tides of Numenera: Updated our Journal for the 3rd Time: Video on Themes, New True Believer Tier Coming, Strategy Guide, More Stretch Goals, PayPal wrote:Colin's Apology (Part 1) Last, but most certainly not least: Upon reaching $2.5m, we will send out a special video from Colin. Those of you familiar with Colin's very early work may recall that he wrote the Complete Book of Elves for 2nd Edition AD&D. You AD&D players may remember how dreadful this work was, making elves so incredibly powerful and unbalanced that all of our AD&D games were henceforth ruined until 3rd Edition D&D came to save us. (This is a slight overstatement. We could just pretend the book never existed, after all. That's what I did...) Fortunately, Colin wrote that over 20 years ago and he's learned much since then. =) Plus he's the creative guy on Torment and Adam and I aren't going to let him get too close to the gameplay systems. Just kidding. (Mostly.) But we've always felt that he owes us for polluting our campaigns with his bizarre passion for elves. Thankfully, Colin seems to have gotten through his elf-fetish years. But his penance isn't yet complete. He has apologized before, but somehow I find it lacking. I don't know about you, but I want to see him say it. So as part of our update celebrating this Stretch Goal, Colin will apologize publicly for this sin of his youth through a special video. I'm baffled by this apology pledge. Maybe the book was not perfect, but I thought it was one of the better PHBR books and it was the inspiration for my [Celenaresspace] Raiding PHBR8 to create THE elven sphere thread. I don't think Colin has anything to apologise for. (As someone on the Goodreads page for the book said: he should "apologize for apologizing".) night_druid Radiant Dragon Posts: 7476 Joined: Sun Jun 15, 2008 9:08 pm Gender: male Post by night_druid » Tue Mar 12, 2013 11:36 pm Heh, looks like Colin has a bit of a sense of humor. If it all matters, Mr. McComb, apology accepted. Heck, my only problem with the book had more to do with the Avariel than anything else, and only because a past DM allowed her brother to abuse the hell out of that book/race (I was too young at the time to realize how much BS favoritism her campaign allowed). Outside that campaign, Book of Elves wasn't any more abused than any other book in the game. Moderator: Spelljammer, Kingdoms of Kalamar. My moderator voice is green rabindranath72 White Dragon Posts: 2641 Joined: Mon Nov 17, 2008 1:10 pm Gender: male Post by rabindranath72 » Wed Mar 13, 2013 8:45 am When you design a kit that EVERYONE wants to play, there MUST be a problem somewhere *Bladesinger* **shudder** BUT he did so well with Birthright, that all his sins will be forgiven BlackBat242 Dire Haggis Posts: 1662 Joined: Fri Nov 21, 2008 6:09 am Gender: other Location: by the saline water - formerly in the Grand Valley of the Rivers Post by BlackBat242 » Wed Mar 13, 2013 11:17 am Aside from the fact that no DM I know ever let anyone play a Bladesinger (and most don't allow the special "Elven Archer" tricks either), my biggest problem with the book was also the Avariel! Not for what they were, or abuse of them, or anything like that. Its just that he took the 1E Al-Karak-Elam (Dragon Magazine #51, July 1981 & Best of Dragon #3)... who were quite logically their own race, not specifically related to Elves, Humans, or anyone else... and made them "Elves with wings, how cute and rad and gnarly and... pigeon-holed" (if you pardon the expression's ruder implications)! To me, they belong on their own as a unique and separate race of humanoids! In my world you will find them in the mountains bordering the desert regions, living in aeries high in the barren cliffs, and in Anasazi-like cliff settlements (and the occasional building complex atop an in-accessible rock tower*)... not hanging out in forests living in tree-tops and grooving with the Sylvan Elves hopped up on mushrooms. Like this, less than 15 miles from my house (as the AKE flies): Or this: Catapultam habeo. Nisi pecuniam omnem mihi dabis, ad caput tuum saxum immane mittam. "I have a catapult. Give me your money or I will hurl a large rock at your head". "Buffy, Blade... its up to you now." George Takei The only time a Vampire should sparkle is right before they explode ghendar Cranky Grognard Posts: 704 Joined: Thu May 22, 2008 8:11 pm Gender: male Location: 1e Saltmarsh. The real one. Post by ghendar » Wed Mar 13, 2013 11:20 am An apology for a RPG book written 20 years ago? That's some funny stuff Fifth registered member, bitches! If the Unapproachable East was so unapproachable, how did anyone get there? Havard Dragon Turtle Posts: 23268 Joined: Thu May 22, 2008 7:32 pm Gender: male Location: Norway Contact: Post by Havard » Wed Mar 13, 2013 2:49 pm Pretty funny. I guess Colin has been getting some heat for a few of the Kits in that book. I remember the Bladesingers being banned quite quickly from my group. "What, you wanted us to Roleplay the disadvantages of the Kit?" Overall, I agree that it was a pretty good book though, even though the "Krynn Elves are related to Forgotten Realms Elves" concept didn't appeal that much to me. Unlike Blackbat, I love the Avariel though Not as cool as Mystara's Ee'ar, but still... -Havard GREEN. JoshR Goblin Posts: 14 Joined: Sat Jan 21, 2012 7:48 am Gender: male Post by JoshR » Wed Mar 13, 2013 4:19 pm I thought it was pretty much perfect. He poked some fun at the book, poked some fun at himself, poked some fun at the critics, and ultimately his apology was "I'm sorry I made Elves so awesome!" BlackBat242 Dire Haggis Posts: 1662 Joined: Fri Nov 21, 2008 6:09 am Gender: other Location: by the saline water - formerly in the Grand Valley of the Rivers Post by BlackBat242 » Thu Mar 14, 2013 5:01 am Havard wrote:Pretty funny. Unlike Blackbat, I love the Avariel though Not as cool as Mystara's Ee'ar, but still... -Havard Oh, I love them... just NOT AS ELVES! Catapultam habeo. Nisi pecuniam omnem mihi dabis, ad caput tuum saxum immane mittam. "I have a catapult. Give me your money or I will hurl a large rock at your head". "Buffy, Blade... its up to you now." George Takei The only time a Vampire should sparkle is right before they explode TBeholder Hill Giant Posts: 489 Joined: Tue Feb 22, 2011 6:53 pm Gender: prefer not to say Location: Chthonic Safety Post by TBeholder » Thu Mar 14, 2013 7:46 am night_druid wrote:Heck, my only problem with the book had more to do with the Avariel than anything else, and rabindranath72 wrote:When you design a kit that EVERYONE wants to play, there MUST be a problem somewhere *Bladesinger* **shudder** Oy vey, then don't look up "Taegan Nightwind". IMO, it's mostly okay, in that there got to be more powerful creatures/classes, the only trouble is that back then there were no any "official" accepted mechanisms of adjusting competitive balance for them.BlackBat242 wrote:Its just that he took the 1E Al-Karak-Elam (Dragon Magazine #51, July 1981 & Best of Dragon #3)... who were quite logically their own race, not specifically related to Elves, Humans, or anyone else... and made them "Elves with wings, how cute and rad and gnarly and... pigeon-holed" (if you pardon the expression's ruder implications)! I don't know what you mean under "logically", but where's the problem? There are winged humans, and then there are winged elves. Heh, Dragonlance got winged minotaurs! Also, the same Best of Dragon had an article about elven gods, including Aerdrie Faenya. So it was a no-brainer: just connect two dots... Besides, they tend to steer clear of those ground elves anyway. As to their place in the Multiverse, my theory is that Avariel, just like Wyverns and Aarakocra, were created on Abeir-Toril during early Time of Dragons (as magic support troops for dragon-slaying warrior creatures) or not long before that (e.g. to make elves more fun) by Aearee, via either magical merging of ground-bound elves with giant eagles or simply crossbreeding ("Aearee-elf"?). This could explain a lot. BlackBat242 wrote:In my world you will find them in the mountains bordering the desert regions, living in aeries high in the barren cliffs, and in Anasazi-like cliff settlements (and the occasional building complex atop an in-accessible rock tower*)... not hanging out in forests living in tree-tops and grooving with the Sylvan Elves hopped up on mushrooms. Funny, so they do in FR. In that there are a few tribes hiding from the dragons in some forests, but that's just so - they barely survive; the greatest community is Snow Eagles Aerie... the reason for which is a good part of the mountaintop being an ancient GLASSTEEL FORTRESS (apparently, one of). "Two Eyes Good, Eleven Eyes Better." - Michele Carter Blacky the Blackball White Dragon Posts: 2127 Joined: Fri Aug 14, 2009 7:47 am Gender: male Location: Brighton, UK Contact: Contact Blacky the Blackball Post by Blacky the Blackball » Thu Mar 14, 2013 7:56 am Big Mac wrote:I'm baffled by this apology pledge. The story behind it is that there is a huge thread over on RPG.net where people are dissecting the book and laughing at the "racism" and how overpowered the stuff in it is. And Colin McComb has a Kickstarter project he was trying to get funded. So in a brilliant bit of guerilla marketing, he joined in the RPG.net thread about his book and, in good humour, offered to do the apology as a stretch goal for the Kickstarter. Cue lots of RPG.net readers rushing off to pledge... Check out Gurbintroll Games for my free RPGs (including Dark Dungeons and FASERIP)! (I'm a moderator for "The Orc's Revenge" and its sub-forums. If I need to post anything officially as a mod, rather than just as a user, I'll post it in green.) BlackBat242 Dire Haggis Posts: 1662 Joined: Fri Nov 21, 2008 6:09 am Gender: other Location: by the saline water - formerly in the Grand Valley of the Rivers Post by BlackBat242 » Fri Mar 15, 2013 6:56 am TBeholder wrote: BlackBat242 wrote:Its just that he took the 1E Al-Karak-Elam (Dragon Magazine #51, July 1981 & Best of Dragon #3)... who were quite logically their own race, not specifically related to Elves, Humans, or anyone else... and made them "Elves with wings, how cute and rad and gnarly and... pigeon-holed" (if you pardon the expression's ruder implications)! I don't know what you mean under "logically", but where's the problem? There are winged humans, and then there are winged elves. Heh, Dragonlance got winged minotaurs! That's just the problem... you have the same misconception of what they were originally. They were neither humans nor elves... they were their own race. I can't understand why this concept is so hard to grasp that people feel compelled to run off to stick the Al-Karak-Elam into either "winged humans" or "winged elves" just so they can feel comfortable with them. Why can't people just accept them the way so many other non-human and non-elf races are accepted? Bringing up the mess that is DL doesn't help your case, it harms it. Nothing written for or about that setting has any place in my game world. Catapultam habeo. Nisi pecuniam omnem mihi dabis, ad caput tuum saxum immane mittam. "I have a catapult. Give me your money or I will hurl a large rock at your head". "Buffy, Blade... its up to you now." George Takei The only time a Vampire should sparkle is right before they explode Jorkens Stone Giant Posts: 642 Joined: Mon Nov 15, 2010 8:43 am Gender: male Location: Norway Post by Jorkens » Fri Mar 15, 2013 10:20 am I like the book; not as much as Gnomes & Halflings and Dwarves (then again I don't like elves that much either), but there is plenty of good ideas. Them again, no one ever wanted to play a Bladesinger as the disadvantages scared them of. Always help elves in danger? Not a good one in the Realms. And let us not forget the best thing about the book; the drow are shown as they should be, with cool 70's moustaches. That became a must for anyone wanting to play them in my game. BlackBat242 Dire Haggis Posts: 1662 Joined: Fri Nov 21, 2008 6:09 am Gender: other Location: by the saline water - formerly in the Grand Valley of the Rivers Post by BlackBat242 » Sat Mar 16, 2013 3:41 am Havard wrote:Blackbat, how would you feel about a setting that had both Avariel (ie Winged Elves) and Al-Karak-Elam as two separate races in the same setting? -Havard I'd ignore the Avariel... at most say they were "half-elf/half-Al-Karak-Elam". Maybe I'm just being reactionary (counter-actionary?)... I just don't see why there is a "need" to make them fit into one of the established larger racial categories, and am resisting the action itself. Catapultam habeo. Nisi pecuniam omnem mihi dabis, ad caput tuum saxum immane mittam. "I have a catapult. Give me your money or I will hurl a large rock at your head". "Buffy, Blade... its up to you now." George Takei The only time a Vampire should sparkle is right before they explode Big Mac Giant Space Hamster Posts: 28351 Joined: Sun Jun 15, 2008 3:52 pm Gender: male Location: London UK Contact: Contact Big Mac Post by Big Mac » Sat Mar 16, 2013 5:38 pm Blacky the Blackball wrote:Big Mac wrote:I'm baffled by this apology pledge. The story behind it is that there is a huge thread over on RPG.net where people are dissecting the book and laughing at the "racism" and how overpowered the stuff in it is. And Colin McComb has a Kickstarter project he was trying to get funded. So in a brilliant bit of guerilla marketing, he joined in the RPG.net thread about his book and, in good humour, offered to do the apology as a stretch goal for the Kickstarter. Cue lots of RPG.net readers rushing off to pledge... LMAO! That is a guerilla marketing triumph! Personally, I might have been tempted to throw some Kickstarter cash at Colin McComb if he did something like a Web Enhancement for Complete Book of Elves (or another old product he did) as a stretch goal. A "buy new stuff - get old stuff free" deal would be something I'd be quite interested in. Big Mac Giant Space Hamster Posts: 28351 Joined: Sun Jun 15, 2008 3:52 pm Gender: male Location: London UK Contact: Contact Big Mac Post by Big Mac » Sat Mar 16, 2013 6:54 pm I didn't really see any problem with Avarials. If there are a ton of humanoid races, there should be a number of flying races too. And I thought they were supposed to have fragile bones or somesuch. Same with the Bladesinger (at least as a concept). I'm not sure the tree with elves on different D&D worlds works, but as someone who plays Spelljammer I admire the attempt to line up the races on different worlds. However the generic elf-tree was pretty awesome. I think I would try to start with that and recreate the multi-world tree concept, as something that the Elven Navy use to try to tie-in every groundling elven race to their "grand plan". TBeholder Hill Giant Posts: 489 Joined: Tue Feb 22, 2011 6:53 pm Gender: prefer not to say Location: Chthonic Safety Post by TBeholder » Sat Mar 16, 2013 7:23 pm Well, there were snow elves, Athasian elves... there got to be lots of variants, just like with everything else. BlackBat242 wrote:TBeholder wrote:There are winged humans, and then there are winged elves. Heh, Dragonlance got winged minotaurs! That's just the problem... you have the same misconception of what they were originally. They were neither humans nor elves... they were their own race. Word games. Enduks can be presented as "their own race, not minotaurs!" too. But this would more likely enhance than diminish any possible confusion about them, too. BlackBat242 wrote:I can't understand why this concept is so hard to grasp that people feel compelled to run off to stick the Al-Karak-Elam into either "winged humans" or "winged elves" just so they can feel comfortable with them. Why can't people just accept them the way so many other non-human and non-elf races are accepted? (looks up) oh, right - winged half-elves. This makes everything completely different. Why? Because they are just this - that's from what they were derived and that's how they are best described. How much there is to them that does not fit into "half-elf with wings"? Avariel can be described as "elf, with wings, big eyes and bird-like hollow bones" - which is somewhat better in terms of mental effort put into actually making sense. Likewise, the completely new race of sharks with frikkin lasers mounted on their heads are... just "sharks with frikkin lasers on their heads" and that's it, really. The inventiveness level is low-end. Once we have frikkin lasers and sharks (and duct tape or something), there's nothing breathtakingly different and new about attaching one to the other. The centaurs were more "new" - accordingly, it takes more words to explain what exactly they are. But the derivatives are just so: "X-on-Y centauroid", the end. For example, observe how driders became something more attention-worthy because they are a "magically copyrighted" cursed form rather than a reproducing species - and that's exactly why attempts to convert them into "one more" centauroid race inevitably fail to induce mass gasps: there's more than enough of centaur copycats already. Some are well-done, some are yawn-inducing, but the inventiveness level is still flatlining. BlackBat242 wrote: Bringing up the mess that is DL doesn't help your case, it harms it. I can swing eyestalks skyward and say "woe is me" once, if you want, but won't burst in flames just yet. Oh, right. Correction: winged minotaurs (Enduks) are from Mystara. Memoria fractalia est and all that. "Two Eyes Good, Eleven Eyes Better." - Michele Carter rabindranath72 White Dragon Posts: 2641 Joined: Mon Nov 17, 2008 1:10 pm Gender: male Post by rabindranath72 » Tue Mar 19, 2013 9:05 am TBeholder wrote:[I don't know what you mean under "logically", but where's the problem? There are winged humans, and then there are winged elves. Heh, Dragonlance got winged minotaurs! Where did you get that? EDIT: just saw your Mystara post. TBeholder Hill Giant Posts: 489 Joined: Tue Feb 22, 2011 6:53 pm Gender: prefer not to say Location: Chthonic Safety Post by TBeholder » Mon Aug 26, 2013 12:49 am Speaking of which, the Avariel, of course, are adapted from Mystara's Ee'aar - those special rules for wings, claustrophobia and "no bulky weapons" are copied with little to no changes. And their love of glassteel - they even make glassteel golems. Which is cool, though maybe not quite as impressive as the whole glassteel fortress city (Snow Eagles Aerie in FR). "Two Eyes Good, Eleven Eyes Better." - Michele Carter

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