

The Tallfellow Point of View©

by
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Like stout halflings, the tallfellow halfling has not been fully explored in Advanced Dungeons & Dragons 1st Edition. There have been periodic articles on halflings in Dragon Magazine, such as *The Halfling Point of View* (Dragon Magazine #59) and *The Gods of the Halflings* (ibid.) however they do not focus specifically on tallfellows. This article intends to make up for that void.

This article uses all first edition Advanced Dungeons & Dragons manuals, including the *Unearthed Arcana* (UA) to develop an understanding of the tallfellow halfling. It also uses *Dragon Magazine*® articles such as *The Halfling Point of View*, *The Gods of the Halflings* and *Elves, Dwarves & Halflings: For Appearance's Sake*.

The tallfellow halfling is described in the *Monster Manual* (MM) (p.50) as "They can speak elvish and are very friendly with elves." This affinity with elves is key to understanding tallfellow.

Whether this is because of an admixture of elven blood or not, is not said. Interestingly, tallfellows have a close relationship with elves in Highfolk and the Kingdom of Celene in the *World of Greyhawk*. Despite this close relationship with elves, half-elves are a little cool to them, only tolerating them in *Unearthed Arcana*.

Whatever setting you use, tallfellows are likely to be in forests far more than their hairfeet or stout kin. Thus, player encounters with halflings in forests are likely to be with tallfellows.

Also tallfellows "ride ponies and carry more spears" (MM, p.50). Thus they would be near hills, groves or meadows where tallfellow ponies would be found or raised.

Being fairer of appearance, tallfellows are often attractive spouses for other halflings. What stout would not want a combative tallfellow spouse to protect home and hearth? This would explain tallfellow-stouts of mixed blood.

Consult the following tables when determining which type of halfling is encountered in forests:

Halfling Subtable (Forests)	
Forests	Halfling Subtype
01-19	Hairfoot
20-89	Tallfellow
90-00	Stout

The Tallfellow Village

A Dungeon Master could imagine a likely environment of tallfellows to be more tree-like or have tree-houses with rocky basements due to their halfling nature. These tree-houses could be mini-forts for the more adventurous tallfellows. They would have caves in the basement combined with retractable bridges and flets that are only reachable by collapsible stairs.

Tallfellow love of comfort and celebration is tempered by their elven asceticism. Sometimes they have wood-walled forts in their villages because of this austerity (see below).

Concealment is extremely important to tallfellows who have not the combat ability of their elven cousins. Also, tallfellows have the welcoming attitude of their hairfeet and stout cousins. Thus, a tallfellow village would likely be a combination of houses or hill-homes on the ground and tree-houses in the woods nearby.

They are likely to do business with strangers or visitors in the ground structures, and live in the woods beyond. However, tallfellows would disappear into the woods through secret tunnels that lead from the ground buildings.

In more hostile areas, they are likely to be hidden altogether. They will use nearby structures of elves or gnomes in which to do business.

Appearance

Tallfellow are a taller (4+'), slimmer halfling, with fairer skin and hair. Their hair tends toward blond,

yellow to coppery red and their eyes are light brown, light green, blue or hazel. Their complexions tend to be finer and their presence more commanding than other halflings (minimum Charisma of 6).

Like hairfeet, facial hair is a rarity amongst tallfellow. This is even more true of tallfellow who almost never have facial hair of any kind.

Tallfellow clothing would probably tend to have brighter colors. Forest greens, olives and tans would be common, to enable their blending in forests. Tallfellow are a gregarious folk, in their own way. At celebrations they wear bright yellows, blues and brilliant whites.

Forestry & The Fairy Folk

Tallfellows, being of compatible alignment, are close to brownies. These faerie folk would be known to tallfellows and possibly intermingle with hidden communities of tallfellows. Both communities would benefit from such allegiances.

It is alleged that brownies came from tallfellows originally. If this is true, it would explain this close kinship. Other types of pixiesh folk could also mingle with tallfellow. Also, a strange type of talking owl are known to inhabit the trees of tallfellow, warning these halflings of intruders or invaders.

Adventuring

Tallfellow adventurers are highly prized by elves for their thieving prowess. It would not be unusual for an elf or half-elf party to have a tallfellow thief as a member.

Being "elf-friends," tallfellow freely enter elven havens. This assumes they are at least casually known by the particular elves in question.

Half-elves, however, are a little less warm towards tallfellows (see UA, p. 12). Tallfellow have the same regards for half-elves as they do for elves, however. This puts the DM is a particular quandary, as tallfellow are the odd man out with half-elves about.

Alliances & Racial Preferences

Talfellows tend to be ally themselves with elves. It would make sense that they would be close to elven settlements so as to seek their protection. This may have led to the intermingling of the races. Legend says the first talfellows came from unusually tall halflings, who elves took as wives or husbands. Whether this is just legend is not known, however the story persists through the ages.

Gnomes could be similar allies. This alliance would be less often, due to talfellows preferring the company of elves.

Being that gnomes have good relationships with talfellows, this goodwill would naturally result in mutual protection. Given that talfellows are inherently weaker, and more vulnerable to outside threats than the first-level elf habitats. The tolerable relationships with surface gnomes, high elves and grey elves are tolerable (T) it would not be unusual for high and grey elves to adapt mutual protection stances with surface gnomes.

It is possible that gnomes would share secret tunnels with talfellows in order for purpose of escape and assault. The story of "Battle of Raining Stones" relates of gnomes attacking from talfellow tunnels to send a tribe of goblins fleeing into the woods. The talfellows attacked with slings from their vantage points on their tree flets, while gnomes popped out from secret tunnels to split goblin helmets.

Halfling arrows rarely miss while surprising, so the goblins fled. Talfellow pony warriors chased them into the woods and into a dell. The thunderous crack of boulders ended their threat. The *Cracked Skull Tribe* was never seen again.

Elven Abilities

Because of Talfellows elf-like abilities, they share the skill of wood elves with spears (+1 *with spears*). This also gives them the ability to use spears like lances when riding their ponies. Being the most militant of halflings (being able to attain 7th level of fighting ability see *UA*), talfellow have a slightly different (more militant) view of battle.

Being that they have kinship with elves, talfellows should also have the half-elf ability to *detect secret and concealed doors* (per *Player's Handbook*). However, talfellows still have normal search chances if they actively search. This sight also includes a limited *infravision* (30'), since they have elven blood.

Elven resistance to *sleep and charm* spells is subsumed into innate halfling magic resistance. Although, the DM could give the talfellow an additional +1 to *saving throws to sleep and charm effects* to reflect their elven nature.

Also, talfellow lifespans should reflect the long lives of elves. Talfellows could live to be 250 or more years old, outliving stouts like elves outlive dwarves. This is more fitting for those of elven blood.

Talfellow Tree Battles

Talfellows tend to be more warrior-like than other halflings. Nonetheless, they tend to use their concealing abilities rather than a confrontational style. At times, however, a talfellow village might have a wood-walled town. Many talfellow villages would a hybrid of hairfeet and some wood elf villages – they would have tree villages with flets and walkways in amongst trees.

However, talfellows also have the halfling tendency to dig, thus their trees would have cellars as well. Typical trees would be redwoods, roan trees or similar large trees which they build homes within, rather than around or on the trees limbs.

Talfellows would have interconnecting tunnels underneath the forest floor. Thus talfellow villages would have a double networks of tree bridges and tunnels. This can be confusing to races not used to combating talfellows, as these halflings attack from secret tunnels on the ground, or shoot short bows from the trees.

Woods Forts

Woods forts are possible in hill forest communities were orcs and such are more common. These would consist of a wooded fort guarded by talfellow warriors.

These forts are nearly invisible

because of the skill of talfellow in hiding them (*detect secret doors* to see). Their leaders are thanes or sheriffs (Ftr 5 or Ftr 6) of the community. Adventurer talfellows could have their own holds, however.

Forts will have *very tough* talfellows (AC 6, HD 1-7 hp, fight as 1st level fighters, +1 to hit with spears, +3 to hit with bows or slings).

Use the following subtable to determine if a wood fort exists in a talfellow community:

Fort Suitable	
Size	Forests
No Fort	01-70
Small Fort (50+ adults)	71-90
Large Fort (100+ adults)	91-00

DELAWOD (Demigoddess)

(The Talfelless, The Swift, The Hidden, Sure Arrow)

Alignment: Lawful Good

Worshippers Alignments:

Lawful Good, Neutral Good (halflings)

Delawod is the patroness deity of the talfellow. She has golden hair and violet eyes, marking her faerie blood. She can hide even from other deities. Her bow, Tedric, never misses. She is not talkative, but friendly.

Famous Talfellow Adventurers

Some famous talfellow in AD&D 1st Edition modules are:

1. **Blodgett**, 5th Level Thief (*A1 The Slavepits of the Underlord, et. al.*).
2. **Bigelow Tenpenny**, Fighter/Thief 5/5 (R2 *Investigation at Hydell*, RPGA Adventure).

The Adventure Begins

Now having the background information for a talfellow adventurer and community, it should be easier for the DM to construct these communities. With new abilities and a camouflaged tree village, this should create more opportunities for more interesting adventures! Good journeys! **Ω**

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